

The videogame magazine

June 2000
Issue 20



PlayStation N64 Game Boy Advance Dreamcast PS2

REVIEWED! PERFECT DARK

15 PAGES ON THE GAME OF THE YEAR!

PLUS!
TEKKEN TAG

First ever review!

BLACK & WHITE

Dreamcast version
playtested – full report inside!

EURO 2000

PlayStation football champion
reviewed and rated.

DREAMCAST ONLINE

Quake 3 over the Internet – plus,
how to play Final Fantasy X online
on PlayStation2!



51 NEW
GAMES
REVIEWED!

124
pages of

- Dead or Alive 2
- F1 2000
- Hitman
- Videogame violence
- Shogun: Total War
- Game family trees
- Turok 3



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HYDRO THUNDER

7/10

Official PlayStation Magazine



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Nintendo

OFFICIAL MAGAZINE

Burn Water!

THE NUMBER 1 ARCADE SMASH POWERS ITS WAY HOME. IT'S THE MOST INTENSE RACING ACTION YOU'LL EVER FEEL!



"Hydro Thunder is an ace driving experience. Each course is packed with obstacles, competitive racers and wicked shortcuts - Cool or What?"



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"If you're after an insane wet and wild, high-powered racer, then dive in and take the plunge!"



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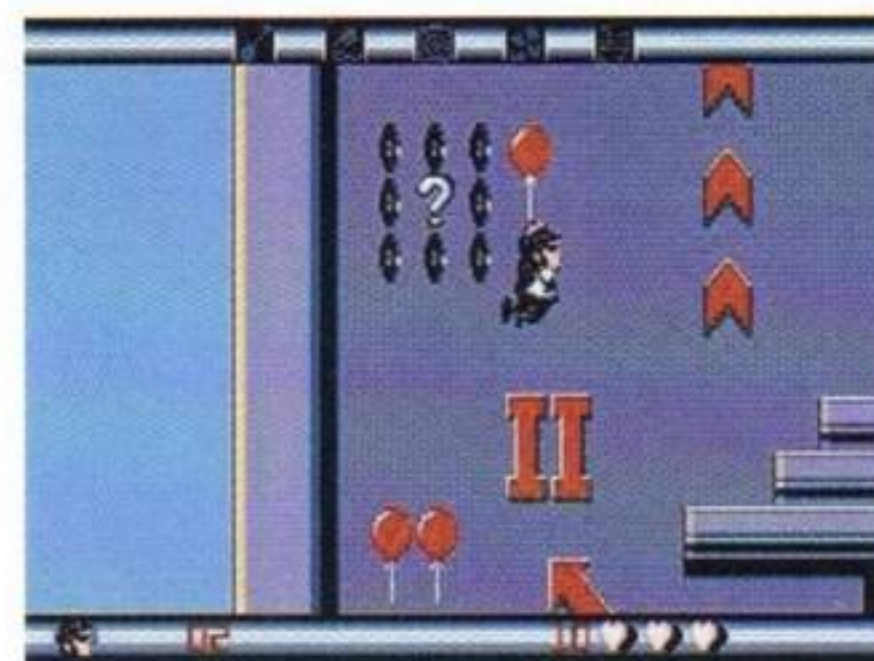
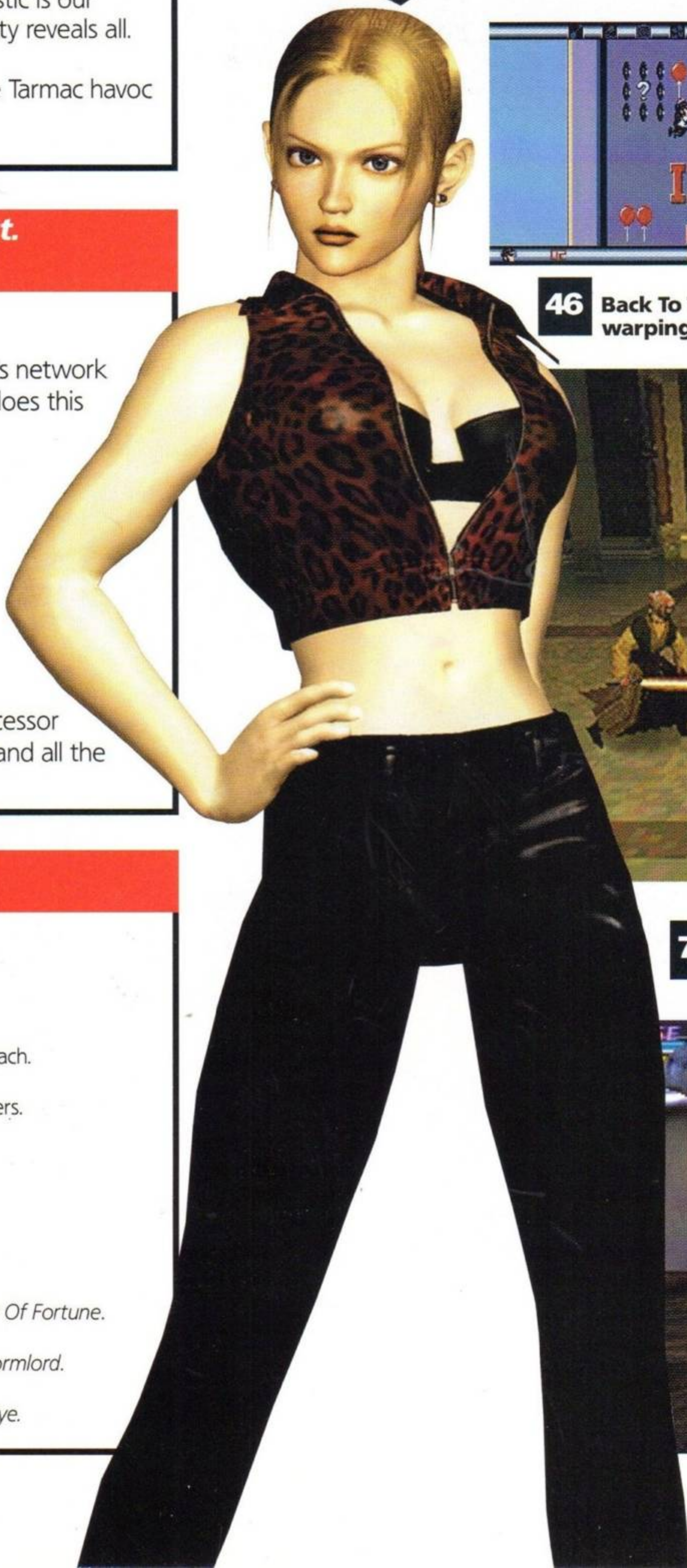
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74 New Dreamcast Games



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90 New PlayStation2 Games



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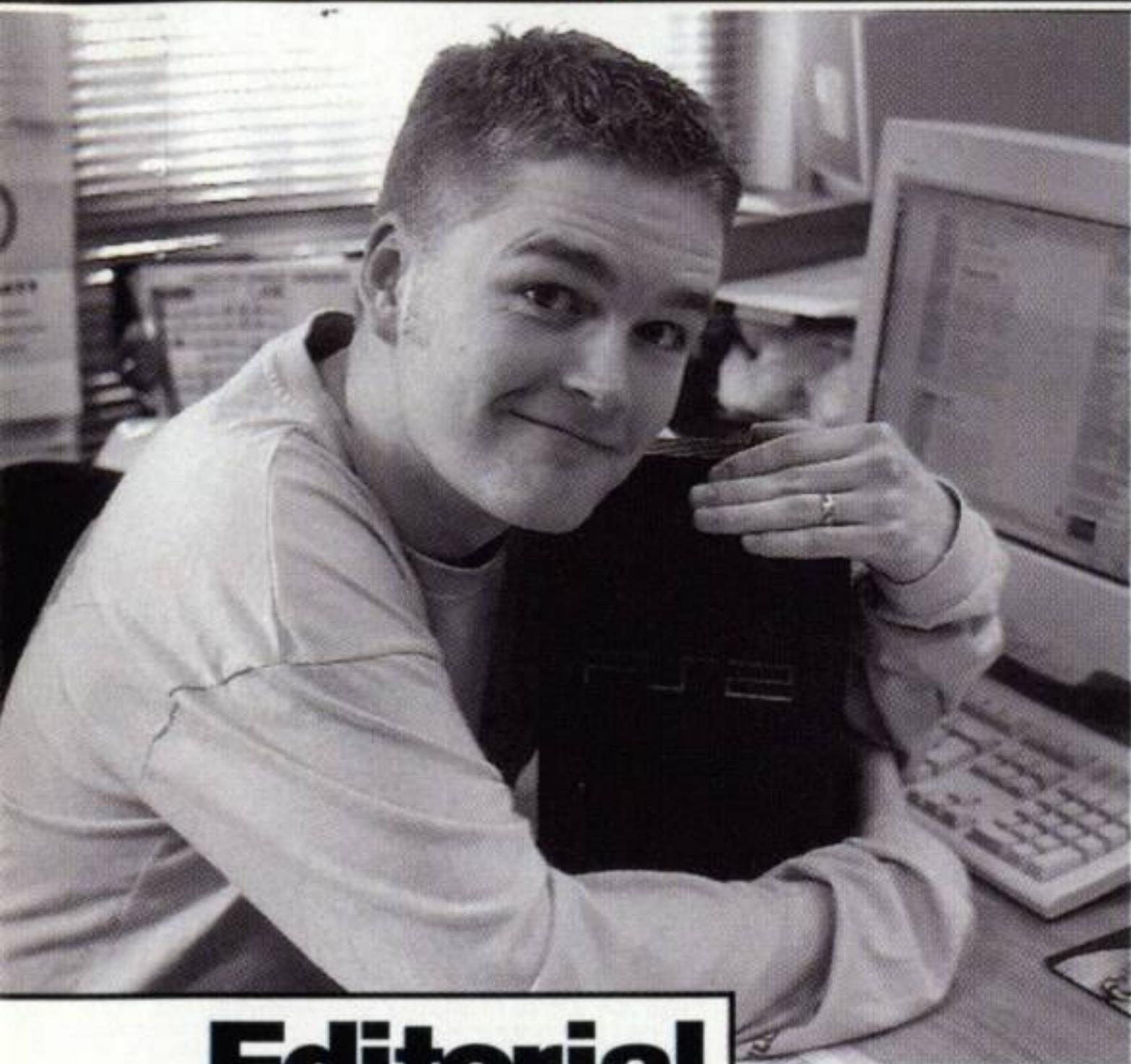
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Internet: How to locate the online gaming server which suits your needs
Accessories: *PlayStation joypads*
Gadgets: The latest in chic mini-disc technology



The videogame magazine **Arcade**

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Cover: **Perfect Dark (Rare)**



Editorial

Perfect day

The N64 didn't have an easy 1999. Apart from brief moments of intervention from Rare in the shape of *Jet Force Gemini* and *Donkey Kong 64*, and one outstanding contribution from Acclaim in *Shadowman*, too often Nintendo's console ended up fielding second rate 3D adventures and the fag end of the PlayStation's gigantic third-party back catalogue. But, all that may just be about to change.

With hits such as *Zelda: Majora's Mask*, *Banjo-Tooie*, *Turok 3*, *Pokémon Snap* and *The World Is Not Enough* on the horizon, the new millennium promises a change in fortune for the N64 – and the game that kickstarts the revolution (or, if you like, carries on from where *Pokémon Stadium* left off) is the game you find emblazoned on our cover this month: *Perfect Dark*.

Along with *Zelda 64* and *Metal Gear Solid*, *Perfect Dark* is one of the most awaited games ever. Rare's decision to bypass the Bond licence in favour of its own marriage of *Blade Runner* and *The X-Files* may have seemed ludicrous to some, but the results – as you'll see if you nip along to our 14 pages of coverage (starting page 50) – are outstanding. Judge for yourself and, whatever you do, make sure you've got £50 on 30 June.

Naturally, that's not all we've got. Turn to page 42 and you'll be able to see how Sega plans to get its massively exciting online project up and running. Oh, and on page 18 we've also got an exclusive look at *Black & White* on the Dreamcast. With conversions of *Half-Life* and *Quake 3 Arena* coming up, we could also be about to see a revival in the fortunes of Sega's exceptional console too.

Add reviews of *Tekken Tag Tournament* on PS2, *Euro 2000* and *Jedi Power Battles* on the PlayStation, *Chu Chu Rocket* on the Dreamcast, *Shogun: Total War* on the PC, and some storming conversions of *Metal Gear Solid* and *Driver* on the Game Boy, and multi-format gaming has never looked so exciting.

Have a great month!

Tim Weaver
Editor

It's your letters

Got some vowels you want to spill? Stick them in a letter or on an e-mail and send them here...



Letter of the month
Does not compute

Your recent feature on the prices of old computer hardware (*Arcade 18*) was a bit naughty. Potential sellers glancing at the unrealistically high prices accompanying the photos may now start to give buyers a much harder time. One glance at how much you deemed the Amiga 500+ to be worth (\$50!) and my free A600 and one game looks like the bargain of the century. And that's not all I snapped up at my local car boot sale: an Atari 2600 and three boxed games for three quid, a Spectrum+ (48k) for £2, and an unboxed Commodore CD32 and 15 (!) CDs for a paltry tenner. There's a host of other bargains to be found as well – you just have to look.

I haven't included my name and address because, to be honest, I'm slightly scared that a host of retro nutters may descend on my pad.

Anonymous, via e-mail

Despite the existence of retro games Web sites like Retro Classix (as featured in Arcade, issue 18), car boot sales will always be the place to nab those low cost bargains. You're always likely to pay a little more when going through shops and fan sites as you're dealing with people who know their retro goods. Down your local field on a Sunday morning, you'd be lucky to find someone who knew what a PlayStation was. The prices we included weren't expensive – just the prices retro collectors are prepared to pay. If you find a cheaper alternative somewhere, go for it. I'm sure all retro fanatics would do exactly the same!

Comm and get some

I've just read the prices of the old nostalgia boxes in issue 18 and was wondering (because it wasn't really mentioned) about the Commodore 16, and how it fared alongside the others? Do I have a small gold mine in the loft? Actually, I've also got a Commodore 64, boxed, from when it was being pushed as a home computer.

Paul Bennett, via e-mail

Ah, the old Commodore 16. (A wave of nostalgia briefly passes over the Arcade office.) Price-wise.... hmm, well, you're probably looking at about the same selling price as the Commodore 64 – so, only about 60 quid. Not exactly a gold mine, but probably enough to treat someone special to a decent curry. Combine that with your boxed C64, though, and you're looking at making about £120. Not that you'd want to sell such a lip-tremblingly poignant slice of gaming history.



Cable guy

Have you people ever considered doing an article on the perfect TV set-up? I've got a Dreamcast, N64 and PlayStation as well as a video and Sky TV, and they're all going through the same aerial socket. What I need you to tell me is what cables I'd need, where they should go, what's the difference between them, that sort of thing.

Ben Hosier, via email

The idea's a nice one, and we may well look at doing something similar to that in the next couple of months. Of course, a top drawer set-up depends on you having a decent TV. If yours comes equipped with an S-Video socket, we strongly urge you to invest in an S-Video lead – you won't believe the difference in quality between your aerial output and S-Video.

Drive time

Is it just me, or is the distinction between PC and console becoming blurred? In days of old, consoles were always plug and play. Simple. Now, with the arrival of Dreamcast, we have modems and Internet, and with PS2, I-link ports, USB's and the like. And this is what scares me the most: these advances allow developers to start sending us new drivers for the machine's hardware, patches for the games, and, because the Internet is an ever-changing medium, patches for Internet browsing software – all stuff that makes PC owning such a costly experience.

And where do developers propose I store all these upgrades? ➔



■ **Arcade 19: The Japanese launch of PlayStation 2.**

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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.



games of the month

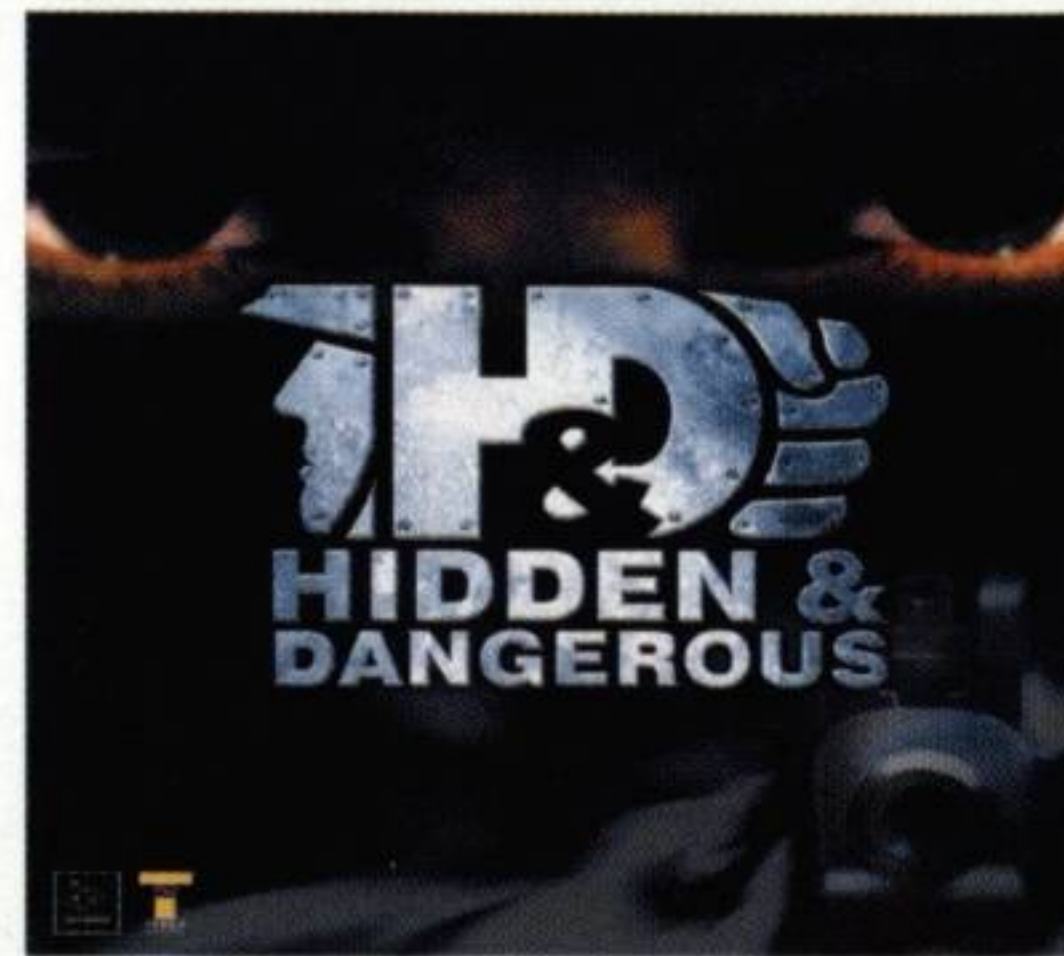
PlayStation



Euro 2000

- To win the crown of Europe, players will need to use their expert skills to unlock the toughest defences in the official game of Euro 2000

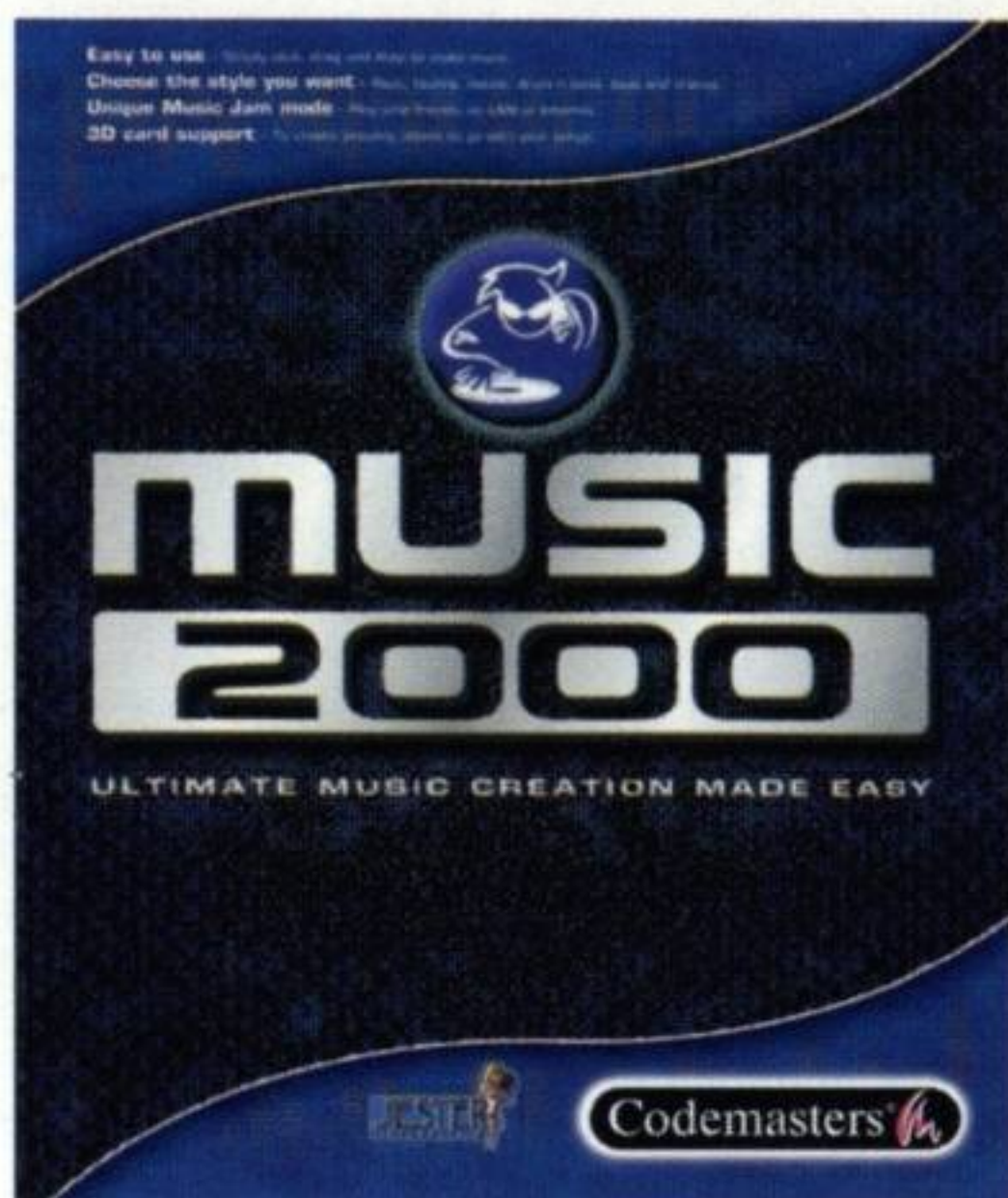
Dreamcast



Hidden And Dangerous

- Its 1941 and you're commanding a crack squad of allied soldiers operating behind enemy lines. Can you make it all the way to 1945 without injury or fatality?

PC



Music 2000

- Just pop Music 2000 into your PC and prepare to create awesome music. Whether you're a beginner or music whiz, you'll amaze yourself with your homemade tracks

Game Boy Color



Metal Gear Solid

- Jump into the shoes of Solid Snake as he works through 13 stages and 180 training missions to thwart the plans of the evil General Augustine Eguabon



excessive choice of games

Virgin

megastores

DANGEROUSLY ENTERTAINING

On the side

I read the other day that PlayStation 2 has a sweat sensor on the controller. Is this true? **James Ephraims, West Midlands**

Uh, no. What exactly would be the benefit of measuring the amount of sweat on a controller?

Will X-Box really be in the shape of an X? **Ian Boughton, Hull**

Nah. Imagine the sniggers of laughter that would accompany you throughout your day-to-day life if you played games on a whacking great chrome X. Microsoft will be well aware of the fact that the X-Box looks, well, rubbish. (Mind you, they once famously said the Internet was a waste of time and money, so, you know, you can never be sure.)

I just bought *Soldier of Fortune*. So, you really can blow someone's head off, then? **David Wilkins, Coventry**

Yeah. Have you tried taking someone's head off and then systematically removing their legs and arms, though? We have. It's fun.

I've just read on the Internet that the Game Boy Advance has been delayed. Surprise, surprise. **Tom Dowty, Bristol**

Only in the US. It's still on for August in Japan.

Write in and tell us!

Let Arcade know what you think about: **Videogame violence** – is *Soldier of Fortune* a step too far or just a bit of a grin? Will you be going online with Sega? Is *Perfect Dark* the last great N64 game? What features would you like to see in *Arcade* over the coming months?

Either on a fancy high-capacity memory card (which will probably mess-up at the slightest opportunity), or on a hard drive, like X-Box, which will cost yet more money and probably needs its own drivers installing every five seconds.

Will Watson, via e-mail

Some valid points, there. We agree, there isn't a huge difference between what PC and consoles do these days – or, at least, there won't be over the coming years. That isn't necessarily a bad thing, of course. It just needs to be approached in the right way.

At the moment, what Dreamcast and PlayStation2 are doing (and what Dolphin and X-Box will also do), is to bring Internet play to the masses. Up until now, it's been an unintentionally exclusive enclave of PC gaming, simply because setting yourself up is such a complicated process. Consoles will make it easier, and that's a good thing.

Upgrades, new drivers and patches aren't in any console manufacturer's plans, even though the likes of X-Box will come with an 8 Gigabyte hard drive. To do that would be catastrophic in the forthcoming console wars because, for the vast majority of UK gamers – members of the Arcade office included – upgrades, new drivers and patches may as well be a foreign language.



Gloom raider

We at our university game club are subscribers to *Arcade*, so we thought it was our duty to tell you that the Dreamcast version of *Tomb Raider 4* is absolutely littered with bugs. So much so, in fact, that it's almost unplayable.

First off, the FMV locks up, meaning you have to reset the games; secondly, the crawl-into-small-opening move (R, trigger and Up) doesn't work at all; and

third, some doors, specifically the blue ones, do not open, even though the official walkthrough states they do.

We contacted our local games shop and they confirmed it was bugged, and are refunding our money. Obviously it hasn't been tested fully.

Jim Donaghue, via e-mail

We had a quick play of our copy of TR4 and could honestly find nothing wrong with it. It was, however, a pre-production disc – which is a finished version, but one that hasn't yet gone into mass production. If your local shop confirmed a number of customers have been having problems, obviously there's something wrong somewhere. Have any other Arcade readers had problems with TR4? Write in and tell us!

Bad launch?

I've just imported a PlayStation2 from Japan, with copies of *Tekken Tag Tournament* and *Ridge Racer 5*, and while some of *Tekken's* backgrounds and animations are impressive, I can't help but feel slightly disappointed.

Having had a Dreamcast since it launched, I really don't think PS2 is that much of a leap, at least graphically, from Sega's machine – in fact, I would say *Soul Calibur* looks far superior to *Tekken*.

Obviously, there's much more to come from Sony, but shouldn't they have waited and launched the machine with two or three killer games instead of rushing out some half-finished sequels? Nintendo delayed and delayed the N64, but at least it had *Mario* and *Pilotwings* at launch.

Simon Saddlewitch, Stoke

PlayStation2 seems to have divided reader opinion. At Arcade, we're real fans, but we can see why people may have been disappointed. The launch games weren't the visual revolution we were hoping for, and the fact that they were sequels meant they somehow seemed a little bit too familiar.

That said, there's still quality in the likes of Tekken and Ridge and you're not going to see what it can really do for at least another year or so.

The Videogame Magazine Arcade Issue 20

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Contributors

The very fine people who deliver the gaming knowledge you so crave.



Mark Green

■ N64 magazine's Deputy Editor isn't too fond of holidaying abroad – he'll spend the summer in a garden shed playing *Zelda*

with his collection of garden gnomes. He likes to play as Princess *Zelda*. The game he's looking forward to at E3 will be Bond title *The World Is Not Enough* but only the N64 version, not "the pants" PlayStation2 version. Honestly, it's like a playground in here sometimes.

■ **Fave game:** *Zelda 64: Ocarina Of Time*



Jes Bickham

■ PC Format's deputy editor and soldier of fortune (game name Jesbian) is off to New York this summer with that lady

he likes to call "girlfriend". While there he hopes to grow to one hundred feet tall and climb the Empire State Building. Believes this year's E3 will bring forth "the genius that is *Dinosaur Planet*" – Rare's latest N64 offering. Hmm, do the words "dead" and "format" mean anything?

■ **Fave Game:** *Zelda 64: Ocarina Of Time*



Steve Merrett

■ This month we forced Steve to review the hugely mediocre *Jedi Power Battles* to the point where he began to talk like Jar Jar

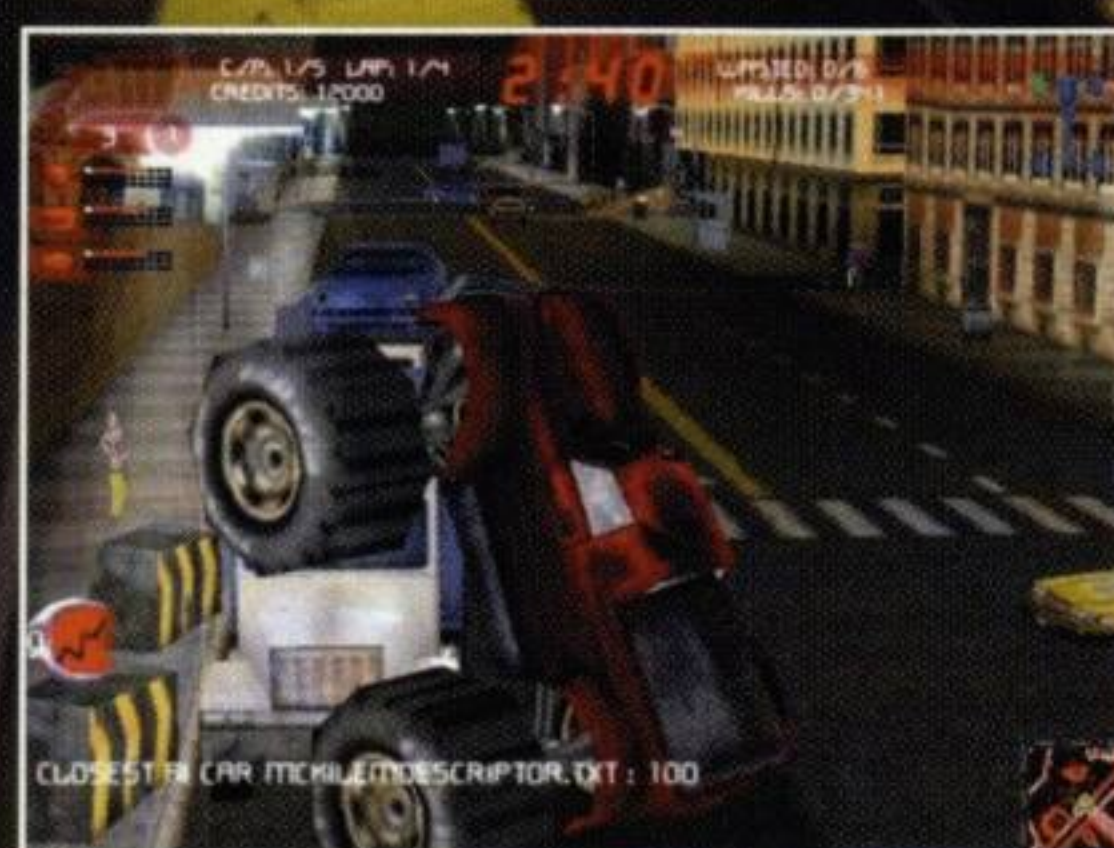
Binks. Poor chap. On top of that, not only does he not get to swan about in LA at E3, his only holiday of the year will be to the exclusive resort of Dartmouth, because he's got a little babber to take care of. Aaaaah.

■ **Fave game:** *ISS Pro Evolution*. Still.

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GAME ON!



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



■ *Alone In The Dark*: Gothic horror survival with pant-wetting graphics.



■ *Star Wars Demolition: Episode One* combat on PlayStation.



■ *Anachronox*: Bizarre sci-fi fantasy RPG with Escher-inspired backdrops.



■ *Legacy of Kain: Soul Reaver 2*: Raziel returns to raise hell in a spooky sequel.

LA CONFIDENTIAL

E3 2000

This year's colossal videogames expo promises to be the best ever.

It's a gamer's dream: a huge venue with floorspace that could hold 14 jumbo jets, packed with state-of-the-art beat-'em-ups, racers, platformers, first-person shooters, strategy titles and downright weird videogames from every corner of the globe. The 2000 Electronic Entertainment Exposition held from 11-13 May in Los

Angeles, USA – otherwise known as E3 – was the place to be if you wanted to mix with the bigwigs of the industry and see for yourself the games and hardware that'll be making waves in the run-up to Christmas. As *Arcade* was going to press, E3 promised to include exciting announcements from Sony, Sega and Microsoft, as well as brand-spanking new

games from software giants Electronic Arts, Konami, Capcom and Rare.

This year's show was an ideal opportunity to check the pulse of all the major hardware companies and see which was the healthiest in the next-generation console wars. Grandees promising to attend included Sony bods Chris Deering and Ken Kutaragi, Nintendo's Howard Lincoln, Mr *Metal Gear Solid* Hideo Kojima and Sonic's creator Yuji Naka.

Sony and PlayStation2 were set to make the biggest splash at E3, dominating floorspace and hyping it to the max in the run-up to the official launch of the console in Europe and America – the dates of which were to be confirmed at the show. Further information on the hard disk and modem additions for the PlayStation2 were going to be announced, plus an incredible line-up of games including Sony's own driving game *Getaway*, the stunning

Wipeout Fusion and, of course, *Gran Turismo 2000*.

Nintendo stubbornly insisted it would not be revealing anything about the Dolphin and Game Boy Advance, but there's a good chance that a few people in high places witnessed graphics and games demonstrations behind closed doors. Microsoft was also playing its X-Box cards close to its chest, but *Arcade* was promised an exclusive look at a handful of games running on the new

E3 2000 CONTINUED...

console, which were rumoured to include an NFL title from EA and a "big" PC game.

After its Stateside gamble of giving away free Dreamcasts if people sign up to its ISP, Sega was more than keen to show it can give Sony a run for its money in the battle for the hearts and minds of gamers. The stylish rollerblade madness of *Jet Set Radio* was one title expected to impress, along with Capcom's *Power Stone 2* and a first look at *Quake 3 Arena*, arcade smash *Ferrari F355 Challenge* and two new *Sonic* games.

The big software companies have all released exciting news about forthcoming games to be given their debut at E3. Konami promised to show off the mouthwatering *Metal Gear Solid 2* on the PlayStation2, while Square assured more sneaky peeks at *The Bouncer* and *Final Fantasy 9, 10* and *11*. Rare said it would unleash prehistoric N64 game *Dinosaur Planet* and simian Game Boy Colour platformer *Donkey Kong Country*, whereas Activision is to present an update of a seminal first-person shooter *Return To Castle Wolfenstein* on the PC and *Tony Hawk's Skateboarding 2* on PlayStation.

After a disappointing run of below par *Star Wars* titles, LucasArts hoped that the PlayStation *Star Wars Demolition* (being produced by Vigilante 8 team Luxoflux), further announcements on up to five new Force-related games and the hot new *Escape From Monkey Island* adventure on PC would raise spirits. Eidos meanwhile, intended to present (surprise, surprise) *Tomb Raider 5* and an incredible-looking PlayStation2 first-person shooter *Timesplitters* from Free Radical Design – a group drawn from the team that created *GoldenEye*.

Other highlights were due to include EA's collection of *FIFA 2000* on PS2, *Command & Conquer: Red Alert 2* on PC and *The World Is Not Enough*, plus Infogrames' cracking line-up of *Alone In The Dark* and *Duke Nukem Forever* on PC, *Munch's Oddysee* on PlayStation2 and *Driver 2* and *3* on PlayStation and PlayStation2. Once the dust has settled and *Arcade's* brave journos have had enough of Californian booze, burgers, babes and beaches, rest assured that next month your favourite mag will cover every inch of the biggest and best games show on Earth.



■ **Smuggler's Run: Deliver illegal goods and avoid cops.**

Top 10 games at E3

1. Metal Gear Solid 2

Konami
PS2

The sneaky sequel to the PlayStation's best game ever makes an appearance on Sony's next-gen console.



2. Dinosaur Planet

Rare
N64

A stunning new 512Mb Expansion Pak only adventure with more than 50 characters, who'll have incredible facial animation and hours of speech.



3. Sonic 2

Sega
Dreamcast

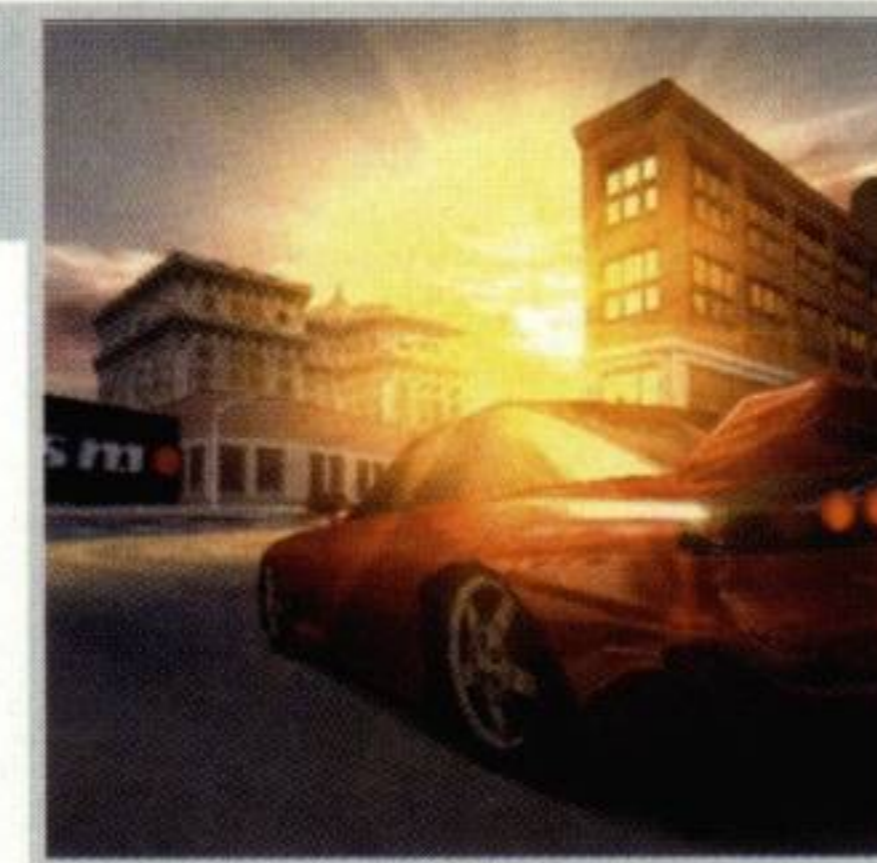
Along with *Mario Party* done *Sonic Square* (pictured), Sega has the speedy blue hedgehog ready for even more action packed 3D shenanigans.



4. GT 2000

Sony
PS2

Promising to be almost finished (the demo was 20% complete), this PlayStation2 version of the driving sim classic is looking like being a world beater.



5. The Bouncer

Square
PS2

Glorious multi-player beat-'em-up spread across huge interactive environments.



E3 rumours

■ **PlayStation handheld announced**
■ Probability: 30%

■ **Nintendo reveals the Dolphin**
■ Probability: 10%

■ **X-Box games to play at the show**
■ Probability: 90%

■ **PS2 Resident Evil**
■ Probability: 80%

6. Escape from Monkey Island

LucasArts
PC

Unlikely hero Guybrush Threepwood returns in a brand new adventure that involves elections on Melee Island, mad parrots and gallons of grog.



7. Final Fantasy 9, 10 & 11

Square
PlayStation/PS2

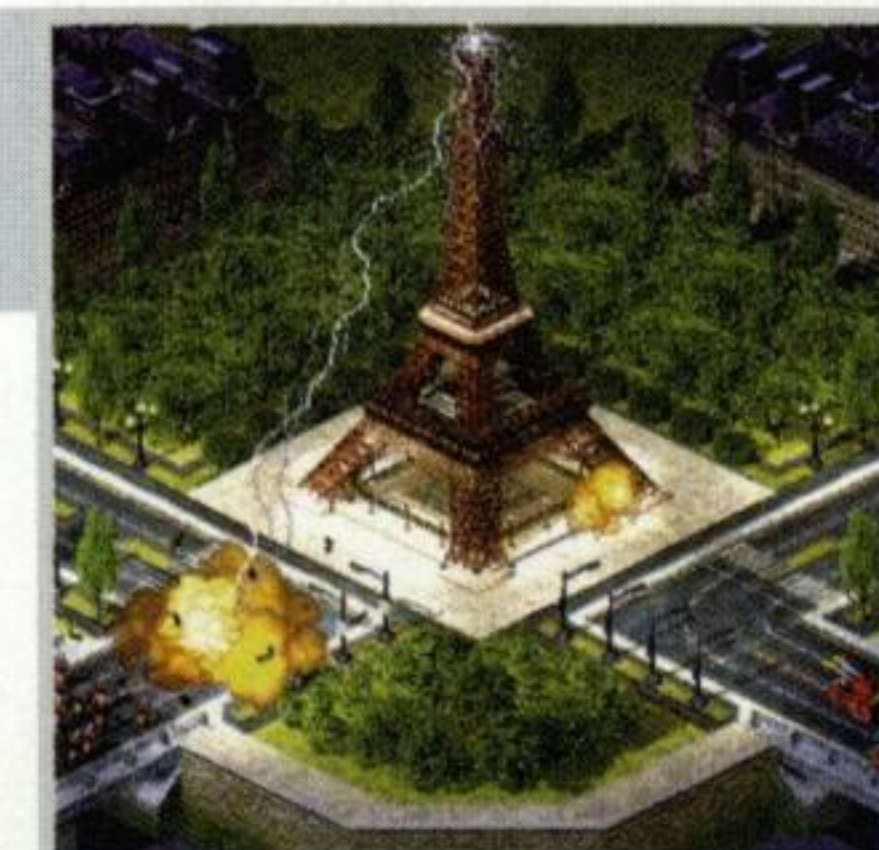
Into double figures for the fantasy RPG franchise set in a dark Manga-inspired universe.



8. Command & Conquer Red Alert 2

EA
PC

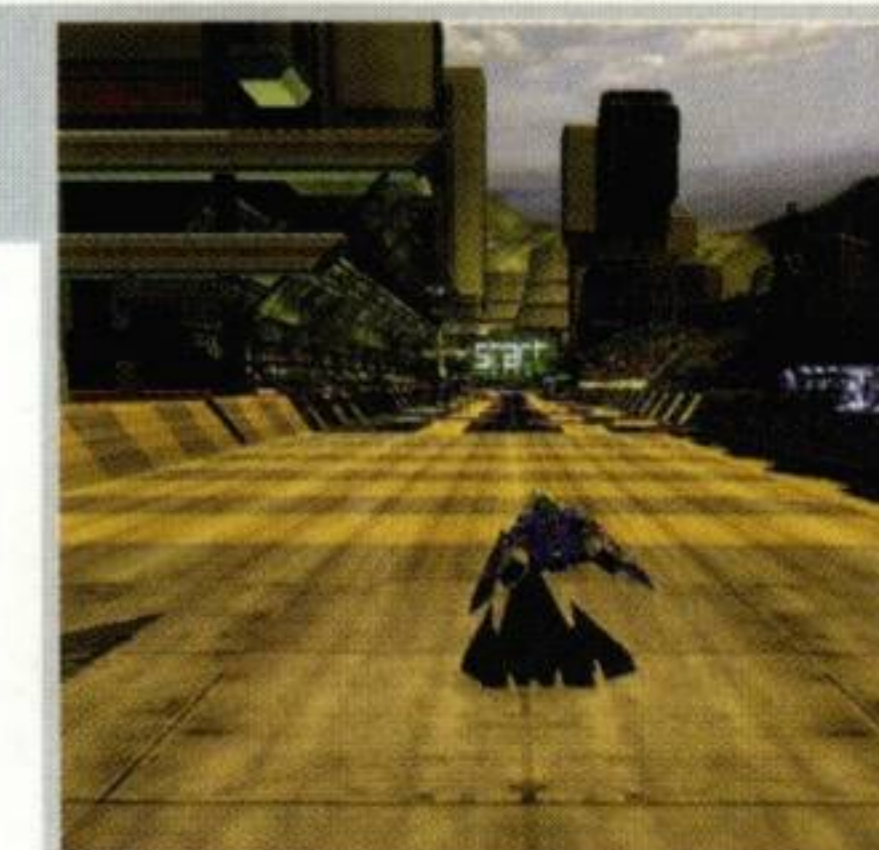
Sequel to the incredibly popular real-time strategy title, where the Soviet army has invaded America in a bid for world domination.



9. Wipeout Fusion

Sony
PS2

The futuristic racer has never looked better in this new version that uses all the graphical whizz-bangs of the PlayStation2.



10. Jet Set Radio

Sega
Dreamcast

Fantastic and furiously fast rollerblading racer, with highly original-looking graphics and the ability to spraypaint the game's environment.





■ Arcade reckons the six-button Advance will resemble one of these two curvy lovelies. Lucky Japanese gamers will find out this Autumn.



■ The Yoshi's Story demo, featuring 2D characters on 3D backgrounds.



■ Nintendo's next task is to finalise the design of the console case.



HANDHELDS

New Game Boy details

Developers attend an exclusive conference for Nintendo's new Boy.

On 10 April, Nintendo chose Seattle, USA, to reveal its next-generation handheld gaming console to an invitation-only audience of hundreds of software developers. The Game Boy Advance Developers Conference was the first time the company has confirmed the hardware's existence and Nintendo was obviously keen to encourage games

production for the new format. Happily, hardware details have managed to leak out from right under Mario's moustachioed nose.

The Game Boy Advance will have better than SNES-quality graphics, with a 240x160 resolution, background 3D effects, complex sprite-handling and the ability to produce more spectacular FMV sequences. Sound will be much improved, with two sound chips.

Case design hasn't been finalised yet, but the Advance will

definitely come in wide format like the NeoGeo, as revealed in last month's Arcade. There'll be six buttons on the console – A, B, Start, Select and new additions L and R on the top, with the ability to link up to four machines together. The only peripheral confirmed is an infra-red add-on to connect with Game Boy Color.

Nintendo spent the whole day showing off its new hardware, with a new start-up sequence featuring swirling "Game Boy" lettering, FMV footage of a basketball game and an

impressive one level demo of the N64 game Yoshi's Story, with 3D background and a beautifully-rendered 2D sprite of the cute dinosaur character.

No word was given on the proposed link-up with mobile phones or whether the name would remain Game Boy Advance. The company maintained that the new Advance will be on sale in Japan before the end of 2000, with Europe and the USA expected to get their eager hands on the delicious new portable in Spring 2001. **A**

Portable PlayStation?

Rumours rife of a Sony handheld in development.

With sales approaching 100 million units, the Game Boy is obviously being eyed enviously by the big videogame companies. There have been numerous unconfirmed reports that Sony is finally going to wade in with a portable PlayStation to challenge the domination of Nintendo. Speculation is that the PlayStation Dash will be a CD Walkman-sized unit and come with a built-in 4-inch colour TFT display. Gamers will also be able to plug the console into a television and use their existing PlayStation controllers. This could be another case of non-existent "vapour-ware", but sources are hopeful that Sony will announce the brand new console at E3 in May.

INCOMING

Six choice gaming fillets fit for the Captain's table

3 months



Motocross Madness 2

■ PC
■ Microsoft
■ June 2000

Sequel to the fabulous 3D motorbike stunt game that's got more entertaining tricks than a Thai prostitute.



Silver

■ Dreamcast
■ Infogrames
■ June 2000

Tip top console conversion of the sparkling Final Fantasy-esque role-playing game on the PC.



MoHo

■ PlayStation
■ Rockstar
■ July 2000

Brutal arcade action set in a future world where citizens are forced to compete in gladiatorial competitions.

6 months



Three Kingdoms: Fate of the Dragon

■ PC
■ Eidos
■ Autumn 2000

Beijing-produced RPG based on an ancient 14th Century Chinese text.



Donkey Kong Country

■ Game Boy Color
■ Rare
■ September 2000

Monkey business with DK and chums in this cracking full SNES conversion of the classic Rare platformer.

1 year



Startopia

■ PC
■ Eidos
■ Winter 2000/1

Out of this world God sim set on various empty space stations that you can fill with reprobates from around the galaxy.



■ (Above) *The Getaway*.
■ (Below) *Drakan*.



■ (Above) *Dropship*.
■ (Below) *Formula One 2000*.



Sam Richards' World of Games



No free hedgehog

Sega should be roundly booed after insisting it isn't about to repeat its US offer in the UK, giving consumers a free Dreamcast in return for signing up to an exclusive ISP. Users in America and Canada who sign up to SegaNet for \$21.95 per month will receive a free keyboard and a \$200 rebate – which includes punters who have already bought the console. Sega blames the telecommunications regulations in Europe for making the scheme financially unworkable in this country. However, if these rules change and the PS2 launch starts to harm already anaemic Dreamcast sales, Sega may have to change its tune – which would be fantastic news for bargain-hunting British gamers.

War machine?

Stories circulating about Japanese trade officials restricting trade of PlayStation2 because it poses "a military threat" are completely untrue. Apparently the rumours started when a journalist for the *Asahi* newspaper in Japan wrote an article claiming Sony wouldn't be able to export the machine because it could be used to help guide missiles. Sony Europe issued a statement saying that the UK DTI has already confirmed the PS2 doesn't require any special export licences and that the only restrictions are for countries with existing trade embargoes – like Libya.

Changing the face of videogames

In plans that could have a major impact on the arcade games industry, Sega is planning to install "virtual arenas" in Tokyo from July. The fibre-optic networks will enable dozens of players in different arcades to compete against each other and actually see the faces of their opponents. The super-fast games network will include racers, sports games and beat-'em-ups, with arcades charging approximately ¥500 (£3) for half an hour's gaming or spectating. Sega hopes to have the system operating in Japan early in 2001.

PS2 UPDATE

PS2: UK gets in on the act

First batch of PS2 titles from Sony's British development teams.

The full details of PlayStation2's UK launch, including release date and price, were due to be announced at E3. Arcade will bring you that news next issue, but in the meantime, Sony has already announced details of six PlayStation2 titles in development at its various UK studios.

The most exciting of these is *Wipeout Fusion*, developed at the former Psygnosis studio, Sony Liverpool. The original *Wipeout* first appeared at the UK launch of PlayStation, and it's only fitting a *Wipeout* title should accompany PlayStation2's British unveiling.

Early shots of *Wipeout Fusion* look absolutely staggering, and a

far greater variety of vehicles and tracks are promised for the series' fourth instalment. Improved anti-gravity handling and interactive tracks (perhaps a custom track generator) should also feature.

The Getaway will be a kind of 3D *Grand Theft Auto* set in the realistically-modelled seedy streets of Soho. Shaking The Fuzz off your tail will require all kinds of skills and stunts at the wheel of souped up motors with arcade-style handling. Unfortunately, the only screenshots available so far are the doctored photos above.

Other titles include *Drakan*, *Formula One 2000*, *Dropship* and *Spin Sprint Car Racing*. *FIFA Soccer World Championship* from EA will debut in Japan, followed by a UK release around launch time.



■ One of the first shots of *Wipeout Fusion* on PS2.

BAFTA AWARDS



■ Toby Gard and Paul Douglas: BAFTA winners last year.

Gaming BAFTAS expand

New categories announced for interactive BAFTAs.

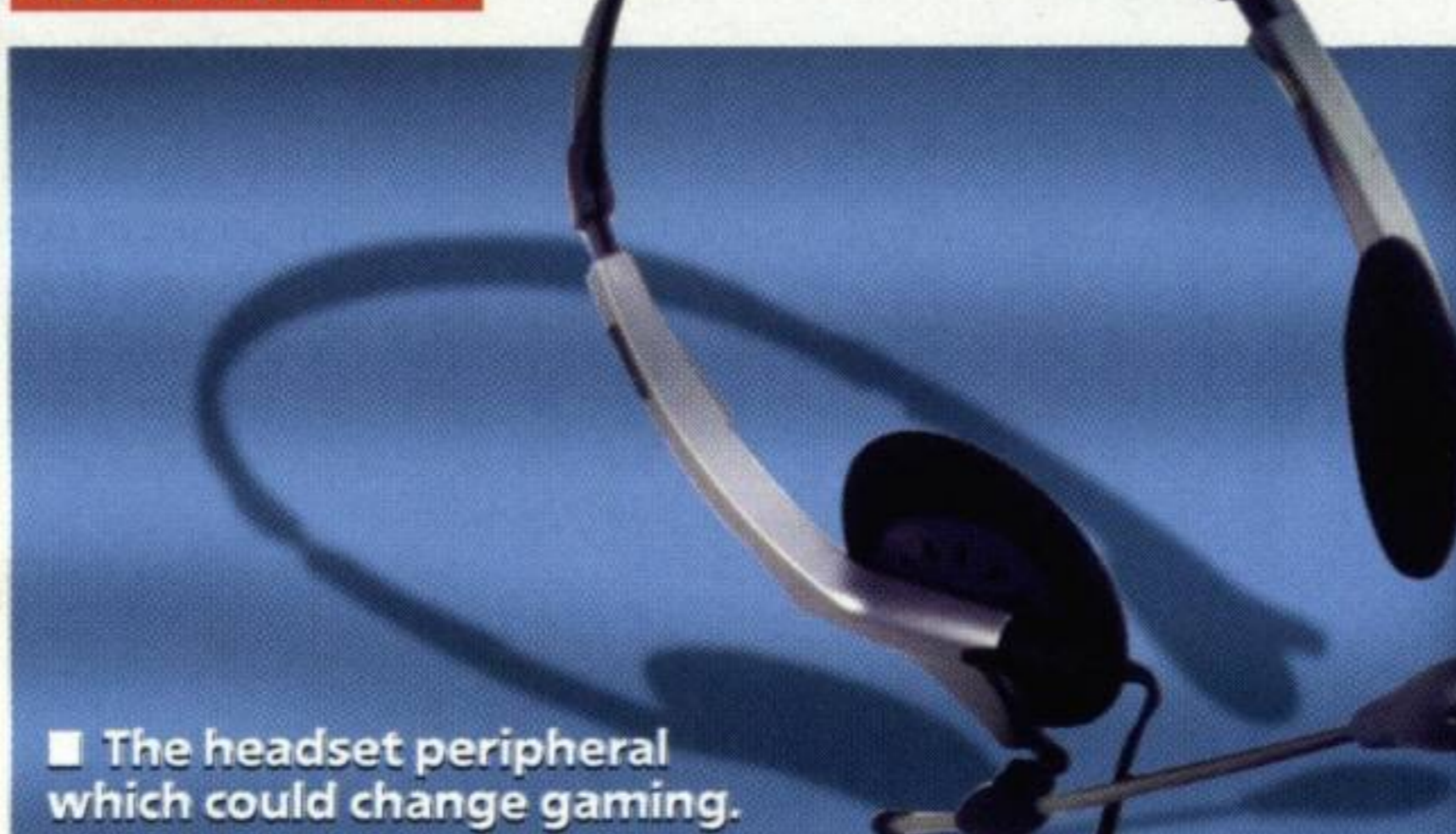
The British Academy has announced details of 2000's BAFTA Interactive Entertainment awards, following last year's hugely successful event. Several new awards have been introduced to accommodate the increasing number of nominations in existing categories, and the event itself will expand accordingly, with BAFTA still hoping to have the awards ceremony televised.

The Best Game category has now been split into three separate areas:

Best Console Game, Best PC Game and Best Mobile Or Networked Game. Last year Nintendo's epic title *The Legend Of Zelda: Ocarina Of Time* pretty much swept the board, while Toby Gard and Paul Douglas (pictured above) won the coveted overall Best Contribution Award for their creation of Lara Croft and the *Tomb Raider* series.

The BAFTA Interactive Entertainment awards ceremony is scheduled to take place in October.

MICROSOFT MIC



■ The headset peripheral which could change gaming.

Shout insults online

New Microsoft peripheral advances voice command technology, ushering in new possibilities for gaming.

Voice-activated command technology has long been a dream of gamers, and Microsoft will bring it a step closer with the release of its Sidewinder Game Voice peripheral. The unit, which includes a headset and an eight button control panel, is designed specifically for games.

Its first function is to enable vocal communication between gamers during LAN or Internet play. Instead of typing an insult to the player you've just brutally fragged in *Soldier Of Fortune*, you'll be able to shout abuse immediately and without pausing the game. There are also

more productive applications for this kind of communication – in team-based games for instance.

A potentially more interesting function of the Game Voice is the ability to program control commands into the voice memory. By doing this you can eliminate numerous keyboard bindings by assigning them to voice-activated controls. If this application works as well as Microsoft claims it will, it will be a genuine step forward for gaming.

The Sidewinder Game Voice is due to be launched in October, and should retail for £50.

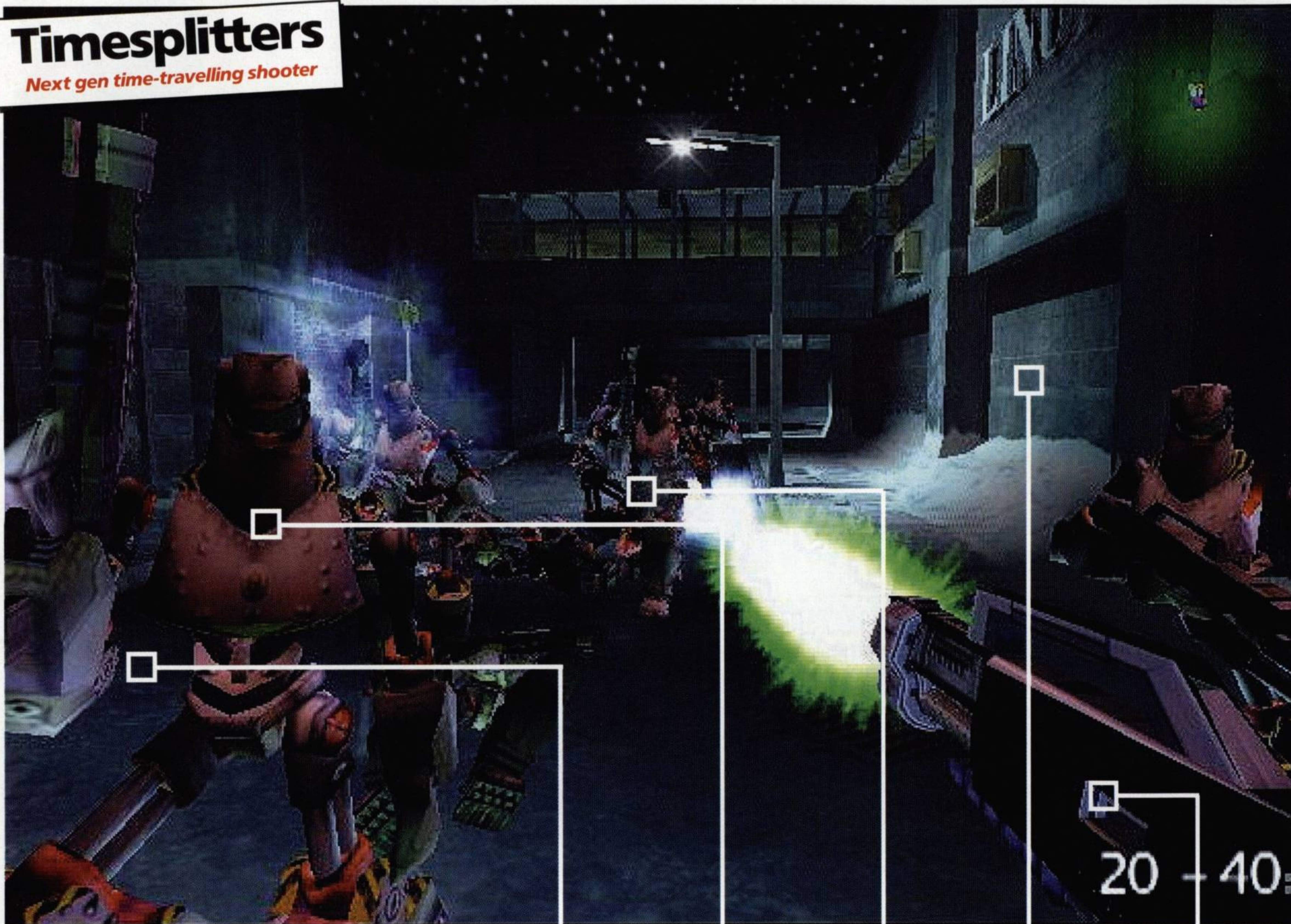


"Gagging for it!"

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

Timesplitters

Next gen time-travelling shooter



The game a number of the *GoldenEye* team have been working on since splitting from Rare.

Foursome
 ■ *Timesplitters* features a four-way split-screen mode, with both co-operative and competitive play, including deathmatch and last stand options.

Timesplitters

- Format: PlayStation2
- Developer: Free Radical Design
- Publisher: Sony
- Release date: late 2000

Faster than a speeding bullet

■ Even when the screen is divided into quarters the game runs at a cornea-popping 60 fps.

Doom with a view

■ The ambience and look of *Timesplitters* strives to revive the spirit of *Doom*, giving you the chance to pit yourself against multiple opponents.

Time to go

■ The richly detailed and varied levels span different themes and times. The choice of characters reflects this – a marine, a '30s explorer and a '70s cop.

Moving house

■ The detail in *Timesplitters* is amazing. Just check out the detail and shadowing on this brick wall for starters. Very nice.

Make my day, punk

■ *Timesplitters* will feature more weapons than Britain sells to the Third World – coming from the creators of *GoldenEye*.

Zelda's back for good

Zelda: Majora's Mask turns up in the nick of time.

Just as this issue of *Arcade* was being put to bed, what should turn up in the office but a Japanese import copy of *Zelda: Majora's Mask*.

Set in a mirror universe to Hyrule, Link has three days to stop a giant moon from crashing into the world. The intro sees Link riding on his horse through a foggy wood, coming a cropper when a bloke in a mask jumps out from behind the bushes.

Following a glowing insect, you fall off a cliff and wake up virtually transformed into a Deku Scrub. So off you trot as a tiny, ugly Link through the initial village, which for some reason (given in Japanese) seems to be having a bit of a fête.

Beyond a few random conversations, that's about as far as *Arcade* got, before our lack of Japanese got the better of us. But rest assured – we'll soldier on, and bring you a full import review in the next issue of *Arcade*.



■ Bright eyes burning like fire.



■ Link as a little Scrub at the beginning of the game.

Final Fantasy 9 is the real thing

Square and Coke join forces in a marketing marriage made in Heaven.

Squaresoft and Coca-Cola have announced a promotional tie-in between the next instalment of *Final Fantasy* and Coke.

The advertising will use FMV of characters from the game chasing a Coke bottle top down a street – as the top bounces along the “magic” of Coke transforms people into performers and brings plants to life. Fans of the game will also be able to get their hands on the characters from *Final Fantasy 9* by collecting special promotional ring pulls from Coke cans.

Along with this marketing plan with Coca-Cola, Square has announced more details of *Final Fantasy 9*. The biggest change will be that the game sets aside the cyber punk aesthetic of the previous two instalments and returns to the series’ roots with a more traditional fantasy look. The game’s characters will once again take on the Manga stylings of *Final Fantasy 7*, with deformed heads and big eyes, while locations will be suitably fantastic – floating cities, flying ships and mystical castles. Expect all the usual fantasy stuff like dragons, wizards and plenty of magic



spells. You can also expect a similar level of complexity to the other instalments of the game.

The story revolves around 16-year-old thief Zidane Tribal, a princess called Garnet Til Alexandros the 17th and a mage character known as VIVI Ornitier. There will be eight playable characters in all – up to four can be in your party at any one time. Square has promised that Guardian Force animations will be cut back, but there will still be 40 hours or more of gameplay.

Final Fantasy 9 will be released in the UK in time for Christmas. **A**



■ Zidane Tribal, *Final Fantasy 9*'s hero, apparently likes Coke. That'll explain the wide-eyed stare, then.



■ The “magic” of Coca-Cola.



■ Corel, from the game.

Orient excess

A look at what's going on over in Japan.



Ecco's got company

■ Turns out Ecco is not alone when it comes to dolphins in games. Arcade has discovered a whole school of the finned mammals starring in insane one-arm-bandit simulator *Heiwa Parlor! Pro Dolphin Ring* from Telenet. Ecco may or may not be a bottleneck, but it isn't clear what species *Heiwa Parlor*'s dolphins are, particularly seeing as they're pink. Then again, when they're frolicking with yellow seahorses, a scuba-diving pig and a green-haired mermaid, it's all academic.

Arcade has no idea how *Heiwa Parlor! Pro Dolphin Ring* works – it may be that a quick spin ought to bring up a winning trio of numbers or symbols, but then it all goes mad, water fills the screen and numbers fly everywhere before disappearing down the pig's snorkel. Suffice to say, a UK release isn't imminent.

■ *Heiwa Parlor! Pro Dolphin Ring* – a far cry from the calming sub-aquatic vistas of Appaloosa's *Ecco The Dolphin*.



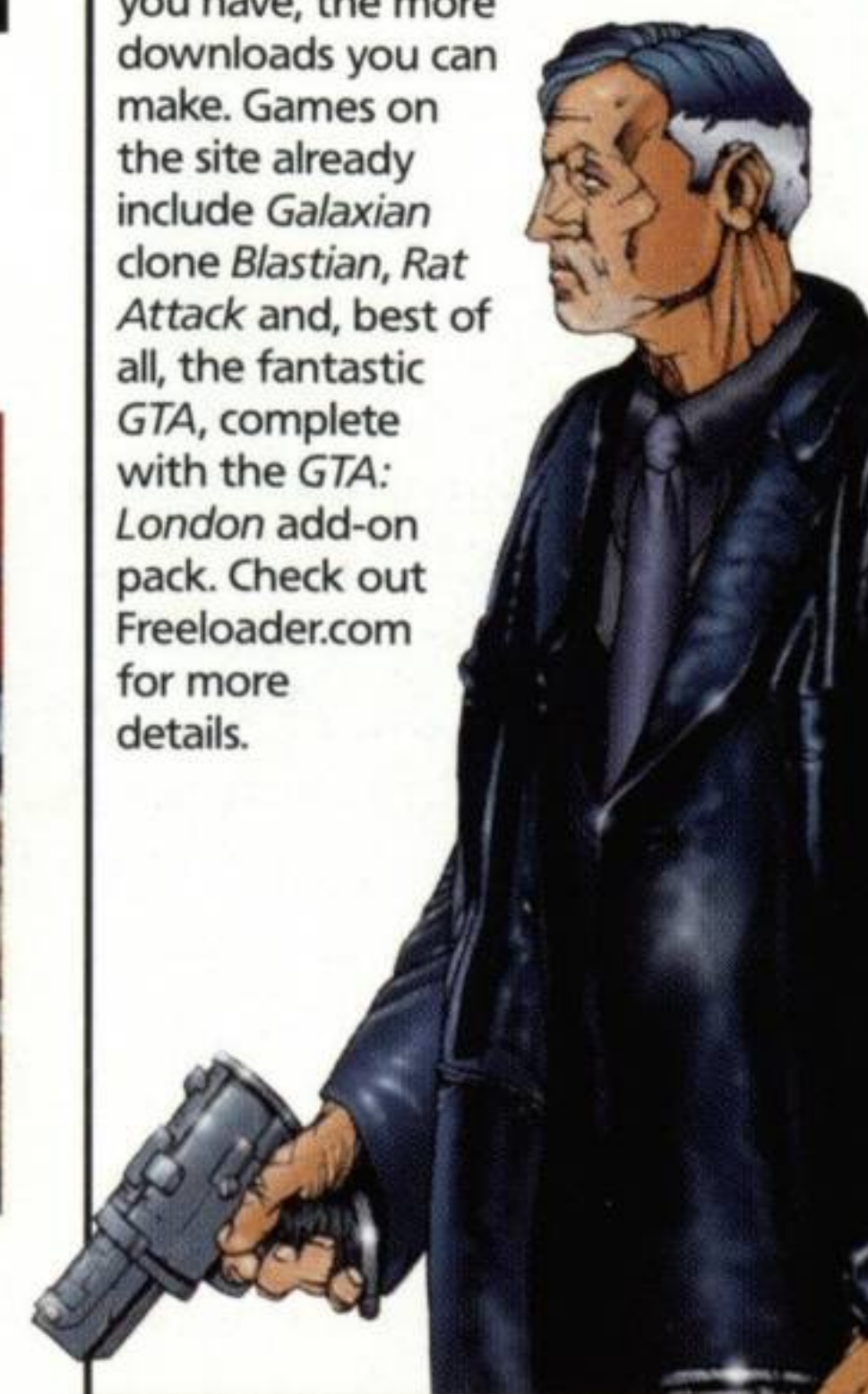
Freeloading

Free games!

Web site offers game downloads for nothing.



Stingy folks who've always grumbled about digging deep into their pockets to buy games have had their prayers answered. Freeloader.com is a new Web site that promises gamers the chance to download a range of titles absolutely free. The company behind the concept, Pure Entertainment, manages to do this by encouraging people who register to gain “credits” for the site by visiting and buying from associated advertisers, such as Electronic Boutique. The more credits you have, the more downloads you can make. Games on the site already include *Galaxian* clone *Blastian*, *Rat Attack* and, best of all, the fantastic *GTA*, complete with the *GTA: London* add-on pack. Check out Freeloader.com for more details.



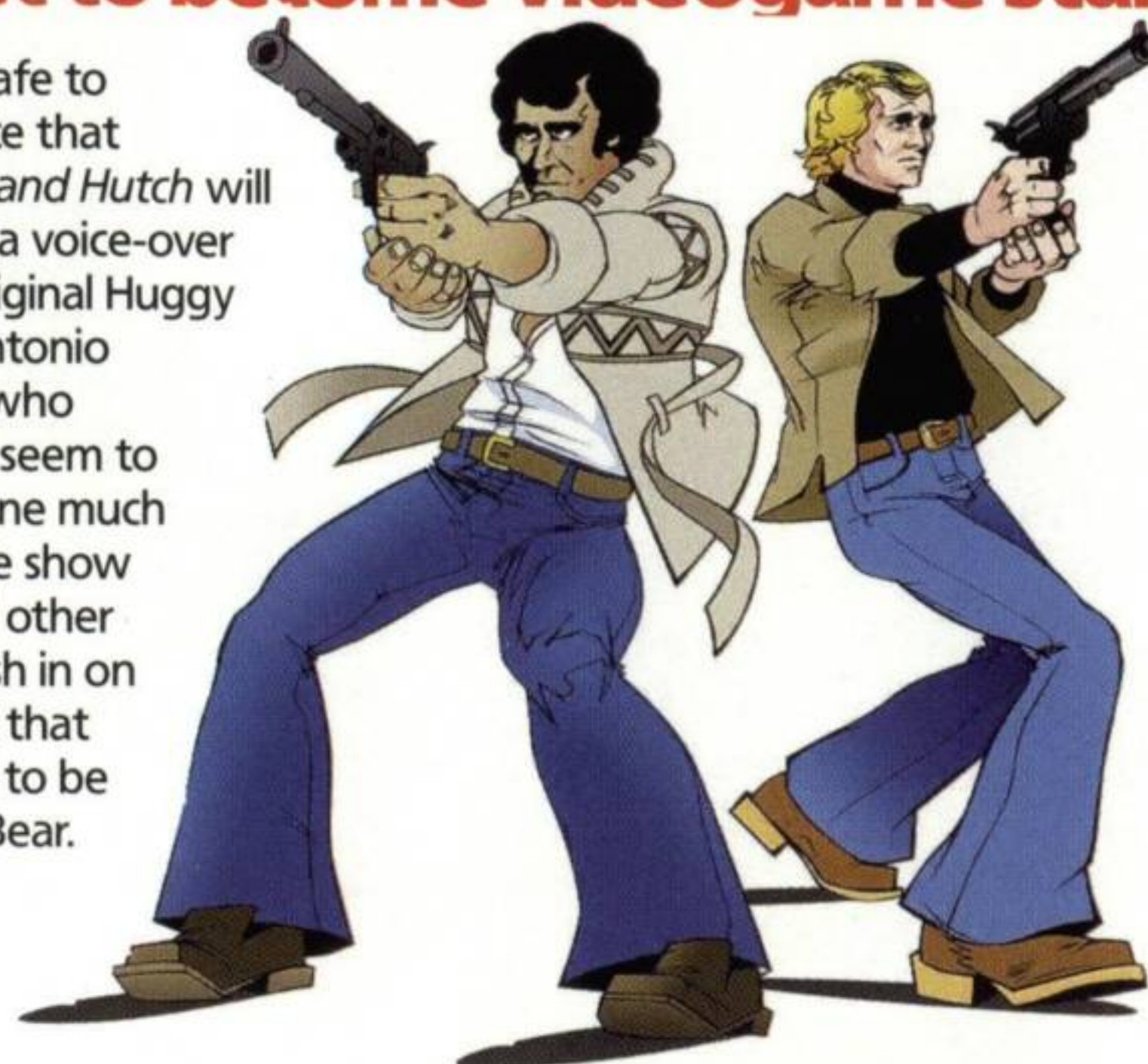
Flares, mutton chops and bright red cars

Starsky and Hutch set to become videogame stars.

Hot on the trail of the up-and-coming *Driver 2* comes the news of *Starsky and Hutch*'s debut on the PC and PlayStation2 in an Empire game.

The smart money would go on *Starsky and Hutch* being some sort of a driving game featuring the tomato red Ford Gran Torino with the wide white stripe across the roof and down the sides. It's also

pretty safe to speculate that *Starsky and Hutch* will feature a voice-over from original Huggy Bear, Antonio Fargas, who doesn't seem to have done much since the show finished other than cash in on the fact that he used to be Huggy Bear.



■ David Starsky and Kenneth “Hutch” Hutchinson. Now, which one's which?



NEWS ANALYSIS

Words by | **Jamie Sefton**

■ ILLUSTRATION: **MATT KENYON**

Videogaming violence

Arcade examines the arguments put forward by Channel 4's Dispatches programme.

After you've happily reduced a punk's head to bloody chunks with a shotgun blast and removed his twitching limbs systematically from his body with a sharp knife, you may want to take a break from playing *Soldier Of Fortune* and consider whether the game is actually bad for you.

The recent Channel 4 Dispatches programme *Video Nasties* shown on 23 March upset the gaming community by suggesting there are proven links between videogames and increased aggression – even violence – in adults and children. Did the programme have a point, or was it just another case of television courting controversy and delivering a biased

programme for the sake of inflating viewing figures?

There have been numerous scare stories concerning media-influenced violence over the past 30 years which have panicked reactionary newspapers into believing that films like *A Clockwork Orange* and *Driller Killer* had the potential to turn ordinary teenagers into blood-thirsty maniacs. The Dispatches programme posed the question: "Are we equipping children with the skill and the will to kill?" and began with the story of a 14-year-old American boy who walked into a prayer group meeting at a school in Kentucky on 1 December 1997.

Michael Carneal had never used a real gun, but with eight shots hit eight of his schoolmates in the head or upper body, killing

"Are we equipping children with the skill and the will to kill?"

three and injuring five. Although the boy was sentenced to 25 years, the parents of the victims want to sue the makers of violent videogames that Carneal constantly played. The programme included interviews with Lt Col David Grossman, a former US Army psychology expert and weapons instructor, who believes violent videogames are basically "killing simulators", citing the fact that the army uses similar technology to train their

soldiers to become more accurate and efficient killers.

Right from the beginning, Dispatches used emotive language and featured footage of grieving children, spliced between interviews with the victims' parents against a background of disturbing music. The point that Dispatches made about the games "training" children how to kill more efficiently if they *do* get hold of a gun was thought-provoking, but children are

"A glut of excessively violent games could mess things up."

intelligent enough to realise there is a world of difference between shooting someone in a game and shooting someone in real life. Little was made of the fact that only a tiny proportion of games are violent, that the USA has an active gun culture or that Carneal was possibly attracted to videogames because he already had an attraction to violence.

Dispatches then went to Swansea, where forensic psychologist Professor Kevin Browne said there was a definite link between the joyriding on a local estate and children playing violent videogames. Browne cited *Carmageddon* as the worst culprit because "there is a celebration of killing and maiming [that's] against all the principles of what we are trying to do in society". The programme makers opted not to mention that the area's high unemployment, widespread poverty and lack of decent housing and amenities may have had slightly more influence on the levels of crime residents were subjected to.

The main core of the programme was concerned with new "disturbing" research that *Dispatches* had commissioned based on a study of 100 children aged between 11 and 14. It discovered that four out of five had played games rated unsuitable for their age group and that subtle changes in thought patterns occurred in children who'd played violent games such as *Mortal Kombat*. Basically, when shown ambiguous photographs, these children viewed the pictures in a more negative way and consistently interpreted different situations in a hostile manner. This was interesting, but surely if these same children had watched a football match where their favourite team had lost, or even been thrashed in a quiet game of chess, wouldn't they have experienced similar negative feelings? Dr. Guy Cumberbatch, a chartered psychologist and media violence expert, recently made damning comments in a BBC interview about similar research conducted with students at Iowa State University. "You cannot simulate in a laboratory the complex social problems that people are concerned about," he said. "Overall, the actual evidence

supporting a link between media violence and real violence is very weak indeed."

Although the programme comprehensively failed to prove that videogames equip children with "the skill and the will to kill", *Dispatches* made some valid points on this huge and complex topic. All gamers should be concerned if videogames are actually distorting vulnerable minds, but the arguments need to be presented in a balanced and intelligent manner. The problem with the programme was the obvious bias towards negative research to back up its inflammatory anti-videogame stance and its tabloid-style presentation.

Many gamers, including the *Arcade* team, find that playing violent games such as the PlayStation *Quake 2* multi-player actually relieve stress and tension, encourage social interaction and leave you feeling more relaxed. All alternative or more positive points of view on the effects of gaming were conveniently ignored for the sake of presenting a more sensationalist half-hour. Gaming trade governing body ELSPA has already lodged a formal complaint with Channel 4 and the ITC over the fact that its offer of playing a consultative role for the programme was turned down.

That's not to say that the videogames industry should become complacent. As graphics improve and become more photo-realistic, companies have a responsibility to make sure they don't produce titles that could make gaming an easy target for politicians and moral guardians. "A glut of excessively violent videogames could mess things up for all of us," says Simon Byron, account director at PR company Bastion. "It's very easy to produce cheap, violent games, but titles such as *Resident Evil* have proved it's possible to do it with some class." Here's hoping that the next TV exposé on videogames contains interviews with real gamers, clearer research into the effects of playing violent videogames and less sensationalist reporting. In the meantime, there's a nasty-looking terrorist on the screen who looks like he needs fragging. **A**

CONTROVERSIAL GAMES

Killing for fun

The most notorious videogame "nasties" to see the light of day.

These are the games that have enraged the moral majority and been blamed for an increase in

juvenile crime. All contained buckets of blood and all manner of offensive weapons. Did they warp your mind?

MORTAL KOMBAT 1993

■ The first "realistic"-looking fighting game to make national news because of the simulated violence of the fatalities, which included chopping heads off and ripping the skin from dazed opponents.



DOOM 1994

■ ID's gory genre-defining first-person shooter that involves the hunting and shooting of various hellish monsters and demons. The chainsaw weapon and BFG are particularly blood-thirsty.



GTA 1997

■ Police and politicians criticised this car-jacking classic for glorifying crime, with players given the opportunity to steal various vehicles, shoot innocent bystanders and deal drugs.



CARMAGEDDON 1997

■ Struggled to get past the BBFC with an "18" rating, because of the fact that this 3D racer rewards you with money if you smash into and kill various soft, gooey pedestrians.



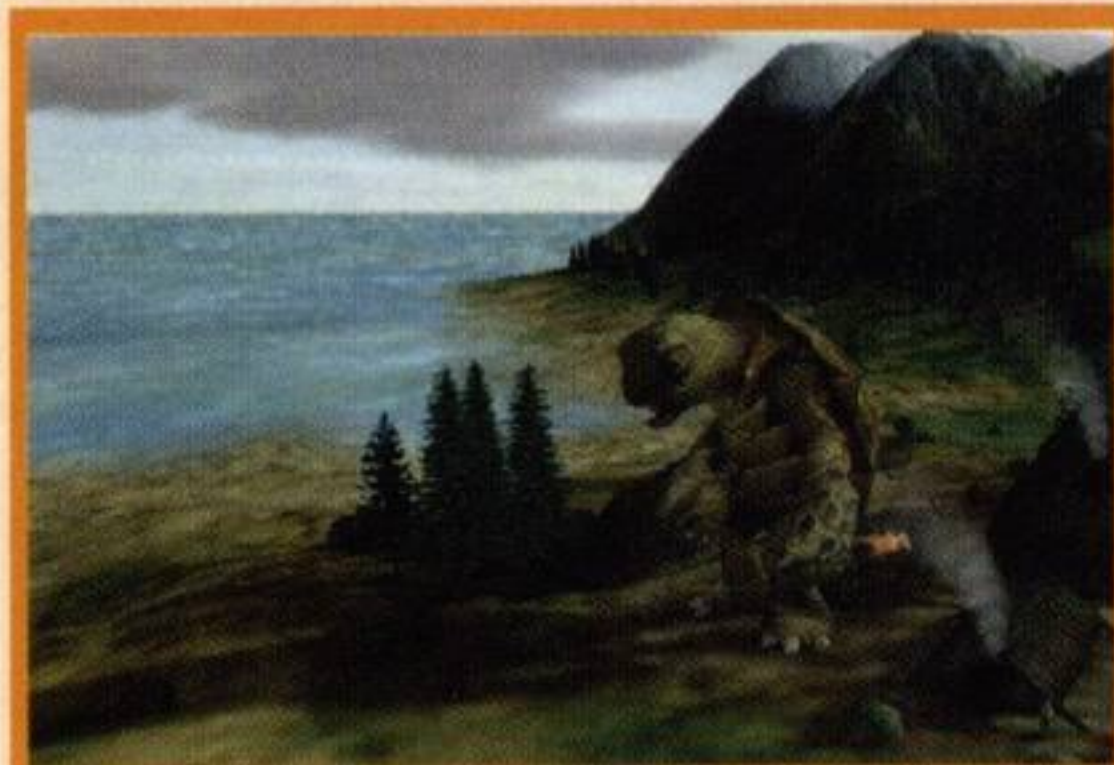
SOLDIER OF FORTUNE 2000

■ Probably the most gruesome game ever, but this first-person shooter has so far been spared the wrath of the tabloids. Features bodies with 26 "gore zones", so you can fire a Colt .45 at someone's crotch and they'll go down holding their bleeding privates, screaming in agony.



GAME ON

COMING SOON



■ No Dreamcast screenshots are available yet – all those shown are PC shots.

■ Rumour: *Black & White* could also be available in PlayStation and PS2 flavours.

While *Black & White* may offer a glimpse into a brave new future of vast, engrossing videogame worlds existing online, the veteran consoles still have something to prove. *Perfect Dark* is by no means the N64's final fling – check out *Turok 3* and *Mario Tennis*. Meanwhile, ambitious adventures *In Cold Blood* and *Chase The Express* drive the PlayStation to its limits.

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Welcome back to the jungle.

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Aid US law enforcement for cash

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PC

Fresh deathmatch meat.

P27 *Space Channel 5*

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P28 *Chase The Express*

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Train-borne terrorist thriller.

P29 *Vib Ribbon*

PlayStation

Keep the rabbit moving. Do it!

P30 *Jet Set Radio*

Dreamcast

In-line skating and graffiti fun.



AUTUMN



Format: **PC / Dreamcast** | Developer: **Lionhead Studios** | Publisher: **EA/Sega** | Players: **1** | On sale in UK: **Autumn (PC) Winter (DC)**

BLACK & WHITE

Ridiculously good role-playing game on its way.



Picture yourself sitting in a large auditorium full of games industry hacks from all over Europe. Peter Molyneux, founder of Lionhead Studios and possibly the most respected man in the business, stands at the podium with *Black & White* projected on a huge screen behind him. Then note how the hacks' jaws have become unhinged in a surreal *Ally McBeal* way, their chins hitting the floor and their tongues rolling out, collecting dust from the carpet.

This is the effect of *Black & White*. It will change everything that has gone before, pushing the limits of what can be

achieved in videogames to previously unthought-of extremes. Yep, *Black & White* is going to be a bit bloody special.

It's essentially a role-playing game where you will play as a god with either benevolent or sadistic tendencies. You'll have complete autonomy, ruling a land full of tribespeople and villages. There will be a stunning graphics engine that's so powerful you'll be able to zoom in – smoothly and seamlessly – to view a worm wriggling from an apple or zoom out until the whole island is a green spot in the sea.

The interface won't use icons – everything will be controlled via your mouse and a floating hand. There will be fantastic spells gained when the villagers gather to chant and you'll have to complete

quests when various villagers pray for your help. So far so good.

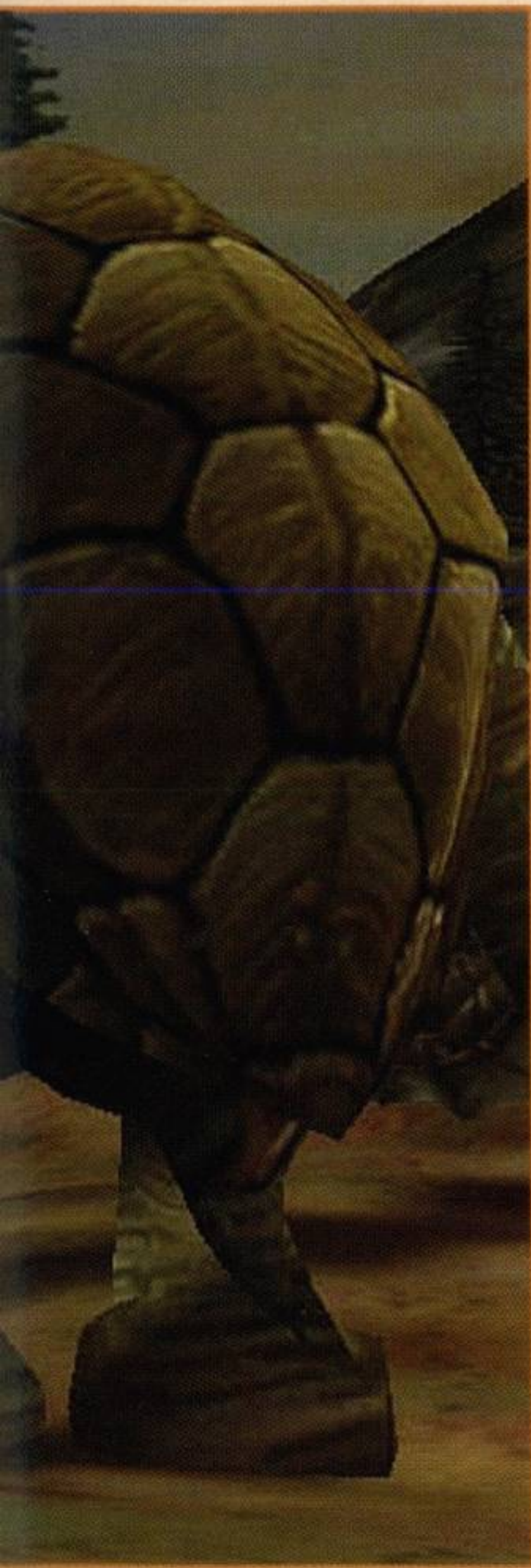
Then things start moving beyond the usual parameters gamers have come to expect. Because it is here that the "Creature" enters the equation. Using an AI that no game has even managed to hint at, you'll adopt your own creature (11 available on PC, 13 on the Dreamcast), which becomes a physical manifestation of your character. Given time, it will grow into a behemoth, towering over the land.

If you're an evil god it will be twisted and monstrous, if you play nice it'll be upstanding and glowing (and all shades in between). The creature will constantly surprise you as it learns and displays emotions that will cut straight to your heart.



■ (Right) As you progress, your creature looms over the detailed landscape.

■ (Left) The creature of a vengeful god becomes ugly and twisted.



■ (Above) Fighting is controlled in the same way as a beat-'em-up.



BEST BIT SO FAR

Wounds

When creatures fight, in a console beat-'em-up style, any contact with your creature can leave a cut or bruise. These heal within a matter of days, but cuts will leave a scar. Forever. If it gets into a lot of fights, either online or in single-player, it will become a scarred behemoth, its body criss-crossed with new flesh and looking dead hard, automatically giving a "don't mess" message to anyone who sees it.



For instance, a huge "good" creature can play football with the villagers, which was fun when it was small, but now it keeps killing villagers by accident – the sheer melancholy it displays is heartbreaking. It'll be able to dance, downloading styles from the Net to accommodate your music tastes. It can create its own Web page, fall in love, and fight other creatures for you. It will be totally unpredictable, a source of constant amusement and wonder. The important thing is that it will love you. Everything it does will be with the belief that it will make you happy. And it will never die.

And because it'll reflect your character, it will be unique to you – no other creature in the wide world of videogaming will be exactly like yours. You will be able to take it online to a chatroom called The Gathering, where it will retain its character and make friends (or enemies) of its own, jumping in to defend you if nastiness occurs or falling head over heels in love for one of

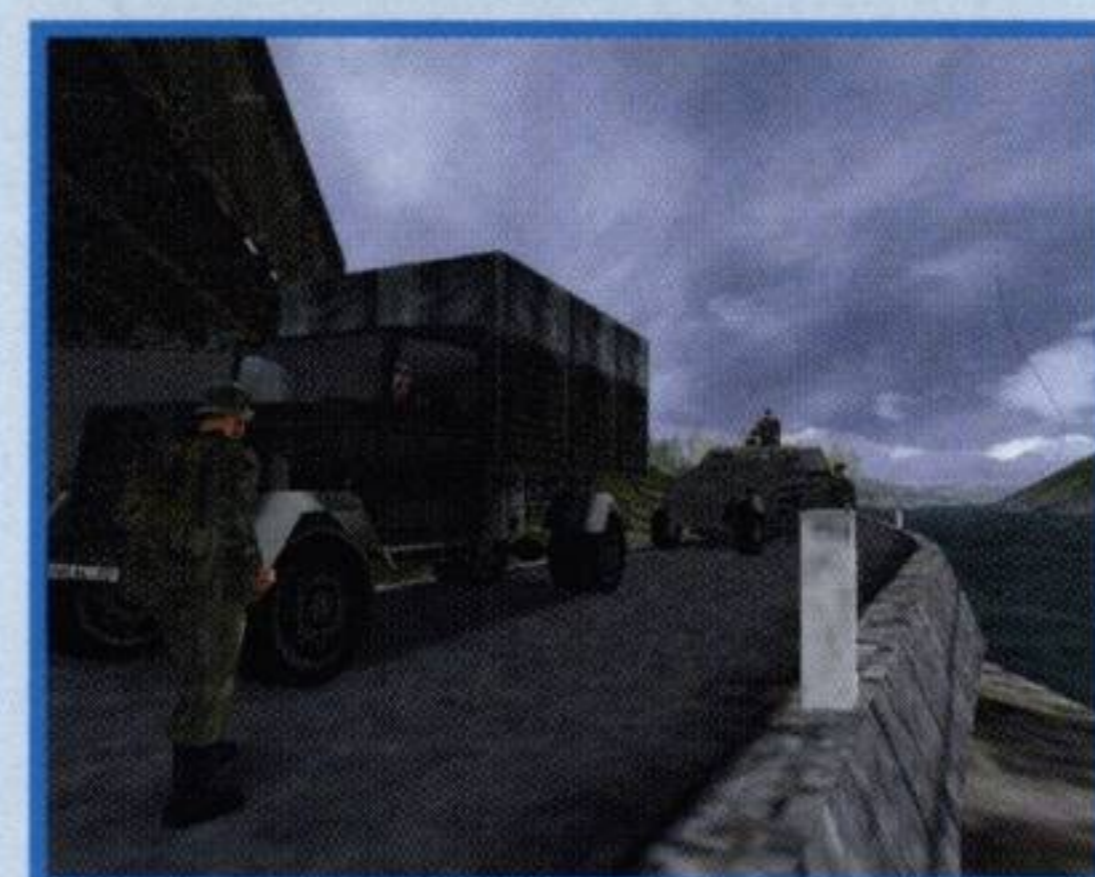
the other creatures on the site – leading to still more unexpected delights.

The fact is, Lionhead has created a new way of life: a game that should appeal to everyone be they male, female, young or old. The whole thing centres on you – who you are, what you are. *Black & White* will be a mirror, and you may surprise yourself. Prepare to be amazed.



GAME ON

COMING SOON



■ (Above) As well as the ability to get stealthy, you'll also need a keen eye for moving targets. Pee-yoym!



■ To get the historical detail in *H&D* right developer Illusion tapped the knowledge of a real-life WW2 veteran.

■ (Left) German tanks attempt to stop you in your tracks. The game heightens the tension via cut scenes.

BEST BIT SO FAR

Take cover

The opening level begins as the game intends you to go on, with you needing to cross a rail bridge. Problem is, there are some sharp-shooting guards patrolling the area. So, using some super-stealth, you have to use the randomly-appearing train that travels across the bridge as cover, picking off the guards as you go. Trouble is, *Arcade* was lying on the tracks trying to spot the snipers in the trees when the express hove into view and flattened our Tommy. D'oh!



the game's team, weapons and map screens – will be an absolute must.

The one downside to *Hidden And Dangerous* on the PC was the amount of bugs it had, not least the nasty instant death, where all the members of your team suddenly lost their lives for no reason. The whole thing smacked of a lack of testing, and while the Dreamcast version showed no such problems, this is a part of the game that codeshop Illusion Softworks is taking seriously. One thing's for sure, if there are any bugs, patches won't be an option this time round. *Arcade* will review *Hidden And Dangerous* next issue.



JULY

Format: **Dreamcast** | Developer: **Illusion Softworks** | Publisher: **Take 2** | Players: **1** | On sale in UK: **July**

HIDDEN AND DANGEROUS

Rainbow Six meets Command & Conquer in World War Two.

So much for Dreamcast being the home of second rate PC cast-offs. With *Half-Life*, *Black & White* and *Quake 3 Arena* on the way, next month's *Hidden And Dangerous* will mark the latest in a long line of top quality PC conversions coming to Sega's under-subscribed box of tricks.

Dropping you behind enemy lines in the grimy battlefields of war-torn Europe in 1941, *Hidden And Dangerous* will be an intriguing mix of *Rainbow Six*-style tactical planning and real-time strategy.

Although at first it appears to be similar to the likes of *SWAT 3*, with a first-person (or, if you fancy, third-person) view helping

you pick off snipers and unsuspecting German guards while enjoying the delights of the gorgeous locations, you will also have recourse to a clever overhead perspective – which will enable you to make precise advances and properly co-ordinate your team's routes.

This second option is essentially watered down real-time strategy, except more limited and a hell of a lot easier to navigate. From here, you will be able to decide who exactly goes where from your team of four, as well as *how* they'll get there: running, walking, crawling or crouching. This aspect of the game will actually be more important than you might imagine. Scenery provides cover but, cleverly, if you're standing behind a waist-

high bush, snipers will still be able to plug you. So, in order to make it deep inside enemy territory, you'll have to co-ordinate your walking and crawling with what nature serves up. Via the overhead screen, you will also be able to lead your team with shouted orders, including "Follow me!" and "Hold your fire!"

There will be 23 missions, split across six different campaigns, and they'll all be rock hard, boasting quality enemy AI. (Those dastardly Nazis do just about everything, and if they see or hear you, they might even chase after you.) Straight from the off, *Hidden And Dangerous* won't go easy on you, wiping your team out if you make even the slightest error of judgement. Which means tactical planning – using

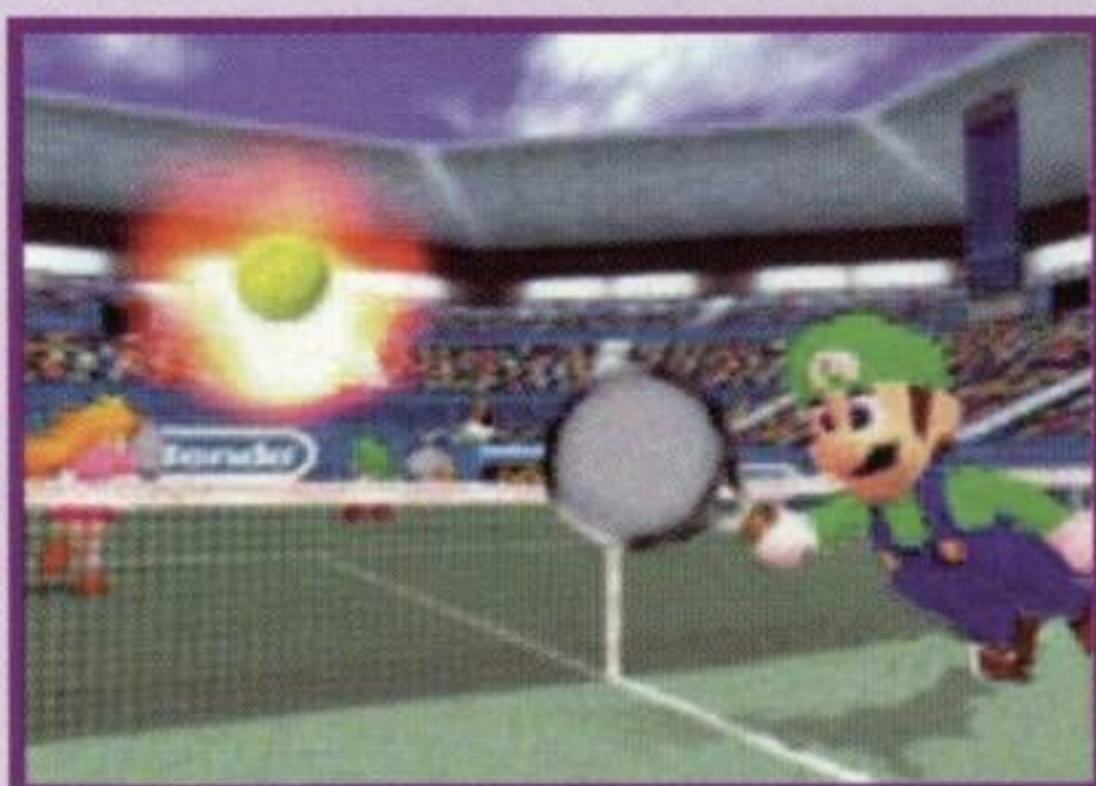
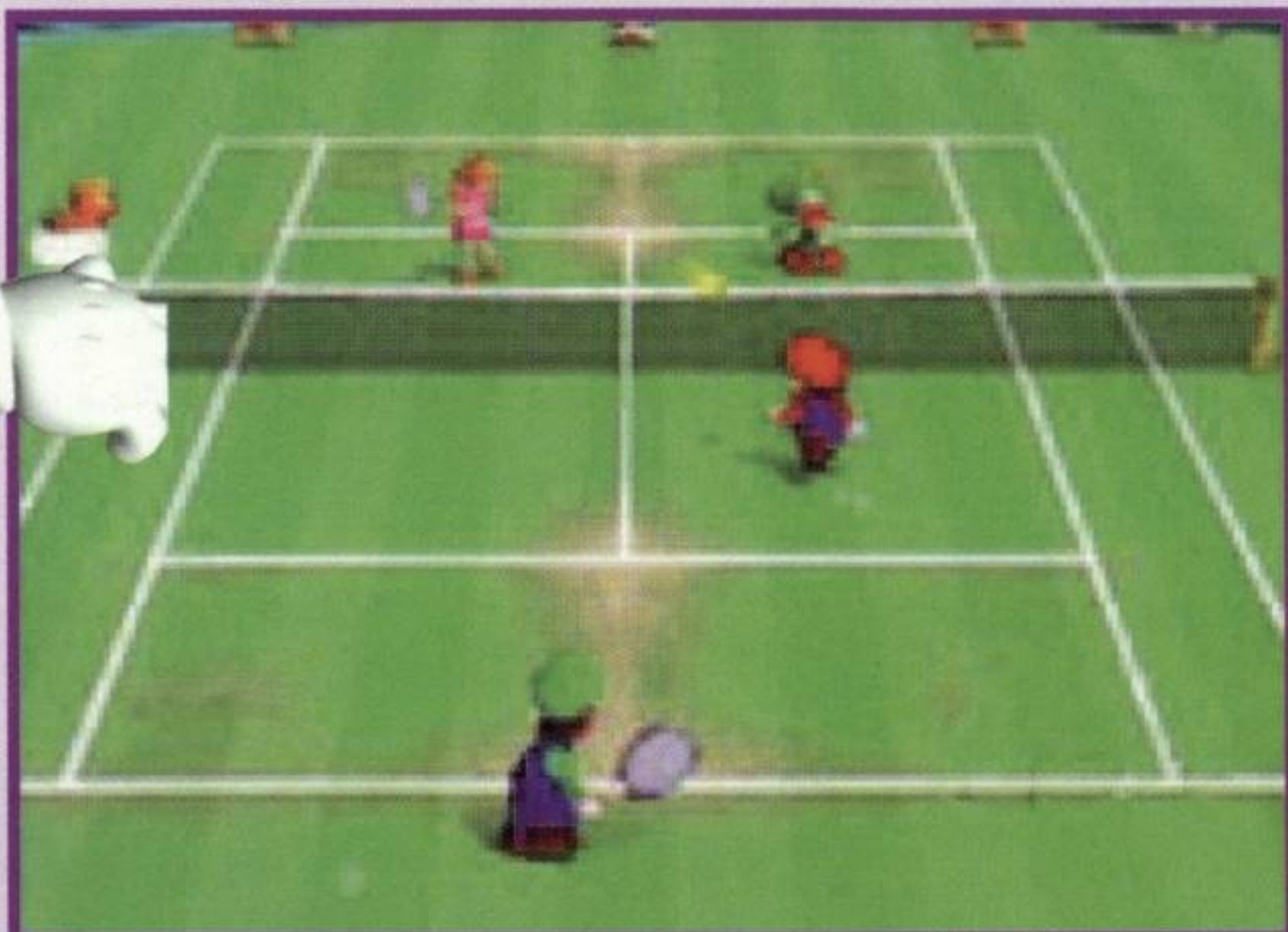


■ Waluigi tries to return Yoshi's all-powerful volley.

■ Special moves will be as easy to pull off as those in Mario Golf.



■ (Below) The camera will allow for serious admiration of your best shots. Mmm, just look at that return.



■ Whether or not Toad will actually be umpiring full-time is still unclear.



BEST BIT SO FAR

It's-a me... Waluigi!

The normally ignored Luigi suddenly appears to be getting some much-needed attention in *Mario Tennis*, with the unexpected introduction of his alter ego – Waluigi. The purple-suited, wonky-moustachioed mischief maker is selectable from the off and, although not similar in stature to Mario's evil mirror image, Wario, he possesses the same playful streak. Could this be a carefully timed hint at what *Mario 2* on the Dolphin may have in store?



AUTUMN

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

MARIO TENNIS

Mario Golf follow-up revealed.

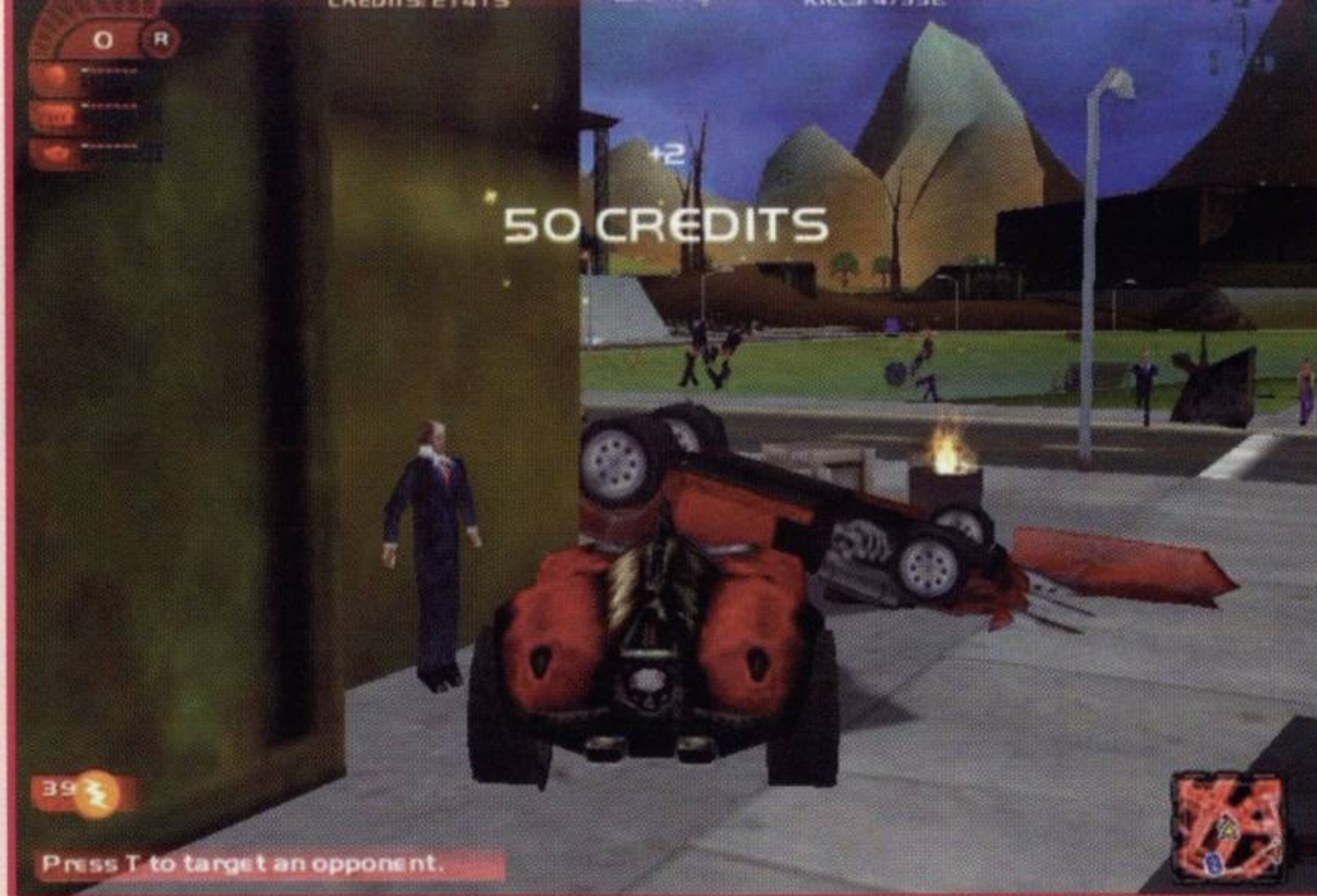
Anyone with half a brain readily acknowledged *Mario Golf* as the best golf game on the N64. Like *Everybody's Golf* on PlayStation it made an 18-hole walk seem like the most thrilling experience on Earth.

Sensibly, then, developer Camelot has decided to turn its attention to tennis with the unsurprisingly-named *Mario Tennis*, a 64-bit update of SNES classic *Super Tennis*.

With the usual array of Nintendo favourites donning whites, the game will work in a similar fashion to *Mario Golf*, with simple button pushes leading to a host

of outrageous shots. Backhands, top spin, volleys and forehands will all be within easy reach, as will outrageous smashes and trick shots. They'll be plenty of humour too, including some fantastic animation, and – again, like *Mario Golf* – the odd character goading option, where you can insult your opponent.

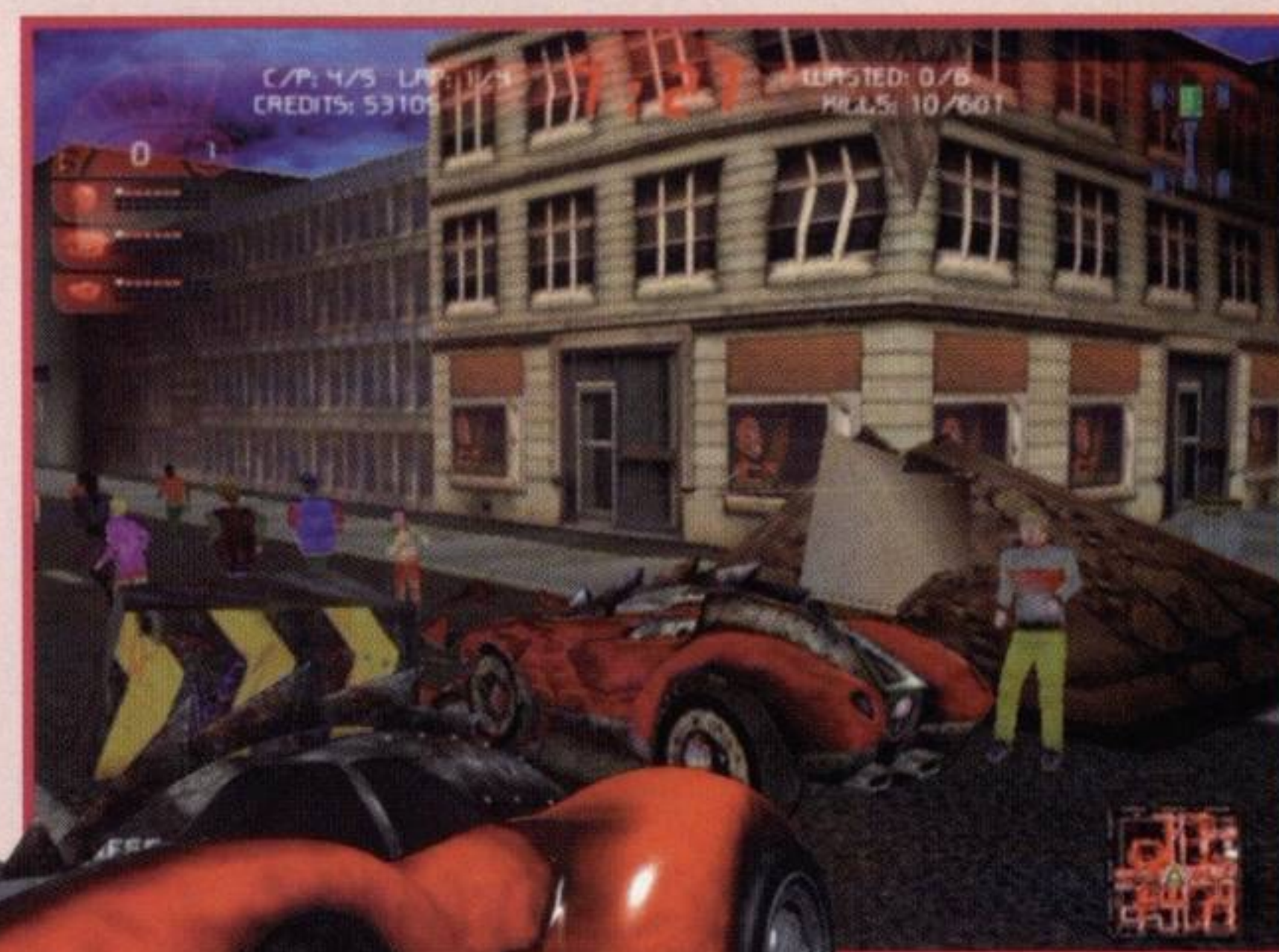
Akin to Namco's *Smash Tennis* series, *Mario Tennis* will also feature some unusual court design, with outdoor locations likely to include such world famous venues as the, erm, beach. They'll also be a host of secret characters to unlock too, including hard-hitting luminaries like Donkey Kong and Wario. *Arcade* will have more on this potential smash hit after E3. **A**



■ (Above) *TDR 2000* has more mission-based play than racing.

■ (Right) There's a choice of cars, all of which are thoroughly upgradeable.

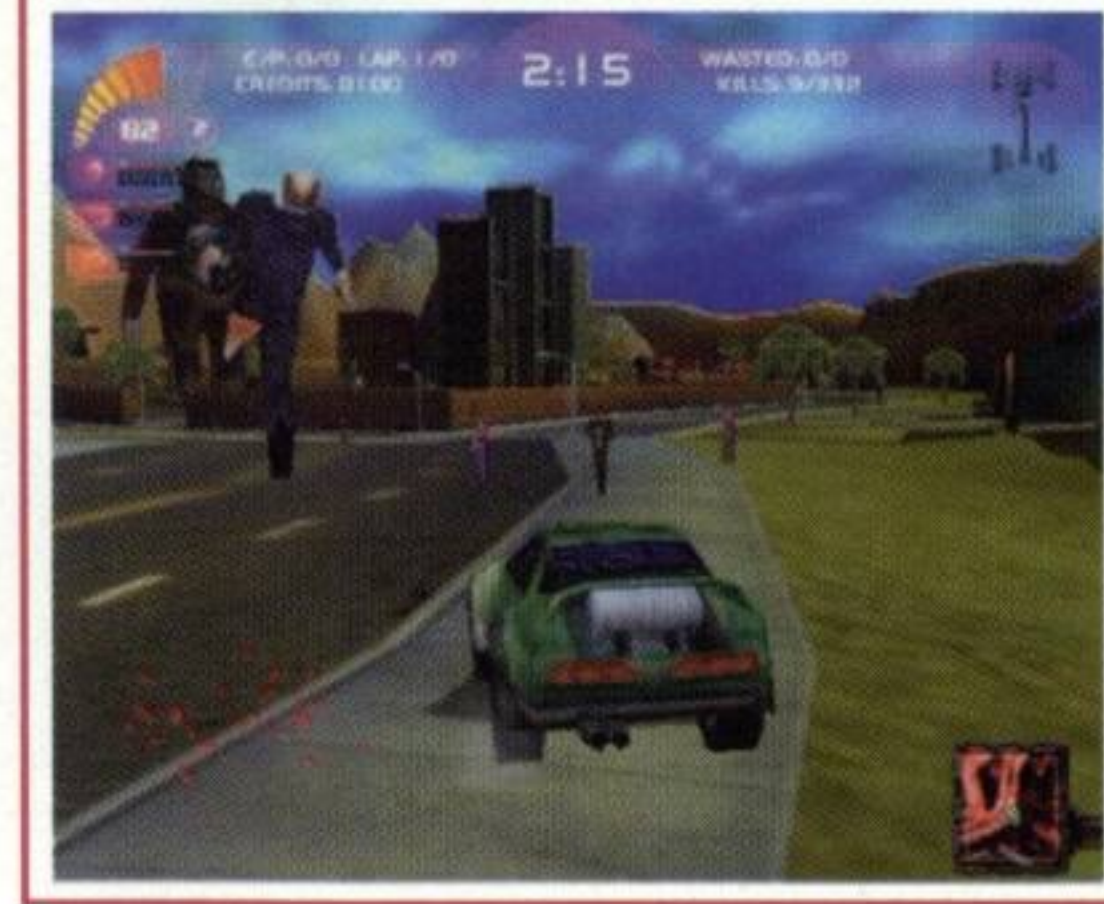
■ (Below) Leap through rings of fire.



BEST BIT SO FAR

Hollywood Freaks

The *TDR 2000* arenas are multi-levelled affairs, packed with ramps, loops, tunnels and jumps which give immediate variety to the missions. Each is designed to a theme, such as this Hollywood dystopia. The mission requires you to collect giant batteries to power the mechanised King Kong, who then crushes the perimeter fence allowing you to escape.



JUNE

Format: **PC** | Developer: **Torus** | Publisher: **SCI** | Players: **1-8 (LAN, Internet)**
On sale in UK: **June**

TDR 2000

Carmageddon 3 emerges under new brand.

Carmageddon is still a name better known for baiting the censors than providing exhilarating gameplay. After the sequel (*Carpocalypse Now*, oh yes) and a couple of abominable console conversions, everybody decided that mowing down green-blooded pedestrians wasn't nearly as dangerous and exciting as SCI's run-ins with the BBFC suggested.

Hence a facelift for the series. *TDR 2000* is a new name (*TDR* stands for "The Death Race") and there's a new developer at the helm in the form of Australia's Torus. As well as an inventive graphical overhaul,

there will be a new focus to the gameplay, taking into account comments of gamers.

Play will be split between simple races to the finish line and more involved missions requiring you to collect power-ups, diffuse bombs or attack street gangs. There will be more opportunities than ever to injure unfortunate passers-by and destroy the scenery, but you'll always be able to progress with a sense of purpose.

A vast array of multi-player modes will be incorporated, from races through to automotive deathmatches in the manner of *Vigilante 8* where you simply ram your opponent into oblivion. A combination of zany humour and excessive violence, *TDR 2000* is hoping for a 15 certificate. **A**



■ (Above) The end of level bosses will be suitably impressive. And, hopefully, they won't jerk around like in *Turok 2*.

■ (Left) Some weird two-headed shenanigans. Slightly disturbing.



■ The Cerebral Bore makes a welcome return to the *Turok* fold. Sit back and watch that brain juice start to flow.



■ (Above) Reminiscent of ED 209 in *Robocop*. Best shoot it down, then.



BEST BIT SO FAR

In the city

Although much of *Turok 3: Shadow Of Oblivion* will see you return to the misty swamps of the first game, there'll be some equally exciting levels set in a *Perfect Dark*-style city, with underground trains, wrecked cars and lots of neon-drenched streets. Best of all, where *Turok 2* went hours without presenting you with a save point, *Turok 3* will allow you to save your game at any time. Just make sure you've got an official Controller Pak in your N64 pad.



SEPTEMBER

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

TUROK 3: SHADOW OF OBLIVION

Roarsome return for the tooled-up 'Rok.

Launching alongside *Mario* and *Pilotwings* on the N64, the original *Turok* was a spectacular rumble in the jungle. Packed with unbelievable weapons, screen-shaking foes and some of the most fluid animation ever seen (this was 1997), it rewrote the rule book for console first-person shooters and made a lot of people at Acclaim very, very rich.

The sequel, although brilliant, made less of an impact largely due to some hefty slowdown and tough level design, while

the recent *Turok: Rage Wars* opted for a *Quake 3 Arena*-based multi-player game. The results were, at best, mixed.

And so comes the advent of *Turok 3: Shadow Of Oblivion*, the third and final instalment of the *Turok* franchise on the N64. (Keep 'em peeled for outings on Dolphin and maybe even PlayStation2.)

In development since before *Rage Wars* was even started, *Turok 3* will return to the jungle where the *Turok* games began, this time giving you the chance to take on the weapon-toting guise of one of two characters. As Joseph or Danielle Fireseed, the game promises to incorporate a clever,

Resident Evil-style plot device, where both characters will visit different areas and see different plot twists, effectively allowing for two separate outcomes.

Each character will also upgrade weapons differently, with Joseph moving from, say, the shotgun to the napalm launcher, and Danielle upping the ante with a switch from the automatic to the grenade launcher. The point being, you'll have to replay sections to access all the weapons.

Ah, the weapons. Having been the focal point of every *Turok* adventure to date, *Turok 3* isn't about to disappoint. As well as the return of some favourites from the first

two games – including the chaingun in *Turok* and the flamethrower from *Turok 2* – there'll be six new ones. However, Acclaim is keen to keep these under wraps for the time being. One as yet unnamed addition will work in a similar way to the cerebral bore from *Turok 2*, launching a missile in your enemy's general direction and then lodging a "bug" in their head.

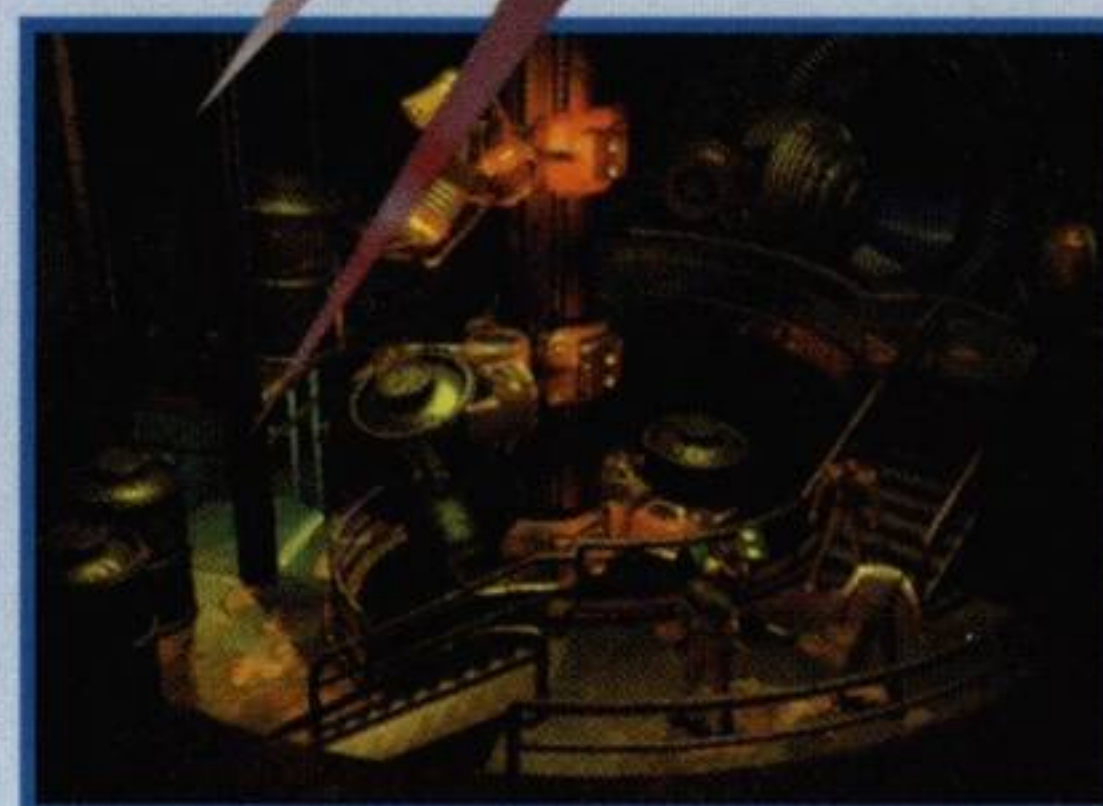
Rounding things off will be a quality multi-player, with more than 41 arenas – including an astounding 36 entirely new ones – and five different modes of play. Question is, can *Turok 3* oust *Perfect Dark* as the N64's premier shooter? **A**



■ (Above) Creeping around while guards are distracted is a skill learnt right from the outset.



■ (Above right) Choose which subject to inquire about from your icon menu.



■ (Left) There are 300 locations in the game, all of them intricately detailed.

JUNE

Format: **PlayStation PC** | Developer: **Revolution** | Publisher: **Sony** | Players: **1** | On sale in UK: **30 June (PlayStation)/TBC (PC)**

IN COLD BLOOD

Creator of the Broken Sword series joins the stealth club.

After the runaway success of *Metal Gear Solid*, every developer announced details of its espionage stealth adventure. *In Cold Blood* may appear to be hitching a ride on that same overcrowded bandwagon, but a the developer's pedigree suggests it's more likely to be navigating the genre into new territory.

Revolution was creating highly acclaimed games such as *Beneath A Steel Sky* and *Broken Sword* while Solid Snake was still in short trousers. Those were adventures boasting a point-and-click interface and strong narrative structure, but *In Cold Blood* marries Revolution's mastery of the storyline to full character control. The

company claims the complex adventure – which unfolds around MI6 agent John Cord as he investigates a colleague's disappearance in the imaginary ex-Soviet republic of Volgia – will involve 80 hours of gameplay, 300 locations and two CDs.

John Cord's missions will be played out as flashbacks during a disturbingly rigorous torture session. Only two-thirds of the way through the game will you arrive in the present and discover your true purpose in Volgia. The story has been created by professional scriptwriters and Revolution has made full use of its partners from the worlds of film and theatre. The game's atmospheric score has been written by experienced soundtrack composer Barrington Pheloung. The characters have all

been voiced by professional actors, and this really does make a difference, particularly as speech plays an important role in the game.

The hero himself is cast in the James Bond mould, all manners, charm and faux-naivete. He will interact with other characters by use of an interface which allows him to raise a number of relevant subjects and thus glean vital information.

If you are familiar with the puzzles and story progression of the *Broken Sword* games, you'll feel at home in Volgia, but *In Cold Blood* also incorporates action elements. John Cord will be free to explore the environment, although his infiltration into enemy territory means that much of it is patrolled by hostile guards. He will carry a gun, but this is only for emergencies –

BEST BIT SO FAR

He's behind you!

As with *Metal Gear Solid*, you'll have to creep around in the shadows and avoid confrontation with guards. Stealth will be even more crucial here, as the sound of just one gunshot will alert enemy reinforcements. In virtually all situations, there'll be nowhere to run or hide and you'll never emerge victorious from a shootout. Instead, you'll be able to creep up behind guards and knock them unconscious. Time it right and they'll never know what hit 'em.



stealth is the primary weapon, and *In Cold Blood* is filled with heart-stopping sequences where split second timing is required to avoid the gaze of sentries.

Arcade's only question mark over *In Cold Blood* is the *Fear Effect* effect: the curse of a game bursting with innovation and wit, but lacking in basic action gameplay mechanics. You'll be able to use both the D-pad and the analogue stick to move, and you'll be able to save at any point. Let's hope these features help make *In Cold Blood* a truly chilling and immersive experience.



GAME ON

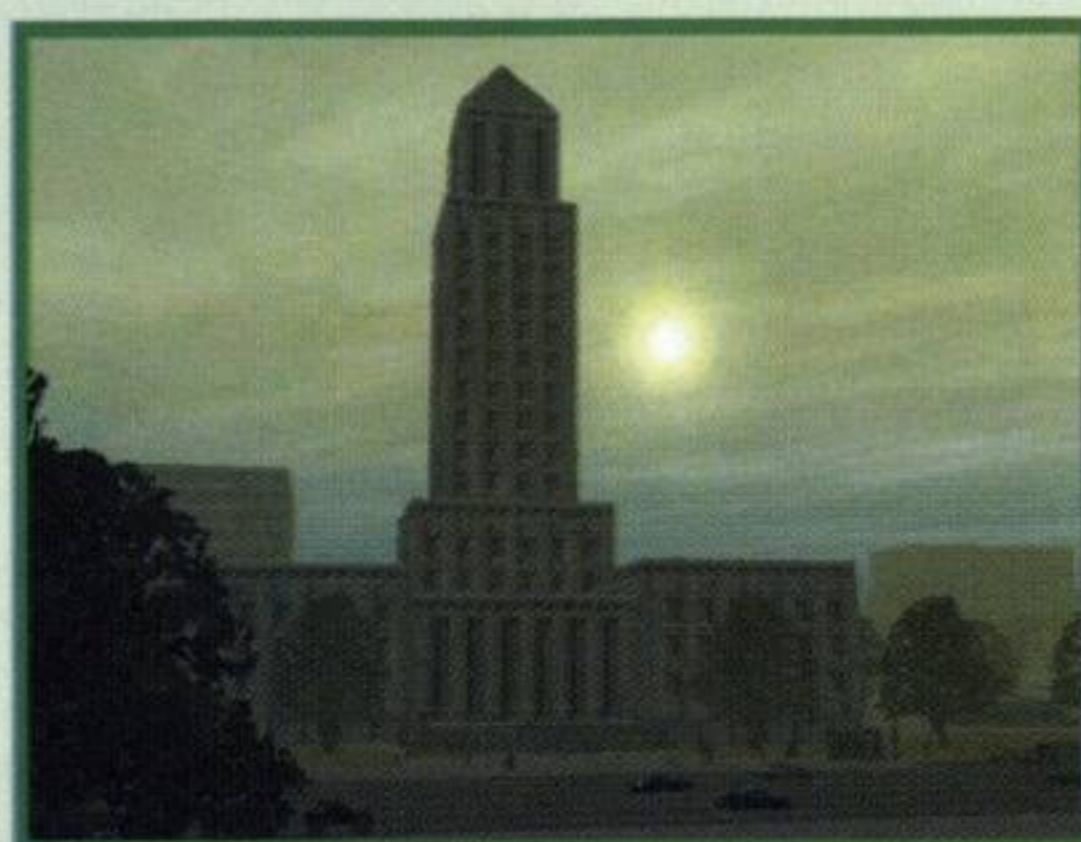
COMING SOON



■ Expect to see the lighting intensity and colour alter throughout the day, which results in the creation of a genuinely atmospheric cityscape.



■ The police, while severely overworked in the game's anarchistic world, still try their best, with carefully modelled AI controlling their actions. Like eating too many donuts.



■ If you fancy it, you can just sit around and admire the architecture.



■ You can tell it's not real. But only because there are no traffic jams.



■ A tranquil scene. Which, typically, becomes massively untranquil when you get involved.



■ And suddenly all the characters stood around, completely in awe at being stuck in such a beautiful game.

BEST BIT SO FAR

Max in the city

While many of the missions take place in the green belt, it's the urban sprawl which really impresses. Digital Anvil claims to have mapped nine of America's greatest cities, such as Los Angeles, New York and San Francisco, to act as a backdrop to the adrenalised action. From what's been shown, it seems that an unparalleled sense of scale will be generated, with skyscrapers dominating the skyline and arching freeways circling around the bases. Travel the USA without ever leaving your home. And kill people.



SEPTEMBER

Format: **PC** | Developer: **Digital Anvil** | Publisher: **Microsoft** | Players: **1-8** | On sale in UK: **Christmas**

LOOSE CANNON

Lend law enforcement a hand across nine fully mapped US cities.

You take the guy, all snot-faced and tear-eyed, and handcuff him to his wrecked car. He's whimpering his innocence, but you just ignore him as you splash gasoline all over his sorry frame and improvise a fuse. You throw down a hacksaw and inform the whimpering creature that it takes ten minutes to saw through the cuffs, but five through his wrist. You turn and drive off, blanking the soon-to-be-dead man's cries.

Psychopathic angel of vengeance: cool or what? Well, as gamers know full well, *Mad Max* has always enjoyed a powerful

hold over the imagination of both game designers and players. However, unlike other commonly quoted cinematic inspirations, such as *Alien* and *Terminator*, its legacy in terms of quality has been distinctly uninspiring. There hasn't been a decent post-apocalypse driving/shooting game ever. Until now.

Suffice to say *Loose Cannon*, from Chris "Wing Commander" Roberts of Digital Anvil, is looking more than a little exciting, promising to integrate all your favourite genres into a seamless whole. You will play as Ashe, a freelance mercenary who works for generous fiscal remuneration to assist an ailing police force in 2016. The 20 missions in the game will chronicle his travels from one coast of the USA to the

other. What impresses most is that how, like the forthcoming *Project IGI*, you will be able to go about each task in any way you choose. You'll have the option to load up with firearms and just pile through the front gate, spilling death. Or alternatively you may opt for a stealthy infiltration, leaving a minimum bodycount. Or maybe just skirt the perimeter and pick off guards with between-the-eyes sniper-rifle shots.

Of course, you could just choose not to leave your vehicle, and drive straight in shooting. *Loose Cannon* will provide you with a wide selection of automobiles to buy or "borrow" during your daily grind, each with distinctly different handling properties. It's pretty clear that such a variety of approaches will lead to a

singularly unique Internet multi-player game, with protagonists crouching behind burning husks of cars that until a few moments previously were being driven by one of their opponents.

However, the main effort has been aimed at creating a unique single-player experience. Each mission area will be populated by a host of computer controlled characters, each with interactive artificial intelligence. For example, if a major ruckus kicks off in an urban area, expect to see civilians screaming and running away while the remains of the police force attempt to reinstall order. In terms of unfettered, beautiful chaos, *Loose Cannon* has the potential to be the 3D *Grand Theft Auto* you've been waiting for.





■ The new *Tribes 2* character models are certainly as impressive as anything *Quake 3* or *Unreal Tournament* can offer. Expect all the usual mutants in addition to yer basic human.

■ Expect a whole host of punishing new weapons with brilliant secondary functions – luckily there will be new types of armour and armoured vehicles to protect you.



■ The brilliant “target and task” teamplay feature will allow you to assign team-mates to key vantage points.



■ The advantage of *Tribes 2* is its vast playing area – it's no simple shooter.



AUTUMN

Format: PC | Developer: Dynamix | Publisher: Sierra | Players: 1-LAN/Internet | On sale in UK: autumn

TRIBES 2

Dynamix gets all co-operative for the second time.

With Internet access becoming faster and cheaper all the time, there can be little doubt that multi-player is set to become an increasingly important aspect of PC games. Nevertheless, it's only recently that most developers have started to look beyond simple free-for-all deathmatch modes.

Most, that is, but not all. With the release last year of *Starsiege: Tribes*, Dynamix proved that, when it came to multi-player gaming, it was already ahead of the curve. On the surface a fairly straightforward first-person blaster, what

made *Tribes* stand out was that not only had it been designed from the ground up to be a multi-player game, but it had also been designed with co-operative team play very firmly in mind. Groundbreaking, *Tribes* was also a damn fine game.

Now Dynamix is working feverishly on the sequel, *Tribes 2* (originally known as *Tribes Extreme*). The basic idea will be relatively unchanged from the original – in a far future universe, the dedicated warriors of different space-going cultures (the Tribes) fight a never-ending war for territory and power. As before, in gaming terms what this amounts to is a fine excuse for team-based multi-player mayhem writ large.

Beyond the basic principles, though, there are a lot of changes and additions in

store. The most obvious is the graphics engine, which will be completely overhauled and brought bang up to date, with stunningly detailed player models and superb terrain. As in any good sequel, though, the graphics will only be the icing on the cake – the important changes all lie beneath the slick and glossy exterior. Probably the most important – and innovative – will be the command interface, which enables players to communicate and co-operate quickly and intuitively. Gone is the real-time strategy view of the original, which required a single player to act as commander of his team, and in its place will be a task list system (see Best Bit So Far).

Alongside the game you'll also get a quite ridiculously powerful and easy to use

BEST BIT SO FAR

Do what you're told, soldier!

The best part of *Tribes 2* that Arcade has seen is definitely the new command and control task list system. A doddle to use, it will allow teams of players to react and plan as a group – vital in *Tribes 2*'s fast and deadly battles. With a couple of key presses, you'll be able to target and assign a task to a location, building, gun emplacement, enemy soldier... pretty much anything, in fact. The target and task (which can be anything from “attack this” to “defend this location” or “repair this damaged gun emplacement”) will then be added to a list that your team sees on their screens, and a suitably equipped team member will be able to select and accept it, at which point they'll be given distance and location indicators to tell them where to go. Simple, effective, and very, very clever.



map editor, built-in support for starting and running your own Tribe (along with free Web space from Dynamix to promote your creations in cyberspace), 10 training missions and two single-player mini-campaigns to get you up to speed with the minimum of fuss or humiliation. *Tribes 2* also features a whole host of new weapons, equipment, armour and vehicles. Oh, and a new Tribe as well. Current multi-player overlords *Quake 3 Arena* and *Unreal Tournament* had better take note.



ON SALE NOW



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■ Dance well, and you too can have a mutant guitarist join your crew.



■ Have you ever seen a videogame character move like this?



■ Space Channel 5 becomes more psychedelic as you progress.



■ This ill-mannered beast attempts to eat Ulala.



■ Ulala in her satellite.



AUGUST

Format: **Dreamcast** | Developer: **Sega** | Publisher: **Sega** | Players: **1** | On sale in UK: **August**

SPACE CHANNEL 5

Destroy aliens via the medium of shaking booty.

Videogame virtual foxes have a new rival. *Space Channel 5*'s presenter and lead character Ulala will make the beat-'em-up babes look butch and clumsy.

Ulala was born to jive. Sure, the pink-haired princess is willing to shoot a few cute aliens with her raygun in order to free the human race from extra-terrestrial slavery, but her main vocation is getting jiggy. Videogame character animation technology has recently allowed for realistic fighting action, but never before have convincing dance moves been properly portrayed. Ulala's cool disco chick choreography on *Space Channel 5* will change all that. You

will gape. You will swoon. This is without contest the sexiest videogame ever.

You will probably have guessed that *Space Channel 5* will be a rhythm action title, easing itself between *Um Jammer Lammy* and *Stepping Selection* at the kitsch-cool end of gaming. It's the brainchild of *Sega Rally* creator Tetsuya Mizuguchi; while the progression from renowned arcade rally games to humorous dancing sims may seem odd, the Japanese don't bat an eyelid at this sort of thing. Hopefully the quality of *Space Channel 5* will encourage us Brits to lighten up a bit and boogie.

It's 2499 and the Mororians have taken over the galaxy, making humans their bitches. As a foxy TV presenter hatched as a result of crossing Donna Air with Dee-

Lite's Lady Miss Kier, Ulala is the saviour of mankind. By following button press instructions, you will guide her through complex dance steps, emancipating the human race in the process.

The game will test your rhythmic skills along to swinging 25th century lounge music. Ulala's world will be suitably groovy, designed to a fabulous retro-futuristic template, all sweeping curves and psychedelic hues. Then there's Ulala herself, resplendent in orange knee-high boots, mini-skirt, crop-top and gloves. Later in the game she'll change into orange hotpants, and later still into a catsuit (also orange).

As mentioned previously, Ulala will not only win dance battles against the too-cute-to-be-really-evil Mororian aliens, but

BEST BIT SO FAR

Everybody dance

Throughout the duration of Ulala's "swingin' report show", she will be challenged to dance-offs by various alien crews, in the manner of Run DMC Vs Jason Nevins' *It's Like That* video. Success will free human captives from slavery, or even better, win you members of the aliens' backing bands. Ulala then progresses to her next location accompanied by a posse who churn out metal guitar solos or jazzy sax licks.



will zap them in time to the music. These stages aren't really any different in execution to the dancing sections, but they will help you rack up points which translate to "lives" for the next dance-off. The essential simplicity and limitation of the gameplay is a criticism, but *Space Channel 5* does its best to vary the beautifully-rendered locations. The FMV sequences will be lengthy and numerous, but it's hard to grow tired of Ulala's slinky moves. *Arcade* would certainly rather be watching *Space Channel 5* than our own beleaguered terrestrial equivalent.

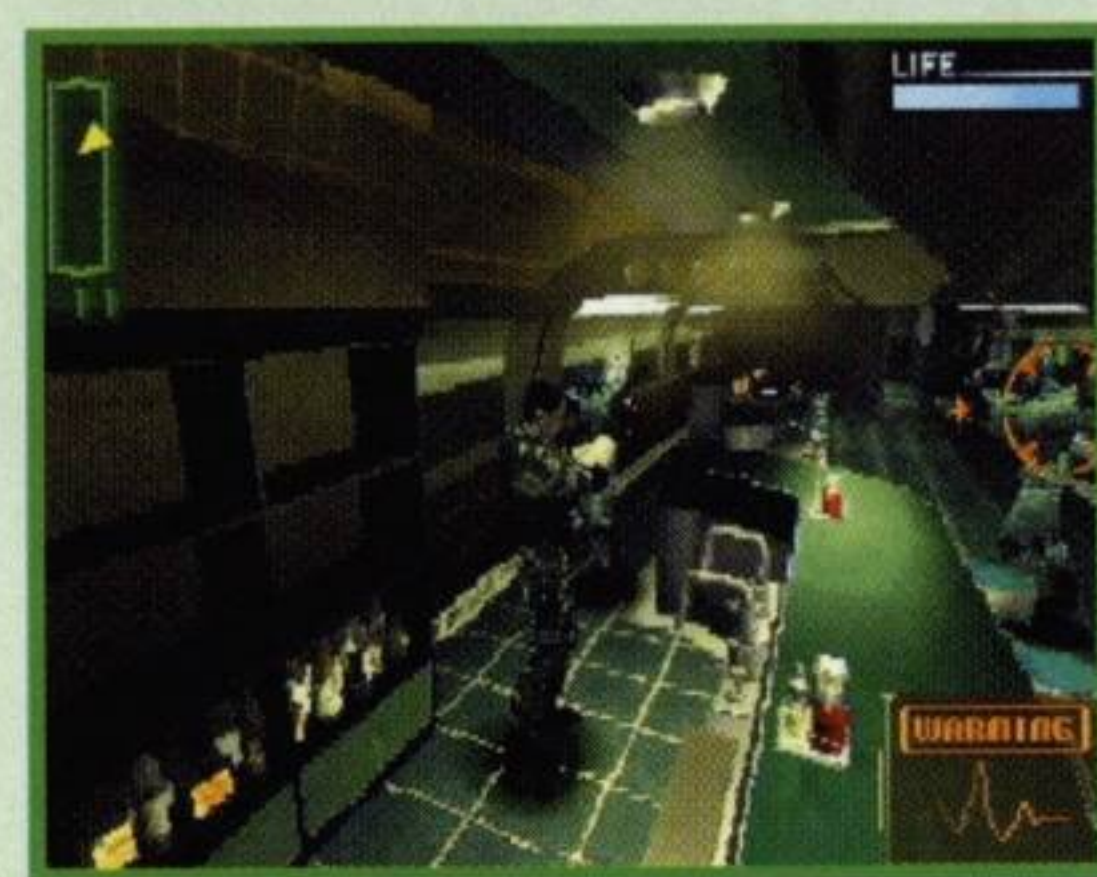


GAME ON

COMING SOON



■ (Above) Prepared for the worst.
 ■ (Far left) Games are saved in the loo.
 ■ (Left) The targeting system in effect.
 ■ (Below) Um... Keanu Reeves?



■ (Left) Jack stubbornly refuses to touch the dishes.
 ■ (Below) Hang on! Survival depends on context sensitive key presses.

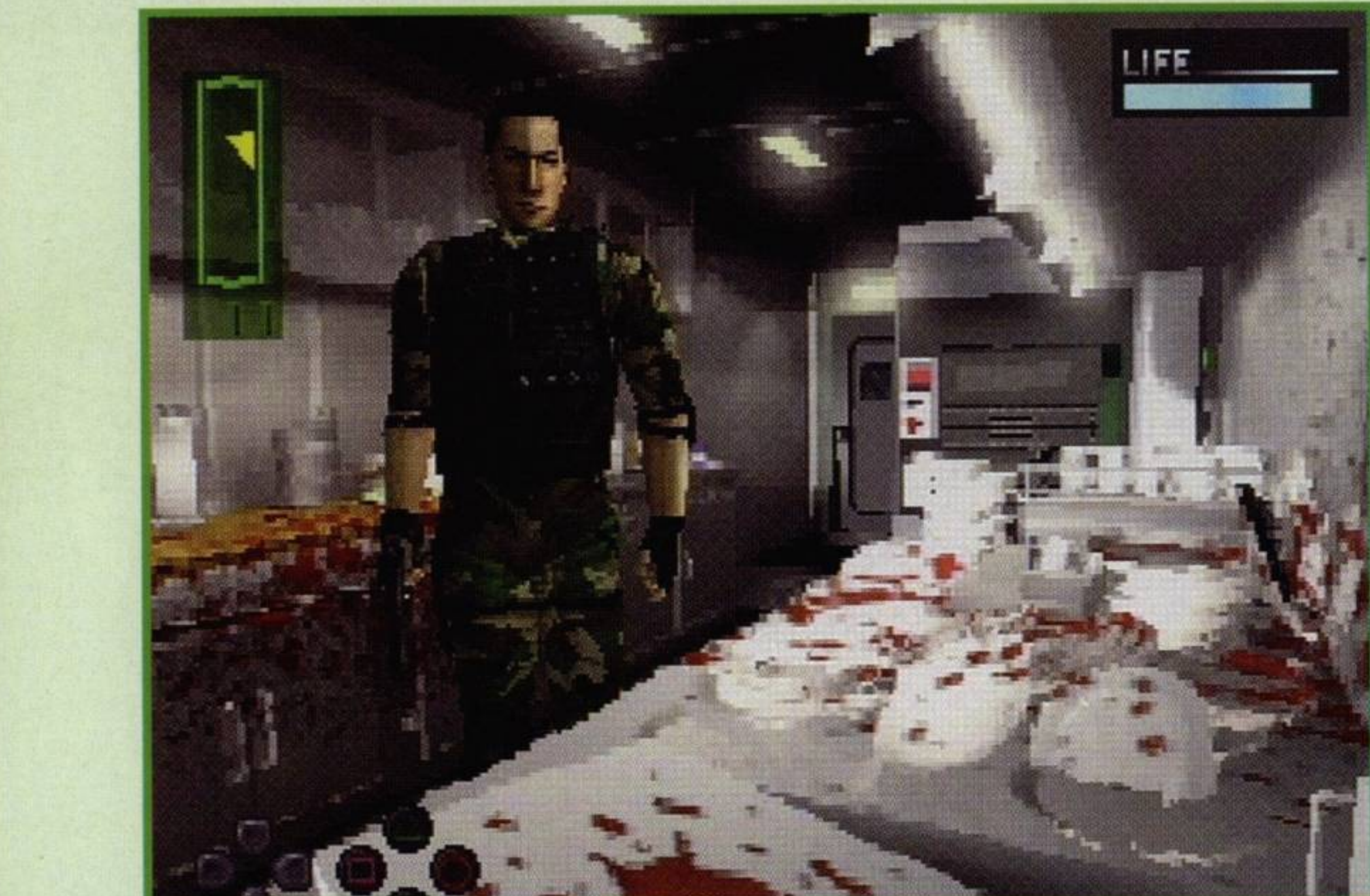
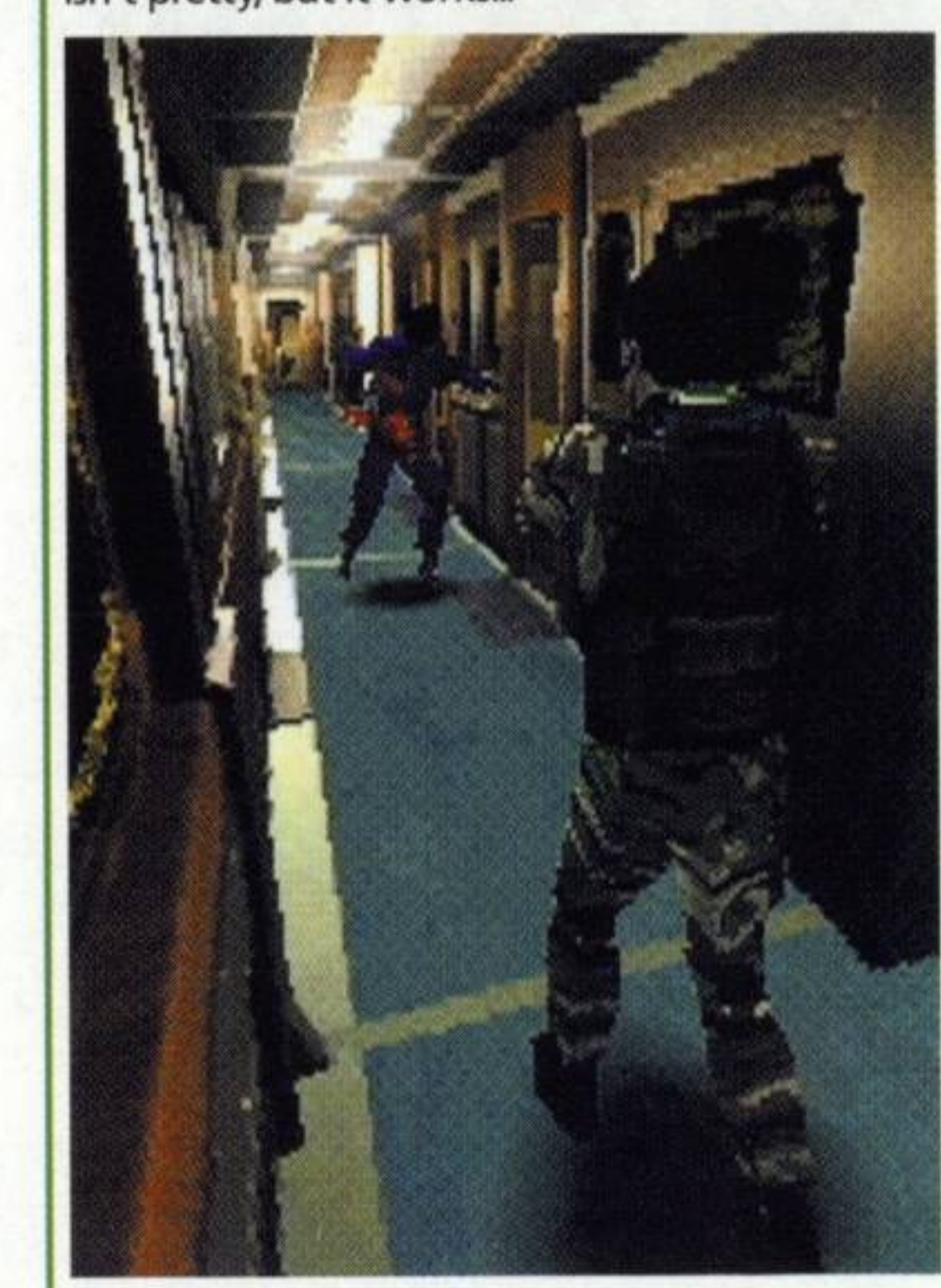


■ (Above) Beady-eyed baddies.
 ■ (Below) Jack receives a pass card.



BEST BIT SO FAR

Bring the pain
 In one early scene the camera pans out to reveal a patrolling terrorist around the corner. *Arcade* wasted no time in side-rolling behind the covering wall to unleash two rounds of molten death into the unsuspecting terrorist's back. It isn't pretty, but it works...



SEPTEMBER

Format: **PlayStation** | Developer: **Sugar and Rockets** | Publisher: **Sony** | Players: **1** | On sale in UK: **September**

CHASE THE EXPRESS

Save the ambassador from high speed hijack hell. And delays.

Chase *The Express* could be the greatest action movie never made. Terrorists have hijacked a heavily guarded train carrying the French ambassador and, worse luck, a nuclear bomb. You'll play Jack Morton, NATO soldier, the only one who can stop the world being blown sky high.

After the opening movie (which is so good it could play in cinemas) you will be flung into familiar third-person shooter puzzle-solving territory. It will be like playing *Metal Gear Solid* on the set of *Under Siege 2*. The handling will follow the *Resident Evil* model, right down to the item menus and there will be a line-of-sight targeting

system akin to *Fear Effect*. A shot or two will mean a guaranteed kill, and when ammo runs out you'll be able to use your fists. From *Arcade's* experience the system is relatively accurate and swear-free.

Another eye-popping extra will be the detailed real-time train interiors. Sugar and Rockets is proud of a new technique it has used in *Chase The Express* which displays the background as an all-around illustration encircling the character. It's polygon free but gives the same effect, panning seamlessly between locations. Gameplay will be kept equally fresh with a series of mini games, including one where you blast choppers from the roof of the train.

The fact that you're stuck on a train means there will be a claustrophobic but

tense atmosphere, although the scope of the game – the train passes through a dozen European cities – means there will be plenty of variety in terms of scenery as well. You will be causing mischief all over Europe before an encounter at the enemy fortress. In fact, there will be so many paths through the game that it will have seven different endings.

Would-be freedom fighters will have to remain vigilant right throughout the duration of the game – you will only be able to defuse the nuclear bomb if you've picked up all the right information during the course of your travels.

Short of Armageddon or trackside leaves, *Chase The Express* will roll onto PlayStation this September.

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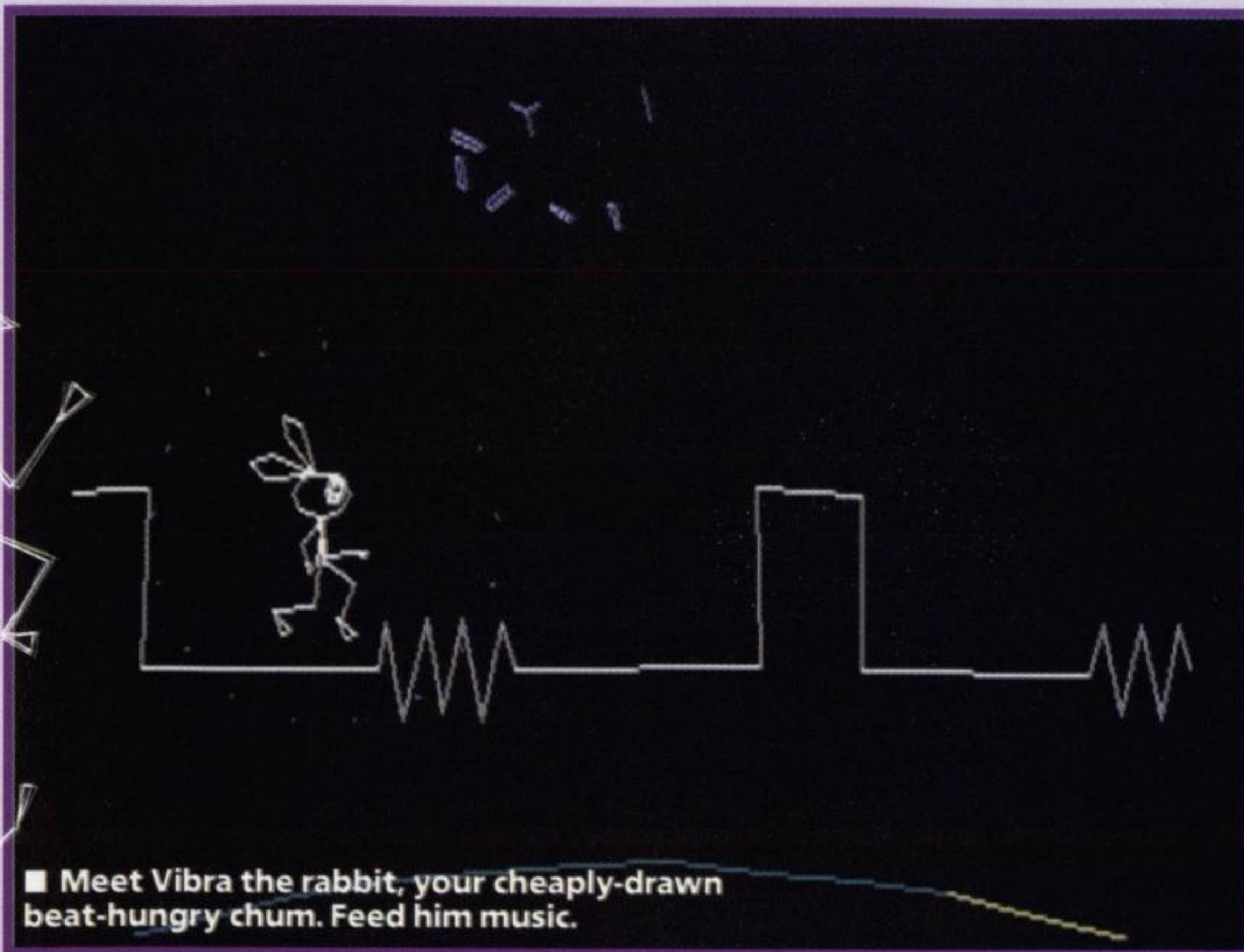
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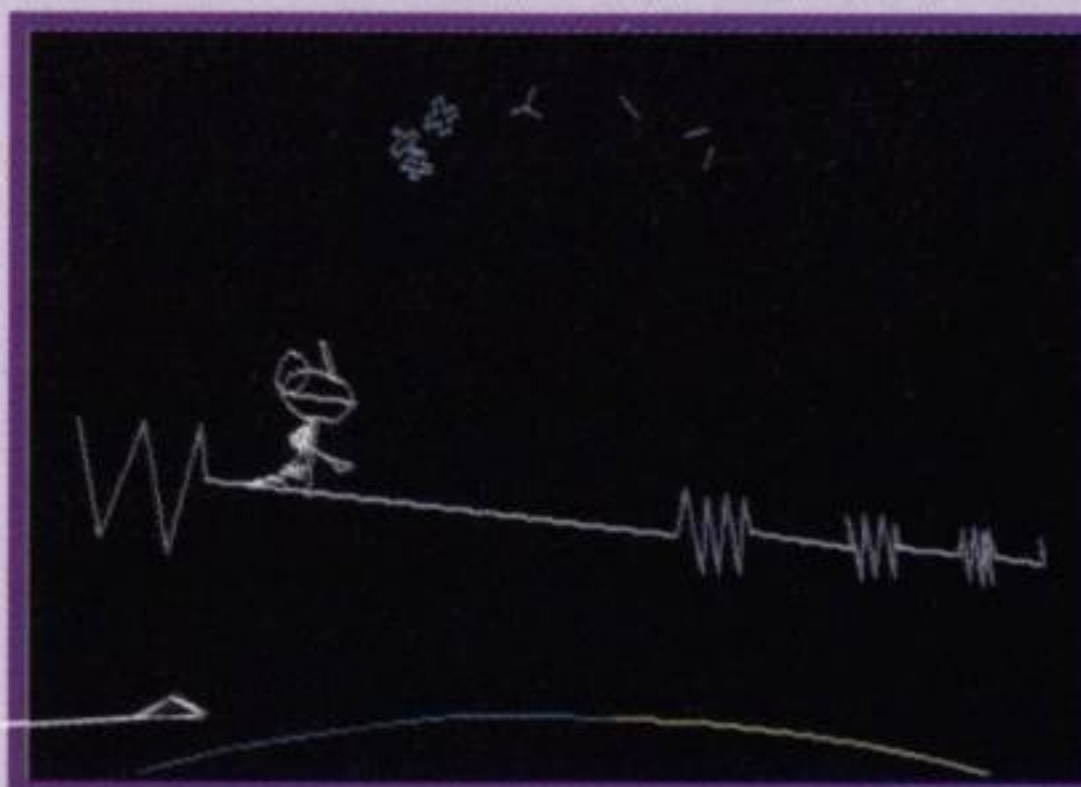
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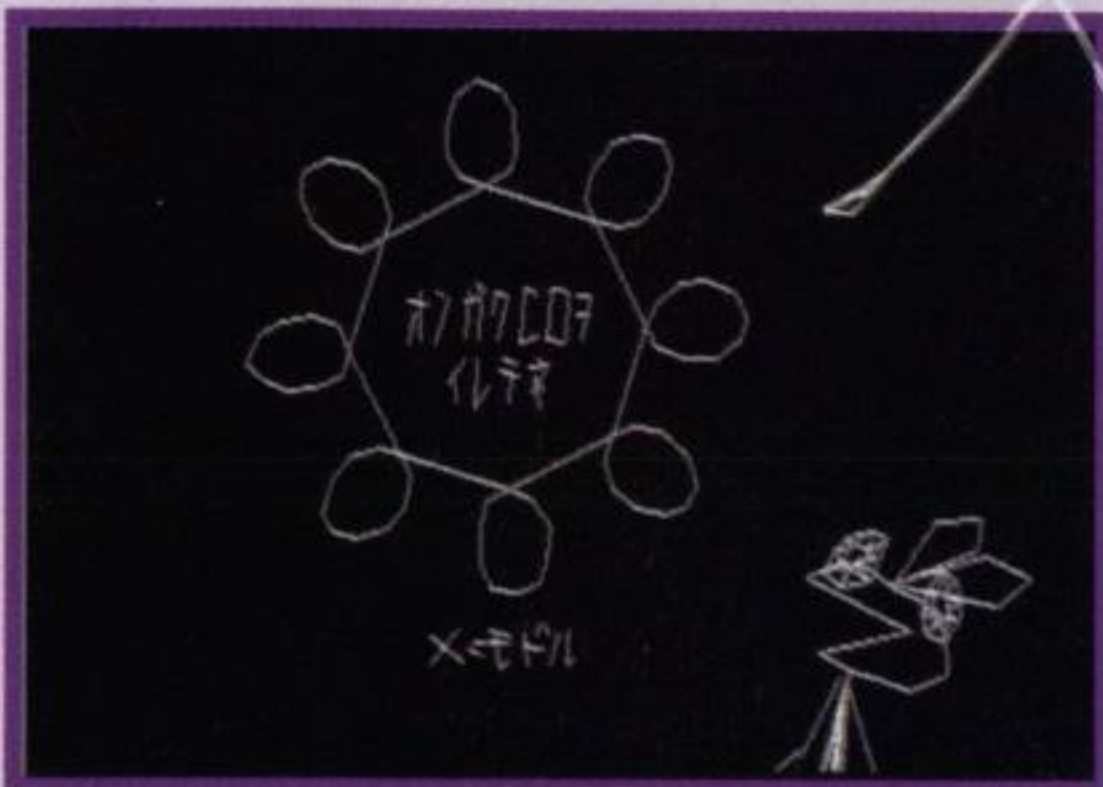
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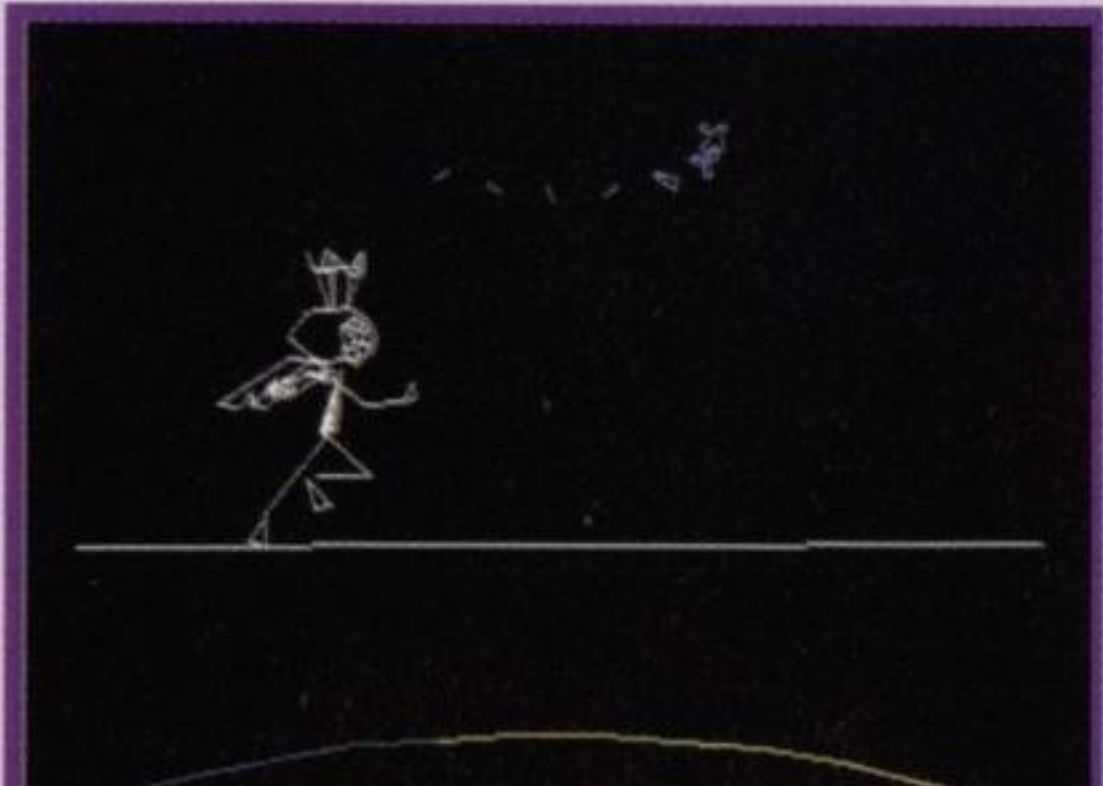
■ Meet Vibra the rabbit, your cheaply-drawn beat-hungry chum. Feed him music.



■ (Above) Bad timing will see you devolve into a frog. Charles Darwin's grave is already spinning.



■ (Below) Hit all the right buttons and your rabbit will become a superhero.



BEST BIT SO FAR

Rearranged by rabbit

When you slip your favourite album into the PlayStation, *Vib Ribbon* will give you a couple of options: to visit the track selector or to begin with the easiest track first. The latter is usually the best option, since you can attempt to play as far into the album as you can. The selected CD also acquires a new dynamic as the tracks are ordered from the slowest to the fastest.

SEPTEMBER

Format: **PlayStation** | Developer: **Sony Japan** | Publisher: **Sony**
 Players: **1** | On sale in UK: **September**

VIB RIBBON

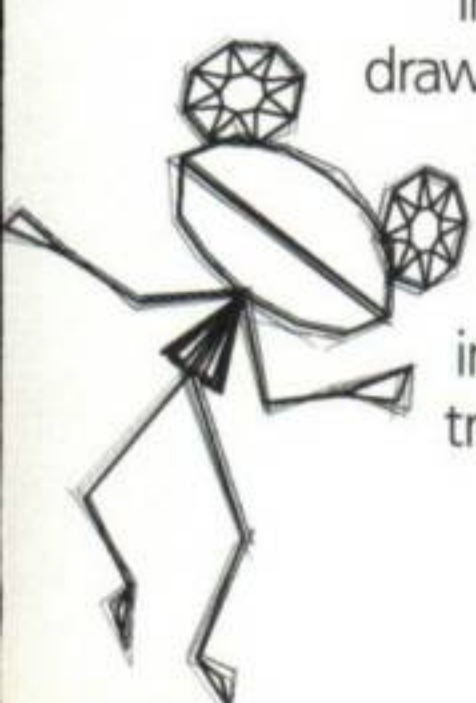
Liked the dog rap? Here's the rabbit jive.

You wouldn't expect Masaya Matsuura, creator of *PaRappa The Rapper* and *Um Jammer Lammy*, to make a videogame that could be easily categorised. *Vib Ribbon*, however, doesn't even acknowledge that pigeonholes exist.

In this case you will control a line-drawn rabbit which gambols happily along a line in an eerie monochrome world. You'll be invited to insert any music CD of your choice into the PlayStation and the rabbit will trot rhythmically to its groove. The merry

journey of the big-eared hero is interrupted by polygonal obstacles, each referring to a specific button or combination of buttons on your joypad. Press the required button on the beat, and the rabbit will hurdle or somersault the obstacle. Fluff too many, and the rabbit will devolve into a frog and then a worm before dying. You can evolve back into a higher form, but only by leaping a certain number of obstacles in a row — which is no mean feat.

It's straight out of leftfield, but *Vib Ribbon* is hugely addictive and potentially as varied as your CD collection. If Sony releases it over here for less than a tenner, as is mooted, it'll be an essential purchase. **A**



GAME ON

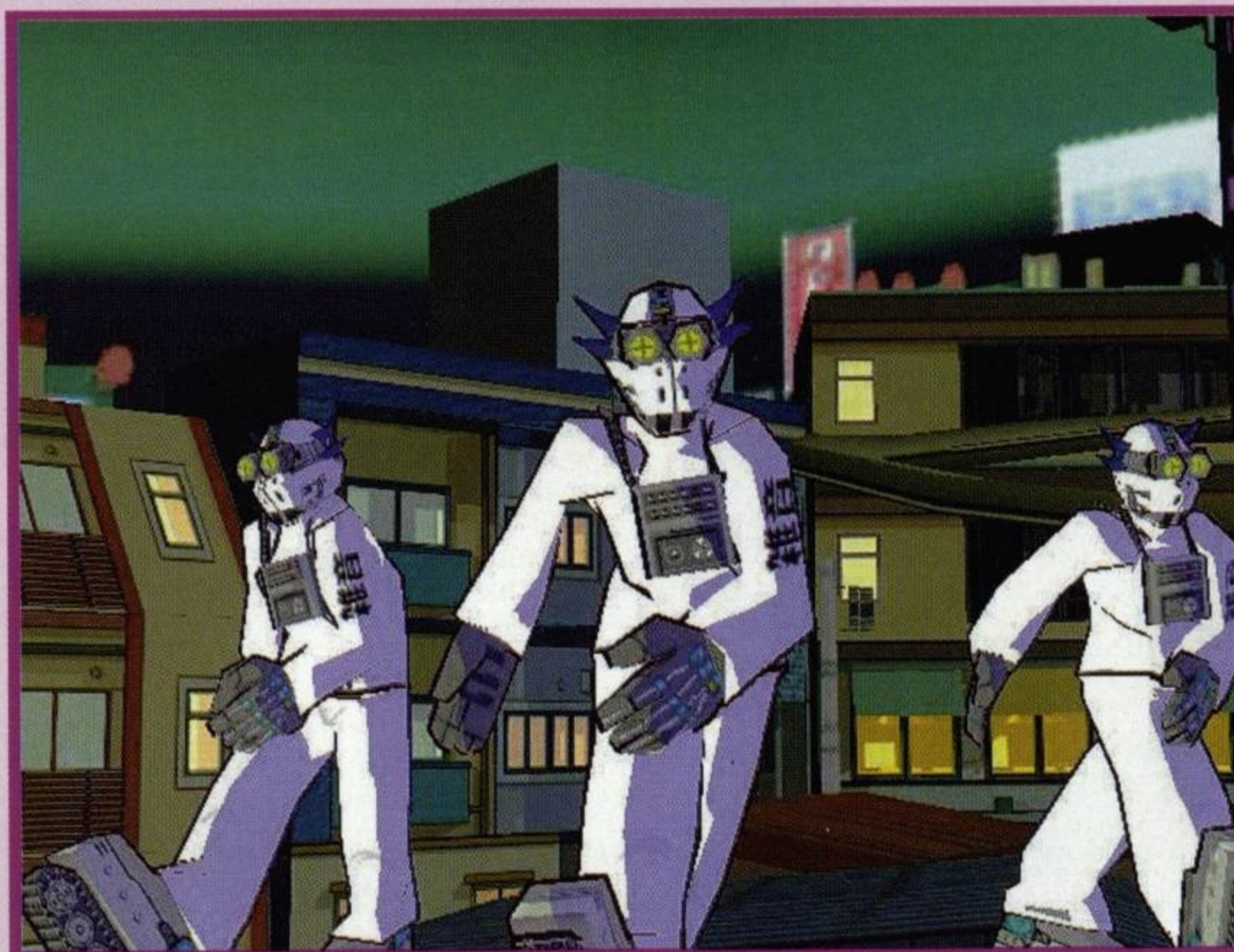
COMING SOON

■ (Right) The go anywhere gameplay allows for fancy manoeuvres as you traverse the hustle and bustle of Tokyo city.



■ (Top) Expect an outcry about the graffiti elements of the gameplay.

■ (Right) The creepy coppers have the not unreasonable desire to arrest your delinquent ass for the wanton destruction of public property with a spraycan and speed skating with no regard for public safety.



■ (Above) One of the most enjoyable aspects of the game is burning through the city streets with the police hot on your tail. Fight the power!

BEST BIT SO FAR

Cel Shady

Arcade has seen the future of videogame graphics and it's *Jet Set Radio*. The developer has created a new technique called Cel Shader, which draws the 3D visuals with black outlines to give the impression of 2D animation. This makes the game appear to be a cartoon simultaneously existing in both two and three dimensions, and it looks absolutely incredible.



AUTUMN

Format: **Dreamcast** | Developer: **Sega** | Publisher: **Sega** | Players: **TBA** | On sale in UK: **autumn**

JET SET RADIO

Prepare for the coolest videogame you've ever seen.

When Arcade isn't hanging with its crew outside McDonald's and spitting off multi-storey car parks onto innocent passers-by, the team likes nothing better than to don rollerblades and look for walls to deface with wicked graffiti art. Imagine the delight, then, when Sega announced *Jet Set Radio*, a true "down wiv da kidz" game involving more skating and tagging action than a night out in Staines. **Booyashaka!**

Boasting gameplay that is already being described as a cross between *Tony Hawk's*

Skateboarding and *Crazy Taxi*, *Jet Set Radio* will put you in the rocket-powered blades of an in-line skater as he bombs around a futuristic Tokyo (named Tokyo) performing cool tricks and spraypainting his name all over buildings.

There's a gang war rampaging in Tokyo and the idea of the game will be to join one of these crews and claim more turf than your rivals by spraying graffiti in as many places as possible. Different spraycans can be collected as bonus items and you can use them by depressing the left trigger, and then manipulate the analogue stick to design any tag that takes your fancy.

Of course, the more successful you are, the more familiar your tag signature will become and the more enthusiastic the law

will be in trying to feel your skater punk collar. White-uniformed cops will patrol the city and if they catch sight of you and your fellow vandals, hectic chases will ensue where every bit of skating skill and speed is required to ditch the fascist bully-boys.

Tokyo looks like being the ideal gaming environment for all this skating, spraying and chasing malarkey. The cyberpunk city is completely interactive with no surface safe from your spraycan and just about everything in the surroundings available for you to jump, grind and spin around on. As in *Crazy Taxi*, there'll be an arrow to point you in the right direction as you try and fulfil the different gaming objectives, and as you move through the city streets you'll be able to

hitch a ride on the cars that drive by oblivious to your irresponsible behaviour.

Although most of the gameplay details are still securely under wraps at the moment, the exciting mix of stunt skating, graffiti spraying and cop chases *Arcade* has seen so far makes *Jet Set Radio* one of the freshest and most innovative titles to have appeared in many a long year. And the graphics? Well, they'll be something else altogether (see Best Bit So Far). *Arcade* will go to work to uncover more juicy details on the game at the upcoming E3 trade show, but rest assured, this game looks like it's going to be massive in every sense of the word. Respect.



RELEASE SCHEDULE

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

JUNE

2nd	NHL Rock the Rink	EA	PSX
2nd	Fur Fighters	Acclaim	DC
2nd	Street Fighter Alpha 3	Virgin	DC
2nd	Fur Fighters	Acclaim	PC
2nd	Shogun: Total War	EA	PC
2nd	Dino Crisis	Virgin	PC

9th	Colin McRae Rally 2	Codemasters	PSX
9th	4 Wheel Thunder	Midway	DC
9th	Zombie Revenge	Sega	DC
9th	Star Trek Voyager: Elite Force	Activision	PC
9th	Star Trek: Klingon Academy	Activision	PC
9th	Motocross Madness 2	Microsoft	PC
9th	Hydro Thunder	Midway	PC
9th	Operation: Winback	Kemco	N64
9th	Pro Pool	Codemasters	GBC

16th	Baldur's Gate	Interplay	PSX
16th	World Championship Snooker	Codemasters	PC
16th	Diablo 2	Havas	PC
16th	Deus Ex	Eidos	PC
16th	Daikatana	Eidos	PC
16th	Excite Bike 64	Nintendo	N64

21st	Vagrant Story	Sony	PSX
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23rd	Plasma Sword	Virgin	DC
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23rd	Marvel Vs Capcom 2	Virgin	DC
23rd	Blues Brothers 2000	Titus	N64
23rd	Player Manager 2000	Anco	GBC
23rd	Driver	GT Interactive	GBC

30th	F1 Racing Championship	UbiSoft	PSX
30th	V-Rally 2	Infogrames	DC
30th	Super Magnetic Neo	Crave	DC
30th	V-Rally 2	Infogrames	PC
30th	Aliens Vs Predator Gold	Havas	PC
30th	Taz Express	Infogrames	N64
30th	Perfect Dark	Nintendo	N64

JULY

7th	Earthworm Jim 3D	Virgin	PSX
7th	Saboteur	Eidos	PSX
7th	World Touring Cars	Codemasters	PSX
14th	Rampage Through Time	Midway	PSX
7th	Metropolis Street Racer	Sega	DC
14th	Bust-a-Move 4	Acclaim	DC
14th	Maken X	Sega	DC
7th	Colin McRae Rally 2	Codemasters	PC
7th	Pokémon Snap	Nintendo	N64
7th	Starcraft 64	Nintendo	N64

14th	Tomb Raider	Eidos	GBC
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21st	Front Mission 3	Sony	PSX
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21st	Space Channel 5	Sega	DC
21st	Harvest Moon 2	Nintendo	GBC
21st	X-Men: Mutant Academy	Activision	GBC
21st	Turok 3	Acclaim	GBC

28th	Grand Prix 3	Hasbro	PC
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AUGUST

11th	X-Men: Mutant Academy	Activision	PSX
11th	Hostile Waters	Rage	PC
11th	Incoming Forces	Rage	PC
11th	Max Payne	Take 2	PC

18th	Parasite Eve 2	Sony	PSX
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TBC	Dead or Alive 2	Acclaim	DC
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SEPTEMBER

TBC	Spider-Man	Activision	PSX
TBC	Tony Hawk's Skateboarding 2	Activision	PSX
TBC	Quake 3 Arena	Sega	DC
TBC	Half-Life	Havas	DC
TBC	Turok 3	Acclaim	N64
TBC	Conker's Bad Fur Day	Rare	N64
TBC	Pokémon Yellow	Nintendo	GBC

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"If the censors didn't like the snorting cocaine in a lift, we could have removed it.."

Jon Hare

Interview by | **Sam Richards**

He created *Wizball*, *Cannon Fodder* and benchmark footie game *Sensible Soccer*. Then he spent six years working on a game which was never released. Arcade hears his tale.

Back in the early '90s when Amiga was King, Jon Hare was a familiar face to videogame magazine readers. Always up for a chat if booze and curry was involved, Jon – complete with shaggy mane – would rave for hours about games, music and Norwich City FC. It just happened that this was the guy in charge of one of the finest British development houses of the era, Sensible Software. Rising to prominence with highly original games like *Wizball* for the 8-bit machines, Sensible Software cemented its reputation with *Sensible Soccer* for the Amiga, a top-down classic which some still rate as the best footie game ever. But after the excellent player/manager game *Sensible World Of Soccer* hit the shelves, Hare went into hibernation. He and his Sensible staff spent more than five years and nearly £2 million on what was meant to be his magnum opus, a vastly ambitious multimedia project called *Sex'n'Drugs'n'Rock'n'Roll* – which was never finished. It effectively signed the death warrant for Sensible Software, but Jon Hare has recently resurfaced at Codemasters.

What were the origins of the ill-fated *Sex'n'Drugs'n'Rock'n'Roll* game?

Myself and Sensible Software co-founder Chris Yates were actually in a band together in the early '80s before getting into game development. We always talked about a game in which the lead character was trying to support his drug habit by playing in a band. When we finally got a chance to develop this idea in the early '90s, it had evolved into an adventure where you guide the character through fame, fortune, swearing on TV, snorting cocaine, shagging birds and smashing up hotel rooms.

What was going to be the format of the game? It's difficult to imagine it as anything other than a point-and-click adventure...

Yes, although that makes it sound like *Dragon's Lair*. It looked like a cartoon, and even operated in real-time. Options would appear and disappear on time delays. The game was conversation-

based and our character's speech responses were dictated by the substances he'd consumed. If he was drunk, some of the more considered responses wouldn't appear. If he was speeding, they'd all flash past rapidly. If he was tripping he might say something totally strange. There were a lot of interesting ideas in the game, which probably could have been applied to any scenario. You also have to remember that back in 1993, multimedia was the buzzword. *Sex'n'Drugs* was primarily a game, but it was going to include elements which could be expanded into a cartoon and into pop videos. We wrote loads of music for it ourselves. We could have had an empire like *Pokémon*.

Surely you realised that the name alone would worry publishers, even before they viewed the depictions of sex and drug-taking?

We really did think we'd be OK if we agreed to an 18 certificate. Compared to what you see at the cinema or even on television, *Sex'n'Drugs* was tame. We were prepared to be flexible – if the censors didn't like the swearing, or a scene where the character was snorting cocaine in a lift, we could have removed it or replaced it. We were probably naive. The big retail chains can refuse to stock a game and it has nothing to do with the censors. The perception is still that videogames are for kids.

Did you get any interest or advice from publishers at all?

After we were set free from Warners/GT, we took the game round to about 20 publishers, but we were only offered one deal. That was for UK-only distribution, which wasn't enough to justify the costs of finishing the game. We were probably too ambitious. Very few people in the industry understood the multimedia applications of the game and we never had a finished product to show. The combination of over-ambition, cost and salacious content turned all the publishers off. On a personal level, everybody loved *Sex'n'Drugs*. On a professional level, they felt they couldn't touch it. The lesson I learnt is that the world is essentially very conservative.

So did the failure of the *Sex'n'Drugs'n'Rock'n'Roll* essentially signal the end of Sensible Software?

We realised it was the end of the road

Sensible softography



The first Sensible Software games were created for the 8-bit (Commodore 64 and Sinclair Spectrum) market. The highly original *Parallax* emerged in 1986, followed by *Wizball* in 1987. The next year saw the release of superb Sensi precursor *Microprose International Soccer* and the team deservedly rested on its laurels before creating *International 3D Tennis* in 1990. By now the focus of the game scene had switched to the Amiga and Atari ST. Sensible duly responded with God sim *Mega Lo Mania* (1991) and, of course, landmark footie game *Sensible Soccer* (1992). This was Sensible's purple patch, and it went on to release a *Sensible Soccer* update every year to 1996, also finding time to create the truly surreal *Wizkid*, innovative shoot-'em-up *Cannon Fodder* and *Sensible Golf*. Beyond that, the trail goes cold...

for Sensible when we were forced to close down the *Sex'n'Drugs* project and sack everybody. We lost more than £1.5m in total. We were left with three and a half hours of animation and a redundant 1,500 page script. The only part of the project which is still usable is the soundtrack, which we pressed onto a CD.

What happened after Sensible Software's demise? How did you end up working for Codemasters?

Codemasters wanted to buy the Sensible name and brands. Since the deal was struck, I've been working on *Cannon Fodder 3D* for PS2, which is about to go into full development. It's a true next-generation sequel incorporating a lot of innovative ideas. I've just converted *Cannon Fodder* for Game Boy Color too. In addition to that, I've been troubleshooting Codemasters games including *Micro Maniacs*, *Insane* and the follow-up to *LMA Manager*. I've been aiding the design team of *Prince Naseem Boxing*, which is still very much a Codemasters priority.

Do you prefer the Codemasters job to running your own business?

Running a business isn't very rewarding these days. It used to be like alchemy – sitting in your bedroom with a mate and a cheap computer, creating a game which could make thousands of pounds. Now you can't do it without investment and sound financial management. I realised I couldn't do business and design, so I chose design.

In the age when development teams can comprise up to a hundred people, is there still room for the lone maverick developer?

Yes, but the big game companies also realise that a lone visionary can have too much power. The common model now is similar to that of the film industry. There's always a director, but he must answer to the producer who holds the purse strings. I'd like to make some more really off-the-wall games, but I have to be realistic and consider the commercial side from the start. Now I'm working with the top people at Codemasters, and I can see exactly where they're coming from, so as long as there's communication between the creative and commercial departments, there's room for lots of innovation.





“Because we only **produce** one **game** every three years or so, it has to be **top quality** and **sell well.**”

Charles Cecil

Interview by | **Sam Richards**

He has been at the forefront of adventure game development since the days of the Sinclair ZX81. Now his company, Revolution, is making the leap to PlayStation2.

If success in the videogame industry can be measured by staying power, Charles Cecil is the Don. His first text adventure was published in 1981 and he's still on the cutting edge when it comes to exploring the possibilities of adventure games.

In 1990, he started his own company. Revolution Software has maintained a strong position as a genre leader, despite only producing four games in the last decade. Revolution's maxim has been "quality not quantity". Those four games are *Lure Of The Temptress*, *Beneath A Steel Sky*, *Broken Sword* and *Broken Sword 2*, all fondly remembered today as classics of their time.

The company's latest project, *In Cold Blood* (previewed on page 23) introduces an action element into its games for the first time. It also uses some impressive cinematic techniques; the divergence of and distinction between the film and videogame media is one of Charles Cecil's pet subjects. Appropriately, the venue for *Arcade's* tête-à-tête is London's Institute of Contemporary Arts on The Mall.

You were writing videogames before some *Arcade* readers were born. How did it begin?

A friend of mine had spent time disassembling a ZX81 ROM. He invited me to write adventure games for the system and my first game, *Ship Of Doom*, was completed at university. It turned out to be very popular.

This was back in the day when "text adventures" contained no graphics at all. Was it difficult to create enjoyable games with such primitive tools at your disposal?

I did have to rely on the vivid imagination of the player. The biggest barrier to enjoyment was that these were adventure games using very limited text passers. People found this incredibly frustrating – you'd know what you wanted to do, but you had to discover the correct wording which enabled you to carry out the action. Inevitably, you'd crack and in your frustration you'd end up typing in a swear word.

At least the computer telling you it "couldn't piss off right now" provided some adolescent amusement...

I think I was actually the first person to include swear words in a game's memory, so while it didn't reply with obscenities, it certainly understood them. This feature eventually backfired when *Ship Of Doom* was discussed in the House Of Commons under the 1984 Obscene Video Act, alongside so-called video nasties such as *Texas Chainsaw Massacre*. This did seem like an over-reaction, but *The Sun* picked up on the story, and subsequently all the retailers pulled the game. But it wasn't too damaging as *Ship Of Doom* had already been selling solidly for three years.

Revolution is an independent company. Does this mean you have absolute artistic freedom?

We do have complete creative freedom, but within the constraints of having to make a commercial game. Because we only produce one game every three years or so, it has to be top quality and it has to sell well. Therefore we might not be taking grand risks, although I do think our games have always shown great innovation.

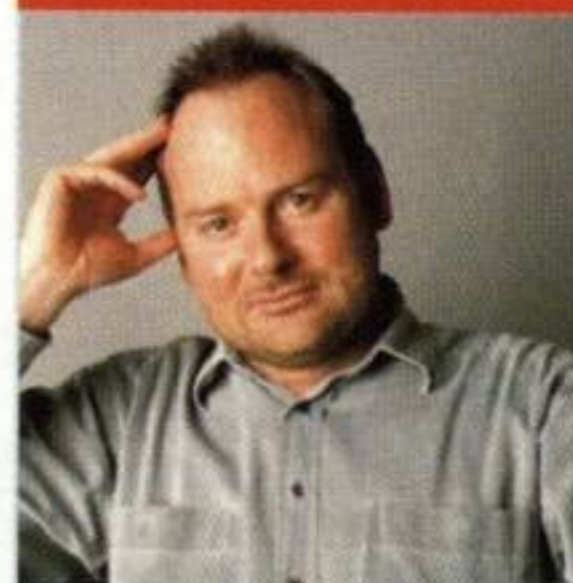
Presumably, even introducing a game which isn't part of an established series is a bit of a risk these days?

We are at a stage where everything seems to be either a sequel or vastly derivative in some way. Games cost so much money to produce nowadays – *Lure Of The Temptress* cost £40,000 while *In Cold Blood* will probably cost more than £1 million. You have to move with the times in terms of technological advances, which means a huge escalation in the investment capital required per title. Publishers can't afford to back losers and the public won't tolerate duff games any more. Unfortunately these demands have conspired to create a conservative games market. It will change.

The previous four Revolution games have been traditional point-and-click adventures. *In Cold Blood* deviates from this template by introducing an action element. Why?

The point-and-click adventure is dying.

talkin' 'bout Revolution...



Charles Cecil founded Revolution Software in 1990 while working three days a week as development manager at Activision. The operation began above a fruit shop in Hull, where his business partners Tony Warriner and David Sykes were living. Revolution then moved around various locations in Hull (usually the bedrooms of its core staffers) before relocating to its present home in York.

Soon after launching, Revolution received a commission from once-massive UK publisher Mirrorsoft (part of Robert Maxwell's Mirror Group) to develop a game which became *Lure Of The Temptress*. Close to the title's completion Maxwell drowned, leaving his empire in chaos. *Lure Of The Temptress* (for Amiga, ST and PC) eventually surfaced on Virgin Interactive in 1992 to great critical acclaim. *Beneath A Steel Sky* (Amiga/ST/PC, 1994) was an even more ambitious project, noted for utilising the considerable graphical skills of 2000AD illustrator Dave Gibbons.

Broken Sword: Shadow Of The Templars surpassed all expectations in 1996, bringing Revolution's unique brand of point-of-click adventure to the PlayStation (as well as PC). The game has now sold half a million copies, a sterling effort outperformed by the 1997 sequel *Broken Sword 2: The Smoking Mirror*. All was quiet on the Revolution front until the announcement of *In Cold Blood*, previewed in this issue on page 23. Revolution now employs 26 staff.

We get abusive e-mails every day from gamers demanding more point-and-click adventures, but the market simply won't justify it. Technology has moved on, introducing new avenues of gameplay. The first-person shooter and the 3D adventure are genres which wouldn't have been possible eight years ago. The point-and-click was invented in the mid-'80s and it's now outmoded. We felt it was very important to give direct character control to the player. We wanted to keep the strong narrative base of our games, but ditch the limited point-and-click interface. Some gamers may be expecting *Broken Sword 3*, but I think people will appreciate a narrative-driven action game. They are probably the same people who play *Tomb Raider*, after all.

***Broken Sword* was part of the second generation of PlayStation software. Then, no-one had worked out quite how Sony's console would change videogames. What is your view on the rise of PlayStation?**

A lot of publishers felt at first that the PlayStation's scope was limited, that it was a machine for arcade-style, "after the pub" games and nothing else. This wasn't Sony's own intention and they published *Broken Sword* themselves when other publishers were unwilling to take the risk. I think *Broken Sword* helped pave the way for other non-action games and proved PlayStation really did have a broad appeal.

So you'd say that as a games publisher, Sony is actually more daring than Sega or Nintendo?

Yes. Nintendo's conception of a game is very strict and the N64 has suffered as result. Sega did attempt to adopt Sony's wide-ranging policy for Dreamcast, but without the support. Sony has a refreshing developer-friendly policy.

How excited are you about the emergence of PlayStation2?

The fact that Sony is using the word "emotion" in its PS2 hardware suits our philosophy very well. The PlayStation2 games shown so far are creatively way behind the potential of the technology. If Sony wants to broaden the appeal even further, it needs to threaten the appeal of the cinema by introducing emotion into the games. Suffice to say I think Sony will achieve this.



NOW PLAYING

IN THE SHOPS THIS MONTH

ECCO THE DOLPHIN

Format: **Dreamcast** | Developer: **Appaloosa Interactive** | Publisher: **Sega** | Price: **£40** | Release date: **2 June** | Players: **1** | ★★



WHAT'S ECCO THE DOLPHIN ALL ABOUT?

Ecco the Dolphin sees you trying to save the world from evil alien types – you have to travel back through time to ensure the aliens don't prevent the first communication between humans and dolphins taking place. You see, once mankind made contact with dolphins the two species worked together to rule the universe. However, you can also play the game purely as a "dolphin sim" – the feeling of swimming and freedom of movement is unlike any other videogame.

DOLPHIN FRIENDLY

Does Ecco compare to his real life counterparts?

Right back to its beginnings on the Megadrive nearly ten years ago, *Ecco The Dolphin* has always been more than a game. Sure, there's a plot of sorts and you can save the world by solving some puzzles, but its popularity stems from the incredible way it actually makes you feel like you're swimming along underwater as a dolphin. But how realistic is the representation of Ecco? **Arcade caught up with David Jones of the Whale and Dolphin Conservation Society to find out.**

In *Ecco The Dolphin*, you can stay under water for about five minutes and can't swim backwards. Is that accurate?

Pretty much. Dolphins frequently stay under water for several minutes at a time. Some species can hold their breath for up to a quarter of an hour. And, no, they can't swim backwards.

In the game, the other dolphins know your name. How do dolphins communicate?

Dolphins communicate through various types of sound that can carry underwater – like whistles and squeals – and use body language. Every dolphin is believed to have a signature whistle, used to attract attention and identify itself. Calves, for example, would most certainly be able to identify their mother's whistle even in a large school.

How about whales and porpoises? Can dolphins talk to other sea creatures, like Ecco does?

Possibly, but we don't really know enough about how dolphins communicate yet. However, they do play with other creatures, such as sea lions, just like they play with each other. Dolphins instinctively learn to co-operate for hunting purposes, as well as socialising through play.

How do dolphins go about chatting up other dolphins?

Courting couples leap out of the water together, chase each other and touch flippers. No one really knows

■ *Ecco The Dolphin* in all its underwater glory. But how realistic is it? Can dolphins talk? Can they swim backwards? And is it true they aren't fish? Arcade decided to find out.



AND THERE'S MORE

■ The Dreamcast isn't the first place Ecco has appeared. He started life in *Ecco The Dolphin* on the Megadrive, going on to appear on the Sega CD, Game Gear and PC. Although based around a 2D engine, the similar lack of violence and peaceful music made *Ecco The Dolphin* more of an experience than a game, a trait that is not lost in the new version.

why dolphins leap, spin and surf as much as they do – presumably it's just for fun.

In *Ecco The Dolphin*, you are attacked by sharks and jellyfish. Are real dolphins similarly vulnerable?

Some sharks, such as great white, tiger and bull sharks attack dolphins. A jellyfish would sting a dolphin, but jellyfish don't really sting to attack, only to defend. Dolphins have been known to attack sharks and even kill them with a well-aimed punch with their beaks. There have also been cases of dolphins protecting humans from sharks.

And what do you think of the game itself?

It's relaxing and positive to play and I like the fact that it shows dolphins in their own environment. The mood of the game is quite eerie at times. It would have been easy for the developer to think it might be more fun to write a game about dolphins in captivity, jumping through hoops and bouncing balls off their beaks. This is an area that the WDCS campaigns strongly against. **A**

♦♦ Read *Arcade's* review of *Ecco The Dolphin* on page 74. You can find out more about the Whale and Dolphin Conservation Society at <http://www.wdcs.org>.

WIN

Win a dolphin



■ **Spot the dolphin. Er, well that's one to the left. Our competition isn't going to be that easy.**

Fancy winning a dolphin? *Arcade's* got one up for grabs. She's called Splash, and she lives in the Moray Firth, off the coast of Scotland. Splash is a bottlenose dolphin – one of the most sociable breeds – and is about three-and-a-half metres long, weighs about 250 kgs and is easily recognisable by her tall narrow dorsal fin and white mottled skin. Should you win, you'll receive a full colour adoption certificate, a picture of Splash, a twice-yearly newsletter and are very welcome to visit the Moray Firth, ideally between May and September, to meet Splash in, er, person. Simply answer the following question:

Q: What is the new Nintendo console going to be called?

Send your answer together with your name and address to Win A Dolphin competition, *Arcade*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW by Monday 3 July.

■ **NOW PLAYING:** Ecco the Dolphin – the behaviour and sex lives of our sea-living friends examined by the authorities at the Whale and Dolphin Conservation Society.



NOW PLAYING IN THE SHOPS THIS MONTH F1 2000

Format: **PC/PlayStation** | Publisher: **EA** | Developer: **Image Space Inc/Visual Sciences** | Price: **£35** | Release date: **on sale now** | Players: **1-8 (PC) 1-2 (PSX)** | ★★ ★



WHAT'S F1 2000 ALL ABOUT?

■ Jammy sod that the company is, EA has managed to be the only developer with year 2000 data. That means that if you hurry up and buy the game you can still play through the rest of the season, and just in time for the rainy pile-up that is inevitably Belgium's lovely Spa Francochamps.

The PlayStation version is slightly arcadey, but more serious than the Psygnosis Formula One games. The PC version is very simulation-orientated, because, well, PC owners are a bit more interested in detail, aren't they? But both look great, and you get to drive around the new American circuit before most of the Formula One names have.



■ Knock all the other cars off the track.



■ (Above) Learn to mix it up a bit, it's a lot more fun that way.



TAKE THE GRAND CHALLENGE

Obey the huge rule book, if you want, or...

The world is still watching. The sponsorship is still paying. The cars are still driving (except the McLarens). It's another Formula One season, and yet more work for the fearsomely talented Jim Rosenthal, the man that puts the "grrrr" into Grrrrand Prix (baby).

Electronic Arts was smugly sitting in its all-gold office, counting the income from the EA Sports brands, when someone pointed out that the company didn't have a Formula One game.

Considering it is the most watched sport in the world, this is quite an oversight.

Bish-bash-bosh, and the giddingly rich EA has presented the world with the rock and dance-anthem accompanied *F1 2000*. And yet, in its hurry to release a simulation of one of the richest sports on the planet, EA has failed to remove a series of unforced errors. Stick two fingers up at Max Mosley and his rulebook by attempting the following.

1. No one's looking

Pop over to Hockenheim in Germany (ensuring you have Black Flags turned off) and drive through all of the chicanes at full speed.

Objective: Get your lap time below 1:21, while the nearest your fellow drivers can manage is a poxy 1:45. See if they can spot how you did it.

2. Do a Schuey

Shut up the doubters that say it's the car not the driver by proving your worth, in a Ferrari and then a Sauber.

Objective: Visit Spa Francochamps, start in last place (just skip qualifying) and aim for first place by the dip at Eau Rouge by nipping up the inside. If you can't manage it, go for a quick race and move yourself further up the field.

AND THERE'S MORE

Indeed there is more. Plenty more in fact. Formula One games are outnumbered only by football titles, it seems. That's because F1 boss Bernie Ecclestone is wily enough to give out four FIA licences. Psygnosis still has one of the other three, as does Video Systems for its *World Grand Prix* series. The final licence has been granted to Hasbro for Geoff Crammond's forthcoming PC release *Grand Prix 3*, which has to be Arcade's tip for the championship. His *Grand Prix 2* is the best selling Formula One game ever, despite only being available on the PC, and still hasn't been beaten in four years. God knows when he's going to bother finishing it, though, the lazy bugger.

3. Do another Schuey

Everyone, even Michael, knows that it's against the rules to deliberately knock other cars out of the race.

That's why you've got to learn how to do it by "accident". Objective: Jump into a Ferrari, and in front of Imola's tifosi, knock every other driver out of the game within eight laps. Play as Barrichello and there's bonus points for getting Schumacher out first.

4. Survive a race

Try and get your car around the circuit in one piece, completing all the 60 laps.

Objective: In front of your home crowd, drive as Johnny Herbert at Silverstone. Play 100% race distance, with damage and failures turned on. Survive. It doesn't matter where you finish, 'cos it'll be a celebration.

5. Make it exciting

Get people in front of their tellies again towards the end of the season by mysteriously crashing out if you are winning the championship so that every major country has a driver in with a chance of claiming the title.

Objective: Before sitting down to play, hand yourself an envelope

of money and instructions to make it interesting. Win and lose intermittently so that you have to race in Japan like it matters.

Drive fairly here.



F1 2000 TIPS

It's a set-up

There's a risk that people will stop talking to you if you admit to understanding the set-up screen of any car game, but it does make a difference in qualifying and the race.

For instance, avoid slowing down at most corners by upping the wing so that your car starts to drive like a brick wall. (With wheels, obviously.) Or go really fast on the straights by getting rid of it.

If you find the back end swinging round when you brake hard, shift the brake balance towards the rear and - bingo! - meet Mr Spin-No-More.

Finally, avoid going into the pits whenever possible, cos it's a waste of time. Tyre deterioration be damned, go for a one-stopper wherever possible. Unless, of course, you've got damage turned on, because chances are you'll be going in a lot anyway.



■ **NOW PLAYING:** If driving round and round a circuit isn't interesting enough for you – and why should it be – liven *F1 2000* up a bit with these testing gameplay challenges.



■ PHOTOGRAPHY: ACTION IMAGES



Smooth operators

The videogame characters who live for the thrill of the chase.

Meeting chicks is a hard enough activity – especially if you refer to them as “chicks” and don’t see women for their thoughts and feelings and all that other stuff they crap on about. So, being outclassed in the lady-luring stakes by a videogame character would be a bad thing...

1. Solid Snake

The hero of *Metal Gear Solid* is a ladies’ man extraordinaire. When not sneaking up on enemies, he spends his time flirting like a trooper to Mei Ling on his codec, and (if he runs fast enough) actually catching a glimpse of Meryl with her pants down in the women’s changing room.

2. PaRappa The Rapper

He’s a dog and his love interest is a flower. Still, that doesn’t stop him pulling out every trick in the book to win her affections: rapping alongside a man with an

Top ten

Top ten Quality Street

- 1 Green triangle
- 2 Purple hazelnut and caramel one
- 3 Strawberry cream
- 4 Long thin yellow one
- 5 Coconut
- 6 Orange cream
- 7 Caramel cup
- 8 Coffee cream
- 9 Flat yellow one
- 10 Rogue Licorice Allsort

onion for a head (obviously), learning to drive, and baking a cake made out of fish. The little charmer.

3. Link

It’s not a hard life being a princess – comfy sofas, nice food, your own castle – provided you can avoid being repeatedly kidnapped. But, like a typical woman, that’s all Princess Zelda ever manages to do, leaving Link in chase, presumably, of that elusive shag.

4. Sonic

More cross-breeding, as – with the full intentions of any red-blooded male blue hedgehog – Sonic does everything he can to “unlock” Amy the tasty Squirrel in *Sonic Adventure*.

5. Leisure Suit Larry

Lovable loser who starred in seven games on the PC and 16-bit consoles, causing a murmur of unnecessary outrage due to his crude language and keenness for scantily-clad women’s, er, bits.

6. Duke Nukem

Muscle-flexing super-hero, who likes his ladies pretty, thin, and virtually naked. Except on the N64, of course, where it was all taken out. Pah.

7. Dexter Fletcher

Ex-Press Gang turned *Gamesmaster* turned *Lock, Stock And Two Smoking Barrels* star, who the girls have loved throughout.

8. James Pond

Star of the Amiga-based platformer, featuring a secret agent fish with [geddit?] a licence to gill.

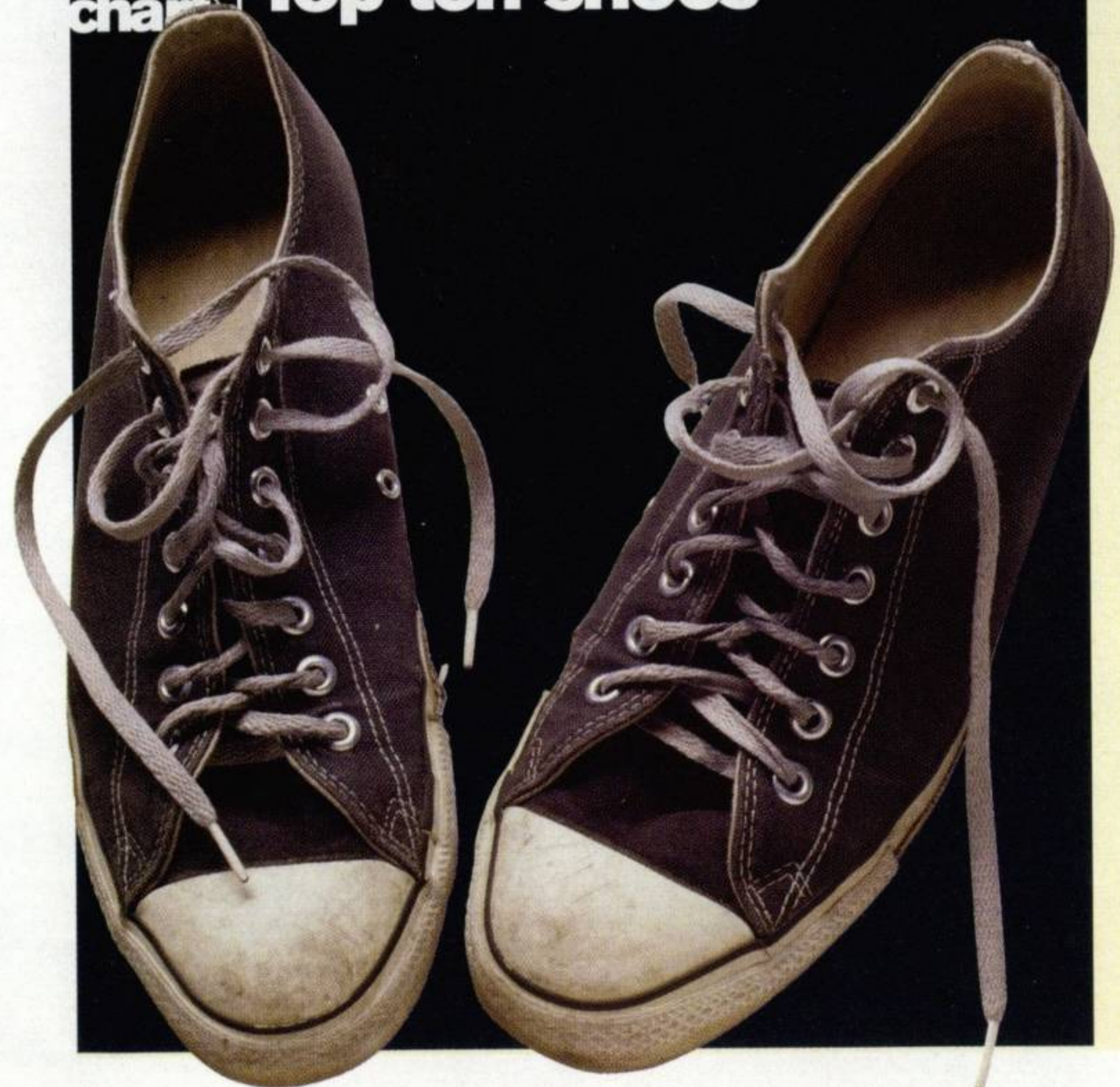
9. Stan from South Park

Vomits every time Wendy talks to him. An interesting approach, admittedly.

10. Donkey Kong

Hey! Girls love a man with a hairy chest, don’t they?

Guest chart Top ten shoes



Shoes: we all need them, but what do they say about us?

1. Trainers

The most comfortable but – on the other side of the sole – smelliest of footwear. Handy tip: clean them out with talcum powder to numb the pong. Socially acceptable almost everywhere (even sports centres) except – oddly – towny nightclubs.

2. Smart shoes

Either your old school ones, or a pair you were forced to buy for a smart formal occasion. Reserved – therefore – for job interviews, weddings, when you’ve put your trainers in the washing machine and – by the same token as above – for going to dodgy nightclubs.

3. Sandals

Favoured by hippies, Latin teachers, and – most famously of all – Jesus. Although, of course, Jesus would have had trouble trying to get into Ritz’s on a Saturday night, when Hitler could have walked right in wearing his polished German military boots, probably pushing into the queue for the cloakroom too.

4. Flip-flops

Geniusly-named cheap beach-sandals which go “flip-flop” as you walk.

5. Winkle-pickers

Shoes with very pointed narrow toes, worn by a large proportion of the male characters in *Viz*.

6. Wellies

Invented by a Duke, but today mainly sported by Landrover-owning, dog-walking snobs desperate to underline how rich they are by wearing cheap, rubber shoes.

7. Stilettoes

On the plus side: make you look taller. On the minus side: make you look a complete tart. Or was that the plus side?

8. Barefoot

All right at home, but in public, makes you look a bit odd, as demonstrated by Zola Budd, Jo Whiley, Sandie Shaw, and those Fakir monks who can walk barefooted over smouldering coals. Ouch.

9. Slippers

Comfy round-the-house shoe, often with some sort of novelty value such as being pink and fluffy, in the shape of Garfield or what have you. If made of leather with a little tassel, then placed in its own slipper sub-category: the moccasin.

10 Blue suede

Well, it’s one for the money, two for the show, three to get ready, now go, cat, go.



■ "There goes the shirt off my back..."

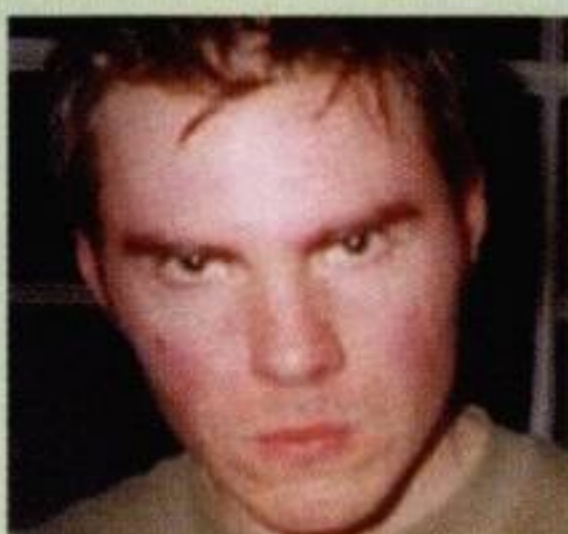
CHART ANALYSIS
With the Arcade gambler.

■ Hi, there. Bit of a gambler, me, so you just caught me hedging my bets on the movers and shakers in this month's charts. First up, think I'll sink a pony on *Pokémon Red* hanging onto the top spot for another month. And I've... [Rolls dice] lost, as *WWF Smackdown* crashes into the top spot. Bigger. Double or quits on *Sega Bass Fishing* appearing top ten? [Spins wheel] And I've lost again. Still leaves me with 50p to stick on *Toy Story 2* hanging on to its number 4 position. Can't fail. [Checks card] Curses. Maybe I'm not really cut out for this gambling lark. Anywhere I can pawn my watch? No? Oh, I'd better be off, then. See ya.

Vox pops *This month: out and about*

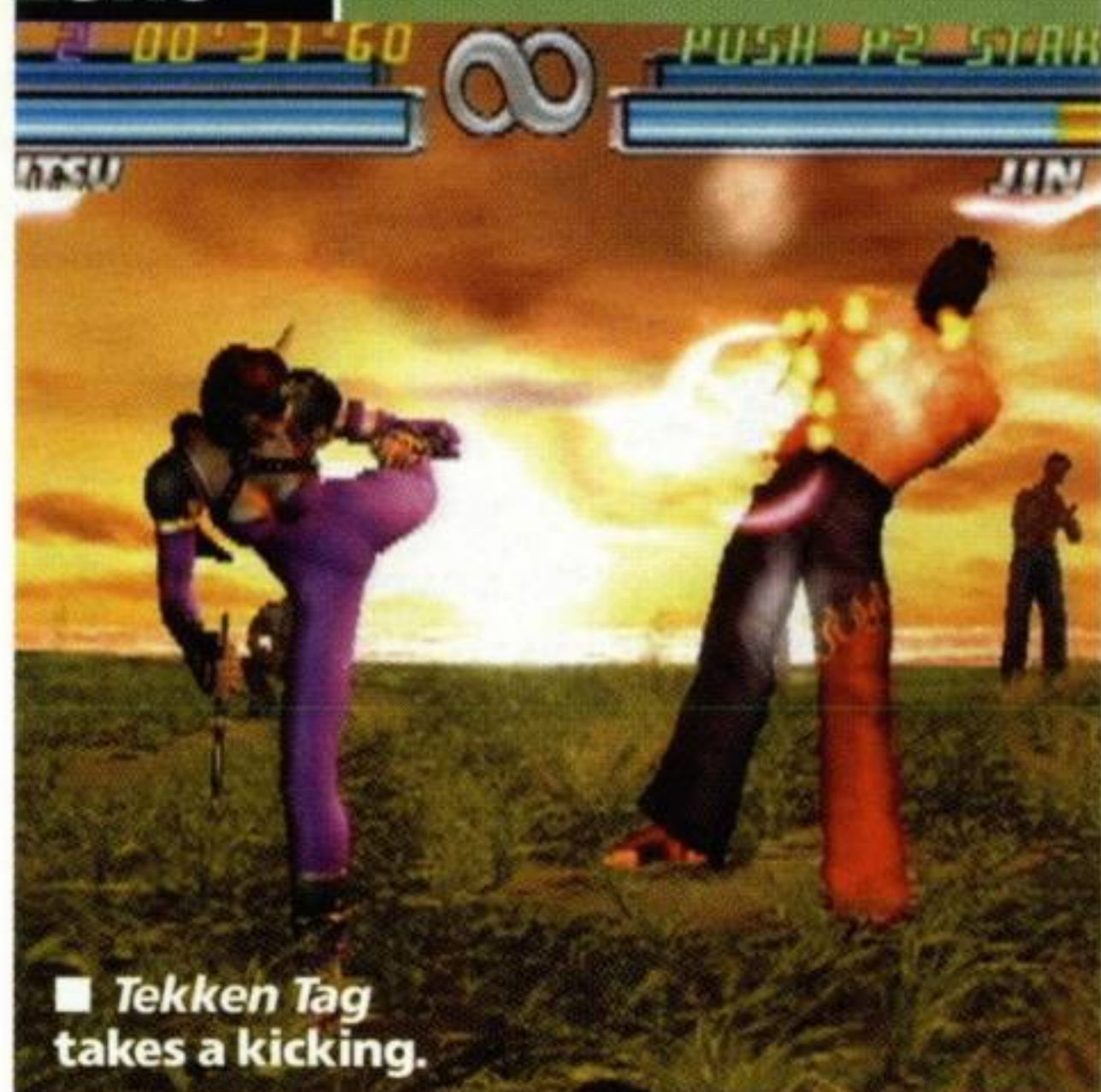


■ Hello, there. Nice bike. "Thanks. It's a Gritter." So, you look like a gal who's into videogames. "Must admit, I'm rather fond of *PaRappa The Rapper*. Have you played it?" Great - isn't it? "Do you want a go on my bike?" Er, looks a bit wobbly. Best be off. See ya.



■ All right, mate? It might never happen. "What are you on about?" Oh, nothing. Er, you into games? "Got an N64. Waiting for *Perfect Dark*." Hoo-hoo, you're just gonna love it. Bet you're a pretty mean shot. "Too right, I am." Okay, have a nice day. "Cheers."

Import zone *With Department 1 (0171 916 8440)*



■ *Tekken Tag* takes a kicking.

■ Time once again to pick up the telephonic communicating machine invented by Alexander Graham Bell in 1875 and, via the service provided by British Telecom plc, to dial the folks at Department 1 to see what's ringing import fans' bells this month. Hello? That Barry? What's new? "Well, *Tekken Tag Tournament* on the PS2 is being returned to us almost as quickly as people are buying it. They just don't like it." Anything else? "*Dead or Alive 2* on the Dreamcast is where it's at." Well, see you later, Baz. Bye.

Official Top 40

This month: in numerical order.



1 (-) WWF Smackdown

■ PSX ■ THQ
Men in leotards and women with breasts the size of footballs do bad things to one another make it to the top slot this week.

2 (1) Pokémon Red

■ CGB ■ Nintendo
The biggest craze since eating toast still refuses to die.



3 (2) Pokémon Blue

■ CGB ■ Nintendo
Not the little critters getting sad, just more catching antics.



4 (-) Syphon Filter 2

■ PSX ■ Sony
Sneaker than an American trainer, and a worthy a follow-up.



5 (-) Pokémon Stadium

■ N64 ■ Nintendo
Those cotton-wool buds on legs just keep on getting everywhere.



6 (3) Formula One 2000

■ PSX PC ■ EA
Cracking F1 racer with an official licence and up-to-date stats.



7 (-) Medievil 2

■ PSX ■ Sony
With characters that make Skelator from He-Man look obese.



8 (4) Toy Story 2

■ PSX PC N64 CGB ■ Activision/Disney
Buzz about and solve puzzles in average film-tie in fodder.



9 (8) The Sims

■ PC ■ EA
Incredibly addictive sim where you can run - or ruin - lives.



10 (20) Rayman

■ PSX PC CGB ■ Ubisoft
Back once again, even though he's still got no arms. Weird.



11 (11) Crash Bandicoot 3 ■ PSX ■ Sony

12 (12) Tomb Raider 3 ■ PSX PC ■ Eidos

13 (5) Gran Turismo 2 ■ PSX ■ Sony

14 (-) Jimmy White's 2: Cueball ■ PSX PC DC ■ Virgin

15 (-) Tomb Raider 4 ■ PSX PC DC ■ Eidos

16 (17) Championship Manager 99/00 ■ PC ■ Eidos

17 (13) Theme Park World ■ PSX PC ■ EA

18 (10) Resident Evil 3: Nemesis ■ PSX ■ Eidos

19 (-) Resident Evil: Survivor ■ PSX ■ Eidos

20 (22) FIFA 2000 ■ PSX PC CGB ■ EA

21 (15) Spyro The Dragon ■ PSX ■ Sony

22 (-) Sega Bass Fishing ■ DC ■ Sega

23 (-) Rugrats: Studio Tour ■ PSX ■ THQ

24 (-) Soldier Of Fortune ■ PC ■ Activision

25 (21) A Bug's Life ■ PSX PC N64 CGB ■ Sony/Activision/Disney

26 (6) C&C: Tiberian Sun ■ PC ■ EA

27 (-) Star Wars: Force Commander ■ PC ■ LucasArts

28 (14) UEFA Champions League 2 ■ PSX ■ Eidos

29 (-) Star Wars Episode 1: Racer ■ PC N64 CGB ■ LucasArts

30 (18) Metal Gear Solid ■ PSX ■ Konami

31 (29) Tekken 3 ■ PSX ■ Sony

32 (24) Medal Of Honour ■ PSX ■ EA

33 (37) Grand Theft Auto ■ PSX PC ■ Take 2

34 (28) Colin McRae Rally ■ PSX PC ■ Codemasters

35 (-) Micro Maniacs ■ PSX ■ Codemasters

36 (-) Star Trek: Armada ■ PC ■ Activision

37 (-) The FA Premier League Stars ■ PSX ■ EA

38 (-) Imperium Galactica 2 ■ PC ■ Infogrames

39 (30) Tony Hawk's Skateboarding ■ PSX N64 CGB ■ Activision

40 (27) Delta Force 2 ■ PC ■ Novalogic

JAPANESE TOP 10

- 1 (-) *Rockman Dash 2 - Episode 2 Great Legacy* Capcom, PSX
- 2 (-) *Kirby 64* Nintendo, N64
- 3 (-) *Yugioh Monster Capsule GB* Konami, GB
- 4 (-) *Tekken Tag Tournament* Namco, PS2
- 5 (-) *Marvel VS Capcom 2: New Age of Heroes* Capcom, DC
- 6 (-) *Dancing Stage Featuring Dreams Come True* Konami, PS2
- 7 (-) *Pawafuru Kun Pocket 2* Konami, GB
- 8 (-) *Dead or Alive 2* Tecmo, PS2
- 9 (-) *Wizardry - Dimguil* ASCII, PSX
- 10 (-) *Wariland 3 - The Mysterious Music Box* Nintendo, GB

US CONSOLE TOP 10

- 1 (-) *Pokémon Stadium* Nintendo, N64
- 2 (-) *WWF Smackdown* THQ, PSX
- 3 (2) *Pokémon Yellow* Nintendo, GB
- 4 (-) *Syphon Filter 2*, 989 Studios, PSX
- 5 (-) *Resident Evil: Code Veronica* Capcom, DC
- 6 (-) *Dead or Alive 2* Tecmo, DC
- 7 (6) *Pokémon Blue* Nintendo, GB
- 8 (5) *Pokémon Red* Nintendo, GB
- 9 (-) *Mario Party 2* Nintendo, N64
- 10 (3) *Tony Hawk's Pro Skater* Activision, PSX



■ Unreal Tournament online and on PlayStation2.



THE ONLINE DREAM



■ Managing to run *Quake 3 Arena* on Dreamcast will be a stern test of Sega's online promise.

Sega's Dreamcast ads may be a dirty marketing lie, but they do point out the potential for online gaming. Playing games with any number of human opponents could be the best thing that ever happened to console gaming, and will become a reality soon – all the console manufacturers have announced online capabilities for either their current systems or their next-gen machines. Sega, Sony, Nintendo and Microsoft have all shouted about their plans for online gaming, so it seems this is the direction gaming is taking. But is this what people want, and will online gaming actually be any good?

Sega has been the first company to take the plunge into the world of console-based online gaming. Seven months after the launch of the Dreamcast you're about to see the first

game that can be played down a phone line, but it won't be the sort of game PC owners are used to – it will be madcap puzzle game *Chu Chu Rocket*. This is Sega's way of testing the online waters – this simple game should be no problem for its servers to cope with.

Chu Chu Rocket is just stage one of Sega's online gaming plan. Towards the end of the year you'll see the introduction of games like *Quake 3 Arena* and *Black & White*, which will test the Dreamcast's online pretensions to the max. But as any PC gamer worth his frag count knows full well, online gaming can be fraught with difficulties. Problems arise when a lot of people are using one server – the more people, the slower the server processes the information and sends it back down your phone line. *Quake 3 Arena* is a fantastic game played online – a game that's about killing people, and quickly – but if you're in the middle of a deathmatch and your game starts

Dreamcast online gaming *Sega's online gaming delights.*



Quake 3 Arena

- Developer: **id Software**
- Publisher: **Sega**
- Release date: **winter 2000**
- Players: **TBC**

■ The game that online gaming is all about for the moment. It's the ultimate deathmatch game – fast, action-based shooting but not a lot else. *Quake 3 Arena* will bring the joys, and the woes, of PC gaming into the lives of console users. It should offer a brilliant gaming experience as long as you can put up with the inevitable slow down that will come with using a 56k modem.



Chu Chu Rocket

- Developer: **Sonic Team**
- Publisher: **Sega**
- Release date: **on sale now**
- Players: **TBC**

■ Sega Europe's first online game should offer lag-free gaming due to its simple gameplay. It's a puzzle game where you direct mice into rockets – the player with the most mice when the rockets launch wins. Oh, and watch out for the cats – cats eat the mice. Simple but highly addictive, *Chu Chu Rocket* is little more than Sega dipping its toe into the murky waters of online gaming.



Phantasy Star Online

- Developer: **Sonic Team**
- Publisher: **Sega**
- Release date: **2001**
- Players: **TBC**

■ Sega's stab at the online RPG should be interesting. This won't offer the persistent online world of *EverQuest* or *Star Wars Online* offer, but a story-orientated adventure. You will be able to locate players who are at a similar point in the story to you and join their party. You'll also be able to play the game offline thanks to two computer-controlled characters in your party.



Power Stone 2

- Developer: **Capcom**
- Publisher: **TBC**
- Release date: **winter 2000**
- Players: **1-4**

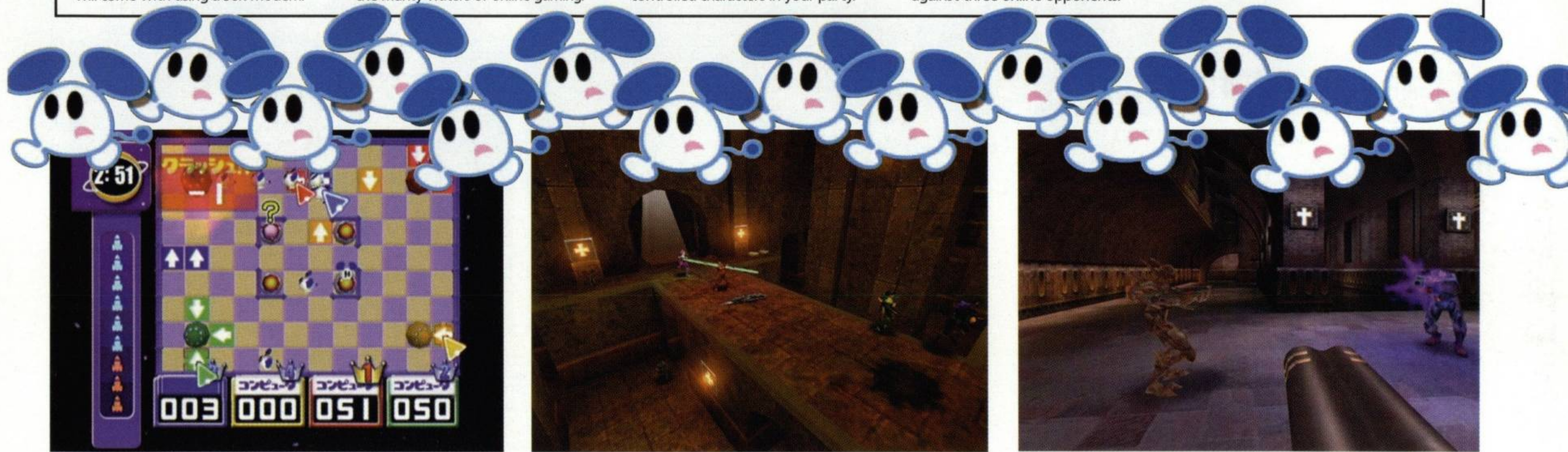
■ *Power Stone 2* will be everything that the original was but with more fighters and larger 3D arenas. Basically, this is a go anywhere 3D beat-'em-up with the added bonus of being able to pick up any of the objects and use them as weapons. You can have four players fighting on the same Dreamcast or hook it up to Sega's server and play against three online opponents.



NFL 2K1/NBA 2K1

- Developer: **Sega Sports**
- Publisher: **Sega**
- Release date: **TBC**
- Players: **1-2**

■ While neither *NFL 2K1* nor *NBA 2K1* have been confirmed for a UK release yet (American Football and basketball games don't go down that well in the UK) they will be the first sports titles to feature head-to-head play over the Net. This could be the thing to come for football games – if only the Dreamcast had a decent one...



■ (Above, Left) *Chu Chu Rocket* is the first online game for a console. It will be closely followed by two of the best PC online games – *Unreal Tournament* and *Quake 3*.

UP TO SIX BILLION PLAYERS. THAT'S WHAT THEY PROMISED, THAT'S WHAT GAMERS WANT. ONE THING'S FOR SURE: THE POTENTIAL FOR ONLINE GAMING IS ENORMOUS. ARCADE TAKES A CLOSE LOOK AT WHAT THE FUTURE HOLDS FOR GAMES AND THE INTERNET.

chugging then what's the point? So, will Sega come up with something that will reduce the lag time on games to make them playable?

However, even if the company manages this, it would be pretty boring if online games were all deathmatch-based. Thankfully, though, developers are investigating the potential of using the Internet to support virtual worlds, populated by you, the game player. *Ultima Online* and Sony's *EverQuest*, both online RPGs, have proved wildly successful in the US. Both games involve a persistent online world – a virtual world is presented to the player and it's up to you to create your own adventures. You can, if you like, play the game as a massive chat room and just explore the world meeting people, but the flesh of it is the adventuring.

Given this exciting state of affairs, Sony's decision not to ship the PlayStation2 with a modem seems strange. However, the

company argues that the current sluggish performance of the Internet is its main reason to hold back on a modem. Instead, the plan is to leapfrog the current technology with a "wait and see" attitude. What Sony is waiting for is broadband technology to become widely available in people's homes. Basically, a broadband Internet connection is super-fast – it's up to ten times faster than the 56k modem you get with a Dreamcast. The connection is always open, meaning that you are constantly online but you can also receive phone calls and send faxes at the same time. All this and no phone call charges – just a monthly fee for the service, around £40. Apart from being the future of the Internet as a whole, this is also

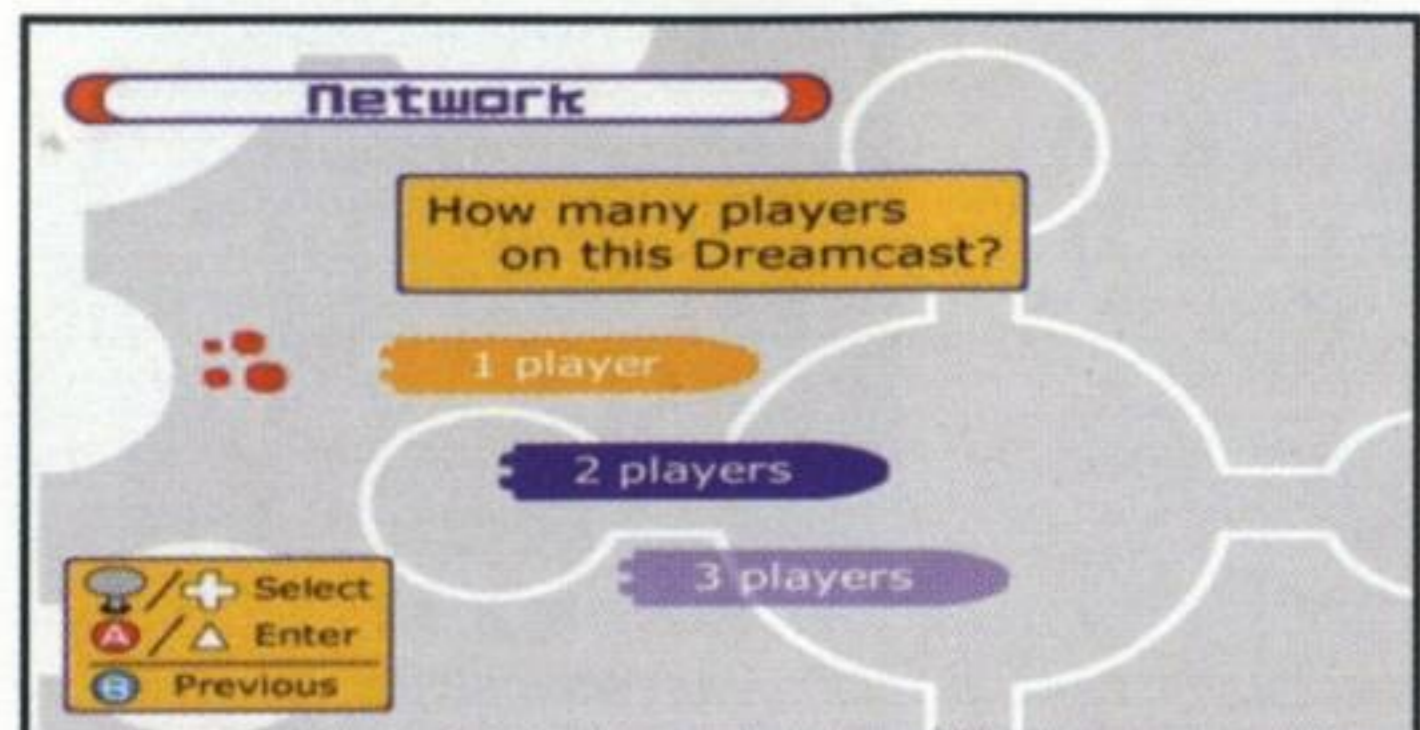


“Developers are looking at using the Internet to support virtual worlds.”

being touted as the future of online gaming, eliminating the annoying lag times from games. A broadband connection is available right now from BT via its Openworld service or from cable and satellite TV companies.

Squaresoft has also announced its very own Internet service – PlayOnline – which is designed specifically for broadband networks. PlayOnline will be compatible with both PCs and PlayStation2 and will be primarily used for connecting to online games, the first of which will be *Final Fantasy 11*. This will be the first Square RPG that will be entirely online, with all the game characters played

Chu Chu Rocket online – how it works



■ First off you have to tell your Dreamcast how many players will take part from your end.



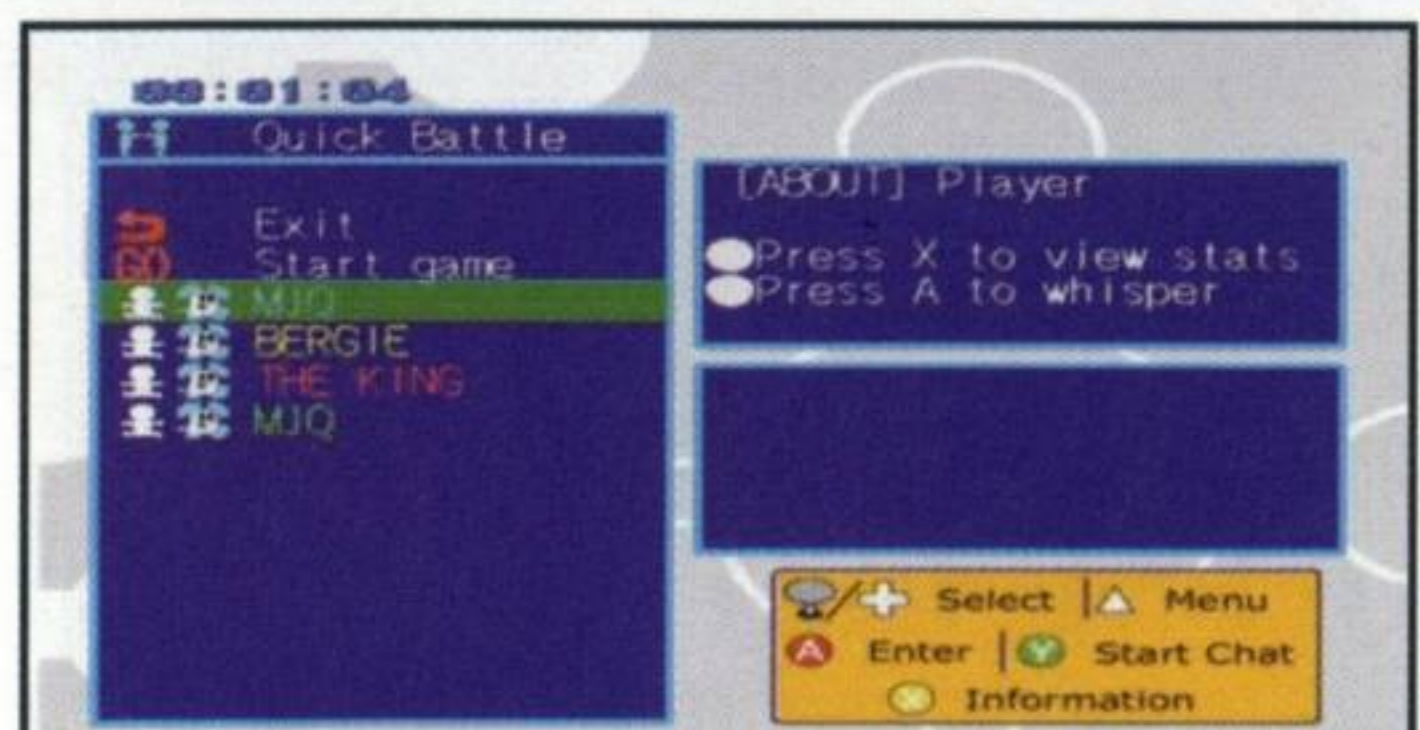
■ Next you have to dial to connect to the Chu Chu Rocket network. Remember to be polite.



■ When you first connect you have to give yourself a password and nickname.



■ You can then choose to chat online to find players interested in a battle.



■ Or just go straight into a battle. Just click on a player to challenge him and launch the game.



■ And you're in – head-to-head Chu Chu Rocket against a total stranger. Having any fun yet?

Added value *Get a bit more out of DC games using the Internet.*



Shenmue
 ■ Publisher: **Sega**
 ■ Release date: **winter 2000**
 ■ No, not a massive online virtual world, but a trading post where you can swap the various collectibles you can find in the game.



Star Wars Episode One: Racer
 ■ Publisher: **Sega**
 ■ Release date: **autumn 2000**
 ■ A real opportunity missed here – the only online capability with Episode One: Racer is that you can post your best times on the Web. Well worth the effort...



Rayman 2
 ■ Publisher: **Ubisoft**
 ■ Release date: **on sale now**
 ■ You can download extra levels from Ubisoft's Web site for this cartoony, yet supremely playable, 3D platformer.



Street Fighter Alpha 3
 ■ Publisher: **Virgin**
 ■ Release date: **on sale now**
 ■ Upload your game data to the Capcom Web site to get extra characters and features.

by human players. Square envisions this as being a multi-player RPG experience with groups of players teaming up in parties to go off adventuring.



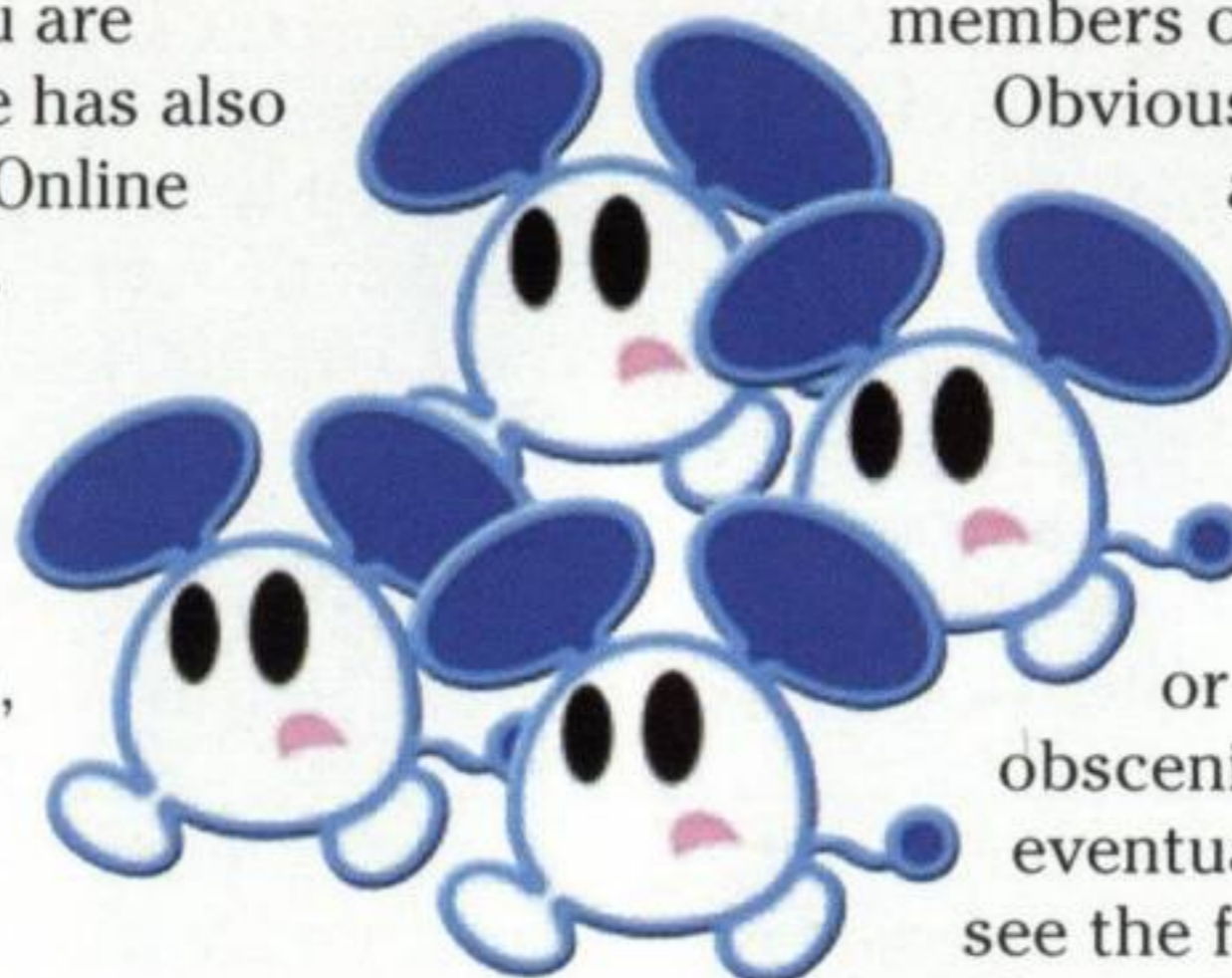
“But what of the joys of playing games with your mates in the same room?”

PlayOnline will also be used for online chat, for reading and sending e-mail, for trading game items and for downloading comics – thanks to broadband technology this can all be done while you are playing a game online. Square has also announced that a future PlayOnline project will be a football title.

Playing this kind of online game with strangers should work well, but what of the joys of playing games with your mates in the same room, where you can lap up the look of shame on their faces as you win Mario Kart for the umpteenth time? Nothing on the Internet could replace that kind of experience. Or could it?

The ever-increasing speed of the Internet will also enable you to directly talk to the people you are playing with. Speech technology has been around for a while, but has suffered because the Internet is too slow

to handle it at the moment. With Microsoft's new Sidewinder Game Voice headset, for example, it will be possible to talk to any combination of people in your game – from everyone playing the game to just members of your team or individuals.



Obviously this has a massive advantage over typing messages – orders or information can be given to team members while you're on the move, in the middle of a firefight, or you could just shout obscenities at the opposition. And eventually video may even let you see the face of the person you've just fragged.

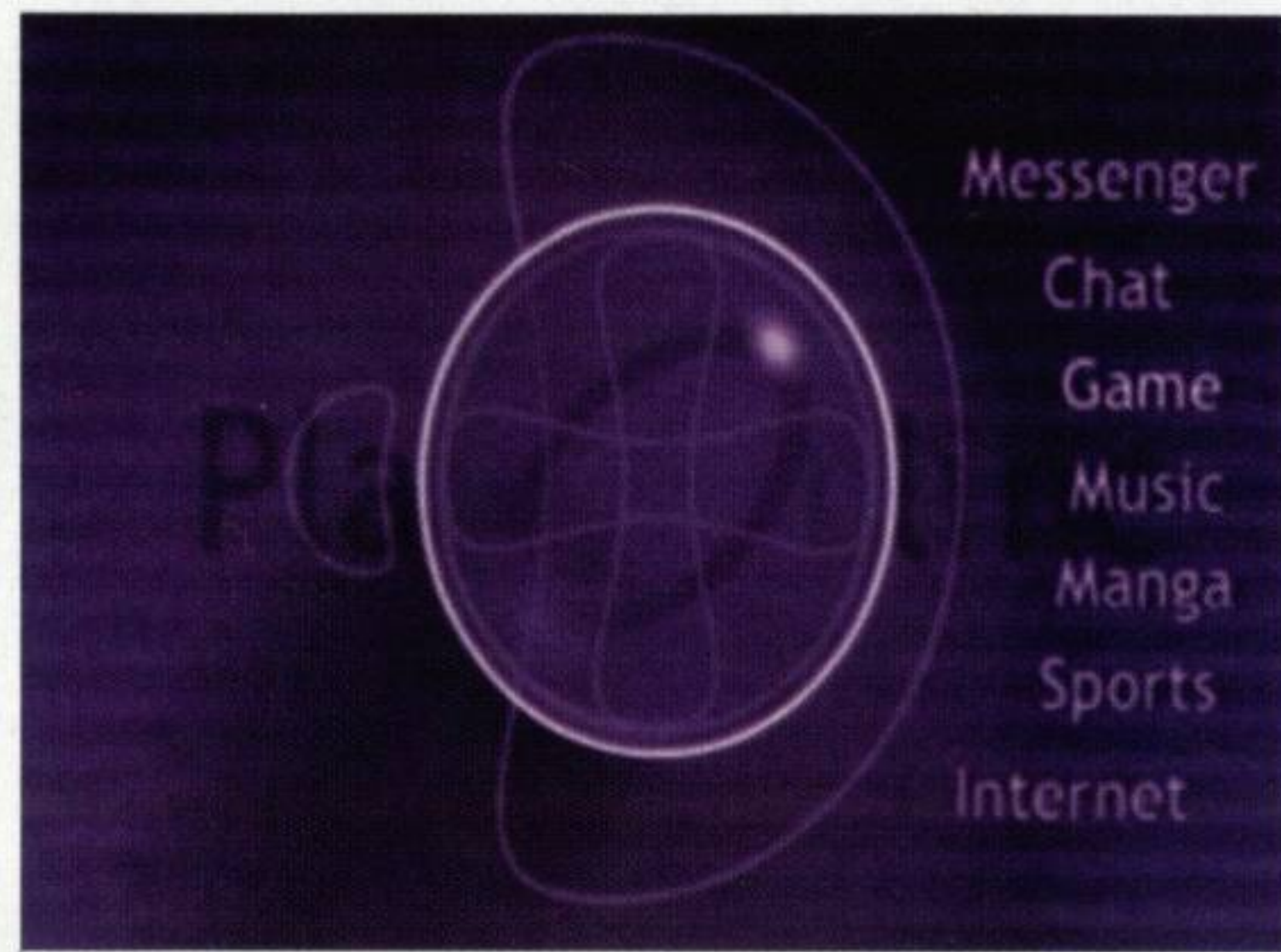
Microsoft's X-Box will have Internet connection as an optional extra, and Sega is promising a broadband adaptor for Dreamcast in the near future, so Sega shouldn't be left behind in this high speed frenzy. The way Nintendo uses the Internet may turn out to be the most interesting. The announcement that

PlayOnline

Square's PS2/PC online service will let you do more than just play games.

PlayOnline

■ (1) Messenger – an e-mail service. (2) Chat – lets you talk to anyone online and trade game items. (3) Game – used for playing games online and downloading various gaming extras.



■ (4) Music – download MP3s onto a Sony Memory Stick. (5) Manga – download comics. (6) Internet browser – works just like a PC browser such as Explorer.



■ Is this the future? Sony's online RPG, EverQuest.

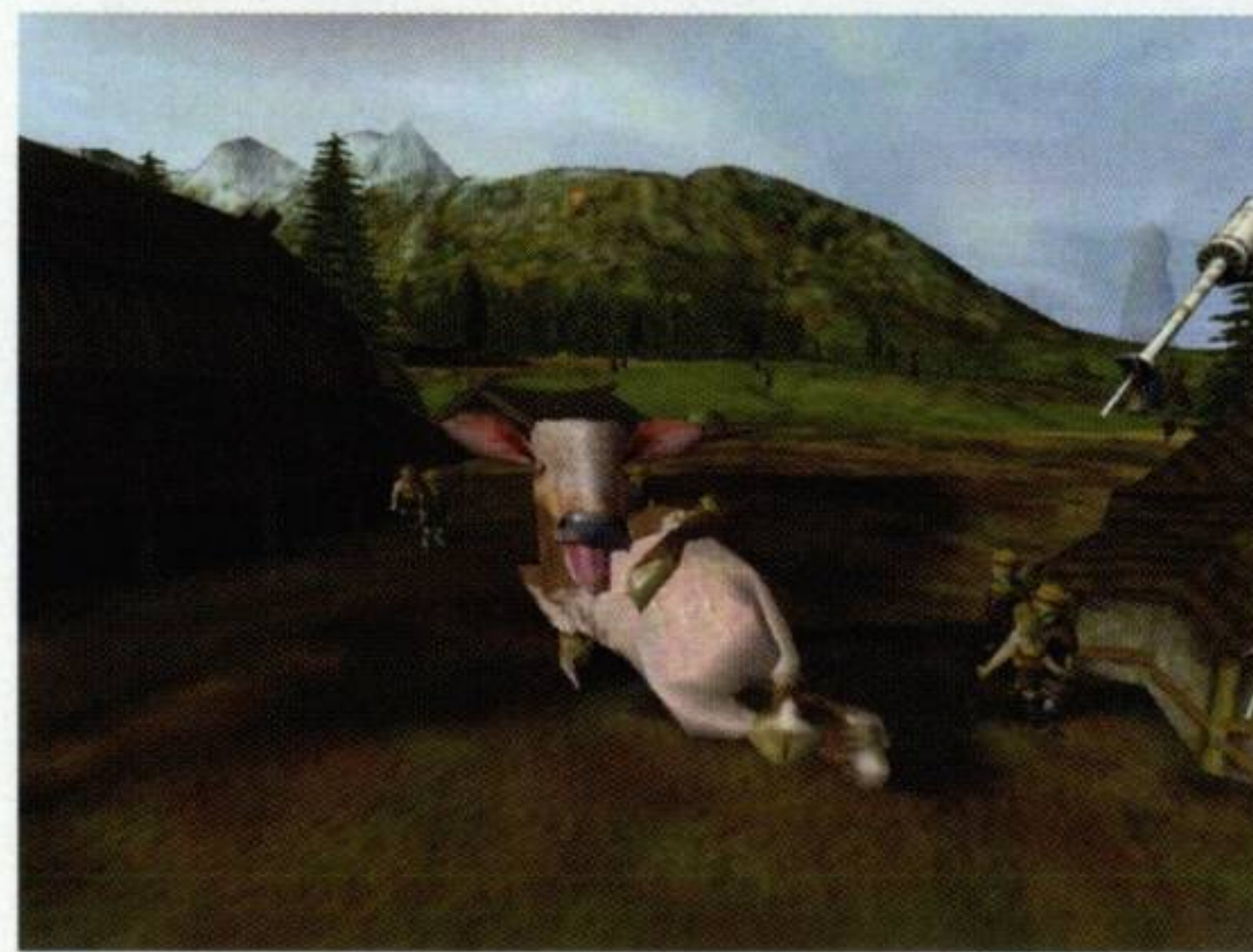
Game Boy Advance will be able to go online with the use of a mobile phone could open up all manner of options, especially if the new handheld is compatible with Dolphin. Advance games will be playable over the Internet and you'll also be able to download games and receive e-mail on the system. But could the Game Boy Advance be used to connect you to your Dolphin from afar?

The addition of hard drives for both X-Box and PlayStation2 should bring one of the best aspects of PC gaming to the console world, namely extra value for your games. Extra levels, mods and patches that give you different versions of the original game are just three of the free services that PC gamers currently enjoy. But it could go much further than just an add-on for *Half-Life*. Imagine a Formula One game that updates after every race in the real world. If a driver was to be injured for the season, then that could be reflected in the game. The same could be done for any sports title – how about a football game that keeps abreast of all the latest transfers? Or what about games that you can play episode by episode, where you download the latest chapter in the story?

So there's a lot more to online gaming than just fragging people in a game of *Quake 3 Arena*, or least there promises to be in the future. Massive multi-player online worlds that change and alter according to what the players do, extra levels and vehicles, characters, episodic games – the potential is enormous. No one is quite sure exactly how the Internet will change the way you play games but there's one thing that everyone is agreed on: it will change things permanently and for the better.

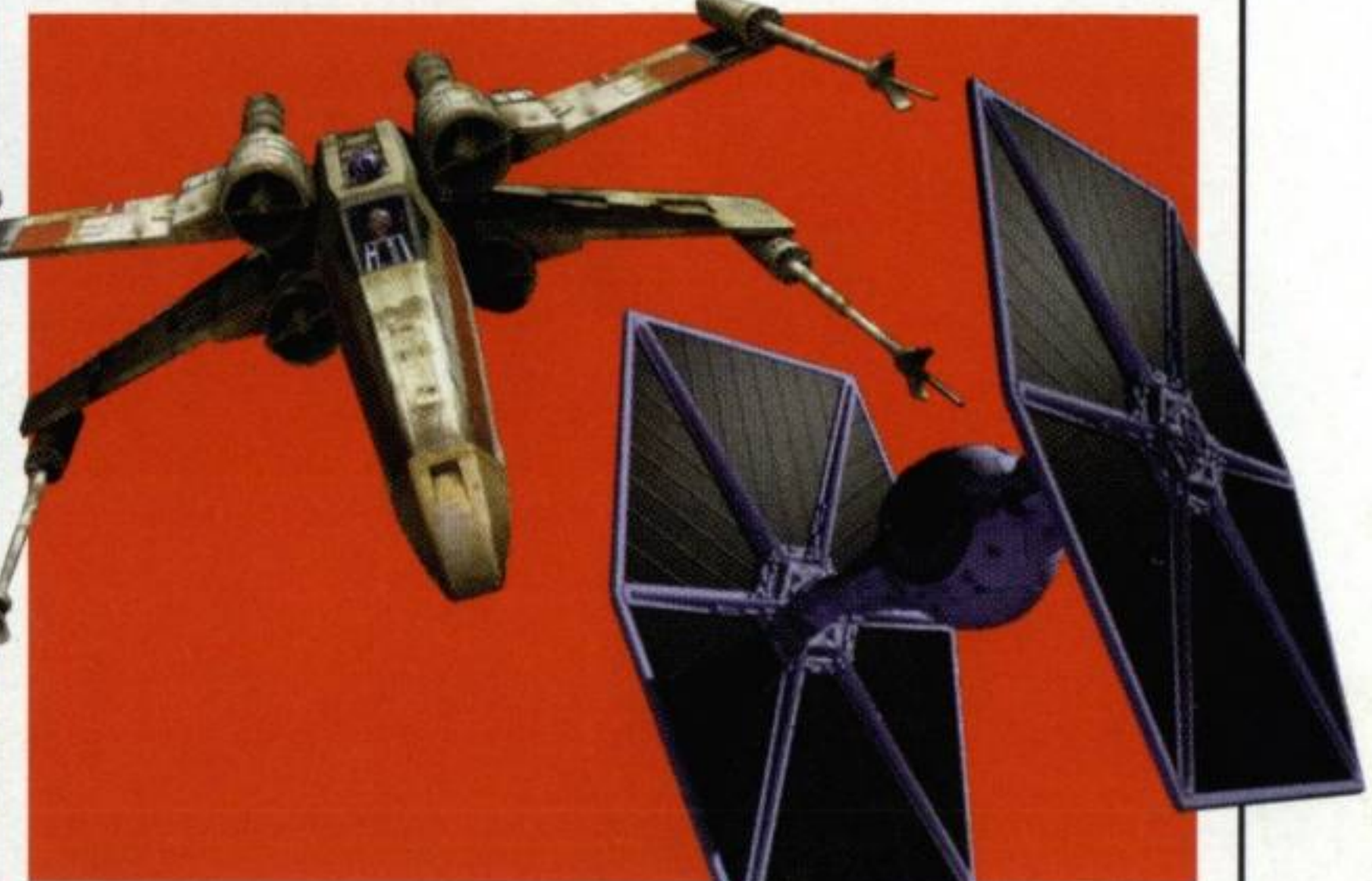


The future of online gaming It's not just about Quake 3.



Black & White
 ■ Developer: Lionhead Studios
 ■ Publisher: EA
 ■ Format: PC, Dreamcast
 ■ Release date: winter 2000
 ■ Players: TBC

■ *Black & White* will feature two different online games. The first will use a free download released two months before the main game, called *The Gathering*. It kind of works like a chat room – you are given a monster when you start the game, which represents you in the chat room and also has a mind all of its own. It will interact with other monsters in this 3D world. You'll be able to talk to other owners and watch as your monster argues, talks and even falls in love with the other monsters. The second online game will be similar to the single-player game – a fairly straightforward battle against a number of opponents.



Star Wars Online RPG
 ■ Developer: LucasArts/Verant Software
 ■ Publisher: LucasArts
 ■ Format: PC
 ■ Release date: 2001
 ■ Players: TBC

■ This sounds too good to be true: an online world set on Tatooine and one other as yet unnamed planet at the time of the first *Star Wars* movie. The gameplay will be a mix of specialised missions, quests and combat although there won't be any space-based stuff. You'll be able to play as one of several different character types, including a smuggler and a Jedi. Seeing as this will be running on Sony's The Station server, expect a PlayStation2 version shortly after the PC version.



Final Fantasy 11
 ■ Developer: Square
 ■ Publisher: TBC
 ■ Format: PlayStation2, PC
 ■ Release date: 2001
 ■ Players: TBC

■ *Final Fantasy 10* will have limited online capabilities of its own, but the eleventh instalment will be an entirely online experience. Square hasn't released any details of how it will work yet, apart from the fact that all the game characters will be played by human players. You won't just be restricted to playing at home – say you get a message from your *Final Fantasy* crew via your mobile phone that they want to play – you could pop down your local Internet café and continue your game on a PC. In Japan Square will be installing special *Final Fantasy 11* booths in arcades where you can play. May well end up redefining the RPG genre.



Team Fortress 2
 ■ Developer: Valve Software
 ■ Publisher: Havas Interactive
 ■ Format: PC
 ■ Release date: winter 2000
 ■ Players: TBC

■ This online-only war game extravaganza will see players each taking a different role in an army platoon. You can play as anything from a grunt to a spy to the commanding officer. This is no *Quake* clone – it will be vital to play the role you choose and play as part of a team rather than doing a Rambo. *Team Fortress 2* will offer two main types of game – humans versus computer in scripted missions and humans against humans in an all out online war.



■ PIC: PICTORIAL PRESS

BACK TO THE FUTURE

WHILE VIDEOGAMES MAY SEEM TO BE FOREVER FORGING AHEAD, OUT WITH THE OLD AND IN WITH THE NEW ISN'T ALWAYS THE MAXIM FOR GAME DEVELOPERS

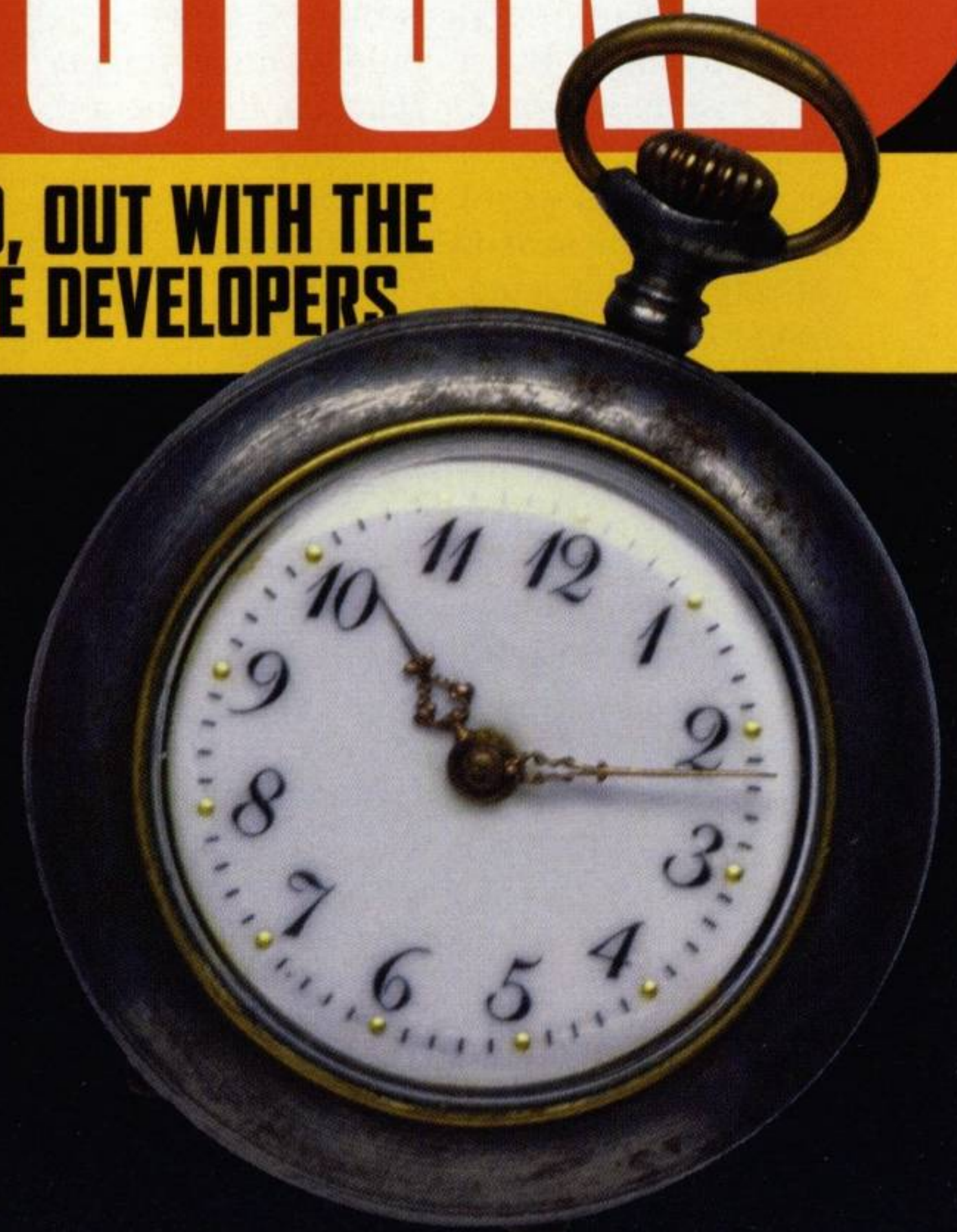
Back in 1990, it was all *Jive Bunny*, *Time For The Guru*, *Dub Be Good To Me*, the fall of the Berlin Wall, poll tax riots, heatwaves, and a hearty amount of home computer gaming fun to be had by all, with the console explosion waiting around the corner.

Here in 2000, you get Scooch, Daphne & Celeste, *Flying Without Wings*, the race to become Mayor of London, the failure of the Millennium Bug to materialise and, in Sony, a company totally dominating the videogames market that ten years ago you would have mainly associated with Walkmans.

A lot has happened in the past decade, especially in the world of videogames. The

technology may have advanced, but ideas-wise, the industry seems to be finding it hard to come up with anything new. Every so often original games like *Crazy Taxi*, *PaRappa The Rapper* or *Pokémon* crop up, but this happens once in a blue moon, with the majority of new games slotting straight into a well-defined category. Take this issue: *Track & Field*, *Shogun* and *Tekken Tag Tournament*. All great games, but scoring "nul points" on the originality front.

However, rather than strive to cover up this state of affairs, a vogue for remaking games from the early 1990s seems to have taken hold. A good thing in the case of a title like *Speedball 2100*, perhaps, but does the world need another *Blues Brothers* game?





SPEEDBALL

THE BITMAP BROTHERS' FINEST HOUR ALL OVER AGAIN.

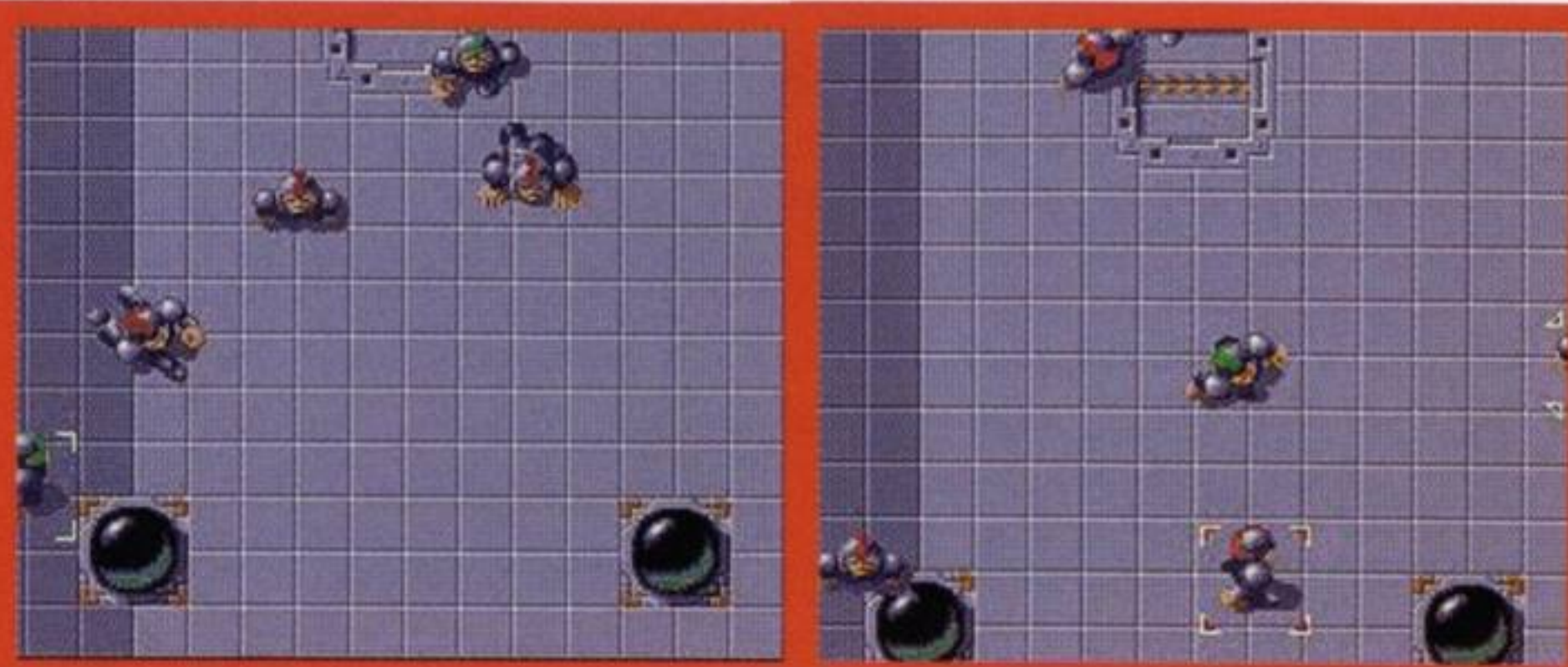
Speedball came out in 1990 on the then-computers-to-own, the Commodore Amiga and Atari ST. It was a futuristic ball game, coded by programmers with attitude the Bitmap Brothers – all sunglasses, leather jackets, and stuck-up-at-the-front hair. And who said gamers were geeks...

Although only essentially a videogame version of handball, with the screen scrolling around the pitch to follow the action, where *Speedball* and its near identical follow-up came into their own was with the futuristic extras. Points were scored not only for goals but for hitting stars at the side of the screen and lighting them up. Randomly appearing power-ups did things like supercharge the ball or render the opposition immobile as you ran in a blinder. It was super-violent, too, as you could punch and kick the opposition regardless of whether they even had the ball. Go a step too far, and – chortle – they'd even have to be stretched off.

However, it's only now (ten years on) that the powers that be have seen fit to convert the thing over to PlayStation. And from initial playings, nothing seems to have changed. The pitch still scrolls (albeit worryingly jerkily), the power-ups are super-duper, and the action fast, frantic and ultra-violent. In fact, the only real notable difference seems to be the uniforms, swapped from easy-on-the-eyes metallic silver to Habitat-friendly shades of purple and red. *Speedball 2100* is due to be released in July.

PAST

Speedball 1/2
 Publisher: Renegade
 Format: Amiga & ST



■ The original *Speedball*, with its famous top-down view.

■ Spot the ball. The bloke in the square's got it.

PRESENT

Speedball 2100
 Publisher: Empire
 Format: PlayStation



■ Ten years on, and not much has changed.

■ A bit more colourful, maybe. But even so.

THE BLUES BROTHERS

JAKE AND ELWOOD RETURN TO GIVE NINTENDO THE BLUES.

Film licences often take a while to get going, but when *The Blues Brothers* appeared on the 16-bit computers in 1991, it only missed the boat by 11 years. Still, it was a nice little platform game, with cartoony graphics and a soundtrack that reminded you of your favourite moments from the film, albeit somewhat beepily.

Your mission? To search various scrolling levels on the hunt for boxes of records, on – obviously – some sort of mission from God. Two players could play at the same time, although annoyingly you could end up scrolled off the screen if you didn't keep up with your fellow player. There wasn't much to it – pick up crates and lob them at enemies while negotiating a simple map, but it managed to capture just the right mood.

The Blues Brothers 2000 sees the boys in the videogame version of the follow-up to the original film, traversing all-new 3D into-the-screen levels, spread over five worlds and sub-levels. Your mission as Elwood Blues (the thin one) is to get the band back together, as you scour streets, dredge your way through sewers, run from ghosts and collect as much cash as you can along the way.

There's a multi-player mode, too, taking the form of – oddly – a dance contest, where Elwood is joined by his brother Jake and two other characters. *The Blues Brothers 2000* the film may have been as disappointing as a Big Mac meal, but the game offshoot certainly looks nice, fitting the cartoony nature of the N64 down to a tee. *Blues Brothers 2000* is due out in August.

PAST

The Blues Brothers
 Publisher: Titus
 Format: Amiga & ST



■ The Amiga's John Belushi gets as high as a balloon.

■ Here he is again, back on Planet Earth. Nice belly.

PRESENT

The Blues Brothers 2000
 Publisher: Titus
 Format: N64



■ Elwood gets a 3D makeover. He's still as thin as you like.

■ Everybody needs somebody to love, of course.

ECCO THE DOLPHIN

THE BOTTLENOSED ONE SWIMS BACK INTO VIDEOGAMING.

When *Ecco The Dolphin* was originally released on the Sega Megadrive, it was seen by some as the first "anti-game". Although the gameplay basics were present – a controllable central character, a large map, and a variety of puzzles to bring about some order and point to the whole affair – what got people's goat was the fact you didn't control the usual muscle-bound redneck, floppy-eared Disney tie-in (or indeed goat), but a lovely little dolphin.

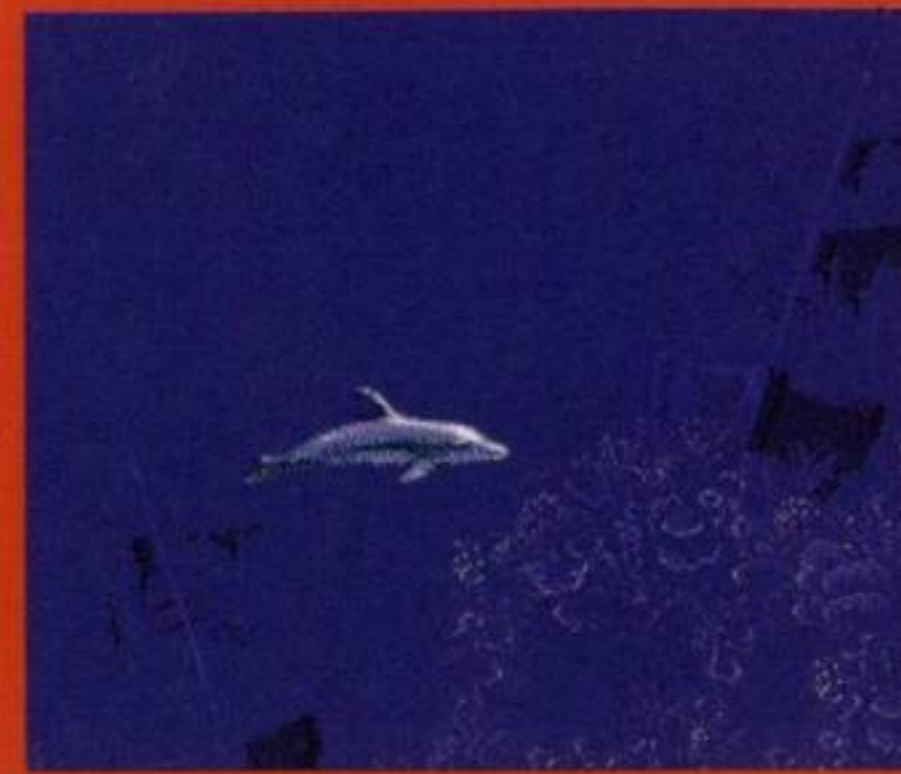
As a result *Ecco The Dolphin* gained the reputation of being more of an experience than a game, the soothing music, shimmering underwater graphics, and free-flow meandering of your dolphin proving the perfect way to relax between more traditional bouts of street fighting or hedgehog-based platforming. It sold well, warranting a follow-up (cunningly titled *Ecco The Dolphin 2*), and a Game Gear version (*Ecco The Dolphin Jr*), which was then rather pointlessly ported over to the Megadrive.

Ecco The Dolphin on Dreamcast is far from being a different kettle of, um, fish. Although the graphics have been given a kick up the dorsal fin, the basic gameplay remains the same – swim about, talk to some of the other sea-creatures, solve a few puzzles and swim off again. The feeling that this is not a game, this is a form of relaxation remains, rendering *Ecco the Dolphin* a sort of *Sega Bass Fishing* from the other end of the rod. *Ecco The Dolphin* is due out in June, and you can read *Arcade's* review of it on page 74.

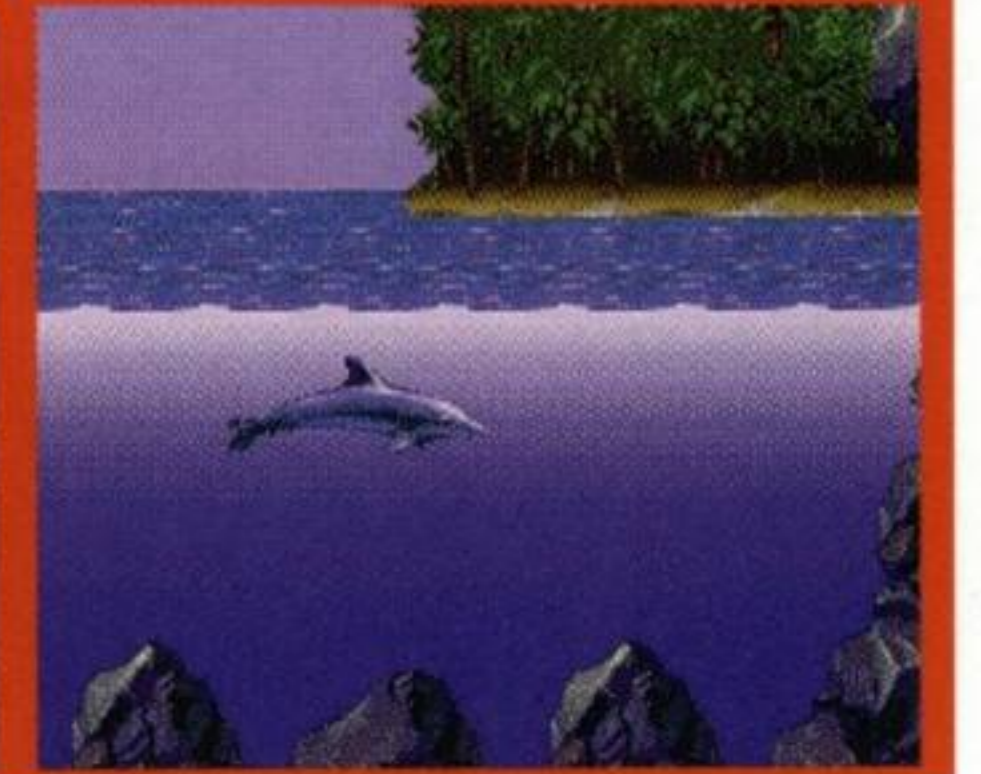
PAST

Ecco The Dolphin

Publisher: **Sega**
Format: **Megadrive**



■ Ecco doing his dolphin thing on the Megadrive.



■ Still, there was plenty of game among the hippiness.

PRESENT

Ecco The Dolphin: Defender Of The Future

Publisher: **Sega**
Format: **Dreamcast**



■ Now Ecco looks almost good enough to eat.



■ But is the game any good? Well, no. It's pants.

SPIDERMAN

PETER PARKER SPINS AN ALL NEW YARN ON PLAYSTATION.

Wannabe web-spinners have had opportunity to step into Spidey's shoes for some time now, with *Spiderman* appearing firstly on the Atari 2600 in a sideways-scrolling shoot/beat-'em-up, then on the Megadrive and SNES in, er, a sideways-scrolling shoot/beat-'em-up, and now on the PlayStation in a, well, into-the-screen shoot/beat-'em-up.

Spidey has certainly improved visually from his Atari debut, where he looked about as convincing a Spiderman as a bloke with a red rugby sock stretched over his head. He looked a bit more robust on the Megadrive, crawling up walls, pouncing on enemies and swinging from the rooftops just like a spider can. Worryingly, he seemed to be off his food for the SNES version, looking as thin as a rake.

But Spidey is looking positively dapper in his PlayStation debut, with every muscle rippling through his lycra costume in all the right places to the extent – as per that Kenny Everett sketch – that you have to wonder what happens if he suddenly needs the toilet. All Spidey's powers are present and accounted for, so expect to be able to swing from building to building, spin a cocoon to stop bullets, cling onto practically any surface, and receive the all-important messages from Spidey Sense FM.

Spidey's environment is fully explorable, taking you everywhere from downtown Manhattan to high on the cables of The Golden Gate bridge. There's a bit of *Metal Gear Solid* to it too, where sneaking about can prove better than confronting danger head on. *Spiderman* is due out in September.

PAST

Spiderman

Publisher: **Software Creations**
Format: **Megadrive**



■ Here's to web-swinging. "Spiderman, Spiderman..."



■ ... does whatever a 2D platforming character can."

PRESENT

Spiderman

Publisher: **Activision**
Format: **PlayStation**



■ But now it's even better! "Spiderman, Spiderman..."



■ ... does whatever a 3D modelled polygon can."

INSPECTOR GADGET

THE MULTI-SKILLED DETECTIVE RETURNS TO VIDEOGAMING.

The film may have been a complete pile of poo, but even so, the original *Inspector Gadget* cartoon – which recently aired on *The Bigger Breakfast* at 9am – remains something of a cult classic. Whether it was the characters: the never-seen Dr Claw, the ever-helpful Penny and Brains the dog; Gadget's lovable ineptitude; or the music, *Inspector Gadget* was perfect for cartoon-to-videogame conversion first to the NES and later to the SNES.

The PlayStation version of *Inspector Gadget* follows the somewhat rubbish plot of the film, where clumsy rookie cop John Brown slips on a banana skin and suffers a near-fatal fall, only to be saved *Robocop*-style and become police-serving robot Inspector Gadget. Dr Claw's henchmen are the baddies over the 20 levels. There promise to be Go Go Gadgets aplenty, with roller skates, spring-loaded legs, hammer-hat and more, and gameplay objectives achievable as Gadget, Penny, or Brain.

Quite how this will all work remains to be seen. *Inspector Gadget* isn't due for release until much later in the year, and there are no screenshots available at the moment.

PAST

Inspector Gadget
Publisher: Hudson Soft
Format: NES/SNES



Brain! Dr. Claw is after me!
Tell Chief Quimby
and help Uncle Gadget
with his missions.
Hurry Brain!
I don't know
how much longer
I can run.



■ Unfortunately, gadgets were limited on the SNES.

■ Uncle Gadget! Help! Penny's been kidnapped.

PRESENT

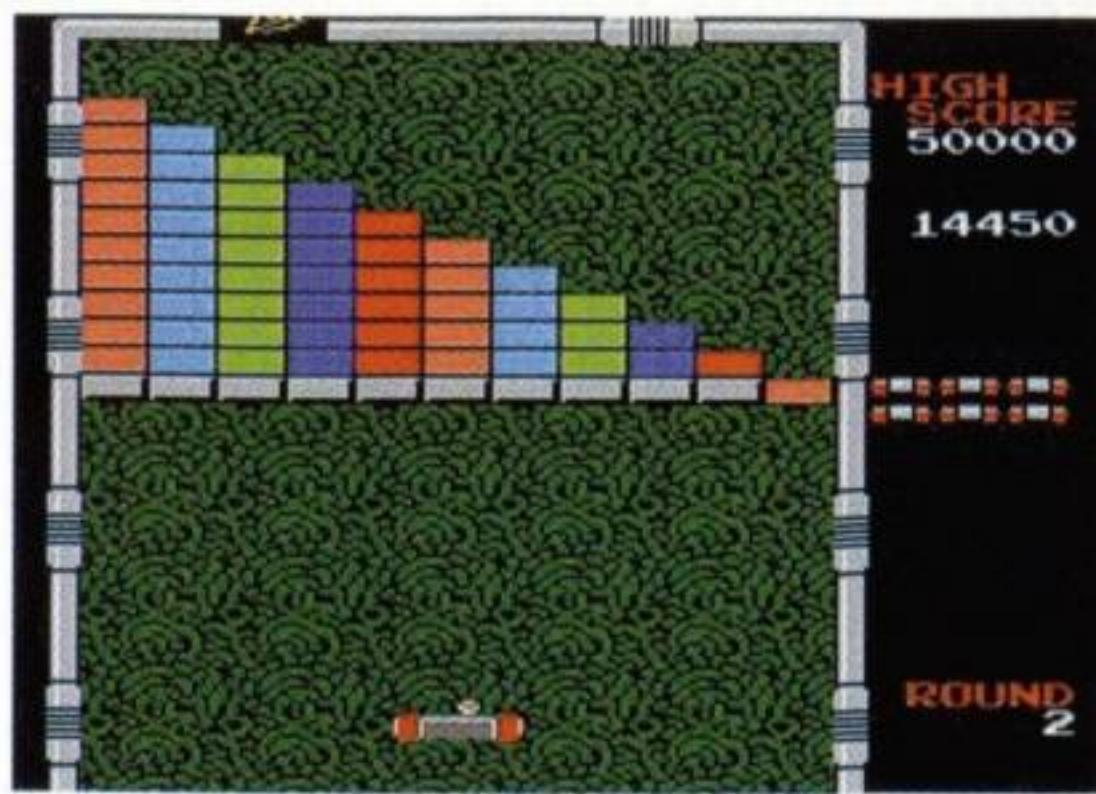
Inspector Gadget
Publisher: UbiSoft
Format: PlayStation



■ The only superhero Arcade can think of who has a helicopter that comes out of his hat.

HERE'S TO THE FUTURE

BUT WHY STOP THERE? SURELY THERE ARE SOME OTHER GREAT GAMES IN THE ATTIC OF VIDEOGAMING HISTORY THAT WOULD MAKE FOR SOME FANTASTIC NEXT-GEN REWRITES? ARE THERE ANY DEVELOPERS OUT THERE WILLING TO BREATHE NEW LIFE INTO THIS LOT?



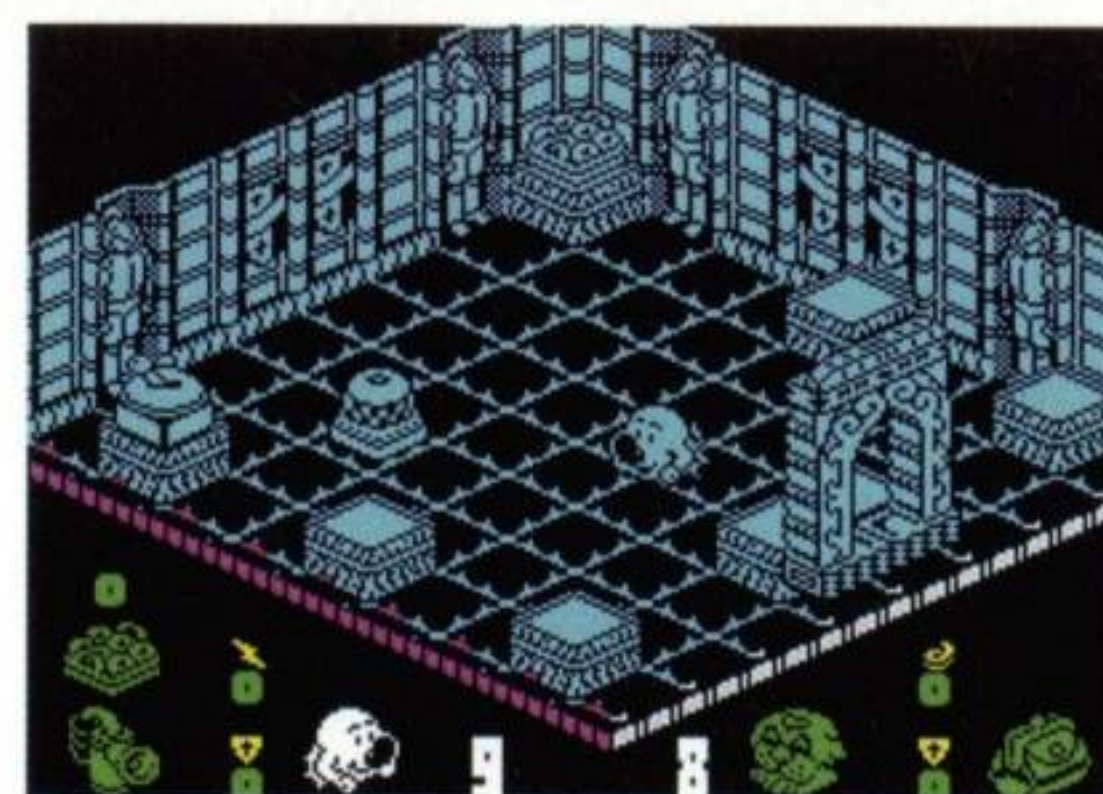
ARKANOID

■ Format: Spectrum/Amiga/ST/NES
■ Sure, all you had to do was to move a bat along the bottom of the screen and bounce a ball to knock out bricks from above. Of course, it was really only an update of *Breakout*. But had you ever had so much fun with a game that only used the left and right buttons? Have you ever been so desperate to get your mitts on a power-up? Surely a PlayStation version would be great. Mind you, look at what happened to *Pong*.



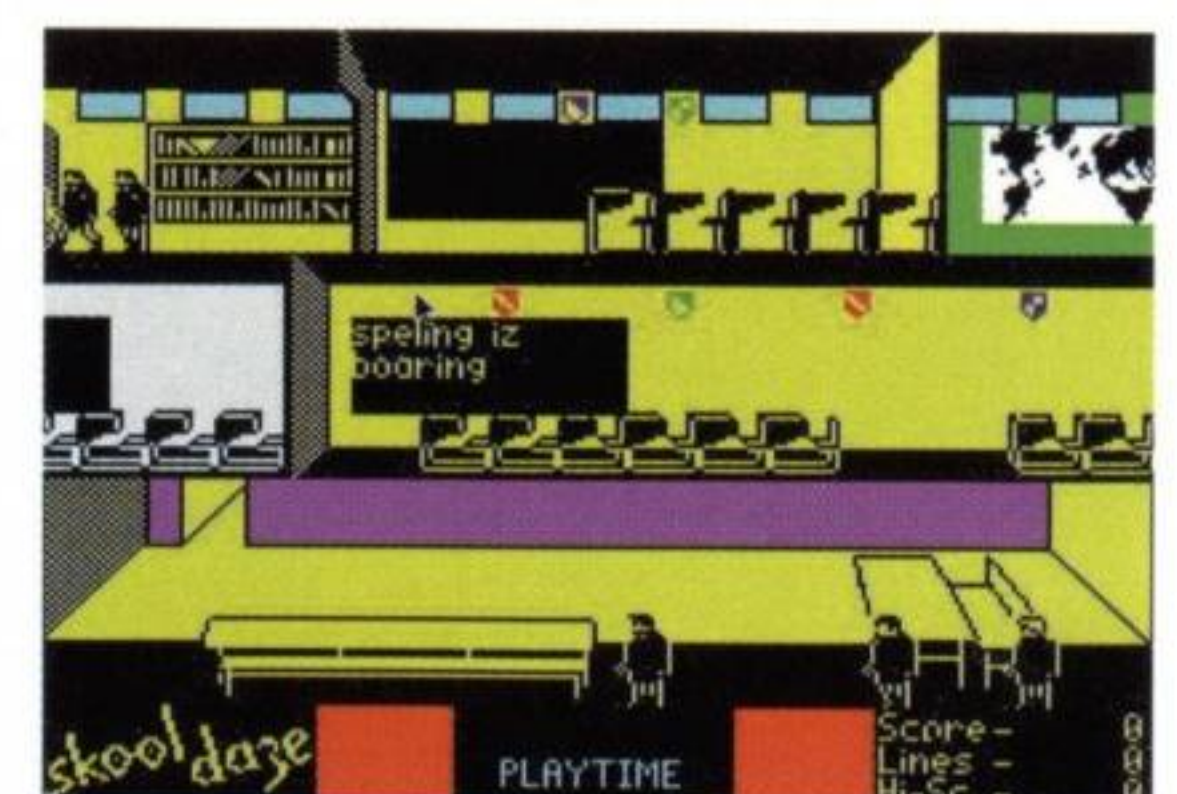
RAINBOW ISLANDS

■ Format: Spectrum/Amiga/ST/NES
■ Taking Bub and Bob from *Bubble Bobble*, giving them back their human form, and forcing Bob to wait patiently in the wings (*Rainbow Islands* was only single-player), this was the platformer to end all platformers. It was vertically-scrolling, full of colour, boasted seven huge levels, and was bloody hard, an update (and not just the PlayStation port that already exists) would be perfect.



HEAD OVER HEELS

■ Format: Spectrum
■ *Knight Lore*-inspired 3D isometric exploring game, developed with a panache that took the videogames industry by storm. Imagine it set in a gloriously technicoloured 3D world, with a game engine that makes *Mario 64* look as flat as a pancake and a set of puzzles more fiendish than spiking your flatmate's tandoori with 15 extra spoonfuls of curry powder.



SKOOL DAZE

■ Format: Spectrum
■ The game that gamers remember playing while they were at school, in spite of it being set in a school. You had Eric the average schoolboy, Einstein the swot, Angelface the bully, Mr Withit the laid-back geography teacher, Mr Rocket the science teacher and Mr Whacker the headmaster. Surviving a game of *Skool Daze* was even harder than the real thing, but they were the happiest days of your life, weren't they?



Alone in the Dark | Rich Pelley

PERFECT DARK

AFTER DELAYS AND SETBACKS THAT WOULD HAVE MADE BRITISH RAIL BLUSH, PERFECT DARK IS FINALLY HERE. A FOLLOW-UP TO THE FANTASTIC GOLDENEYE, IT PROMISES TO BE ONE OF THE BEST VIDEOGAMES EVER, GIVING THE FAST-FADING NINTENDO 64 A MUCH NEEDED KICK UP THE RAM PAK. ARCADE SETS ITS THREAT DETECTOR TO SCAN AND ITS FARSIGHT TO MAX, AND DIVES IN WITH ALL GUNS BLAZING FOR A PROPER LOOK.

Everybody finds waiting annoying. The wait for *Perfect Dark*, for example, couldn't have been more excruciating if you were sitting in a dentist's waiting room about to undergo major root canal surgery. Luckily, playing *Perfect Dark* is a hell of a lot more rewarding than getting a faceful of dentist drill. *Perfect Dark* – having apparently been just around the corner for months – is finally here. And, let's make no bones about it, the end result is one of the best games *Arcade* has ever played.

Whereas PlayStation and PCs have always been awash with games, the N64 has had nothing more than a light sprinkling. But – and with a huge nod of respect to their creators – many of these games have been timeless classics, and in *Mario Kart*, *Zelda* and *Perfect Dark's* forerunner *GoldenEye*, the ailing console has some of the best games around.

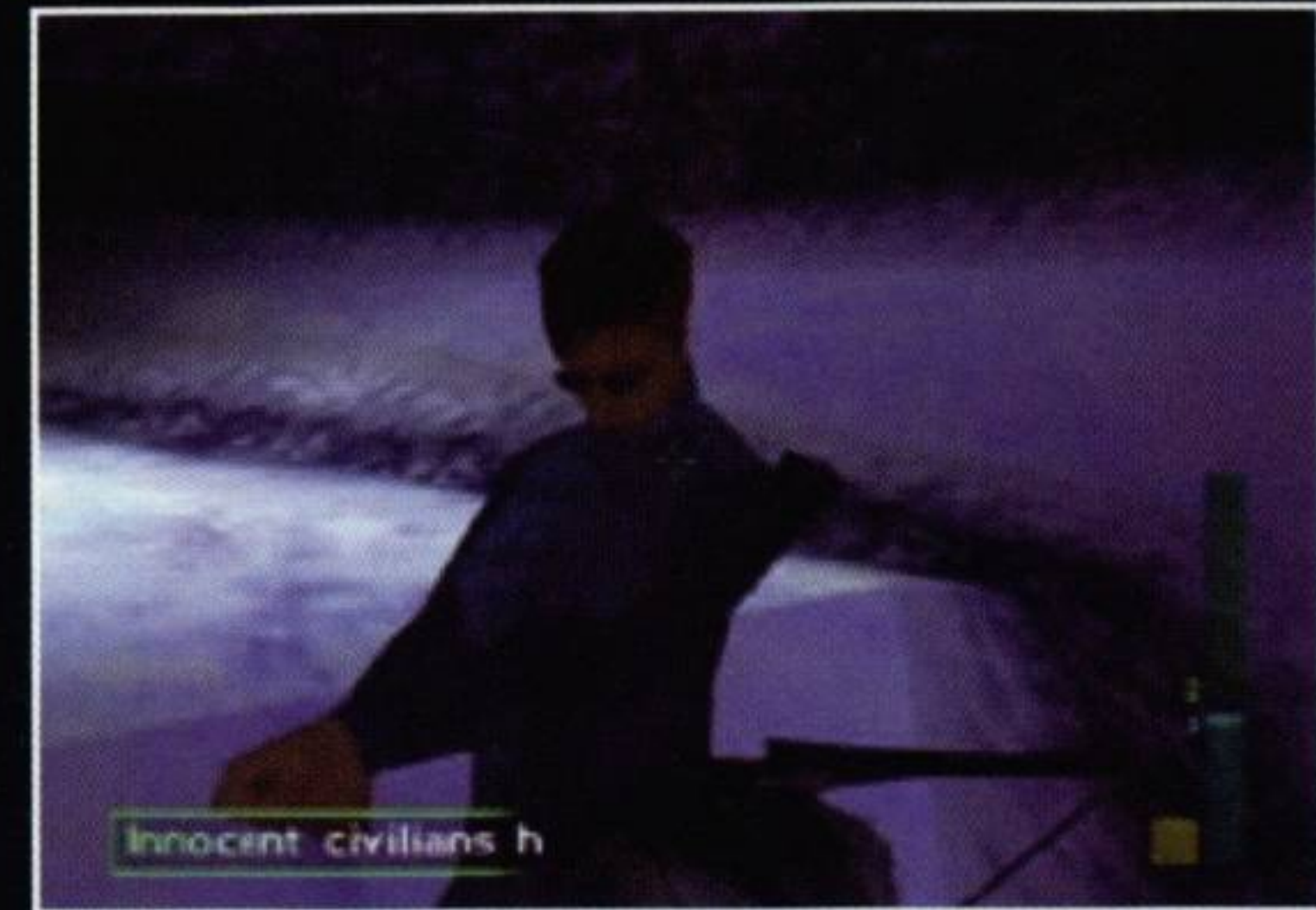
Perfect Dark is certainly an important asset to Nintendo. N64 owners haven't had anything truly tasty to get their teeth into for ages. But along with releases of *Zelda*:

Majora's Mask and *Banjo-Tooie*, *Perfect Dark* is going to jump-start interest in the console. Sales of the machine should rise as gamers have a quick round of *Perfect Dark* at their mates' houses and realise they really need to own the thing themselves.

Rare: a developer with history

The *Perfect Dark* story begins at Rare software, following the release of *GoldenEye*

three years ago. Rare has been around under various guises since the dawn of videogame-time. If you used to own a Spectrum, you'll remember games like *Jetpac*, *Underwurlde* and *Sabre Wulf* from software company Ultimate, Play The Game. Well, Ultimate was Rare in an earlier guise. Having changed its name, Rare continued to knock out quality games well after the demise of the Spectrum, concentrating on the NES for which it



■ Everything gone green? Don't worry – that's just your nightvision. Turn it off and, phew! That's better.

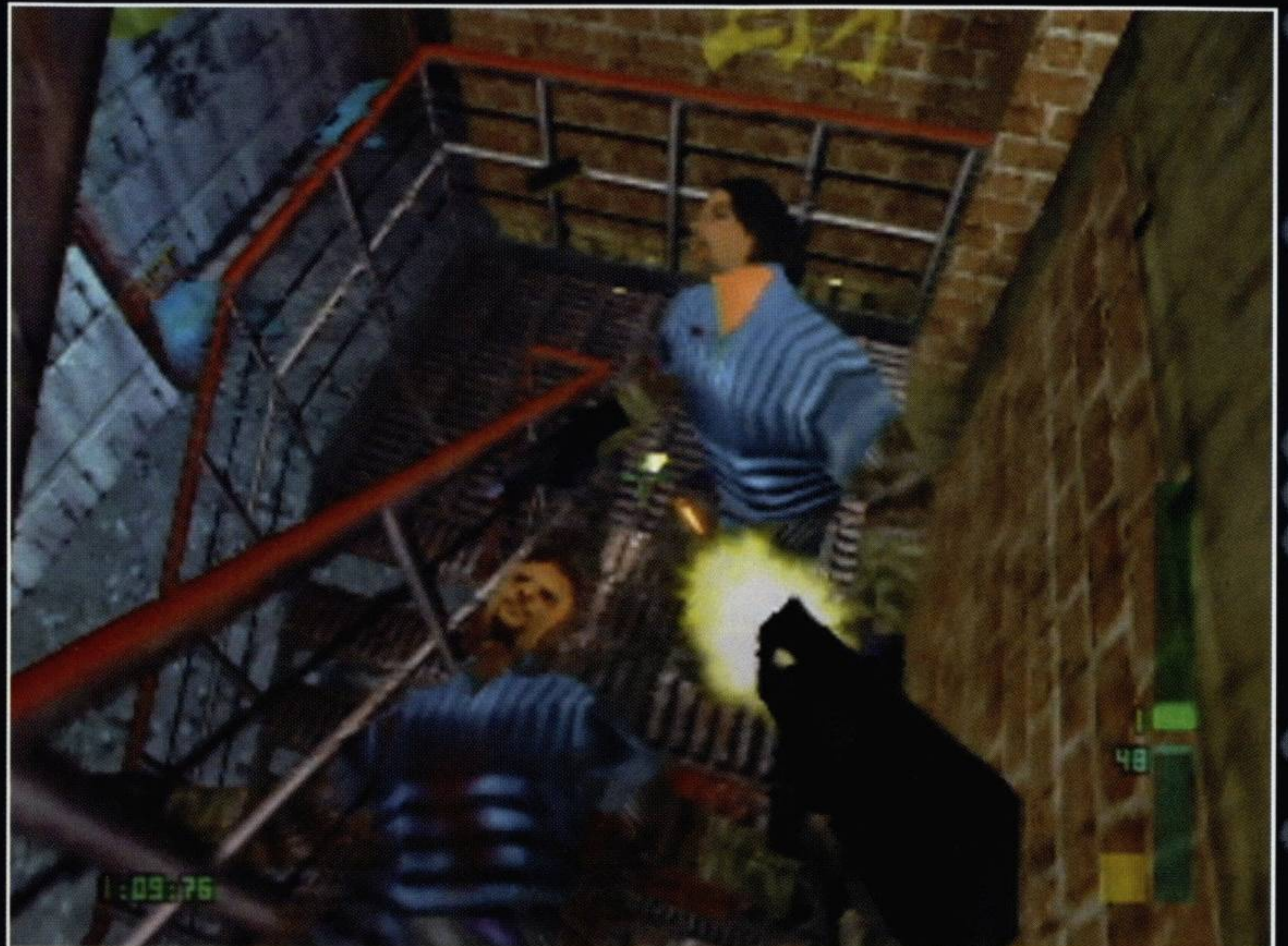
PERFECT DARK



■ The self-explanatory mission select screen. You'll be seeing plenty of this baby. Especially when selecting your missions, for example.



■ And so the violence begins. In America, *Perfect Dark* has been given a "R" for "Restricted" rating, due to its sensible decision not to hold back with the blood and gore. But then again, Americans are ponces.



produced more than 50 games, from *Marble Madness* to *Battletoads*.

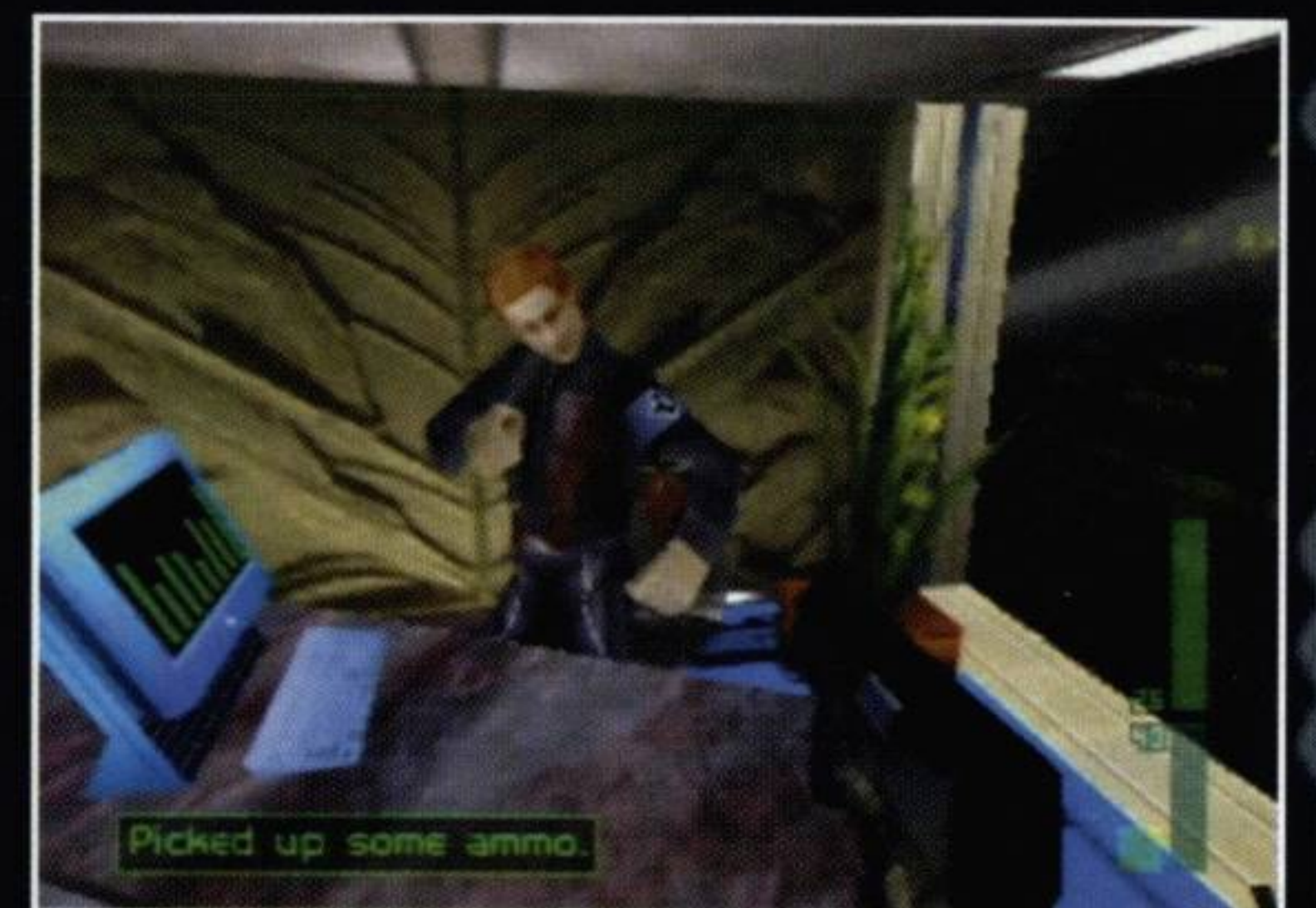
Then, one day well into the life of the SNES and quite unannounced, Rare released a game called *Donkey Kong Country*. And the world took a double-take, and dropped its collective jaw because no one imagined *Donkey Kong* could look so good or that the SNES to be capable of something that impressive.

And so it was that a salivating public

"People thought GoldenEye 2 would never happen."

greeted *GoldenEye* in 1997. The game certainly didn't disappoint. Its 3D worlds were more believable than anything before, taking in everything from snow-covered wastelands to – as remembered in this month's Great Gaming Moment on page 122 – the gents toilets. *GoldenEye* had been thoroughly marinated in Bond atmosphere, featuring all the characters, locations and main events from the film. And the four-player mode was the best thing since sliced *Mario Kart*.

The marketing for *GoldenEye* really only got going after someone noticed how much it was selling. The public, it seemed, couldn't get enough. *GoldenEye* has continued to sell hugely ever since, while – most importantly – remaining as one of those games that is returned to again and again. Like your



favourite meal, album or person, there's no such thing as getting bored of *GoldenEye*.

So when Nintendo decided not to bid for the *Tomorrow Never Dies* licence, many people thought that the only game that could conceivably be better – the hypothetical *GoldenEye 2: Tomorrow Never Dies* – would never happen. But they were wrong, as news broke that Rare was developing a follow-up to *GoldenEye*, called *Perfect Dark*, set in the future and, instead of Bond, starring a



■ Some more sneaky peeks of what you can expect to find a pretty damn long way into the game. This alien chap is called Elvis, and for a while acts as your guide.



■ This really isn't time for a nap. Dead corpses litter the ground like droppings in a rabbit's hutch.

female character called Joanna Dark.

But that was three years ago. And you've waited. And waited. Playing a bit more *GoldenEye* along the way. And passing a bit more time with *Turok* and *Turok 2*, and *Quake* and *Quake 2*. All the time waiting for Rare to hurry up and get on with it. Which, at last, it has.

Perfect Dark: the game

Perfect Dark begins in 2023, when Joanna Dark – codenamed Perfect after graduating with top honours from the Carrington Training Institute, where she now works – receives a distress signal from a scientist being held hostage at the headquarters of mega-corporation dataDyne. As Joanna, your first mission is to infiltrate the heavily guarded dataDyne building. But, naturally, it's not as simple as that and you soon find yourself

“The bad guys are as sly as a bagful of foxes.”

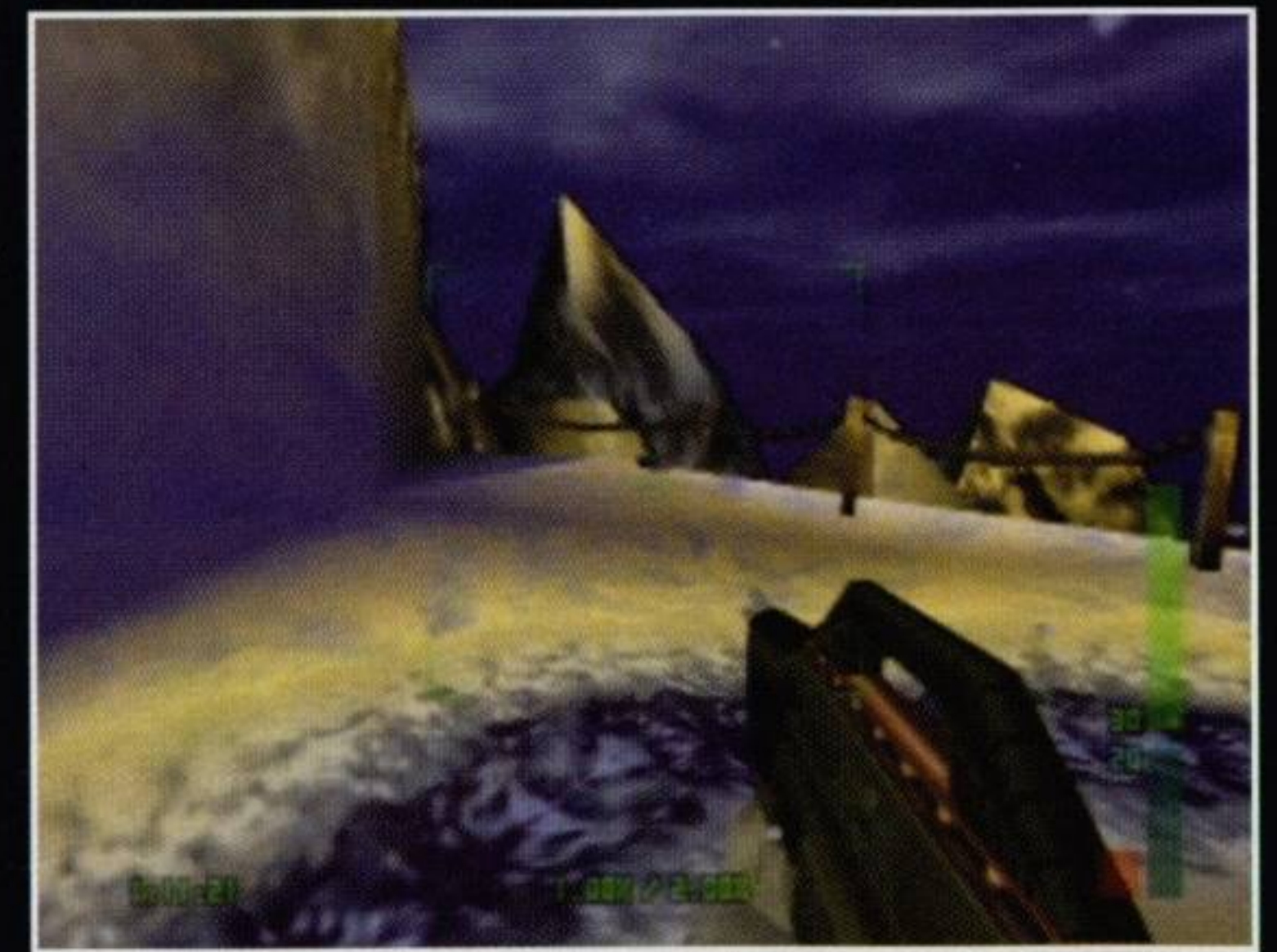
uncovering an alien-based intergalactic conspiracy. Like all great videogaming plots, *Perfect Dark's* only reveals itself as you progress through the game.

Perfect Dark only relies on 30% of the *GoldenEye* engine and runs at a full 30 frames per second, compared with *GoldenEye's* 20. The amount of extra detail this involves is staggering. Shoot out a spotlight, for example, and the surrounding area visibly darkens. The

character models are far more detailed, having been motion-captured to provide some eerily realistic animations.

All the stages are bigger than their *GoldenEye* counterparts and can be played at one of three difficulty levels: Agent, Secret Agent, or Perfect Agent. In addition to pumping up the enemy AI, harder missions require you to complete increasingly complex tasks. Attempt a mission as an Agent, and you'll discover locked doors and blocked roads that you can only open in the harder settings. The higher the difficulty, the more exploring you'll have to do. Like *GoldenEye*, you can earn cheat codes by completing the missions within a specific amount of time, and win medals to improve your ranking.

The bad guys in *Perfect Dark* are as sly as a bagful of foxes, ducking for cover, and sneaking up on you from behind walls and pillars. However they have to reload their weapons, at which point you can shoot or



■ The eerie, blue atmosphere of one of the later worlds in *Perfect Dark*. As you can see, the attention to detail of the landscapes is incredible, making Turner's Seascapes look like Rolf Harris on a bad day.

Gadgets *There's enough kit in Perfect Dark to fill an entire series of Tomorrow's World. Here's some of it.*



Body armour

A yellow forcefield, available for a limited time.



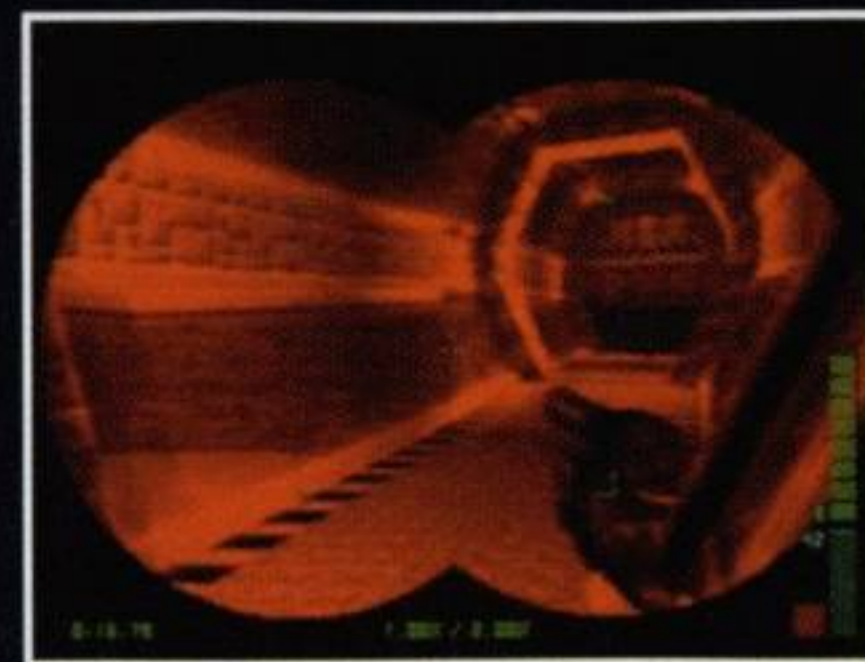
Data Thief

Used to break into computers, just like in *GoldenEye*. New functions include reprogramming and communication.



Eye Spy

A miniature flying camera that you can use to scout out the level and take tiny little photos for you. Just make sure the guards don't see it.



Infrared vision

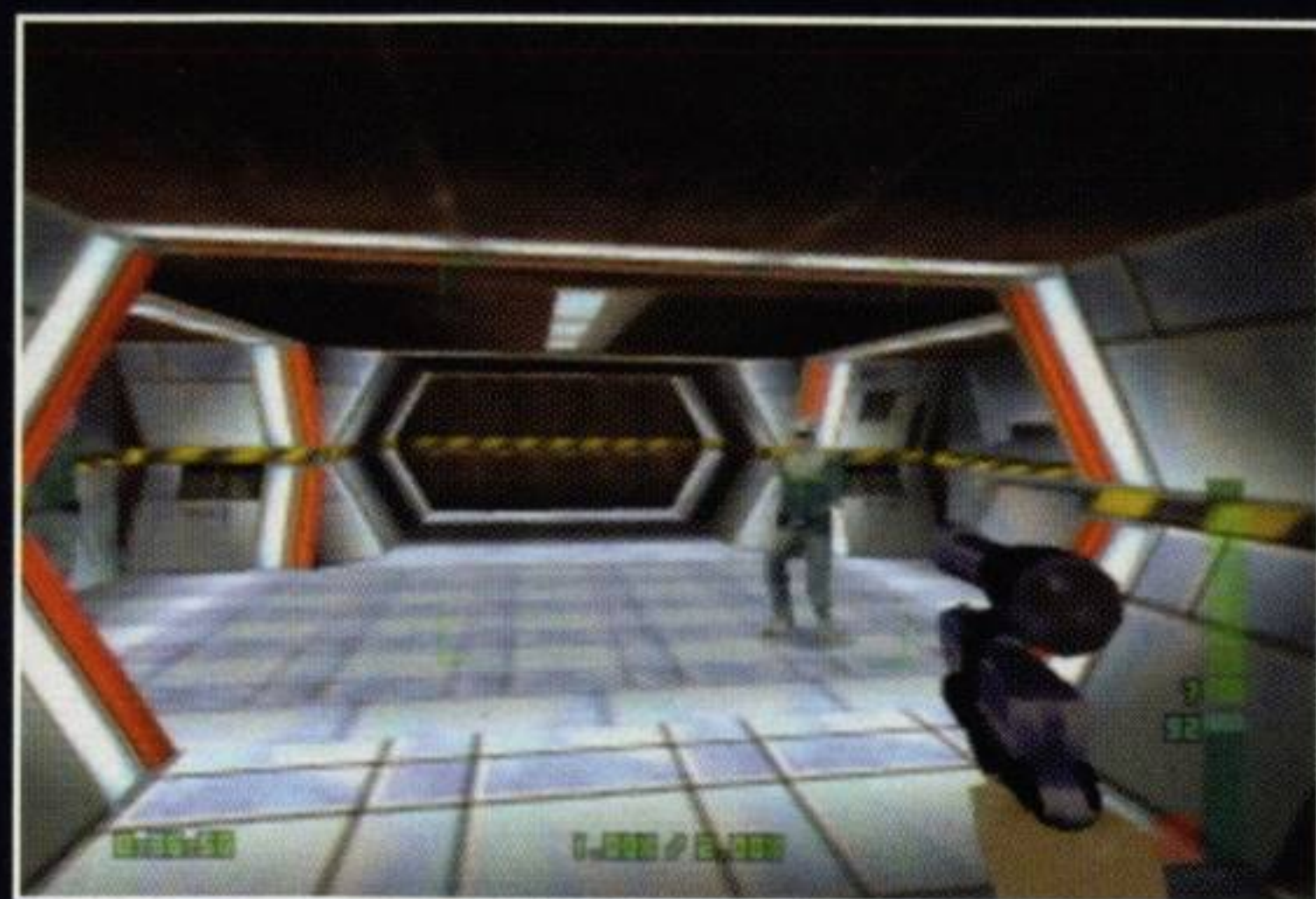
Useful for exploring chilly environments. Homes in on body heat, so any warm enemies hiding in the shadows show up as red blobs on your scanner.



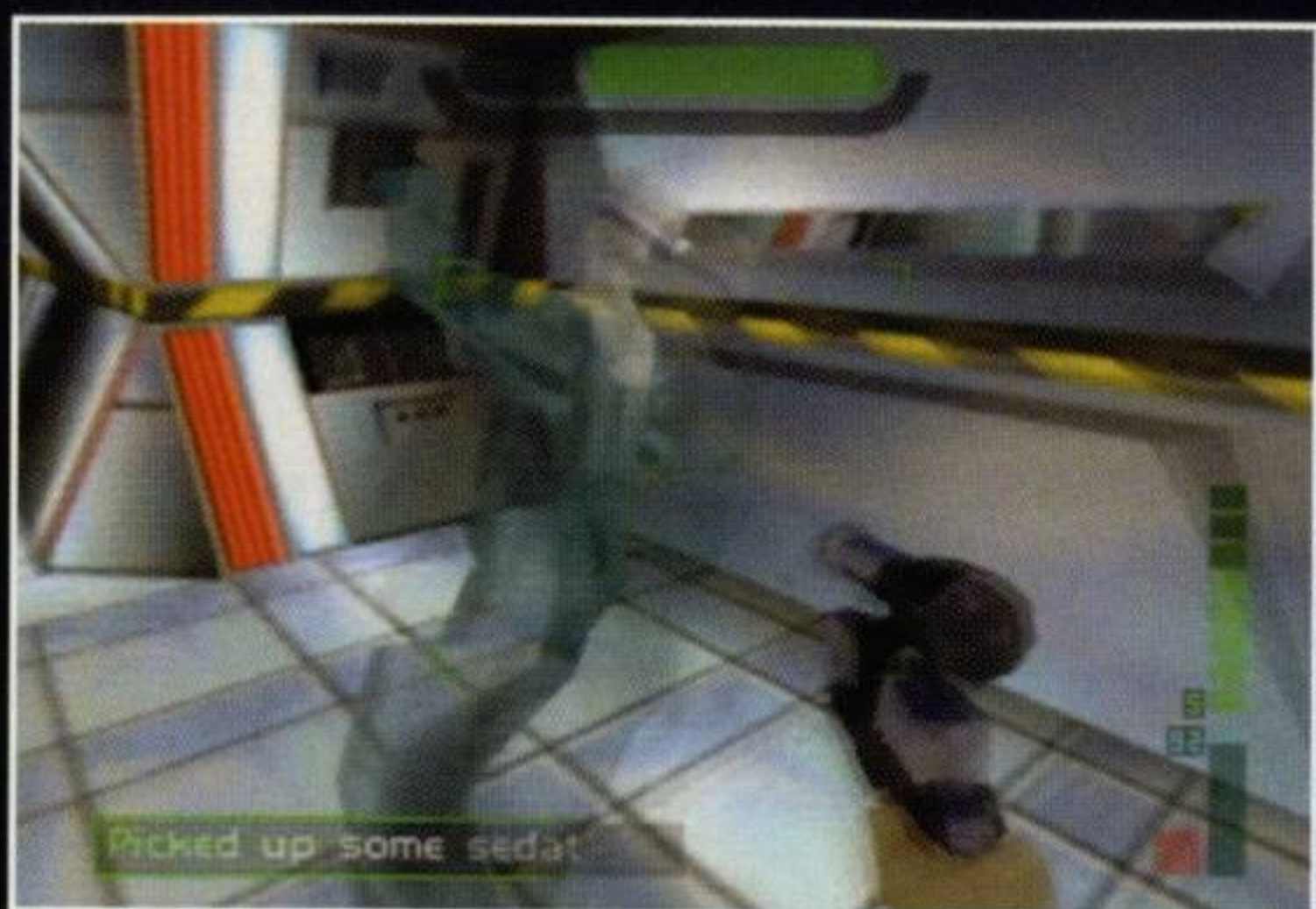
Night Vision

Used in the dataDyne building when you escape with Dr Carroll after cutting the power. Don't forget to take them off when the lights come on, though.

PERFECT DARK



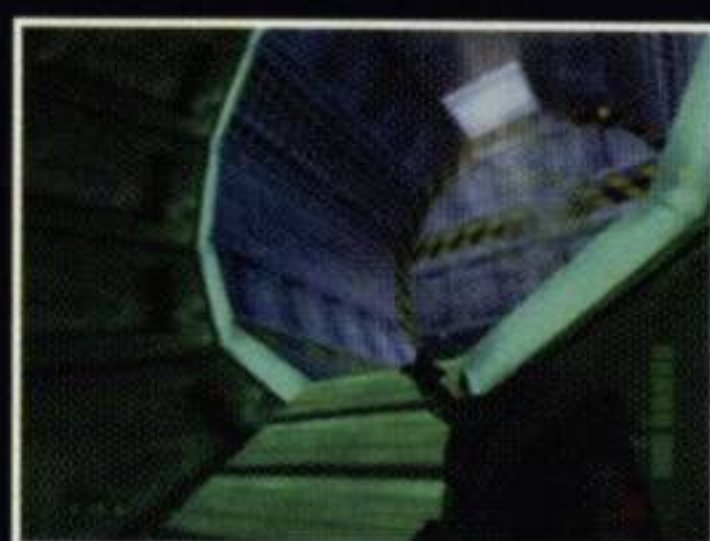
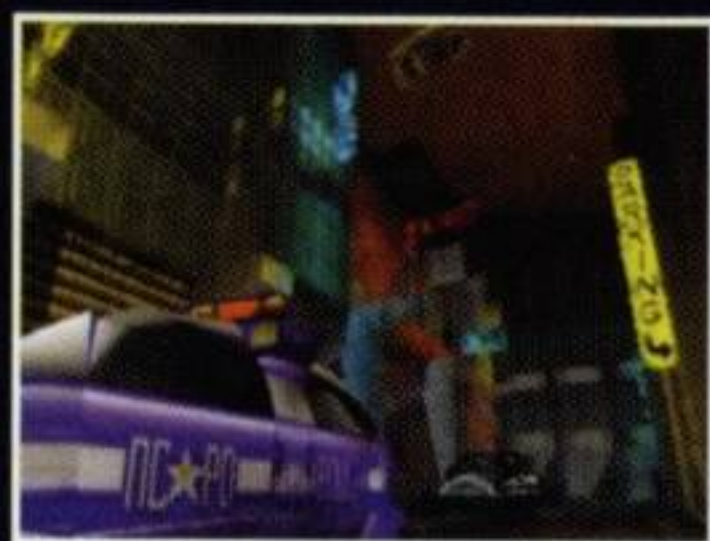
■ It may look like the interior of a hospital, but that doesn't mean you're safe. 'Cos you're not.



grab the gun out of their hand. Unarmed guards will beg for mercy or – if you're unlucky – try to take you out with some kung fu. Shoot a bad guy in the head and his brain will splat against a nearby wall. Corpses only disappear when there are so many you'd otherwise start tripping over them, while wounded civilians stagger to safety, leaving a gory trail behind them.

There's speech, too. Walk up to a friendly person or civilian and they'll stop for a bit of a natter; pull a gun and they'll respond accordingly. *Perfect Dark* uses special

Q&A *Perfect Dark* designer Duncan Botwood speaks to Arcade.



■ In a rare moment [geddit?], Arcade catches up with a big chunk of the brains behind *Perfect Dark*.

What was the inspiration behind *Perfect Dark*?

Mostly films we'd seen and really adored. *Blade Runner* is a classic and there's definitely a fair degree of homage paid to that. The plot is our own take on the futurist alien contact thing. There are cut scenes that occur occasionally through some of the levels, so it's not just at the start and end. We've got voices in the game as well – stuff like combat speech in single-player mode and in the cut scenes. We also have one intro and one outro for every level. All of them have speech and are very cinematic. They're actually very nicely done.

How much of the *GoldenEye* engine is left?

It's changed a hell of a lot – started mostly from scratch. In *GoldenEye* you couldn't fall off edges and you can now, so there's a lot more freedom, which certainly adds a new twist to the ex-*GoldenEye* multi-player levels that we've put in, such as the Complex and the Temple. This may cause a bit of a split feeling for some people who are used to *GoldenEye*'s safety around the edges, but it should prove fun.

Talk us through the levels and weapons.

Well, there are around 22 levels broken up into 12 or 13

missions, with a continuity with the locations. For example, in the first mission, there are three levels: the Skyscraper, the Basement, and your escape out again. The weapons are set up so that you can tell the different characters from their weapons. dataDyne is this big, evil corporation, so the baddies have large, military-type guns. The Carrington Institute, being a more covert operation, has smaller, more operational weapons. My favourite has to be the Farsight. We were playtesting the game at first with the scope, but the free nature of the levels kind of killed the sniping feeling. The Farsight

brings back the feeling of stealth.

Are you pleased with the multi-player?

Yes, especially as you can now play multi-player games on your own if you have absolutely no friends at all, by selecting a sim character and ascribing it a certain personality type. This will give him specific traits including the tactic it'll use to attack. You can also choose the body and the head that you want. Being able to select a team of sims that can play on your side, or four-player against a team of sims is great.

Surround and Acoustic Shadowing Technology, which means you can hear enemy characters talking, the faint clinking of spent shells, and even Joanna's boots trampling along metal walkways.

All of which sounds too good to be true. Which it is, if you haven't got an Expansion Pak. Without the £20 add-on all you're going to be able to play is a cut-down, two-player version of the multi-player mode. So, best get saving in order to experience the game in all its magnificence – it's well worth it.

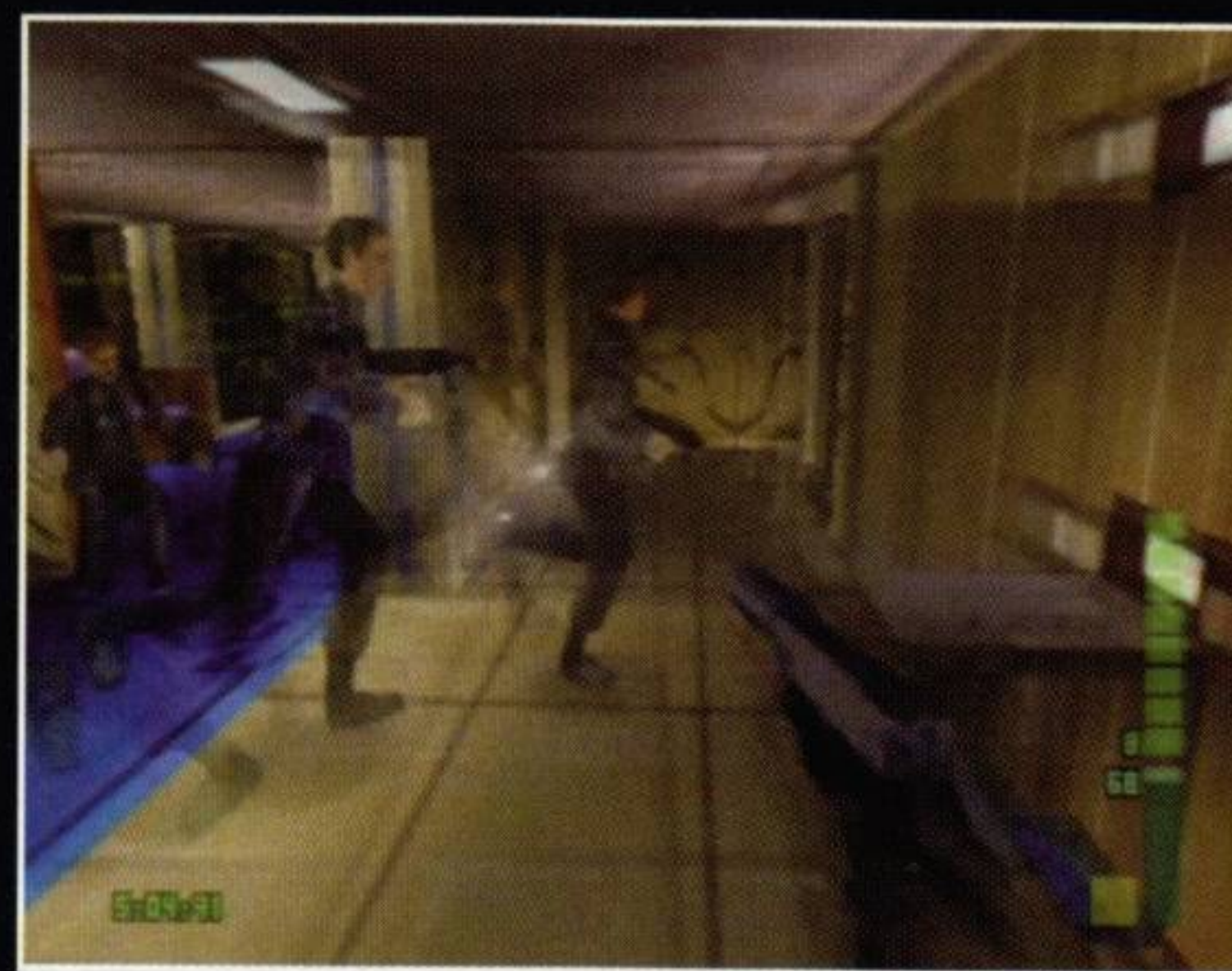
Like *GoldenEye*, *Perfect Dark* more than

“Unarmed guards will beg for mercy, or try kung fu.”

holds its own in the multi-player stakes. The most exciting addition to the mode is the introduction of sims – computer controlled characters that act, to all intents and purposes, just like real-life gamers. You can choose up to eight of them per



■ These guys... well, these guys deserve everything they get. You don't want to be over trigger-happy in *Perfect Dark*, though. There are plenty of innocent bystanders who don't actually deserve to die.



■ Run, run, run like the wind. Or just kill everybody.



multi-player game, so even if there are four human players, you can add another four sims to make the combat area busier than Quasar at half-term.

Any of the available eight sims can be assigned as team mates, enemies, or freelance enemies who are happy to blast anybody they find to high heaven. Each type of sim has a personality which depicts its skill level. There are Coward, Justice, Vendetta, Cheetah,

Turtle, Pacifist, Shield, Rocket, Kamikaze, Fist, Predator and Perfect sims. Kamikaze sims, for example, dive headlong into the action with no regard for personal safety. Predator sims are basically moving targets, while Perfect sims score head shots every single time. You can team up against a group of sims, or create mixed teams of humans and sims. Sims can also be commanded to hunt down specific competitors during gameplay. Unlike

“Perfect sims score head shots every single time...”

GoldenEye, which simply adapted the single-player areas for multi-player use, all *Perfect Dark*'s multi-player levels (apart from the bonus unlockable ex-*GoldenEye* favourites Aztec Temple and the Complex) have been designed specifically for the purpose, and as a rule are larger than the single-player levels. You can tweak almost every aspect, from the available weapons to the time and frag limits. The stats you've built up in single-player mode can also be used.

In Challenge mode there are 30 trials which pit up to eight players (up to four actual players – the rest are made up by sims) against each other. To fully explore every nook and cranny, you're going to have to complete each challenge four times: once with one player, once with two, once with three, and once with four. Using the



■ It has to be said, the characters in *Perfect Dark* are a bit of an ugly bunch. Even Joanna's a bit of a minger.

Rare: the Speccy era *The classics penned by Rare under its previous name, Ultimate, Play The Game.*



Jetpac
 ■ Year: 1983
 ■ Formats: Spectrum, BBC, Vic 20
 ■ Ultimate's first classic. A kind of cross between *Defender* and a platformer, with you as a spaceman with a jet-pack, shooting enemies while trying to reassemble your space rocket. A Speccy emulator favourite.
 ■ Reviews: "Simple, fun and addictive." **Your Sinclair**



Pssst
 ■ Year: 1983
 ■ Format: Spectrum
 ■ Fantastic single-screener, based around a robot called Robbie who has to spray insects before they get to the plant at the bottom of the screen. Turn on auto-fire by redefining Fire as Symbol Shift, and resting something heavy on the corner of the Speccy's keyboard.
 ■ Reviews: "Sounds a bit rude – but it's wonderful." **Crash**



Tranz Am
 ■ Year: 1983
 ■ Format: Spectrum
 ■ Bonkers top-down driving game, set in a Super Blown Red Racer with a play area 600 times bigger than the playing screen. You have to locate eight cups hidden throughout the land.
 ■ Reviews: "Highly playable." **Crash**



Atic Atac
 ■ Year: 1983
 ■ Format: Spectrum
 ■ Frantic, top-down zapping/avoiding/mapping/collecting game, set in a haunted castle split into five levels (including the "Atic"). Featuring a choice of three characters, although anyone who was anyone always played as the serf.
 ■ Reviews: "Fast, furious and great fun." **Your Sinclair**



Underwurld
 ■ Year: 1984
 ■ Formats: Spectrum, C64
 ■ Sideways scrolling, colour-dash-tastic, genre-defining adventure game set in – you guessed it – the underworld.
 ■ Reviews: "YS Megagame" **Your Sinclair**



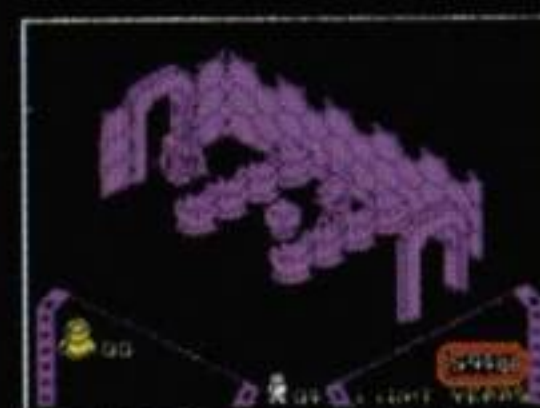
Sabre Wulf
 ■ Year: 1984
 ■ Format: Spectrum, C64, Amstrad, BBC
 ■ Sideways viewed shoot-'em-up/maze game, introducing Sabreman. Included three different endings which advertised the next three Ultimate games (except *Mire Mare* never actually appeared).
 ■ Reviews: "Game of the Month" **Your Sinclair**



Cookie
 ■ Year: 1984
 ■ Format: Spectrum
 ■ Nuts arcade game where you – as Charlie the Chef – have to bounce overactive ingredients into a big bowl, while keeping your recipe free of assorted nasties.
 ■ Reviews: "Hair-raisingly addictive." **Your Sinclair**



Knight Lore
 ■ Year: 1984
 ■ Formats: Spectrum, MSX, BBC, Amstrad
 ■ The first of Ultimate's soon-to-be-legendary 3D isometric puzzle/maze games, set in an old castle in a quest to find an old wizard. Main colour: green.
 ■ Reviews: "One of the most important and best games ever written for the Speccy" **Your Sinclair**



Alien 8
 ■ Year: 1984
 ■ Format: Spectrum, MSX, BBC, Amstrad
 ■ Sort of *Knight Lore* follow-up, this time set aboard a giant alien-invaded spaceship. Your job being to reactivate all cryogenic systems before autophase thrusting systems manoeuvre the ship into a semi-cyclic planetary orbit. In purple.
 ■ Reviews: "Knight Lore-ish 3D jolly japes!" **Your Sinclair**



Lunar Jetman
 ■ Year: 1984
 ■ Formats: Spectrum, BBC
 ■ Follow-up to *Jetpac*, with levels that now scrolled sideways, and a lunar buggy aiding Jetman's task to rid the planet of alien missile installations.
 ■ Reviews: "Maddening and excitingly frustrating" **Crash**



Pentagram
 ■ Year: 1985
 ■ Formats: Spectrum, MSX
 ■ Another 3D isometric game, featuring *Sabre Wulf*'s Sabreman this time in a wizard's hat and blue graphics.
 ■ Reviews: "A game anyone will enjoy." **Your Sinclair**



Nightshade
 ■ Year: 1985
 ■ Format: Spectrum, C64, MSX, BBC, Amstrad
 ■ A new twist on the 3D graphics system of *Knight Lore* and *Alien 8*, juiced up to simulate a medieval village and, sometimes, three different colours on the screen at a time.
 ■ Reviews: "Blimey." **Your Sinclair**



Cyberun
 ■ Year: 1986
 ■ Formats: Spectrum, MSX, Amstrad
 ■ A race through space for command of the universe, by way of a shoot-'em-up.
 ■ Reviews: "Raw arcade action at its best. A veritable tour-de-force." **Your Sinclair**



Gunflight
 ■ Year: 1986
 ■ Formats: Spectrum, MSX, Amstrad
 ■ Set in the Wild West, viewed from the now-legendary Ultimate 3D isometric view, but with a stronger shoot-'em-up element padding out the usual bounty collecting.
 ■ Reviews: "It'll make you whoop with joy." **Your Sinclair**



Bubbler
 ■ Year: 1987
 ■ Formats: Spectrum, Amstrad
 ■ Odd *Marble Madness*-clone, with you moving not marbles but "globules of energy", viewed from the familiar sideways angle of *Knight Lore*. Typically Ultimate, but a bit lacking in the gameplay department.
 ■ Reviews: "Another winner – you won't be disappointed." **Your Sinclair**



Martianoids
 ■ Year: 1987
 ■ Format: Spectrum
 ■ Odd-looking thing featuring a central character that looks like Dusty Bin from 321. Another *Knight Lore* clone, with action taking precedence over adventuring, as you fight off waves of aliens.
 ■ Reviews: "A neat notion for a game, but designed with about as much imagination as a caravan site." **Your Sinclair**

PERFECT DARK

Weapons *Guns, mines, crossbows... Perfect Dark includes a Waco's-worth of weapons.*



1. Avenger
Fires plasma. It takes only two seconds to deplete a magazine of 25 bullets. Secondary function: threat detector. Gives a written analysis of objects and enemies.



2. CMP-150
Fast but quiet automatic. Secondary function: four-way lock. Drag a box round four enemies to lock onto each in turn until they are all dead.



3. Crossbow
Silently takes out enemies. Can be fitted with lethal or non-lethal drug darts. Reload time of five seconds. If you are hit by one, makes the screen go blurry.



4. Cyclone
Bit like RCP-90. Carried by presidential guards. Fires an entire mag clip in one, spraying bullets like ball bearings. Once you pull the trigger, that's it...



5. Devastator
Basic grenade launcher. Fires plasma balls. Fire at a wall, and the grenade will stick and only fall when an enemy walks past.



6. Dragon
Automatic. Holds 30 bullets, and fires ten per second. When out of ammo, it can be primed with proximity mines and left for a lucky punter to pick up.



7. Falcon 2
An advance on *GoldenEye's* Walther PPK (PP7). Mags hold eight bullets. Uses a laser-sight for targeting. Can be fitted with a scope and silencer.



8. Farsight XR20
Using infra-red, homes in on heat sources and fires through walls. Fantastic.



9. Laser
Fires a burst of laser, from a wrist-mounted charger, Spiderman-stylee.



10. Grenade
Used to blow up walls. Different types available, eg smoke grenades.



11. Knives
Use when you really have to be silent.



12. Laptop Gun
A powerful automatic, which can zoom. Disguised, for no good reason, as a laptop computer. Secondary function: can be placed as a remote drone gun.



13. MagSec 4
Kick-butts pistol. Holds eight bullets in each magazine. Held sideways like the Falcon.



14. Maian Pistol
Standard as alien pistol, with built-in grenade launcher.



15. Maian SMG
Fires energy rounds. Requires charging between shots.



16. Magnum
Rapid fire, but only carries six bullets, each reloaded separately.



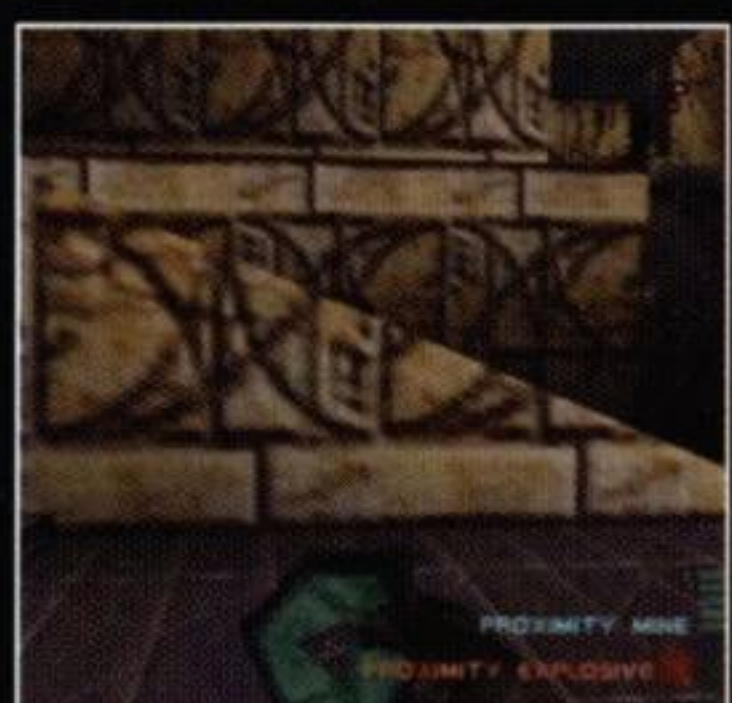
17. Mauler
Fast and powerful. Holds 20 bullets per mag. Bullets pierce flesh and come out other side.



18. N-Bomb
The deadliest of the mines.



19. Phoenix
Fires a mean single-shot burst of laser fire, in spite of the fact that it looks like one of your mum's hair-driers.



20. Proximity mine
Activated by nearby movement.



21. AR34
Burst-fire, heavy-handed machine gun. Looks like it probably weighs a ton.



22. RCP-120
Average assault rifle, the upgrade of *GoldenEye's* RCP-90. Secondary function: cloaking device. Enemy troops are equipped with them.



23. Reaper
Automatic, holds 300 bullets per mag and fires 30 bullets per second. Wildly inaccurate.



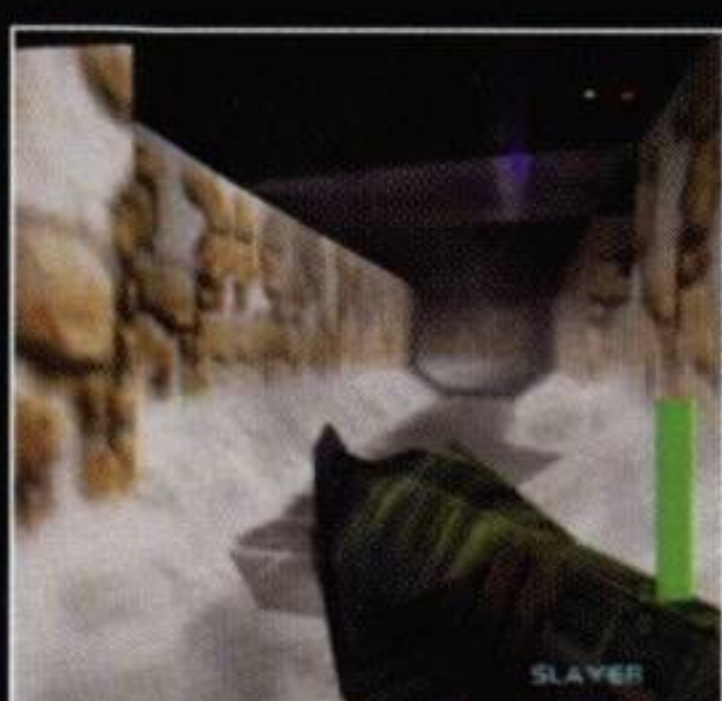
24. Remote Mine
Detonate by pressing A and B together.



25. Rocket Launcher
Fires lock-on missiles.



26. Shotgun
Dual-barrelled.



27. Slayer
Alien rocket launcher, fires homing missiles or fly-by-wire guided missiles. Rocket flies faster than enemies can run.



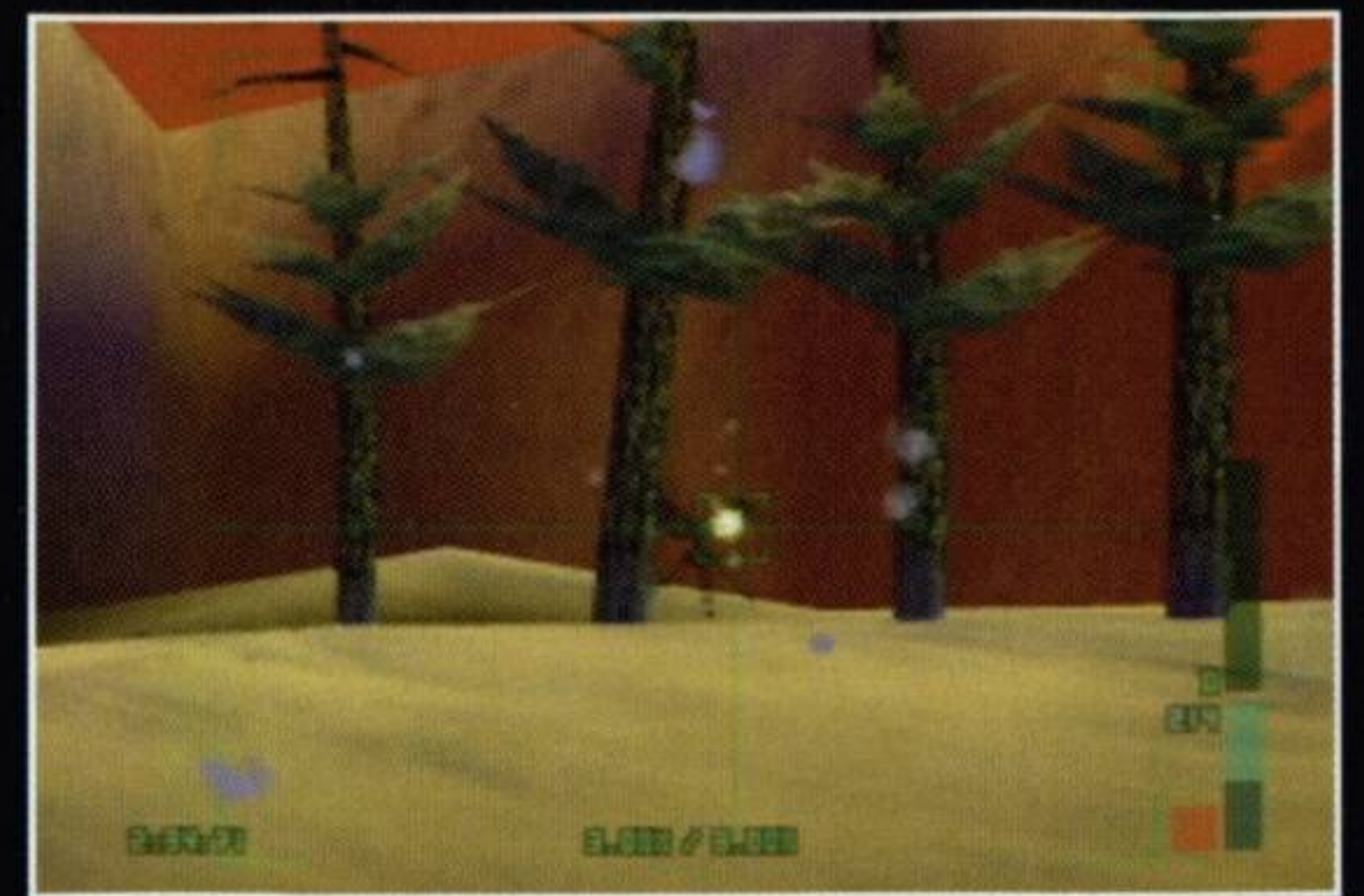
28. Sniper Rifle
A great silent weapon with zoom capabilities.



29. Super Dragon
A powerful automatic, holding 30 bullets per mag. Secondary function: grenade launcher.



30. Timed Mine
Detonates after five seconds.



■ Nice day for getting a tan on the beach? Of course not. Nice day for killing everyone in sight, more like.

Challenge Editor, you can set even create your own challenges. There's also a timed mode, called King of the Hill, the aim being to stay in control of an area until the timer runs out.

There's a great Team Up mode, too. This takes the single-player missions, splits the screen, and enables two players to co-operate on the same areas, settings, enemies, missions and objectives as before. Once you've proved yourself by beating the game on Agent mode, you can then gain access to a sim who helps you progress through the game in Secret Agent mode. The sim won't actually complete any objectives without you issuing the relevant orders first. As you continue through the game, you earn more buddies. At full capacity, you'll be working with four sims.

“Discover weapons in single-player to use in multi-player.”

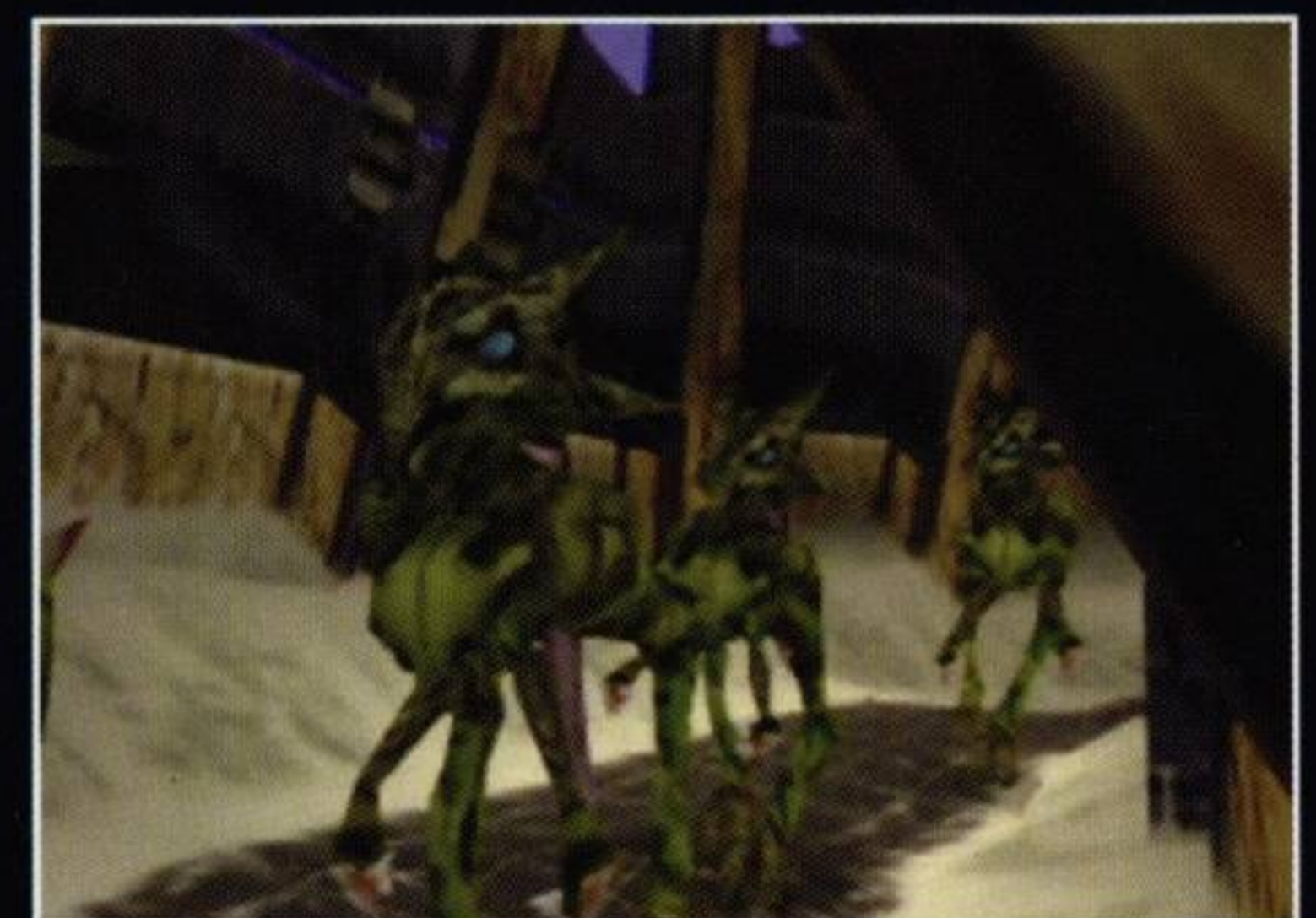
By the time you reach the Perfect Agent mode you'll need all the help you can get.

And if that isn't enough, there's the direct opposite of the Team Up mode – the Counter-Operative mode. Here, one player takes control of Joanna Dark, through the normal single-player levels. The other player takes control of the entire enemy army, switching

control between guards when one gets killed. And that's just got to spell fun, with a capital “F”, in very large writing.

Perfect Dark features more than 40 shooters, each with a secondary function. Sometimes these are a simple variation on primary function, for example a non-lethal shot to stun enemies. Many weapons feature sniper scopes, and most can be doubled up for increased firepower. The weapons need to be discovered in single-player mode to be used in the multi-player mode, but as an added bonus, the *GoldenEye* weapons also make an appearance.

And that just about wraps things up, apart from the *Arcade* review on page 62, of course. *Perfect Dark* will change the world of videogaming. Be part of it.



■ What on earth are you waiting for? These guys deserve to live about as much as Shane Ritchie does.

Rare: the NES era *After the Speccy, Ultimate became Rare, releasing more than 40 games on the NES.*



RC Pro AM
■ Year: 1987
■ Format: NES

■ A great little top-down driving game, in which you race a radio-controlled car around a track against three other computer racers, with plenty of weapons and upgrades available to those in the virtual money. Very popular in its day, and one of Rare's most famous NES games.



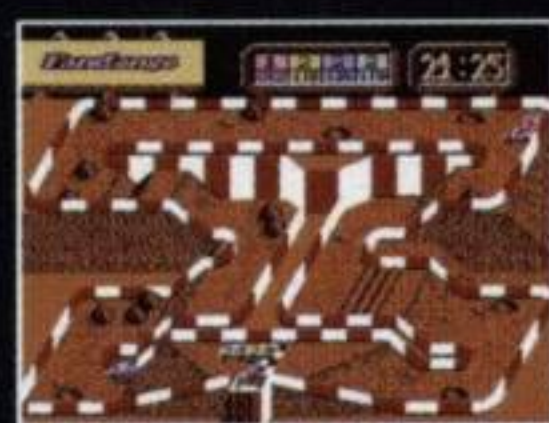
Marble Madness
■ Year: 1988
■ Format: NES

■ Conversion of the bonkers arcade game where you controlled a marble rolling along a bunch of 3D platforms without falling off.



Captain Skyhawk
■ Year: 1989
■ Format: NES

■ A traditional vertical shoot-'em-up, similar to 1942, putting you in tiny plane fighting other planes and huge bosses at the end of each level. Pretty impressive for 1989, what with graphics and sound and being on the 8-bit NES.



Ivan "Ironman" Stewart's Super Off Road Racer
■ Year: 1989
■ Format: NES

■ The NES version of one of the longest game names in history. A *SuperSprint*-style top-down racer, featuring big trucks. Four-player mode possible with the NES version of the multi-tap.



Arch-Rivals
■ Year: 1989
■ Format: NES

■ Odd cross between a basketball game and a beat-'em-up which created the world's first "basketbrawl" game. Annoyingly, you only had proper control over one member of your team. Sponsored by '80s trainer company British Knights.



Jeopardy: 25th Anniversary Edition
■ Year: 1990
■ Format: NES

■ One of three Rare NES games based on the American gameshow by the same name, where you're given the "answer", and you have to provide the "question." Pretty bland and repetitive.



Solar Jetman
■ Year: 1990
■ Format: NES

■ Sort of follow-up to the Speccy's *Jetpac* and *Lunar Jetman*, but more in the style of *Thrust*, with you in a little spaceship trying to fly through caverns without banging into the walls in a one-man rescue mission to recover the most powerful spacecraft in the galaxy – The Golden Warpship.



Battletoads
■ Year: 1991
■ Format: NES, Master System

■ Introduction of Rare's most widely converted game. A scrolling beat-'em-up/platform game, featuring little green frogs with kung fu skills. Mais oui...

PERFECT DARK

Perfectly yours *Everything you need to know about why Perfect Dark is better than GoldenEye.*

1. Here's to the future

Perfect Dark is set in 2023 and concerns a race to reclaim a weapon capable of blowing up the world from a crashed alien ship at the bottom of the Pacific Ocean.

2. Heaven with an AK47

Every gun now has a re-load animation – enemies have to re-load too. Your standard pistol fits a zoom, a laser sight and silencer. The best weapons are the Farsight, which allows you to see through walls, and the CMP-150, which locks onto four enemies.

3. Clever chaps

The enemies can now crawl around on the floor, hide behind pillars and walls, and sneak right up on you as you're standing still trying to fathom a puzzle.

4. A pain in the head

When you get shot in the head, the screen goes blurry. This also happens when you get hit with a stun gun – the more you are hit, the blurrier the screen gets. Fantastic in multi-player mode.

5. Inspect your gadgets

Gadgets include infra-red goggles, night-vision goggles and an Eye Spy – a tiny flying camera that you can send off ahead to scout.

6. Sim-ple stuff

In multi-player mode, the numbers can be made up to eight with the addition of computer-controlled characters called sims. Each has its own personality, defined by its name. There are Coward, Justice, Vendetta, Cheetah, Turtle, Pacifist, Shield, Rocket, Kamikaze, Fist, Predator and Perfect sims.

7. Your friendly neighbourhood

There are two kinds of co-operative mode: one where you're helped by a sim and one where you're helped by a friend. You can complete the missions with both, or on your own. Sims provide fire-power but won't actually complete any objectives for you.

8. Bigger and better.

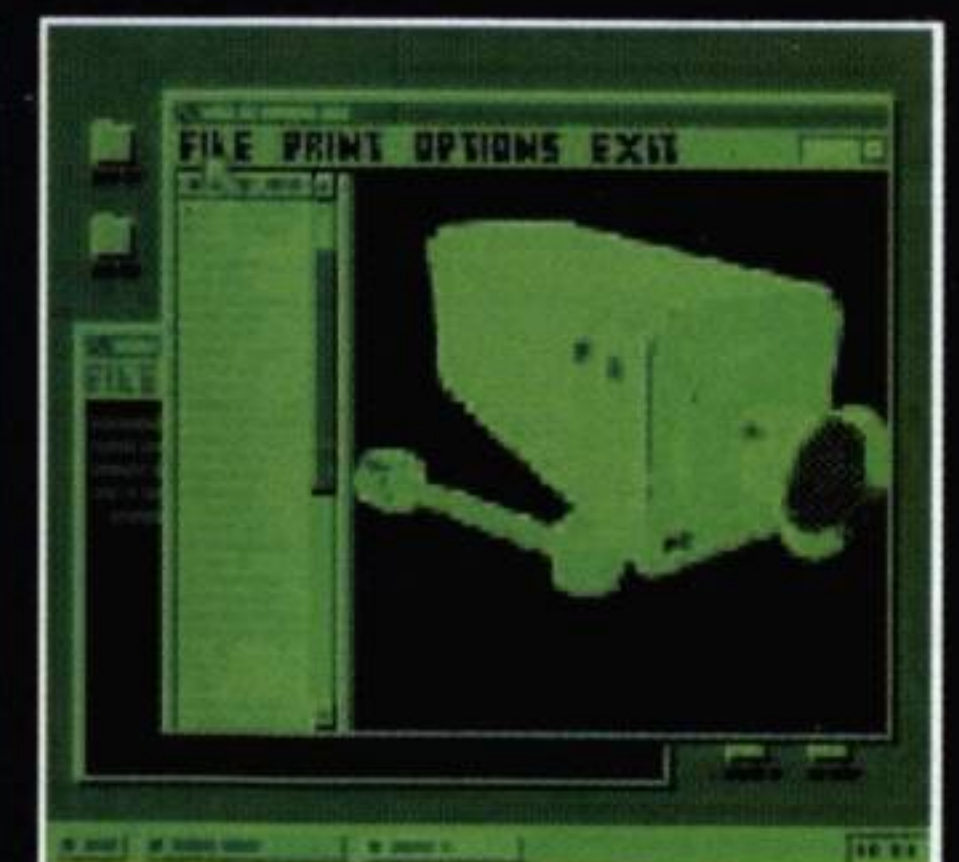
Only 30% of the original *GoldenEye* engine remains in *Perfect Dark*, which runs ten frames-per-second faster. Character models are all motion-captured. Each stage of *Perfect Dark* can be played in one of three difficulty levels. You still can't jump, though.



Portable Dark *But wait... Perfect Dark's coming out on the Game Boy too.*

■ The Rare-coded Game Boy version of *Perfect Dark* will take place at the final stages of Joanna Dark's training at the Carrington Institute, prior to her antics in the N64 game. Typically for Rare, every feature of the Game Boy will be exploited. It'll rumble, use the link cable for two-player deathmatches, the infra-red ports for transferring data and be compatible with the Game Boy Printer.

Also, using the N64's Transfer Pak, you'll be able to be transfer data between your Game Boy and N64. Expect to see the Game Boy version of *Perfect Dark* in the shops soon.



Rare: The SNES era *The Rare middle years, with toads and monkeys holding centre stage.*



Battletoads in Battlemaniacs

■ Year: 1993
■ Format: SNES

■ Scrolling action game featuring Rare's answer to the *Teenage Mutant Ninja Turtles* in the follow-up to their NES debut. Tight and responsive controls, with graphics that pushed the SNES for the time.



Battletoads Double Dragon

■ Year: 1993
■ Format: SNES

■ The next step in the *Battletoads* evolution, seeing the toads teaming up with the boys from *Double Dragon* to whup some baddie ass in a scrolling beat-'em-up.



Donkey Kong Country

■ Year: 1994
■ Format: SNES

■ The game that put Rare on the map, doing things with the SNES that SNES owners never dreamed their machine could manage. Joined with a sidekick, Diddy Kong, it was utter monkey mayhem.

■ Review: "Superbly-structured, set in a superbly-rendered world." *Ultimate Future Games*



Donkey Kong Country 2

■ Year: 1995
■ Format: SNES

■ More of the same, with even cleaner graphics, and girl-ape interest by a debut appearance of Diddy Kong's sister, Dixie.

■ Review: "A better game than *DKC*, rougher at the edges, but with a little more depth of gameplay and fewer pointless frills." *Super Play*



Killer Instinct

■ Year: 1995
■ Format: SNES

■ SNES conversion of the coin-op beat-'em-up, and a step away from Rare's usual sort of thing. Two dimensional, but with a standard of rendering unseen before on a home console.

■ Review: "How they crammed it all into a cartridge is nothing short of a minor miracle." *EGM*



Donkey Kong Country 3

■ Year: 1996
■ Format: SNES

■ Diddy's sister Dixie gets a starring role, with 3D sections in which you hurl missiles into the screen.

■ Review: "You'll be hard pushed to find anything better this year." *Official Nintendo Magazine*



Ken Griffey Jr's Winning Run

■ Year: 1996
■ Format: SNES

■ US-only baseball game, but even so, the best SNES baseball sim, despite the fact that Rare only had a basic grasp of the sport.

■ Review: "A natural winner that refuses to lose." *Nintendo Power*

You'll be back *Perfect Dark gets the Hollywood treatment.*

■ The advert for *Perfect Dark* currently showing in US cinemas looks – at least for the first two thirds – like it's going to be for a film, rather than a videogame. It features foxy model Michele Merkin waking up, having a shower, and stepping into Joanna Dark's – erm – knickers, bra and boots, as she gets ready for action.

It is only then, with the introduction of cut scenes from the game, that audiences realise that this is a game. It even has that bloke who sounds like Barry White with a sore throat doing the voice-over. Great stuff, except UK audiences are unlikely to ever see it, except on the Internet (at <http://www.perfectdark.com>).



1 ■ **Welcome to 2023. Big businesses now merge with alien nations.**



2 ■ **An ancient war is being fought under the sea. The president is about to be cloned.**



3 ■ **And it's your job to try and save the world.**



4 ■ **So you've got an important decision to make. What are you going to wear to work?**



5 ■ **From the team who brought you *GoldenEye* for N64. Meet agent Joanna Dark in *Perfect Dark*.**



6 ■ **Where you'll find out that the only person man enough to handle a job like this is a woman.**

Nintendo's wacky world

■ Nintendo has always had a habit of promoting its games on the Internet in a slightly odd way, but the online support for *Perfect Dark* takes not only the biscuit, but the entire tin.

For the past few months, there have been two sites posted on the Net: <http://www.carringtoninstitute.com> and <http://www.datadyne.com>. These are the two opposing forces in *Perfect Dark*. The Carrington Institute is where Joanna Dark was trained and now works. dataDyne is the sinister mega corporation which Joanna is investigating. The two Web pages look like run-of-the-mill, tedious corporate home pages.

The Carrington site reveals that the privately-funded Carrington Institute was founded in 1991 in an effort to strengthen National Security. Everything from the fitness programme of Institute employees to a picture (which you can colour-in) of the Carrington Institute HQ is included, as are all the Institute's job vacancies – everything from agents and astrophysicists to nurses and missile proliferation analysts.

The dataDyne site is equally boring and corporate-looking. dataDyne, it is claimed, is a globally focused company, associated with 352 research, manufacturing and recycling facilities in 53 countries. Current vacancies – from artificial intelligence to nuclear physiology – are advertised with both full-time professionals and college students advised to apply. Interviews, it says, will include self defence skills evaluations and a deoxyribonucleic acid (DNA) examinations. Those interested are advised to check out the dataDyne recruitment truck stopping off at various colleges around North America. In fact these trucks have been making the rounds in real life and "dataDyne" has even taken out recruitment adverts in American college newspapers.

Where the two sites come into their own, however, is when you enter the restricted areas (using the passwords below). The dataDyne restricted area reports a break-in by a female, approximately 5'8" tall with closely-cropped brown hair. There's even downloadable security camera footage for you to watch. The Carrington Institute site, on the other hand, contains reports on various missing scientists, presumed kidnapped and presents evidence of alien autopsies, acquired by hacking into the dataDyne restricted area.

It's all fantastically over-the-top, of course, but genuinely fascinating and all done with a straight face. There's no mention of *Perfect Dark*, Nintendo or Rare on either site. Before people realised what this was all about news groups on the Internet were full of rumours about what it all meant. On 14 March a message appeared from someone claiming their friend's uncle worked for dataDyne, giving the passwords needed for getting into the Web sites' restricted areas. Obviously, this was all set up by Nintendo, but even so, it's top stuff, with plenty more still to come. Check it out yourself.

dataDyne

<http://www.datadyne.com>
User name: JamesTann07
Password: 8CR31D29

Carrington Institute

<http://www.carringtoninstitute.com>
User name: solaris
Password: pal32ver21z

Rare: the N64 era *Those all-important console-defining games that put Rare well and truly on the map.*



Killer Instinct Gold

■ Year: 1996
■ Format: N64

■ N64 conversion of the Rare-coded coin-op robot beat-'em-up, with eye-poppingly fast character animation. Was a flagship title when the N64 was still in production and known as the Ultra 64.

■ **Reviews:** "A pretty but derivative beat-'em-up." *Edge*



Blast Corps

■ Year: 1997
■ Format: N64

■ Take control of a variety of vehicles and plough your way through a city making way for a highly-dangerous nuclear truck. Truly bonkers, but still great, in a *Rampage* kind of way.

■ **Reviews:** "Ceaseless inventiveness." *N64 Magazine*



Diddy Kong Racing

■ Year: 1997
■ Format: N64

■ *Mario Kart* off-shoot, with super-cute characters and an inventive single-player game with a wide range of collectables and secrets, but let down by a dull multi-player mode.

■ **Reviews:** "You'll play it until you've wrung out every last reward." *N64 Magazine*



GoldenEye 007

■ Year: 1997
■ Format: N64

■ *Perfect Dark* forerunner, with a lifespan longer than an oak tree, thanks to the superb multi-player mode. Steeped in Bond atmosphere, with a stealthier element than previous first-person shooters.

■ **Reviews:** "Causes little green lights to appear in the eyes of PC and PlayStation owners" *Arcade*



Banjo-Kazooie

■ Year: 1998
■ Format: N64

■ Platform antics, with you simultaneously stepping into the fur of a bear called Banjo and the feathers of a bird called Kazooie, in a quest to locate the 100 pieces of a puzzle.

■ **Reviews:** "Very nearly knocks cocky old Mario off his perch." *Arcade*



Donkey Kong 64

■ Year: 1999
■ Format: N64

■ Hugely successful follow-up to the SNES' *Donkey Kong Country*, featuring four Kongs (Chunky, Lanky, Tony and Donkey), with more nice touches than the Sistine Chapel, and a great multi-player.

■ **Reviews:** "Packed full of more tasty morsels than a Christmas Day roast." *Arcade*



Jet Force Gemini

■ Year: 1999
■ Format: N64

■ Superb 3D ground-based shoot-'em-up, with a choice to play as either twin (hence the Gemini), and such bonus treats as a *Wipeout*-style racing game and an alien disco.

■ **Reviews:** "Big, ballsy and heart-thumpingly exciting." *Arcade*



Perfect Dark

■ Year: 2000
■ Format: N64

■ The game everyone's been talking about, taking the *GoldenEye* engine to a futuristic setting crammed with sinister mega corporations and alien conspiratorial theories, with a multi-player mode to die for.

■ **Reviews:** see page 62

PERFECT DARK

Internet ads intrigue the online generation.

OUR MISSION

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THE CARRINGTON INSTITUTE

About Carrington Carrington Fan Club Employment F.A.Q. Agents Only

Welcome to the Carrington Institute

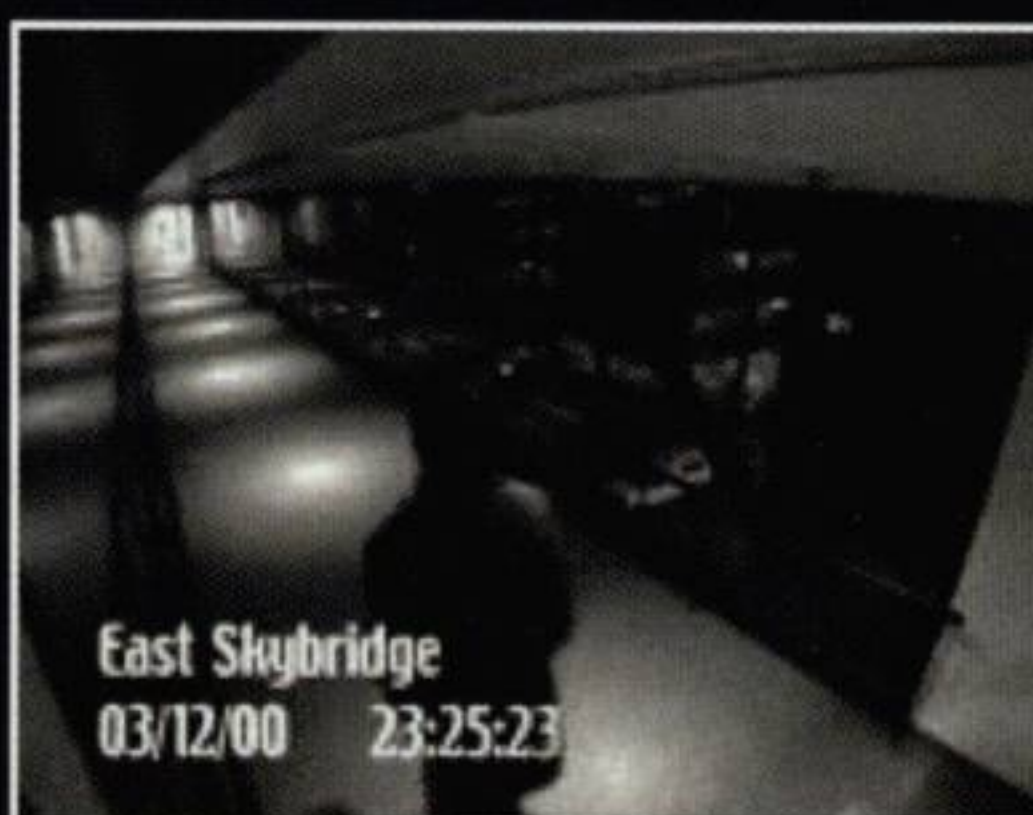
■ The dataDyne and Carrington Institute sites. Pretty convincing, eh?



Candid camera

Datadyne Corp

Report
Security Breach
03/12/00



■ Joanna Dark's sneaky infiltration into sinister corporation dataDyne, as captured on security camera and available on the company Web site for you to download and marvel at.

Rare: the future *What those Rare minds are believed to be working on.*



Banjo Tooie
 ■ Predicted release: late 2000
 ■ Format: N64
 ■ Follow-up to *Banjo-Kazooie*, with eight enormous new worlds, new characters, tons of mini-games, and new moves. Banjo and Kazooie will be able to move independently from each other. Will include a range of multi-player games.



Conker's Bad Fur Day
 ■ Predicted release: late 2000
 ■ Format: N64
 ■ The N64 version of *Conker's Pocket Tales* on the Game Boy. A sort of cutesy RPG with Rare's usual huge levels, inventive sub-games, and masses of secrets to hunt out. Conker's a squirrel, by the way, out on a bid to recapture his stolen birthday presents. One for the kids? You'd have thought, except *Fur Day* will be full of swearing. Weird.



Mickey Speedway USA
 ■ Predicted release: late 2000
 ■ Format: N64
 ■ Will be the second Disney-licensed Rare game, following *Mickey's Racing Adventure* on the Game Boy. Expected to use an updated version of the *Diddy Kong Racing* engine.



Dinosaur Planet
 ■ Predicted release: early 2001
 ■ Rumoured to be Rare's new project, thought to be a cross between *Banjo-Kazooie* and *Zelda*.



Killer Instinct 3
 ■ Predicted release: late 2000
 ■ The grapevine predicts Rare may already be near to completing a follow-up to *Killer Instinct Gold*. But, then again, the grapevine may just be talking out of its prickly roots.



Project Dolphin stuff
 ■ Predicted release: 2001
 ■ Rare probably already has a Dolphin development kit, and could well be hard at work on some top-secret stuff to tie-in with the machine's release late next year. An update of *Sabre Wolf*? You can but hope.

c: Netscape Online

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June 2000



A Review

The Ultimate Gamer's Guide

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PERFECT DARK



INSIDE...

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GAMES
REVIEWED!

**GOLDENEYE
SEQUEL WILL
BLOW YOUR
SOCKS OFF.**

PLUS! PLAYSTATION2 IMPORT REVIEWS: TEKKEN TAG TOURNAMENT, DEAD OR ALIVE 2 AND DRIVING EMOTION TYPE-S

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.

New Nintendo 64 Games



■ Most of *Perfect Dark's* weapons have zoom options.



■ The standard CMP-150. Standard, but bloody brilliant.



■ Aboard Air Force One. Note rapid-fire Laptop Gun action.

PERFECT DARK USES THE GOLDENEYE ENGINE AND THEN TAKES IT A STAGE FURTHER WITH SPRAWLING NEW MISSIONS AND KNEE-TREMBLING WEAPONRY.



■ (Above) The rain-sodden streets of Chicago. You begin the level with only your fists – but a punch to the face of a passer-by reveals a useful laser-sighted Falcon. Now we'll see who's boss.



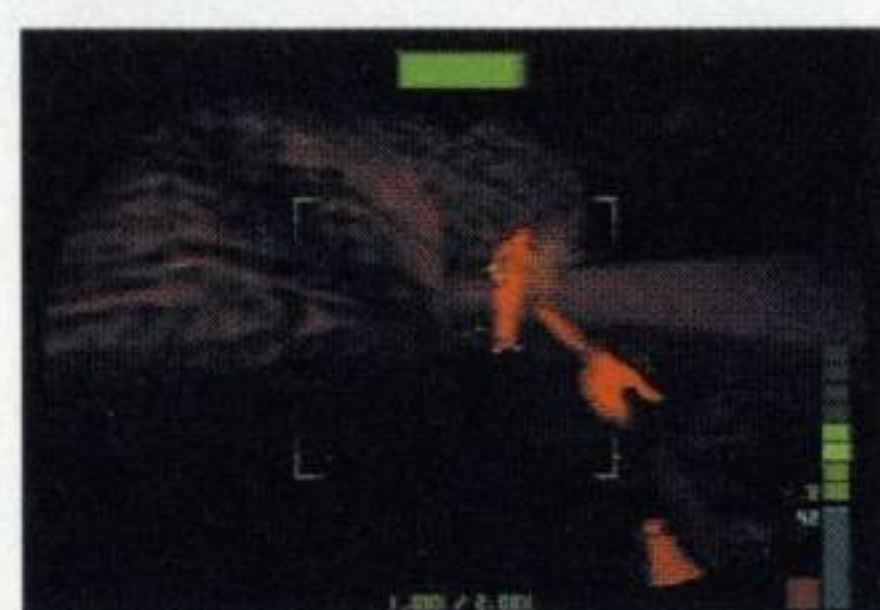
■ The Avenger. Oof, it hurts.



■ The CMP lock-on. Yum.



■ 'Ave some liquid death.



■ Infra-red super-shooting.



■ The underwater alien ship.





■ The hostage-filled Carrington Villa level is all about stealth. Avoid enemies at all costs – or, at least, when you do see them, empty a couple of hundred rounds into their back.



■ Guess who that guy is? Shigeru Miyamoto. No, really.



■ The enemy-splicing Reaper gun in full flow. Looks sweet.



■ Use the Sniper Scope to take out the rooftop soldiers.



PERFECT DARK

Arcade
Nintendo 64
Game of
the Month

THREE YEARS IN THE MAKING AND EVERY PIXEL WORTH THE WAIT.

As is perhaps inevitable for any game that has spent so long in development, *Perfect Dark* has been met with disappointment from some videogames journalists. Perhaps because, even given its undoubted brilliance, it isn't quite the revolution *GoldenEye* was. Or maybe because, like anything successful, it's easier to knock it down than talk it up. But it's hard to see how anyone who loves playing videogames could possibly dislike anything about *Perfect Dark*.



As a gaming experience, very little comes close to the breathless, bulky, bloodthirsty grip of Rare's awesome follow-up. It uses the *GoldenEye* engine and then takes it a stage further with sprawling new missions, knee-trembling weaponry and an ingenious streak that wins gadgets like the Spy Cam and the Farsight an immediate place in videogaming's rule book of things to include. It also looks and sounds better than possibly any game you've ever seen on Nintendo's box.

Losing the lure of James Bond hasn't affected *Perfect Dark* one jot. The story behind *Perfect Dark* – an amalgamation of the best bits from *Blade Runner*, *The X-Files* and *Alien* – carries the weight of plot expectation with ease, twisting and turning via dodgy conglomerate dealings through secret underground alien experiments to amazing underwater UFO wrecks. The intrigue, double-crossing and Russians of Bond have been replaced by the much darker, otherworldly evil of the Skedar, a race of extraterrestrials hellbent on starting an intergalactic war with the Maians, a race of "friendly" aliens. Tied up in all this is the shadowy and sinister dataDyne Corporation and The Carrington Institute, a kind of MI6, which your hero – Agent Joanna Dark (codenamed "Perfect") – works for.

Everything plot-wise is held together by some truly astonishing cut scenes and an incredible amount of speech – surely more than anyone ever expected to see from a cartridge format. Estimates put it at around about the hour mark, although that figure appears to be erring significantly

Game info

- Publisher: Nintendo
- Developer: Rare
- Price: £50
- Release date: 30 June
- Players: 1-4
- Extras: Expansion Pak (required)

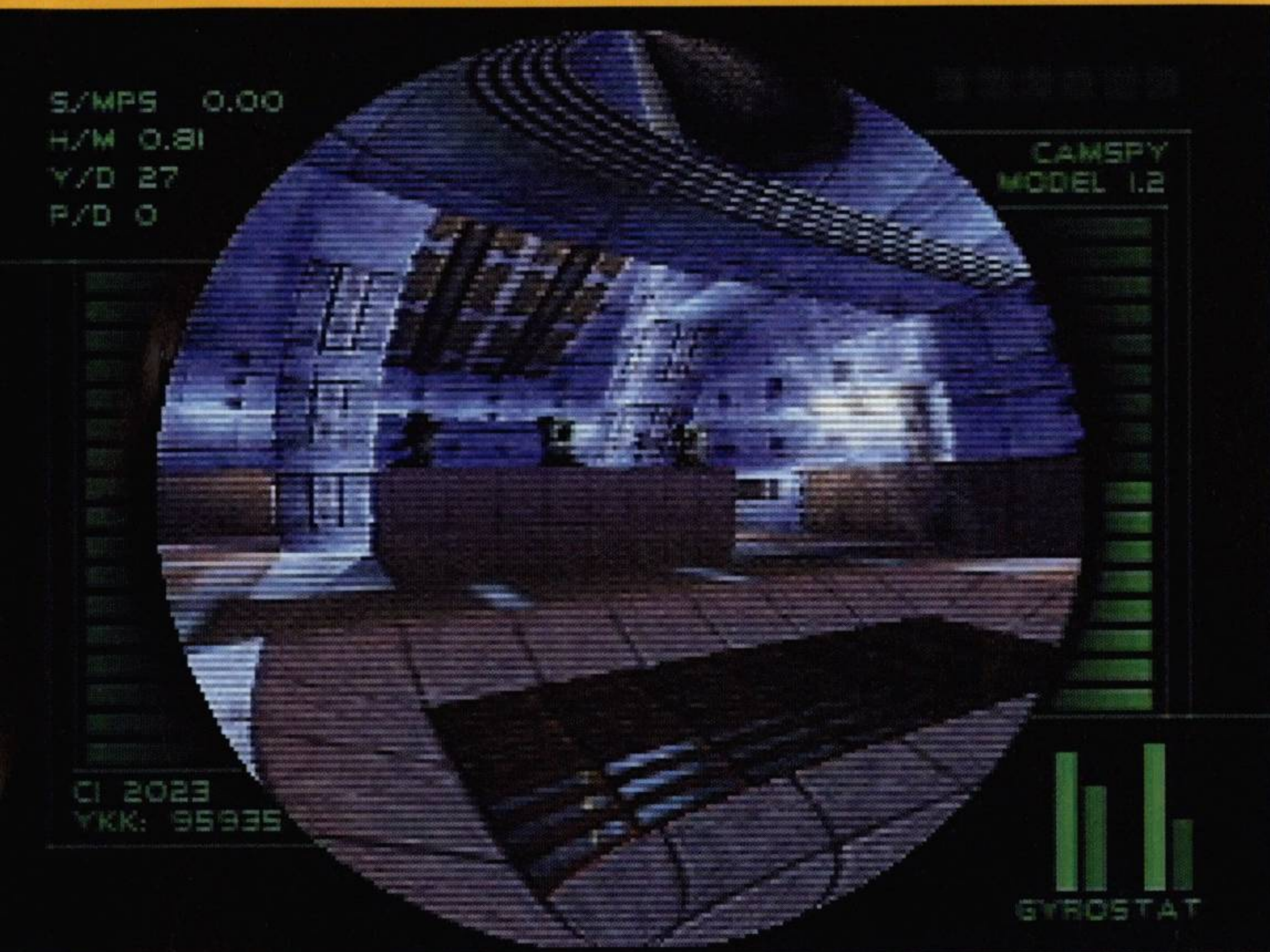


■ Hostage-rescuing in the sprawling Carrington Villa.



■ Aaaargh – Skedar. They're quick, ugly and utterly deadly.

New Nintendo 64 Games



■ The awesome Spy Cam. Send it into inaccessible rooms, have a nose around, then follow it in yourself.



■ Ah, morning. Don't mind if I pump you full of lasers, eh?



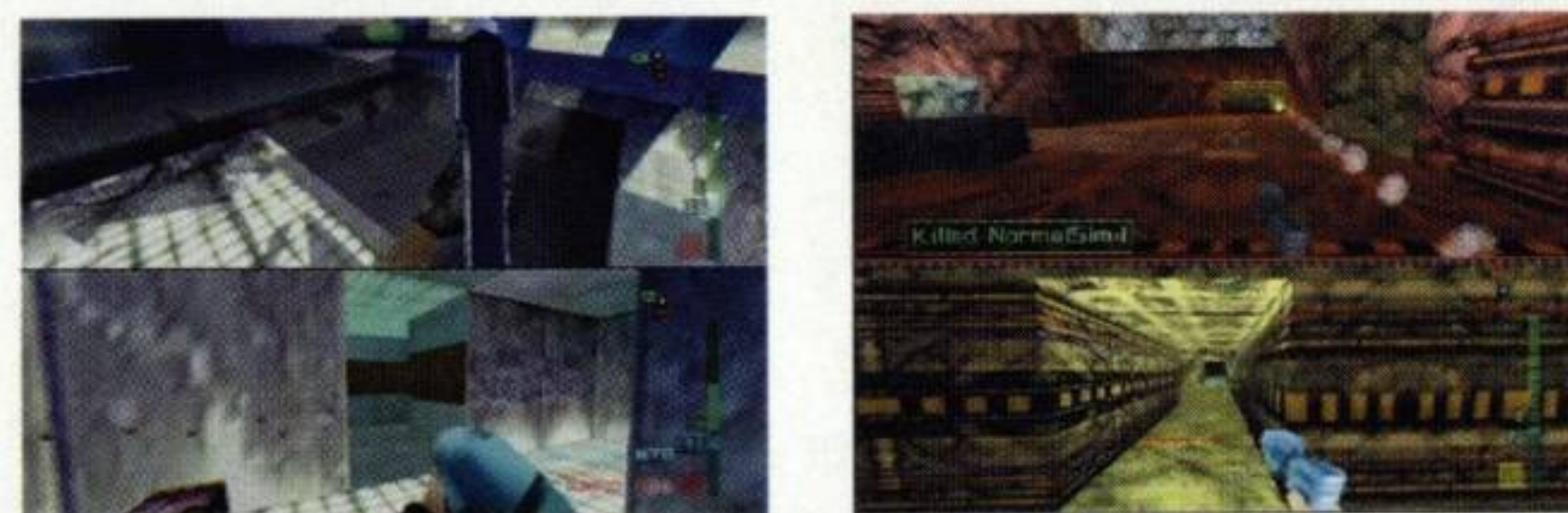
■ Inside the Area 51 labs. Brilliant, brilliant level, this.

SIM CITY

The best multi-player game ever? Could just be, y'know.

The multi-player mode in *Perfect Dark* is extraordinary. As in *GoldenEye*, you open up more deathmatching arenas as you complete more of the game in single-player, but the real difference in *Perfect Dark* comes with the introduction of "sims" – intensely clever computer-controlled bots.

You can play as many as four human players against eight sims, and the results are astonishing. With each of the sims carrying the baggage of a different, psychotic personality, the variety between deathmatches is incredible. And, coupled with the new arenas (including the superb Pipes, Skedar, Car Park and Grid) and weapons, *Perfect Dark* surpasses *GoldenEye* with ease – and pretty much



■ The truly remarkable *Perfect Dark* multi-player in all its glory. Note clever use of Skedar rockets in the top right.



every other console multi-player experience in the process. Oh, and if the simple combat mode isn't enough for you, try the Challenge option, which sets 22 multi-player tasks for you to complete, a couple of which are based around new versions of favourite *GoldenEye* deathmatch levels, including Temple, Complex and Facility.

on the side of caution. Admittedly, some of the voice acting is of questionable quality, with plum-voiced heroine Jo sounding like a member of the Royal Family, but the consistent quality and sheer amount of speech is a remarkable achievement.

Fortunately, while this game "furniture" does a superb job of cranking up the tension and setting the scene, *Perfect Dark* as a game is even more extraordinary. Okay, so it's *GoldenEye Plus*, but who cares? Considering the basic engine is more than three years old, the improvements in



■ Getting into Area 51 isn't too difficult. Getting out is another matter. Luckily, you've got the Avenger to even things up with.



■ The futuristic corridors of Area 51. Here, you have to rescue "Elvis" the Maian and then escape with his comatose body.



■ The Falcon is your bog-standard gun – but still great.



■ The Cyclone. With two of them you're unstoppable.

terms of, for one, enemy AI and animation are incredible. Watch in awe as dataDyne heavies leap behind walls to avoid your fire, crouch on the floor and try to pick you off, curse and desperately fiddle with their guns when they jam, beg for mercy when you shoot their weapon out of their hands, and, perhaps best of all, call you a "bitch" and then

THE ADVANCES IN ENEMY AI ALONE TAKE PERFECT DARK SPEEDING PAST THE LIKES OF METAL GEAR SOLID.

leg it off in the opposite direction to call for back-up. The advances in just this one area take the game speeding past the likes of PlayStation's *Syphon Filter* and, even more impressively, *Metal Gear Solid*.

Equally astounding are the weapons, all of which are pleasingly meaty. In *GoldenEye* you had to put up with the uncontrollable KF7 and plain rubbish Klobb. In *Perfect Dark* even the standard Falcon feels like it could tear someone in half. The best is saved for later, though, in the shape of the Laptop Gun, a rapid-fire laser rifle that, brilliantly, you can stick to walls and pick off enemies with. Other stand-outs include the Slayer, a rocket launcher with homing missiles that you can direct, and the Skedar alien weapon, which appears to fire some form of extraterrestrial glass. Of course, you have to work to get them, but the time will be amply filled by the common-or-garden CMP-150, whose



■ "Elvis" the Maian – who you rescue from Area 51 – sticks around to help out in later missions. Best not shoot him then.

secondary function is a multiple enemy lock-on, and the Cyclone, a body-shattering relative of the Blaster from *Quake 2*, which feeds on odd-looking "plates" of ammo and rattles off rounds with a gratifyingly sturdy whirr of death.

All of this fits snugly into the game's scintillating missions. *GoldenEye's* stealth has been retained and added to tenfold with operations in a rain-sodden Chicago and, more stirringly, aboard Air Force One – requiring some killing of the fleet-footed variety. But, there's also a greater variety of mission types too, including reconnaissance, kidnapping, stealing, breaking-in and even a *Rainbow Six*-style hostage situation in a labyrinthine villa.

The game certainly kicks in with its best missions when the plot starts to unravel, with the three Area 51 assignments – break in, kidnap "Elvis" the Maian, and get the hell out – utterly stunning from beginning to end. Perhaps the only slight letdown in terms of levels is the confusion that surrounds Crash Site Confrontation, a futuristic rendition of *GoldenEye's* Surface. There's the same feeling of bewilderment, and the lack of a map makes navigating the samey environment frustrating at times. That said, the pay-off, involving presidential clones, is spectacular – particularly the *Sixth Sense*-style plot twist at the end of the level.

Without the Expansion Pak only about 5% of *Perfect Dark* is accessible, including a limited multi-player. With it in place the game looks exactly the same, which not only proves just how much Rare has managed to get out of the Nintendo 64 in terms of visuals, but should also give you some idea of just how much *Perfect Dark* holds in store in other areas. Delicious real-time lighting, a unique metallic "sheen" (which is consistent throughout the game), intensely clever reflective surfaces and some smart effects such as the controllable Slayer rockets, interference-strewn Infra-red Scanner and fish-eyed Spy Cam (a handy little device which you can send into cordoned-off areas to have a snoop around for you) make the game just about as glorious to look at as it is to play.

But, not quite. What the Expansion Pak – cannily – enables the game to do is pack levels full of enemies, all with separate death animations, all saying different things and all reacting in different ways. Additionally, it helps maintain the fast pace of the game and, apart from a couple of instances in the otherwise perfect multi-player, completely avoids any frame rate issues.

The result is a sublime videogaming experience; everything fits together so faultlessly, and runs so well, that you almost forget that what *Perfect Dark* is doing is impossibly good. So immersive is the game that you start



■ Escaping with "Elvis". Trolley pushing is quite tricky.



■ Stick the Laptop Gun to a wall and watch it go. Mmm.

↑ Uppers & Downers ↓

Dark

- Massive, amazing levels
- Ingenious weaponry
- Corking multi-player
- Lots of speech
- Unmatched enemy AI

Fark

- Dodgy voice acting

JUST THE TWO OF US

You and a mate. Or you versus a mate. You choose.

As well as the brilliant multi-player game, *Perfect Dark* also has two different co-operative modes. The first sees you and a friend work together to complete all the single-player levels, while the second – and this is undoubtedly the best – is a counter co-operative and has one of you, as Agent Dark, pitting your wits against the other, who gets to play as all the enemies on the level.



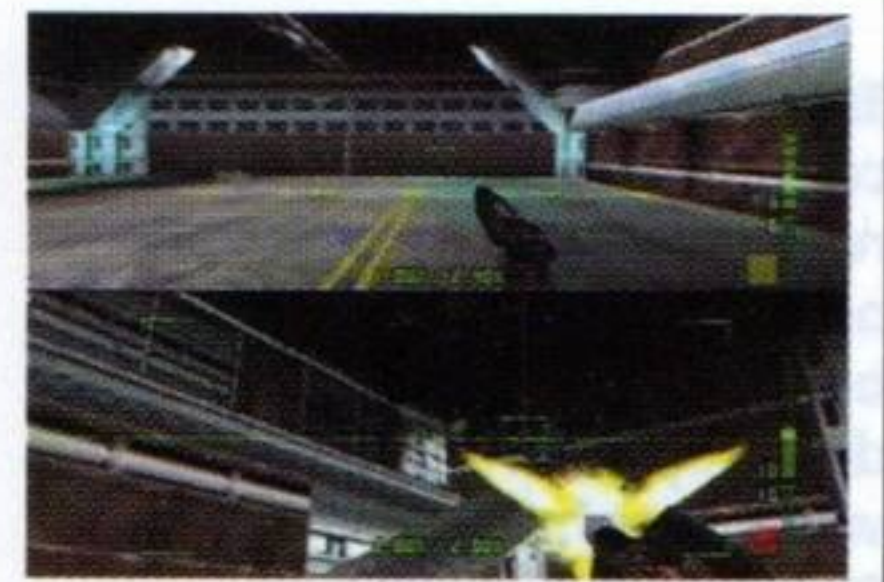
■ Both of you try to enter Area 51 at the same time.



■ One of you can even nick a hoverbike to pelt around on.



■ Objectives need to be completed in the same way.



■ And enemies still need to be blown to smithereens.

The 40-odd weapons in *Perfect Dark* are exceptional, but special mention must go to the fly-by-wire Slayer rockets, which you can control. Fire them off and weave them round corridors until you find an unsuspecting enemy. Fantastic!



■ Fire off a rocket, keep it away from walls, then...



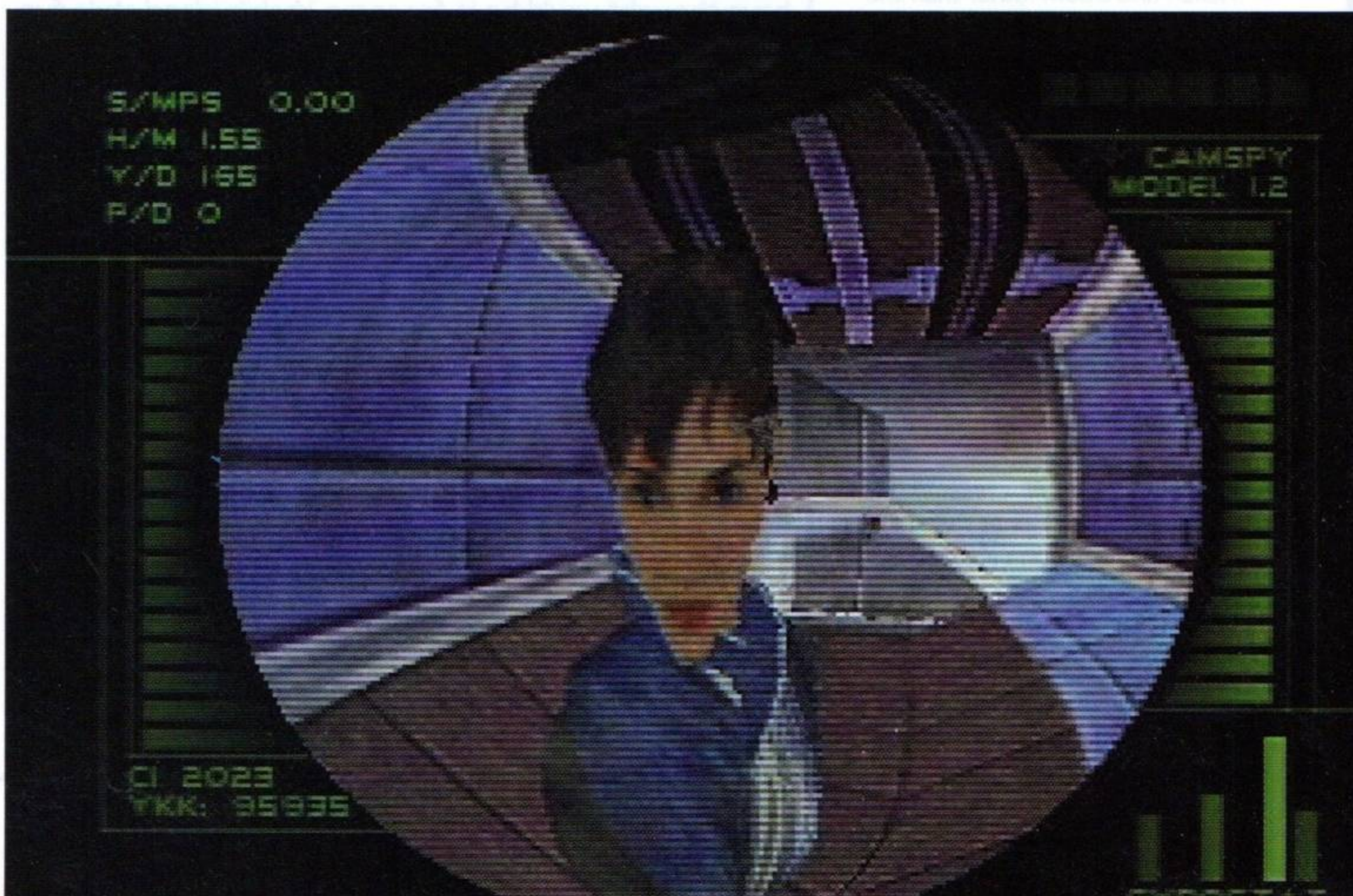
■ ... direct it at a foe. Look, Shigsy's going to get some.

to believe that all developers should be making games of this quality. But, of course, if that was the case, games like *Perfect Dark* would just be run-of-the-mill. Instead, Rare has created the first must-have game of the millennium. Have £50 ready on June 30. ★★★★★ **Tim Weaver**

Or you could try...

GoldenEye
Rare ★★★★★
Perfect Dark's predecessor and the best movie licence ever.

Turok 2
Acclaim ★★★★★
Great-looking dinosaur slaughter with slowdown affliction.





DAIKATANA

- Publisher: **Kemco**
- Developer: **Kemco**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **Controller Pak, Expansion Pak**

■ **It's inconceivable that a conversion of a game could reach the shops before the original, but after three brain-numbing years in development, that's just what has happened with *Daikatana*, which has arrived on N64 before the original is ready for the PC.**

Admittedly, this shrunken version of John Romero's fabled first-person shooter/RPG hybrid probably isn't a fair representation of what the actual *Daikatana* may be capable of, but, even so, with its rambling storyline, clunky enemies, terrible music and endlessly drab environments, it paints a pretty scary picture of what you may be seeing in a month's time on the PC.

Trying to blend simplified RPG-style characters and team building with the more explosive stylings of a first-person shooter is certainly brave and, for a while, works in *Daikatana*, with noticeable improvements in speed, weapons and power as you collect Health Points. There's also some fairly intelligent level design. The trouble is, by about a quarter of the way through you suddenly realise you've seen all *Daikatana* has to offer. As an RPG it's woefully shallow, and as a shoot-'em-up it's thoroughly old skool, harking back to the days of *Hexen* and *Doom* rather than the recent brilliance of *Quake 3 Arena*.

Although enemies are 3D, the gloomy locations cast them in a distinctly 2D light, and combined with some laughable animations and lamentable AI (the two-at-a-time enemies don't "activate" until you stray into range), the game doesn't exactly have you on the edge of your seat. The weapons don't help much either: apart from the C4 gun and the Sidewinder, the other tools of your trade – the Trident of Poseidon, Disc of Daedalus and, er, Venomous Staff – have all the impact of a wet kipper. Being able to select a weapon with no ammo also doesn't help matters.

The end result is a downsized conversion that *feels* downsized. But, worryingly for its PC counterpart, at the heart of N64 *Daikatana* beats a game that's average at best. ★★ **Tim Weaver**



Game info

- Publisher: **Nintendo**
- Developer: **Hal Laboratory**
- Price: **¥6,800 (£35)**
- Release date: **on sale now (import)**
- Players: **1**

IMPORT

KIRBY 64

HE'S PINK AND SOFT, BUT DOESN'T HANG OUT OF YOUR UNDERPANTS.

Novelty-wise, *Kirby 64* gives Christmas crackers a run for their money. For a start, although 3D in appearance, the game is strictly 2D – you trot along the screen from left to right or vice versa. But more strikingly, you can suck baddies into your mouth and either swallow them or spit them out to kill the next baddie along. Interesting.

Digesting certain baddies gives you a semi-permanent mega power-up; swallow the penguin, for example, and you can freeze an adversary and skid it along to kill your next opponent. Other power-ups see you turn into a big prickly ball of spikes or a boulder, and roll along crushing anything that gets in your way.

With platforms to negotiate, stars to collect, a gang of friends who suddenly turn into end-of-level bosses, and an underlying cuteness that would make a puppy sick, you'd have thought you'd be in for some *Yoshi's Island*-style fun.

Well, yes – if it wasn't for the fact *Kirby 64* is so damn easy, due mostly to the fact that with the tap of a button

you can take to the air and fly. Pinpoint jumping – surely the raison d'être of the 2D platformer – isn't required, as if you mistime your leap you can opt to fly your way to safety. Half the time you can fly along the top of the screen, thereby completely avoiding most of the nasty platforming stuff going on beneath you. Making things even easier, if you lose all five of your lives all that happens is you go back to the start of the level you are on – negating the need to locate secret areas to stock up on lives and energy. This reduces your involvement to walking in a straight line and pressing Fire a bit.

Given its simplicity, *Arcade* assumes *Kirby 64* is targeted at kids. No mention is made of this – presumably because labelling anything "for children" instantly makes it about as credible as your Dad at a disco – but for anyone over the age of eight, relearning your times tables would probably be more interesting. ★

Rich Pelley

↑ Uppers & Downers ↓

- | | |
|--------------------|---------------------------|
| In the pink | Creating a stink |
| ■ Cute graphics | ■ Far too easy |
| | ■ No sense of achievement |

Or you could try...

Yoshi's Story
Nintendo ★★★★★
2D dino antics that, despite its initial lack of difficulty, proves a real tester.

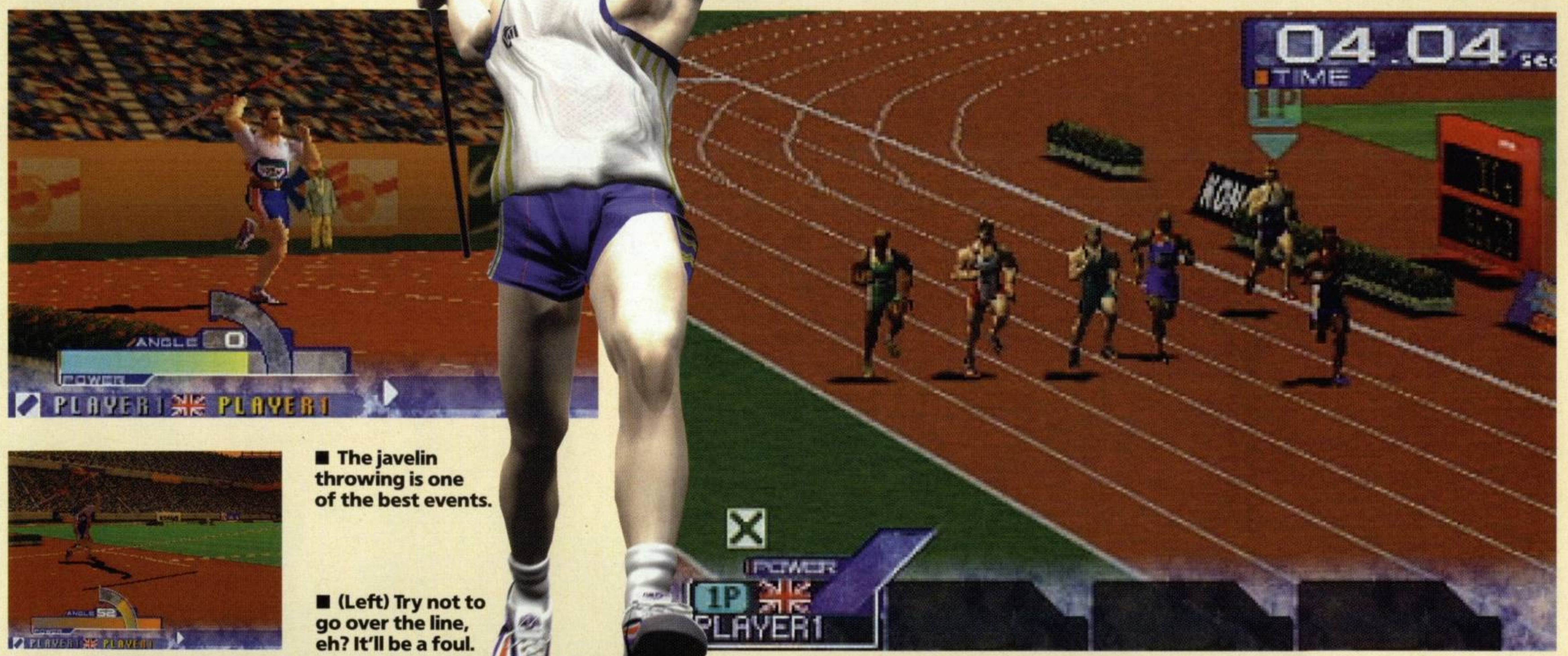
Mario 64
Nintendo ★★★★★
Huge levels, sublime controls and wonderfully immersive gameplay.



■ Kirby pootles along eating his enemies.



■ Undeniably cute, but absolutely no fun whatsoever.



■ The javelin throwing is one of the best events.



■ (Left) Try not to go over the line, eh? It'll be a foul.

INTERNATIONAL TRACK & FIELD: SUMMER GAMES

TAP YOUR WAY TO THE EARLY ONSET OF ARTHRITIS.

This retro-update fever is getting out of hand. Along with the innumerable *Asteroids*, *Pongs* and *Froggers* of the past couple of years have also come 64-bit updates of Nintendo's own past glories. From *Lylat Wars* (AKA *Starfox 64*) to *Pilotwings* to *F-Zero X*, the minty Ninty isn't averse to revisiting old triumphs. Admittedly, those last three games are absolutely superb, and show just what a top-hole game can be in the hands of the World's Most Talented Games Designers. But still. Where's the originality?

It's a question that's often asked, but the simple answer is that it doesn't matter as long as the game itself is grinworthily good. Originality, of course, is much to be admired, and games like *Super Mario 64* and *GoldenEye* don't grow on trees, but – as in the case of *International Track & Field: Summer Games* – when a game is damn good fun, there's little more to be said.

Konami's updating of its golden-oldie button basher made a previous appearance on the PlayStation a little while back, and was generally well received. N64 owners now have the chance to flirt with repetitive strain injury, too, and the cartridge-based version of the game is actually superior to the one found on Sony's grey box. Graphically, the game is stunning; crisp, fluid, and packed with detail. Motion capture, too, is in evidence, and the athletes move incredibly well. Watch the stunning replays and you'll get the full effect: motion-blurred legs pump in flesh-and-blood fashion, and it's all rather impressive.

The game plays much as it always has. That's to say you compete in a number of Olympic-level sporting events, all

of which require basic variations on furiously hitting buttons as fast as you can. Sprinting uses this most basic of approaches; the Long Jump asks you to also stop a power meter at the correct angle; and Hammer Throwing requires vigorous twirling of the analogue stick. It's all physically punishing, incredibly basic, and, admittedly, for the single player at least, a little tedious.

But it's in multi-player where this game triumphs. Get three friends around the telly and the cramps and injuries all start to feel worthwhile. From the ridiculously difficult weight lifting to the excellent delights of clay pigeon shooting, practically every event here is an experience to be savoured in the company of human beings – it also helps that *International Track & Field* inspires a viciously competitive streak in all who come near it. The "one-more-go" factor makes its presence known as you try to smash records and beat times, and it's to the game's credit that it manages to stave off *Mario Kart* cravings for a short period of time. Any game that can do that – no matter for how long, or for whatever reason – deserves a hefty thumbs up.

Which is what *International Track & Field: Summer Games* gets. Not only is it a great update of a trusty old favourite, but it's tailored specifically to your needs if you want to waste hours in the front of the telly with some mates, talking trash and thinking yourself into the role of world record holder. And for that alone, *Arcade* believes it deserves four shiny stars. ★★★★★

Jes Bickham

Or you could try...

ISS '98
Konami ★★★★★
The best sports game in the history of the world ever. And that's a fact.

Hardcore ECW Revolution
Acclaim ★★
What's that? You want more Lycra? You got it, big boy.

Game info

- Publisher: Konami
- Developer: Konami
- Price: £40
- Release date: May
- Players: 1-4
- Extras: Memory Pak, Rumble Pak, Expansion Pak

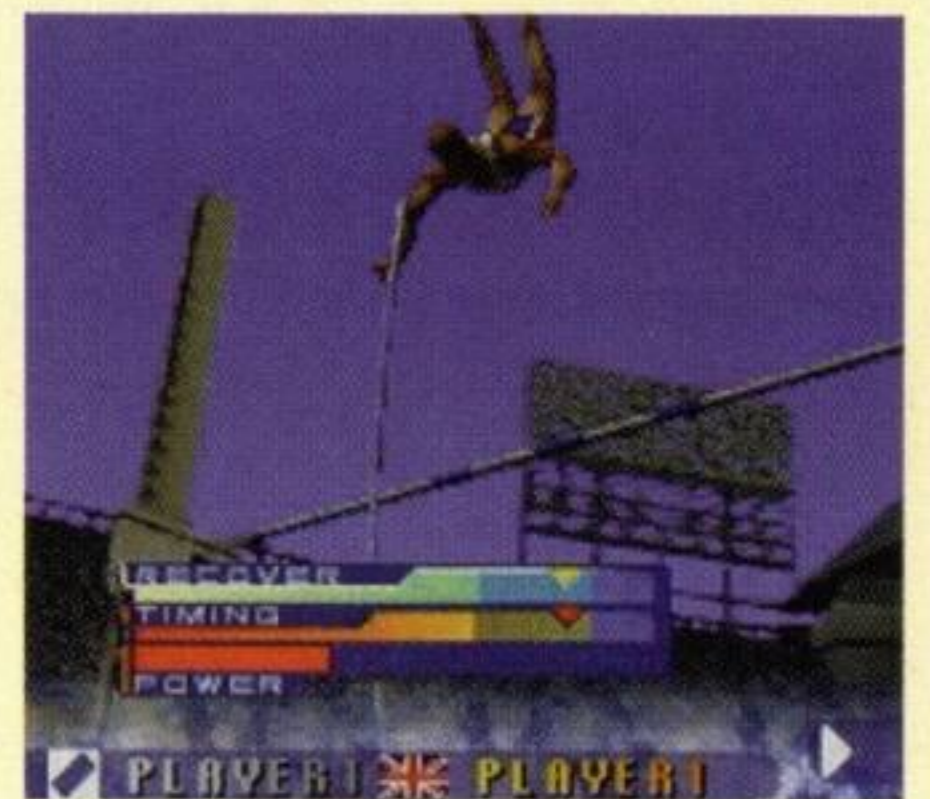
↑ Uppers & Downers ↓

White flag

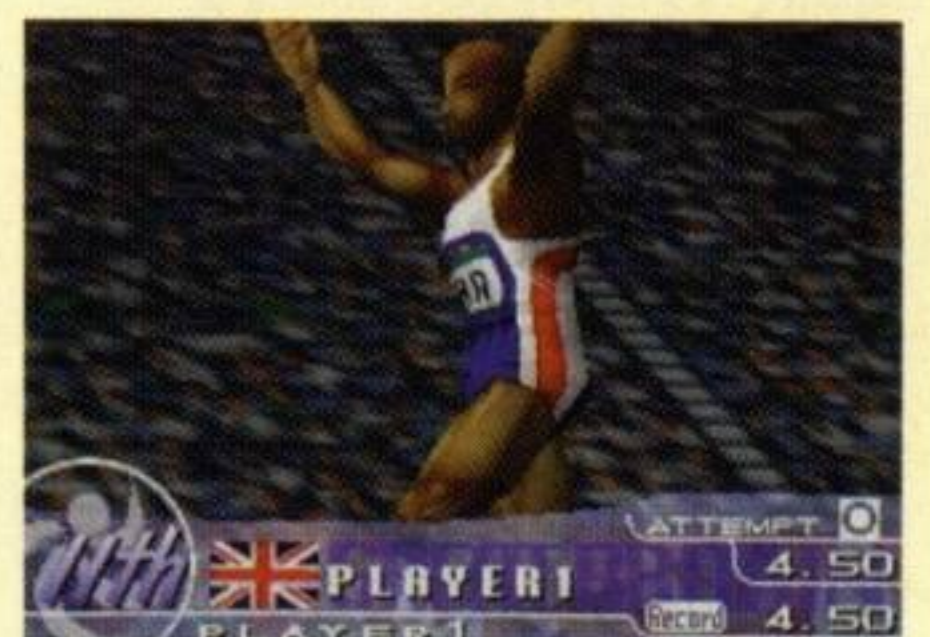
- Ace graphics
- Top old skool gameplay
- Superb multi-player action

Red flag

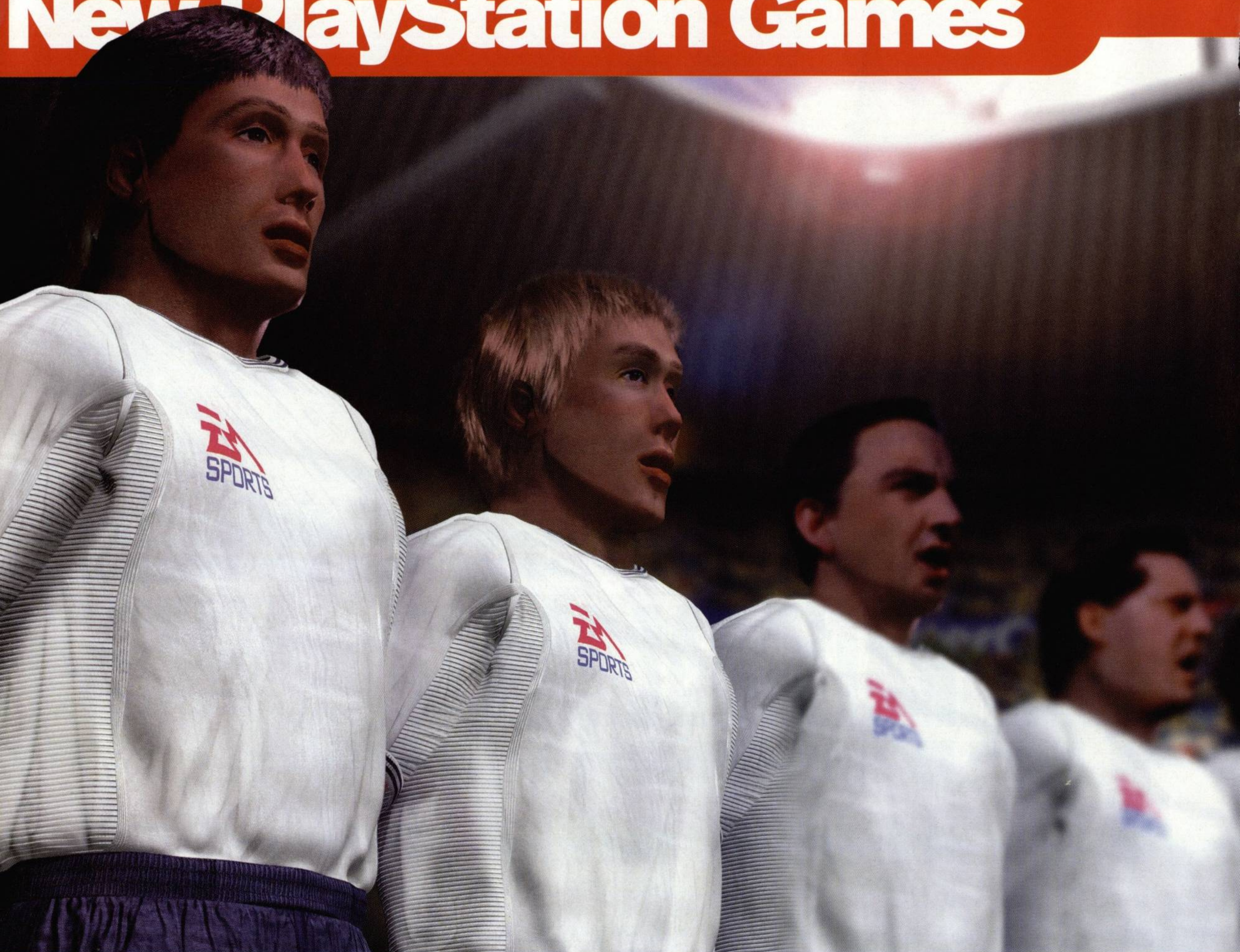
- Repetitive
- Simple
- Not so exciting in single-player



■ Blimey. Would you look at that – very agile indeed.



■ The motion capture in the game is astounding.



Game info

- Publisher: Electronic Arts
- Developer: EA Sports/ Software Creations
- Price: £35
- Release date: on sale now
- Players: 1-8
- Other formats: PC

EURO 2000



STOP ME IF YOU THINK THAT YOU'VE PLAYED THIS ONE BEFORE.



■ Speed button spasms are required down the wings.



■ Skill moves are the same as before. And just as pointless.

The best thing about football is its unpredictability. At the end of the day, it's 11 men against 11 and anything can happen. The commentators may spout the same clichés and Manchester United may always win the Premiership with sickening ease, but Littlewoods Pools wouldn't have got rich if every match was a foregone conclusion. The ball trundles over the line off Carl Cort's backside and suddenly Wimbledon have beaten Arsenal. Lothar Matthaus trips Michael Owen in the area and maybe England really could beat Germany for once.

In stark contrast, there is nothing unpredictable about *Euro 2000* from EA. As sure as *Euro 2000* is a major sports tournament attracting huge public interest and consequent vast revenue for any tie-in product, EA's "new" game is poised to rake in the profits. Predictably, *Euro 2000* includes all the official stadiums, teams, players, reserve goalie kits and corner flag stitchings. It features some very predictable music provided by Britain's most predictable DJ – Paul

Oakenfold. And, in terms of the gameplay, it is – predictably enough – identical to *FIFA 2000*, a full-price PlayStation and PC release from EA not six months ago. With heavy heart, *Arcade* predicts it will sell by the truckload.

Even so, that doesn't mean you should become one of the herd, unthinkingly pouring your pennies into EA's expectant pockets. People complain about Core's lack of scruples in churning out endless *Tomb Raider* sequels year after year, but this is something else entirely. EA has effectively wrapped *FIFA 2000* up in a different box and is now attempting to sell it to you again.

There are new features, including a training mode named Skill Drill, which prove pretty superfluous. There's really no need to practice shooting into an open goal when it's already easy enough to drill a shot past Europe's finest keepers in the game proper.

As for the gameplay, it's spot the difference time. Previous incarnations have suffered from being the same old *FIFA*, but *Euro 2000* takes sameness to a whole new level. To the point where, apart from the chunkier graphics,



■ Refereeing decisions are still made entirely at random. Only occasionally does a late sliding tackle make for an early bath.



■ Defending is incredibly difficult, particularly against the computer. Just concentrate on scoring more often.

a couple of new off-the-ball animations and some altered commentary, this is the same as *FIFA 2000*.

The case for the defence? You can't play through a correct simulation of Euro 2000 in *FIFA 2000*. However, as proved in *Arcade 15*, you can get pretty close by setting up a custom cup. Your full enjoyment of the 16-team tournament is only hampered by the inexplicable exclusion of Turkey, Portugal, Slovenia and the Czech Republic. Given EA's talent for marketing, who's to say certain teams and options were left out of *FIFA 2000* to ensure fans would have to buy another game come May? While the full squads wouldn't have been known when *FIFA 2000* was developed, the *Euro 2000* team line-ups are only educated guesses. This is nothing a player creation mode couldn't have solved.

The problem lies not just with the fact that *Euro 2000* is a facsimile, but that it's also only



■ Get the ball to your striker in this position and he'll never miss. Goalkeepers are hopeless from short range.

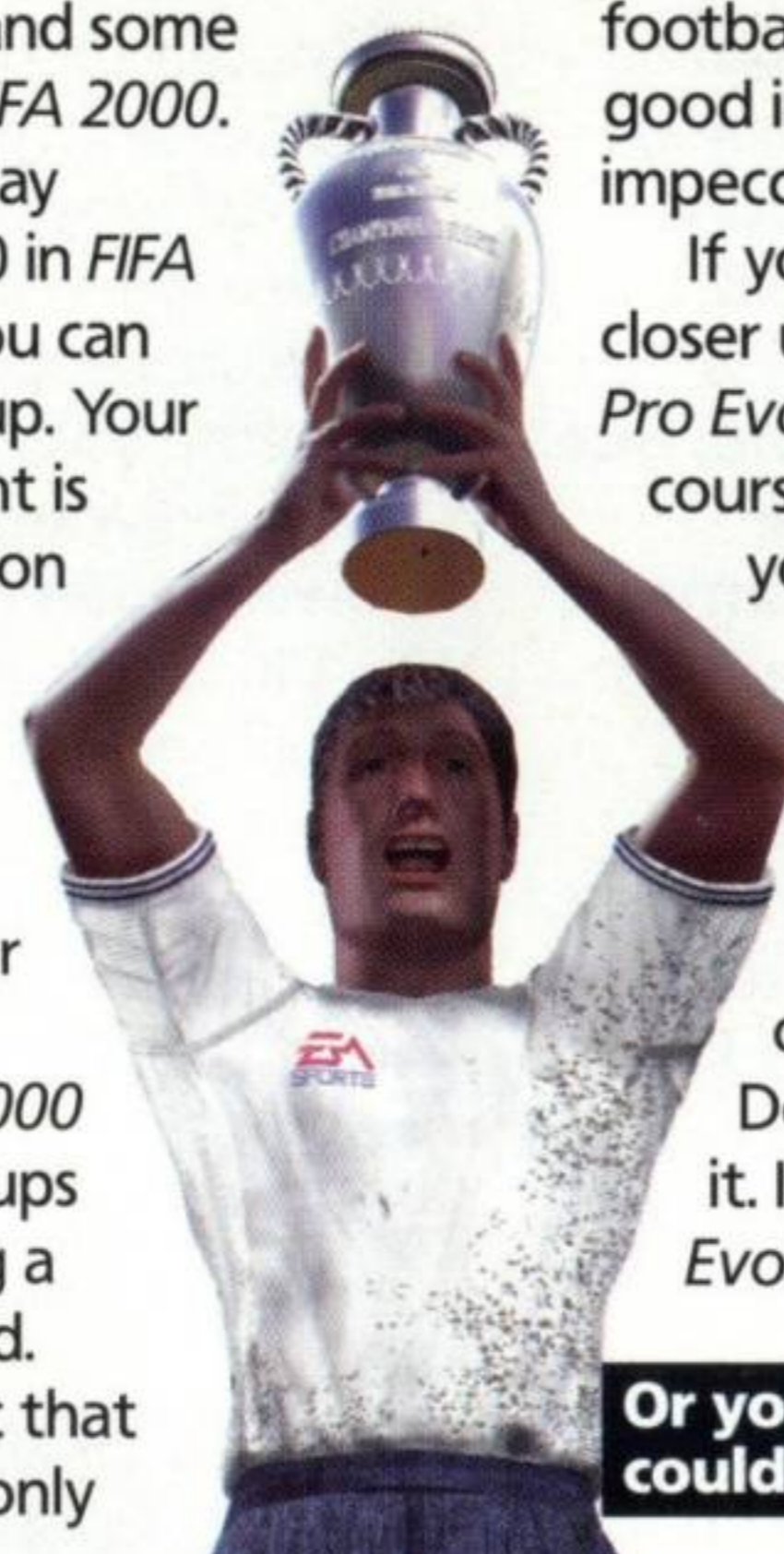
an average football game. The tactical options have minimal effect in matches of frantic kick-and-rush and countless crunching tackles, the majority of which go unpunished by the erratic refs. The industry rumours which claim the *FIFA* games are based on an ice hockey engine also developed at EA Sports Canada may be nothing more than conjecture, but you can see where the idea came from. This is not the beautiful game the world knows and loves.

Talking of predictability, there are still far too many sweet spots in the game where scoring is a near certainty. Strikers shoot as the result of a single button push (no power bar, no aiming) and when inside the area, they fluff so rarely that scoring loses its thrill. For all EA's boasts of realism, how many recent major tournaments have averaged five or six goals a game?

That said, *Euro 2000/FIFA 2000* isn't a bad game. It's easy enough to pick and play for gaming novices (surely the bulk of this game's audience anyhow). A brief post-pub battle is always enjoyable, but more than three games of this limited football/pinball and the appeal rapidly palls. *Euro 2000* looks good in the bar. Off the pitch, its credentials are nigh on impeccable. But when has that ever been enough?

If you desire a football game with depth, style and a closer understanding of the sport's essential dynamics, *ISS Pro Evolution* is vastly superior to any of EA's efforts. Of course, it doesn't have any kind of official licence, and you'd struggle to set up a competition which resembled Euro 2000. So, *ISS Pro Evolution* doesn't boast the trimmings of EA's *Euro 2000*, but complaining about this is like denouncing *Metal Gear Solid* for having a boring menu screen.

In summary, *Euro 2000* is one of the most outrageous marketing scams in recent gaming history. Don't buy it. If you've got *FIFA 2000*, you already own it. If you want a great new football game, buy *ISS Pro Evolution*. Come on England. ★★ **Sam Richards**



Or you could try...

FIFA 2000
EA Sports ★★
Essentially the same game as *Euro 2000*, but probably a few quid cheaper by now.

ISS Pro Evolution
Konami ★★★★★
Buy this game. Buy this game. Buy this game. Buy this game. Do you get the idea?



■ It's still impossible to score direct from a free kick.



■ England beating Germany? Make your fantasy come true.



■ The only game to make a 4-4 draw seem boring.



■ Scotland and Eire in Euro 2000? More fantasies fulfilled!



■ Celebration sequences are typically dumb.

↑ **Uppers & Downers** ↓

Scorcher
■ Full tournament licences
■ Easy to play

Howler
■ Identical game to *FIFA 2000*
■ Scrappy matches
■ *ISS* still rules



■ It's a whole new game! No really! Give us all your cash!



Groupings		
EURO 2000™		
Group 1 Wales Italy Belarus Denmark Switzerland	Group 2 Georgia Albania Greece Slovenia Norway Latvia	Group 3 Finland Moldova Turkey N. Ireland Germany
Group 4 Armenia Andorra Iceland France Ukraine Russia	Group 5 Sweden England Bulgaria Poland Luxembourg	Group 6 Austria Israel Cyprus Spain San Marino
Group 7 Romania Liechtenstein Slovakia Azerbaijan Hungary Portugal	Group 8 Eire Croatia Macedonia Malta Yugoslavia	Group 9 Estonia Faroe Is. Bosnia Lithuania Scotland Czech Rep.
Randomise		

■ Play through the original qualifying groups and save face.



■ Campbell, Shearer and Scholes: perfect likenesses, no?



■ (Above) You'll also have to stave off evil probe droids.

■ (Right) The Jedi's power through Gungan City. Tasty.



■ Some tidy graphical effects adorn scraps.

Game info

- Publisher: **Activision**
- Developer: **LucasArts**
- Price: **£30**
- Release date: **On sale now**
- Players: **1-2**
- Extras: **Memory card, Dual Shock-compatible**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Mauls</p> <ul style="list-style-type: none"> ■ Slick looking ■ Massive task ■ Immediate fun | <p>Jar Jars</p> <ul style="list-style-type: none"> ■ Seen it all before ■ Imprecise controls ■ Repetitive levels |
|--|--|



■ Creeping through the grounds of the Naboo palace.



■ Average platforming in Tatooine's scorching deserts.



■ Where's Darth Maul's double-ended lightsabre, eh?

JEDI POWER BATTLES

HALF DECENT THE PHANTOM MENACE GAME SHOCKER.

Should similarities to their big screen inspirations prove the ultimate worth of games licensed from films, then *Jedi Power Battles* has got it licked. Like *The Phantom Menace*, *Jedi Power Battles* is fast-paced, stuffed with set pieces, but ultimately a rather shallow experience. It isn't a bad game, but it's overtly formulaic and offers none of the innovation LucasArts is capable of. All the same, it is still the game Activision's original *The Phantom Menace* romp should have been.

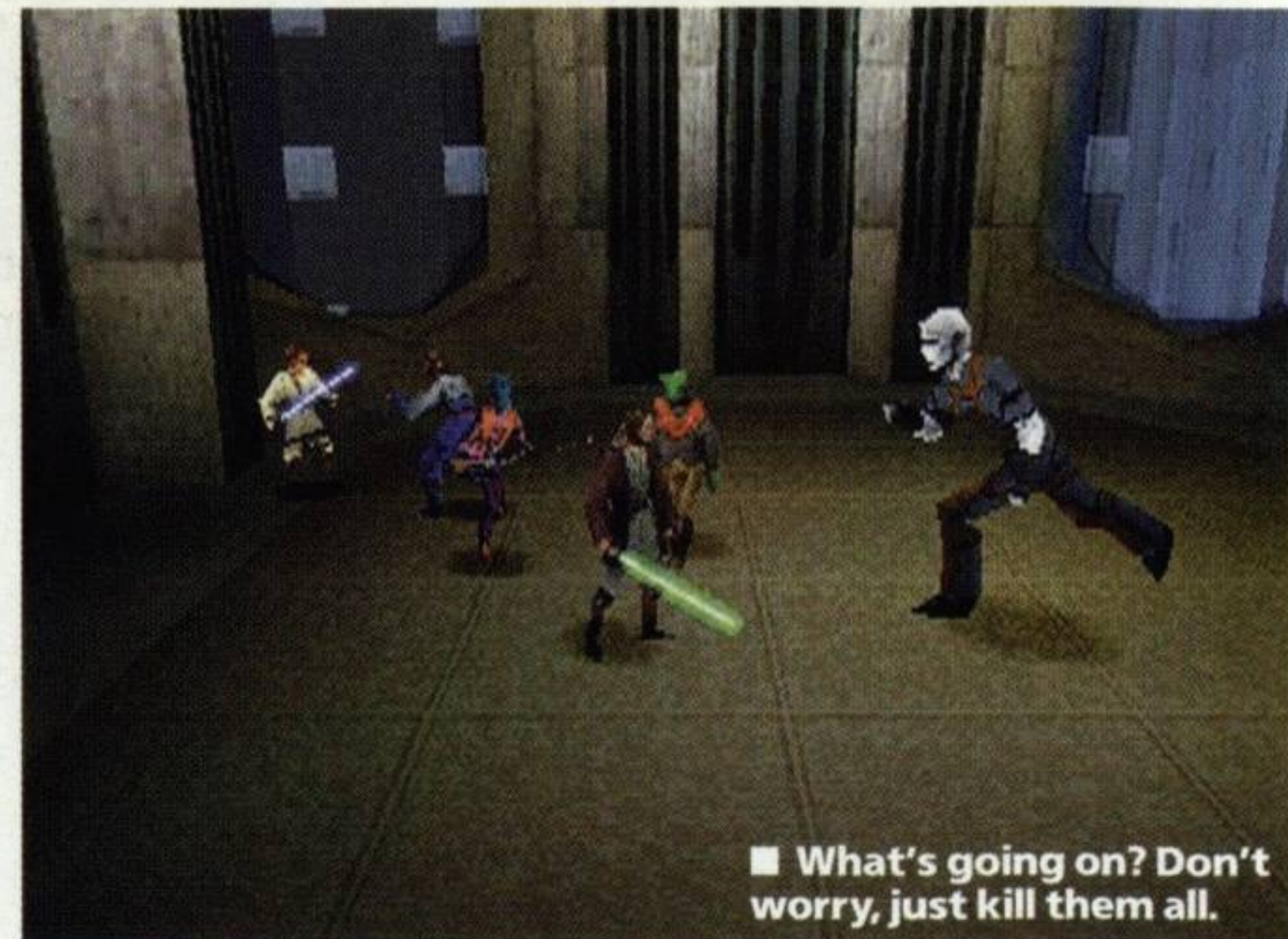
LucasArts has attempted to cram the two-hour flick into a succession of levels, mixing platform elements with lightsabre duels. The 25-level title abandons any attempt to follow the plot of the film, however, and uses recognisable locations such as Naboo, Tatooine and Coruscant as a loose framework for a plot that has you controlling a member of the Jedi Council. Lining up for the latest batch of platform game duties are Qui-Gon Jinn and Obi Wan, while Samuel L Jackson's Mace Windu also steps into the limelight. With each character boasting individual Jedi skills for use in the heat of battle, it thus falls to Adi Gallia and Plo Kloon to make up the numbers and ensure that the gaming clichés of "fast but weak" and "slow but strong" are represented.

With the characters selected, *Jedi Power Battles* starts as it means to go on. A free-flowing camera trails the Council members as they wander around the chunky, but well designed levels. Basic controls give the Jedis a full array of tumbling skills and a variety of sabre attacks. Tucked away at the top of the screen are the obligatory health and force power bars, both of which are depleted during the course of battle and whenever a special move is used. The cliché count continues to rise with assorted power-ups on hand to temporarily pep up your lightsabre, replenish energy and force or add extra credits.

Oddly, while the content of *Jedi Power Battles* is gaming by numbers, the brainless action is still surprisingly entertaining. This can be attributed to the simple control

system and bustling levels. The game is also very slickly produced, demonstrated as cut scenes introduce end-of-level bosses without interrupting the flow of play and the high on-screen baddie count. What *Jedi Power Battles* makes up for in enthusiasm, though, it lacks in terms of occasional sloppiness. Prime examples are flaws such as imprecise controls and the ineffective pseudo-3D game maps. Individually they're fine, but mix the two and *Jedi Power Battles* often descends into a frustrating experience.

Ultimately, *Jedi Power Battles* can be forgiven these sins simply because it's a *Star Wars* title. The old exhilarating feeling as the lightsabre sound effects are trotted out is ace, and cameo appearances from film characters are a treat. If the Lucas veneer was stripped away, *Jedi Power Battles* would be little more than just another unimaginative production line licence job. LucasArts has done well to gloss over these limitations, but only die-hard *Star Wars* fans will stick with what is a flawed runaround. ★★ **Steve Merrett**



■ What's going on? Don't worry, just kill them all.

Or you could try...

The Phantom Menace
Activision ★
Flawed PlayStation tie-in

Spyro 2
Sony ★★★
Charming looking run-around.



■ The courses can look fantastic, especially when you view the replays.

■ Fly through the ring of fire to stock up on your afterburner boosts.



N.GEN RACING

GET SET FOR THE JET SET – IT'S WIPEOUT AT ALTITUDE.

Coming from former members of Psygnosis' *Wipeout* development team – now reborn as the stupidly-named Curly Monsters – *N.Gen Racing* boasts something of a pedigree. Indeed, albeit given a slightly more mainstream tweak, it's clear where the game's origins reside; those big neon letters scream *Wipeout* at you.

As you would perhaps expect, this is a racing game, but there be twists; it's a racing game with jet aircraft. Agreed, this isn't a hugely original concept, but it's considerably less hackneyed than, say, yet another Formula One game. Also, as you may expect, *N.Gen Racing* tosses missiles and bombs into the racing mix, ensuring that races are nothing if not unpredictable. But hold on. Racing in jets with missiles and guns? How has this unlikely scenario ever been allowed to evolve? Of course, it's the year 2012, and the world is at last at peace. With military jets lying idle, what else to do with them but race?

Whether you opt for the Arcade or Professional mode, you start out with a faintly rubbish jet, and as you progress through the game, earning prize money, you get to upgrade to beefier aircraft. There are some 40 jets which

you can tweak and customise to your heart's content. The races are held across a mix of urban and rural terrain featuring deep valleys and tall city blocks, which create natural pathways through which to fly – though the canny pilot can pick out short-cuts and opponent-cussing routes. But stray off course too long and an auto pilot kicks in, losing you valuable time.

Alas, while all of this should add up to a fine game, *N.Gen Racing* reeks somewhat of piddle. There's little sensation of speed when piloting your jets, and the races lack the adrenaline rush needed to make a decent racing game. Indeed, during certain races *Arcade* got so bored that it slipped off to make a cup of tea.

This is a bit of a shame, because graphically the game is pretty slick; though the planes are somewhat spindly, the backgrounds are detailed and lush. Not even the two-player modes can salvage something from the badness. Don't be fooled by the sexy screenshots, kids; this is one dull old game.

★★ **Paul Rose**



■ Split screen head-to-head racing soon gets boring.



■ You can go a whole race without seeing your foe.

Game info

- Publisher: **Infogrames**
- Developer: **Curly Monsters**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**

Or you could try...

Wipeout 3
Sony ★★★★★
The racing without the planes.

Ace Combat 3: Electrosphere
Sony ★★★
The planes without the racing.

↑ Uppers & Downers ↓

First class

- Tons of different jets
- Gorgeous visuals
- Fun bonus games

Economy

- Where's the speed?
- Doesn't feel like you're flying
- Generally rather dull



■ (Above) Please don't say the Chanster approved this.

■ (Right) "With my martial arts backside, I shall fight you, big fella..."



■ The old faithful groin thrust is in full effect.

Game info

- Publisher: **Sony**
- Developer: **Radical Entertainment**
- Price: **£30**
- Release date: **June**
- Players: **1**

JACKIE CHAN'S STUNTMASTER

IT'S A MARTIAL ARTS ATTACK – AND NOT A FIREBALL IN SIGHT.

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Black belt</p> <ul style="list-style-type: none"> ■ Punching people is fun ■ Kicking people is also fun | <p>Brown trousers</p> <ul style="list-style-type: none"> ■ Slow-paced gameplay ■ Lifeless graphics ■ Far too easy |
|---|---|

Everyone knows that martial arts maestro Jackie Chan – the all action star of movies such as *Drunken Master*, *Police Story* and *Rush Hour* – isn't exactly of basketball player proportions, but the maker of *Jackie Chan's Stuntmaster* has chosen to portray him as a bottom-heavy, vertically challenged figure. *Stuntmaster? Jackie Chan's Stuntedmaster, more like.*

Endorsed by the great short-arse himself, this game sees a return to the side-scrolling beat-'em-ups of yore. Inspiration? Step forward *Double Dragon*, *Final Fight* and *Streets Of Rage*. The wafer-thin plot to the game runs that the reels to Jackie's new movie have been stolen by unspecified toughs, and rather than leave it to the authorities to retrieve them, the ever-active Chanster takes the task upon himself.

On paper this should be a top game. Jackie can use many of his trademark moves, such as doing that thing where he walks up a wall – or some guy's chest – and flips backwards, spinning around on his head with his legs flailing. There are sections where he leaps from building awning to awning, outruns trucks, flips chairs in opponents' faces and beats multiple bad guys to death with a wet fish. Well... before you get too excited you ought to temper your enthusiasm with the news that *Jackie Chan's Stuntmaster* fails to deliver on any of these counts. Big style.

If it hoped to recreate the motion blur of a martial arts movie, such a game would need to be fast. *Jackie Chan's Stuntmaster* has all the speed of an anaesthetised, one-winged grouse. Also, despite what you may have gathered from the previous paragraph, Jackie's moves are woefully

limited, and the controls are extremely sluggish. Worse still, the 15 levels mean the game is over in the wink of a blink, and what there are of them adhere to identical templates. Occasional "special" sections, such as sliding down electric cables or arsing around on the top of a truck, do little to enliven proceedings. Also, what fool decided not to include a two-player mode in the game? The two-player option in a scrolling beat 'em up is part and parcel of the genre, dolts. ★★

Paul Rose



■ The game claims to include all Jackie's trademark moves.



■ Sadly, this turns out to be wishful thinking.



Or you could try...

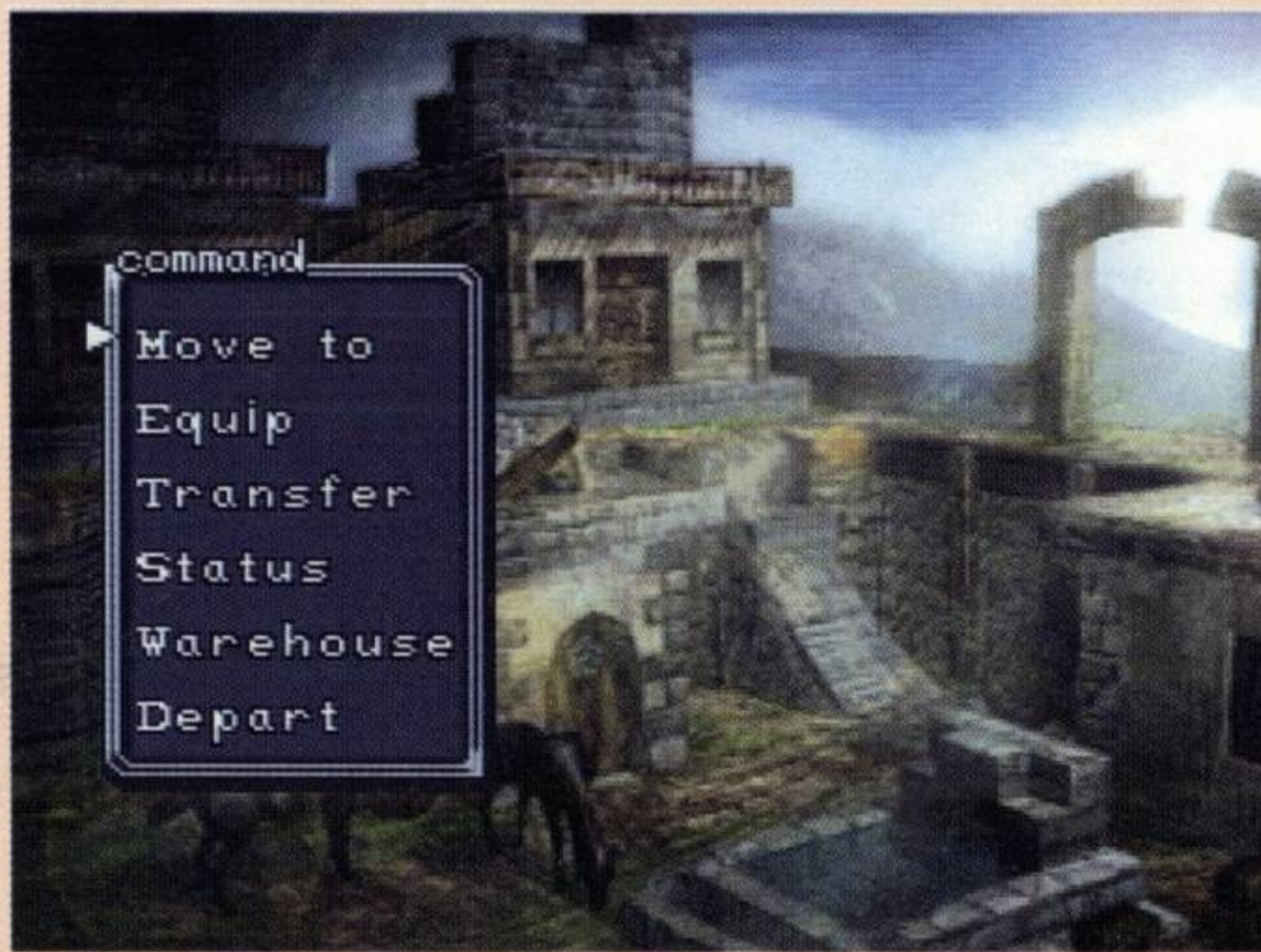
Tekken 3
Namco ★★★★★
You want to fight? You can fight. Fight me. On this PlayStation classic, of course.

Tenchu
Activision ★★★★★
Metal Gear Solid meets Bushido Blade down an alley. A martial arts must.



■ (Above) To win battles you just need to keep moving – and stay awake.

■ (Far Right) The dialogue makes *Hollyoaks* seem like *Crime and Punishment*.



VANDAL HEARTS 2

CUTESY TURN-BASED ROLE-PLAYING GAME IS ONE TO AVOID.

There's very little, if anything, about *Vandal Hearts 2* that will endear it to you. It's a turn-based strategy role-playing game, in which you play a 13-year-old orphan who struggles over a number of years to set his native land free from tyranny, while learning about love, destiny and any other clichés you can think of. You do this by scrolling through endless speeches and having the odd fight.

The story – you're in a fantasy kingdom here with monsters, magic and ruthless baddies – is as basic as they come, with a few "twists" that are as obvious as an elephant shoplifting in Marks and Spencer. The fighting element, which stops you having to scroll through dialogue as badly written as "The designs and whims of a handful of nobles won't grow a grain of wheat". This should therefore come as some kind of respite, but is just as tedious. You start off taking on triffid-like plants, giant parrots and rats before moving on to more meaty challenges. You play as the orphan boy (who you can

name) and whichever of his friends and allies is with him at the time. You take turns moving and attacking baddies with various weapons, spells or potions. It's all very plodding, dull and lacking in even strategic interest as you broadsword another big flower or "disappear" a rat with a thunderbolt spell.

Amazingly, the paucity of the gameplay is matched by both the graphics, which look like they were designed for the SNES, and the soundtrack, which is so annoying it has to be turned off to stop you breaking your telly.

Presumably *Vandal Hearts 2* is aimed at kids, but impressionable minds really shouldn't get themselves mixed up with stuff like this. Quite why this genre of game exists at all is a bit of mystery, but this really is a shocking example. If you fancy a spot of turn-based battling and spellcasting as part of an engrossing story, play *Final Fantasy 8*. ★

Richard Keith

Game info

- Publisher: **Konami**
- Developer: **Konami**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**
- Extras: **memory card**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Hearts</p> <ul style="list-style-type: none"> ■ Um... ■ ... well... ■ nope, there's nothing | <p>Farts</p> <ul style="list-style-type: none"> ■ Dodgy graphics ■ Sketchy storyline ■ Dull gameplay |
|--|--|



■ Amuse yourself by giving you character a rude name.

Or you could try...

Final Fantasy 8
Squaresoft ★★★★★
The Daddy of all role-playing games on PlayStation. This is the one...

Star Ocean 2
Sony ★★★★★
Epic game filled with sorcery, beautiful FMV and two playable characters.

Also released

Haven't you had enough already?

Words by **Daniel Dawkins**



NHL: ROCK THE RINK

- Publisher: **EA**
- Developer: **EA**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **memory card, Dual Shock-compatible**

■ Think of *Rock The Rink* as ice hockey in the style of *NBA Jam*. It's fast arcade stuff, full of special moves and outrageous cartoony player animations. Ice hockey is cut down from six to four-a-side. It's actually quite fun for the ice hockey novice. But still, it's ice hockey and you kind of just wonder: why should you bother? ★★



VAMPIRE HUNTER D

- Publisher: **JVC**
- Developer: **Enix**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**
- Extras: **memory card, Dual Shock-compatible**

■ Set 10,000 years in the future, *Vampire Hunter D* is not a sci-fi thriller. It is instead your standard *Resident Evil* fare but with vampires rather than zombies. Hunt down the keys, solve a few puzzles and check the stereotypical story. This is for manga-heads and lovers of *Resident Evil* only. It isn't even terribly scary. ★★



NEED FOR SPEED: PORSCHE 2000

- Publisher: **EA**
- Developer: **EA**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**

■ The franchise with more cosmetic upgrades than Cher gets a Porsche licence. Yes, you'll dig all those exquisitely modelled 911s and Roadsters, but will secretly long for a bit of variety. Not that the game doesn't work hard, offering police chases and a longevity-boosting career mode, but gamers expect more in this post *Gran Turismo* world. More Astra than 996. ★★



F-1 RACING CHAMPIONSHIP

- Publisher: **UbiSoft**
- Developer: **UbiSoft**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**

■ Somewhere in a pit lane far, far away, a million monkeys with a million workstations toil to create Shakespeare and the definitive Formula One experience. Somebody should tell them that both already exist. Save for the novel Driving School mode and advanced AI – cars wobble in a bid to prevent you overtaking – there's nothing here you haven't seen before, and better. ★★



CHAMPIONSHIP BASS

- Publisher: **EA**
- Developer: **EA**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**

■ The fish-'em-up is here to stay. EA's option-rich effort lets you adjust every crucial factor (including water quality) before dipping into a host of fishing trips and fish-offs. You get functional graphics with the odd splash or whistle, but once you're used to the slightly awkward controls there's fun to be had – just drop the rods and take the motorboat for a scenic spin. One for the true wader-clad enthusiast. ★★

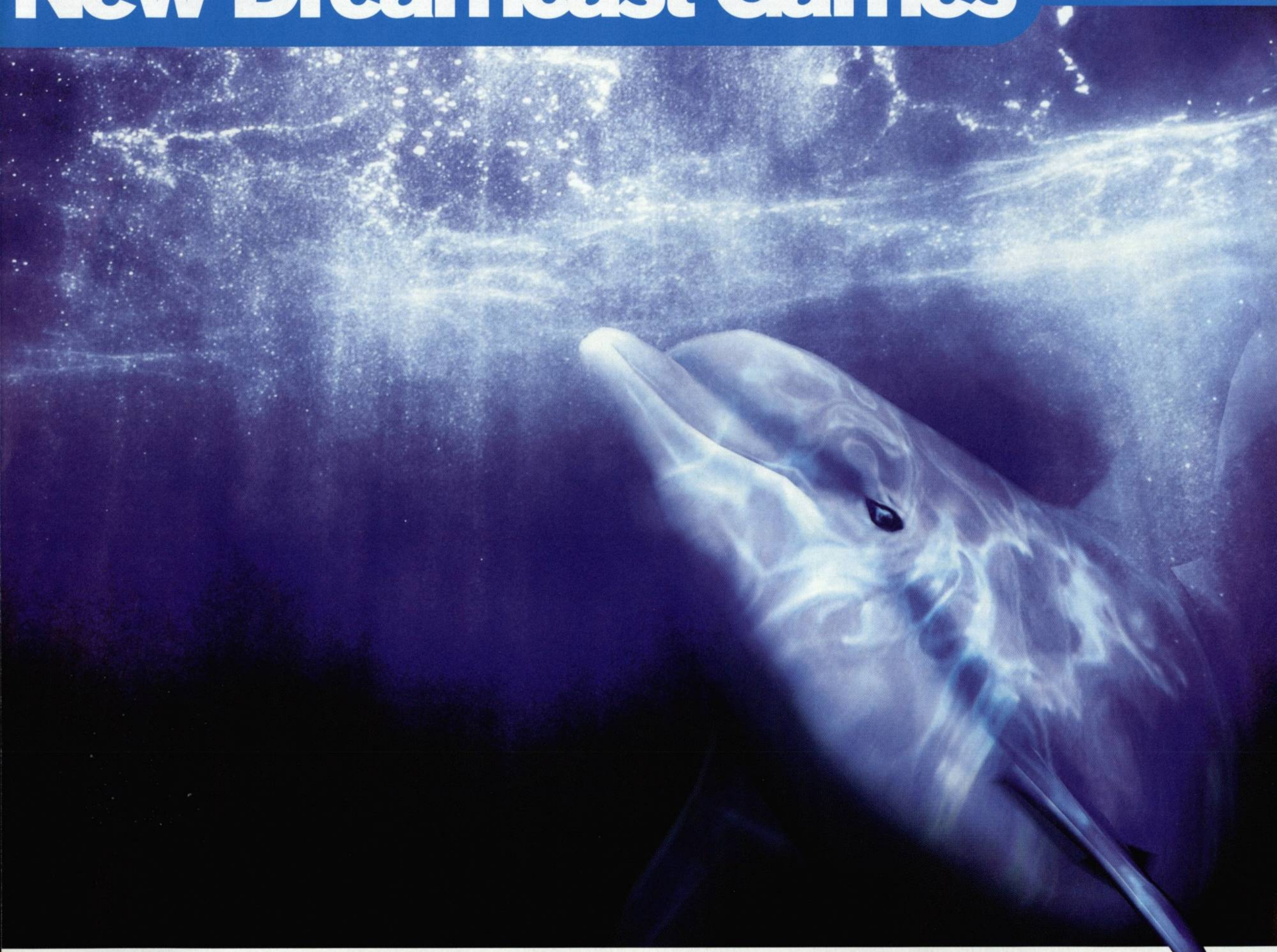


BIG OL' BASS: FISHERMAN'S BAIT 2

- Publisher: **Konami**
- Developer: **Konami**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**

■ Konami serves up instant thrills with this offering. You'll like the transparency effects and angry fish, but the real lure is the intuitive control system – owners of analogue sticks will twist their thumbs into premature arthritis. The game shines in two-player mode, and you'll sweat blood to win. Low on realism, but do you want to wait 30 minutes between bites? ★★

New Dreamcast Games



Game info

- Publisher: **Sega**
- Developer: **Appaloosa**
- Price: **£40**
- Release date: **2 June**
- Players: **1**
- Extras: **vibration pack, VM unit**

ECCO THE DOLPHIN

THIS IS UNDERWATER LOVE, BUT WE'D RATHER BE FIGHTING.



■ **Spot the dolphin. Probably trapped in a net somewhere.**

↑ Uppers & Downers ↓

Bottlenose

- Amazing 3D engine
- Suitably "sea-ey"
- Dolphin friendly

Brown nose

- No real aim
- Chance upon puzzles randomly
- Completely unrelaxing

Looks can be deceiving. Take Jeffrey Archer, for example. Nice enough chap, you'd have thought. Or parsnips. You innocently help yourself to one thinking it's a roast potato and then – yeeuuck.

In a similar way, how good *Ecco The Dolphin* looks proves a very real problem. The detail on the coral is as beautiful as the real thing, one of the most stunning displays ever seen in a videogame. The thoroughly believable 3D graphics can't help but show off the capabilities of the Dreamcast and – when played next to the rubbishy *Driving Emotion Type-S* on PlayStation2 – certainly gives Sony's new baby something to live up to.

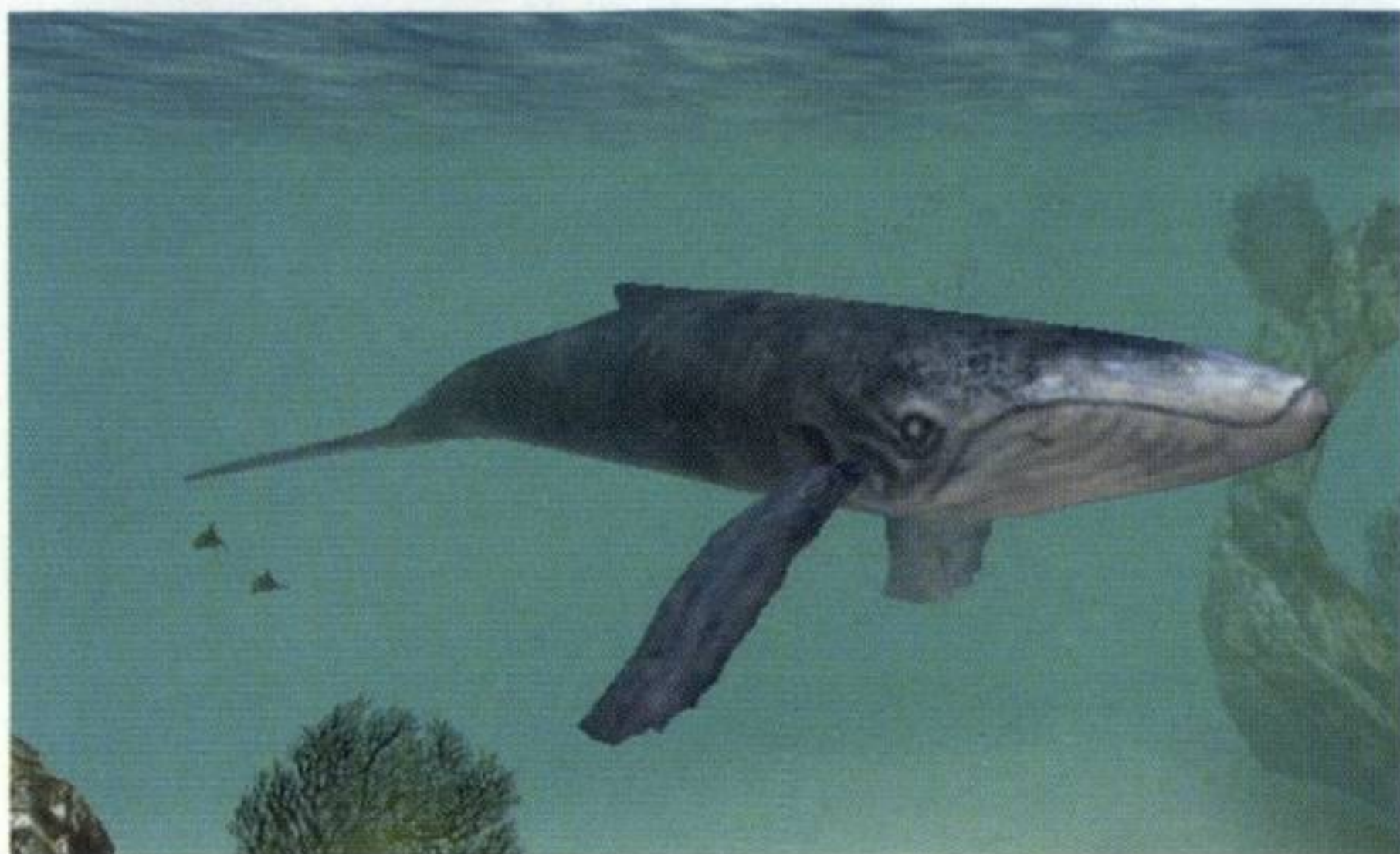
Ecco himself is gorgeous, featuring more frames of animation than a Disney movie and a smoother surface than a plane of glass. He moves just like a real dolphin as well: twisting his body, twitching his nose and rippling through the water with the grace for which his species is renowned. The other sea creatures are equally gorgeous,

notably the whale on the first level which looks just like the real thing as rendered on a nature programme.

The feeling of swimming beneath the waves is spot on, with currents, bubbles of air and light pouring through the surface in all the right places. Remembering that – oh yeah – dolphins are mammals, not fish, and have to breathe, you flip yourself out of the water to gasp in some air and – blimey – there's a whole world up there, all as beautifully drawn as the world below the water. *Ecco The Dolphin* truly is as gorgeous as your favourite girl giggling in a g-string on a dazzling day.

However, whereas the Megadrive version took the novelty of being underwater and turned it into a decently playable game, something has gone fins-up in the Dreamcast version. The plot, for starters, is a little over the top and tells a tale of the population of the world being kidnapped by aliens and Ecco is the only one who can help.

But it's in actually trying to find something proper to do that *Ecco The Dolphin* fails. All you really do is swim around



■ The blue whale: the Victor Meldrew of sea creatures.



■ Ecco poncing about on the seabed, probably lost.



■ Here, fishy. Note how confusing the scenery looks.



■ A shark: the Janet Street Porter of sea creatures.



■ Some more fish. Or – indeed – mammals. Duh.

talking to, avoiding, or eating other sea creatures until one of them, or the crystals scattered through the levels, tells you what to do. Part of the puzzle solving lies in the songs you are taught as you progress through the game, enabling you to communicate with the other sea creatures. Learn the song of the sharks, for example, and they'll no longer attack you. Learn the song of the fish, and small schools of fish will – where necessary – follow you and light your way through darkened caves, or act as a deterrent to the shoals of piranhas which would otherwise chomp their teeth into your ample behind.

The problem, therefore, with this game lies in not working out the answer to the riddles the other creatures set you, but in which part of the play area to head towards. The time spent trawling endlessly around the coral (which, as you'd expect from coral, all looks pretty much identical) is interminable, and when you do manage to solve a puzzle it's more likely to be by fluke than skill.

Thus the experience of playing *Ecco The Dolphin*, which should be as relaxing as having your entire body rubbed

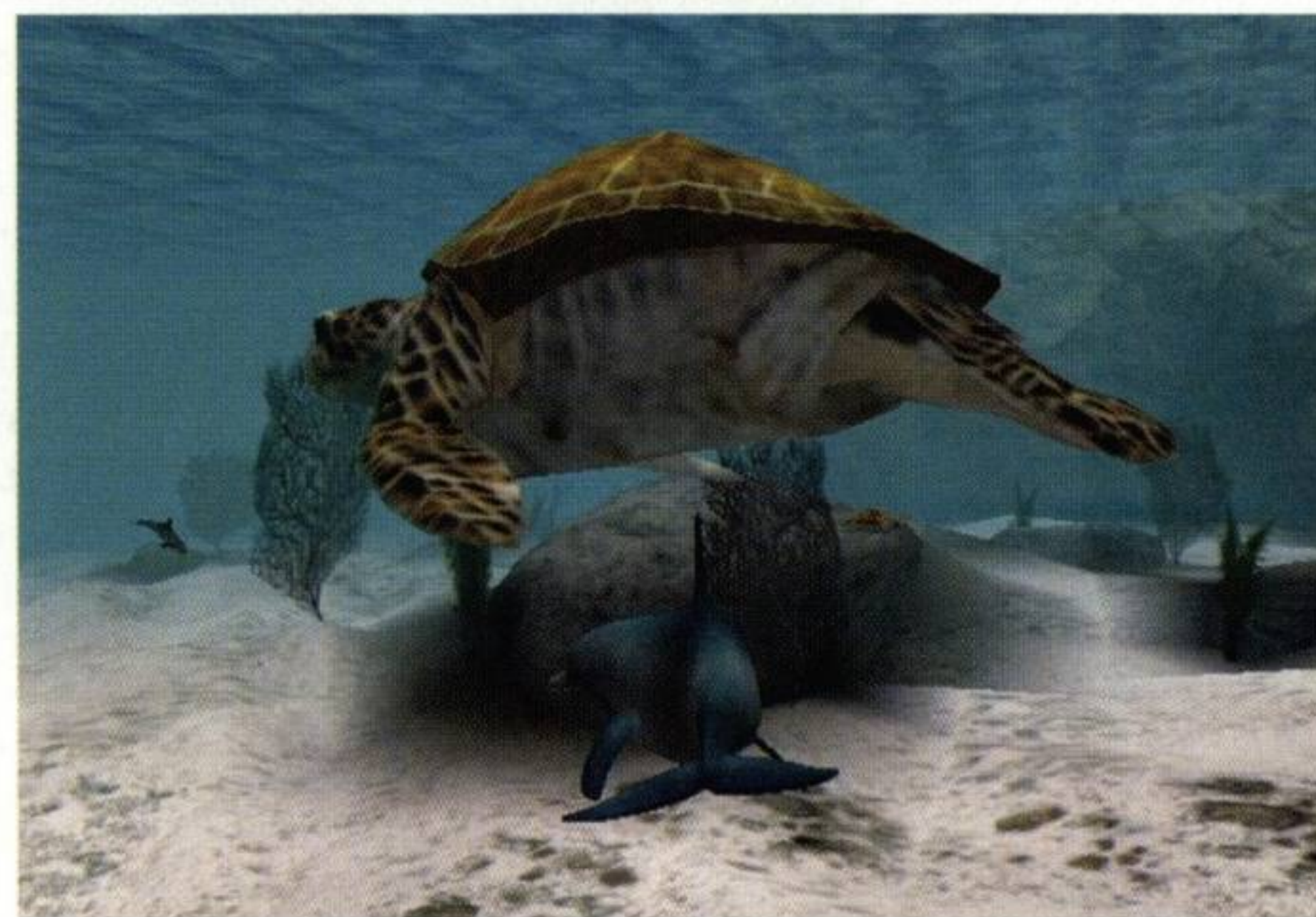


down by a strong-fingered masseur, turns into something of a cheese-grater-to-the-old-chap trial by fire. At times the game will have you tearing your hair out with frustration, a feeling which is compounded once you've worked out what to do, when it all seems so obvious. It's almost as if the developer has been so involved with the mechanics of the game, it hasn't bothered to take a step back to see if it actually works. Mind you, in-keeping with its hippie nature, work is maybe the last thing it wants to do. ★★ **Rich Pelley**

Or you could try...

Sonic Adventure
Sega ★★★★★
The speedy hedgehog returns with his friends Tails, Knuckles and Amy.

Sega Bass Fishing
Sega ★★★★★
Reel 'em in with the most innovative fishing game ever – comes with its own virtual rod.



■ The great turtle: the Vanessa Feltz of... etc.

■ It looks nice, but then again, so do parsnips.





Shaft your mates by sending the cats into their rockets.



**Arcade
Dreamcast
Game of
the Month**

CHU CHU ROCKET



Game info
 ■ Publisher: Sega
 ■ Developer: Sonic Team
 ■ Price: £40
 ■ Release date: on sale now
 ■ Players: 1-4
 ■ Extras: VM unit, 60Hz, Internet.

GO MAD IN A CRAZY WORLD OF ROBOTIC CATS AND SPACE-TRAVELLING MICE.

↑ Uppers & Downers ↓

Tom
 ■ Internet-compatible
 ■ Very addictive
 ■ Great multi-player

Jerry
 ■ Not much cop in single-player

■ The cats are the little circular orange figures.



The eternal struggle between feline and rodent is the starting point for *Chu Chu Rocket*. But this is no *Tom and Jerry* cartoon – Fred Quimby's slapstick classics weren't made in Japan.

The idea behind *Chu Chu Rocket* is simple and to the point. The action takes place on a chessboard world where mice emerge from holes and run around the squares. Each player has a rocket and a limited number of directional arrows – up, down, left and right. These arrows can be placed anywhere on the screen, the idea being to direct the mice into your rocket and rack up some points. You can also use the arrows to direct mice away from your opponent's rocket and to direct cats towards them. Ah, the cats – into this mad melee of frantic arrow placing are thrown the cats. These menacing orange felines will eat mice as they walk around, but if one gets into a rocket then it's a major disaster and half of the mice in your rocket will be eaten. If you get three or four cats raiding your rocket in a row, you can go from first place to last in a matter of a few seconds as your mouse collection is decimated.

Suffice to say, this is complete madness and rates as an example of Japanese gaming eccentricity at its very finest. The quirky style may not be to everyone's tastes, but *Chu Chu Rocket* is the kind of game that has you screaming at the screen in sheer frustration but then coming back for more and more and then some more.

Apart from the standard *Chu Chu* madness, you also get a few other play modes. Team Battle is a bit of two on two *Chu Chu* and Stage Challenge gives you tasks to complete within a given time limit. Puzzle mode is pretty self-explanatory – there's only one way to solve each puzzle: you have a set number of mice and a few arrows, which you have to place before the action begins.

Like almost any puzzle game that has gone before, *Chu Chu Rocket* is at its best in the multi-player mode – four



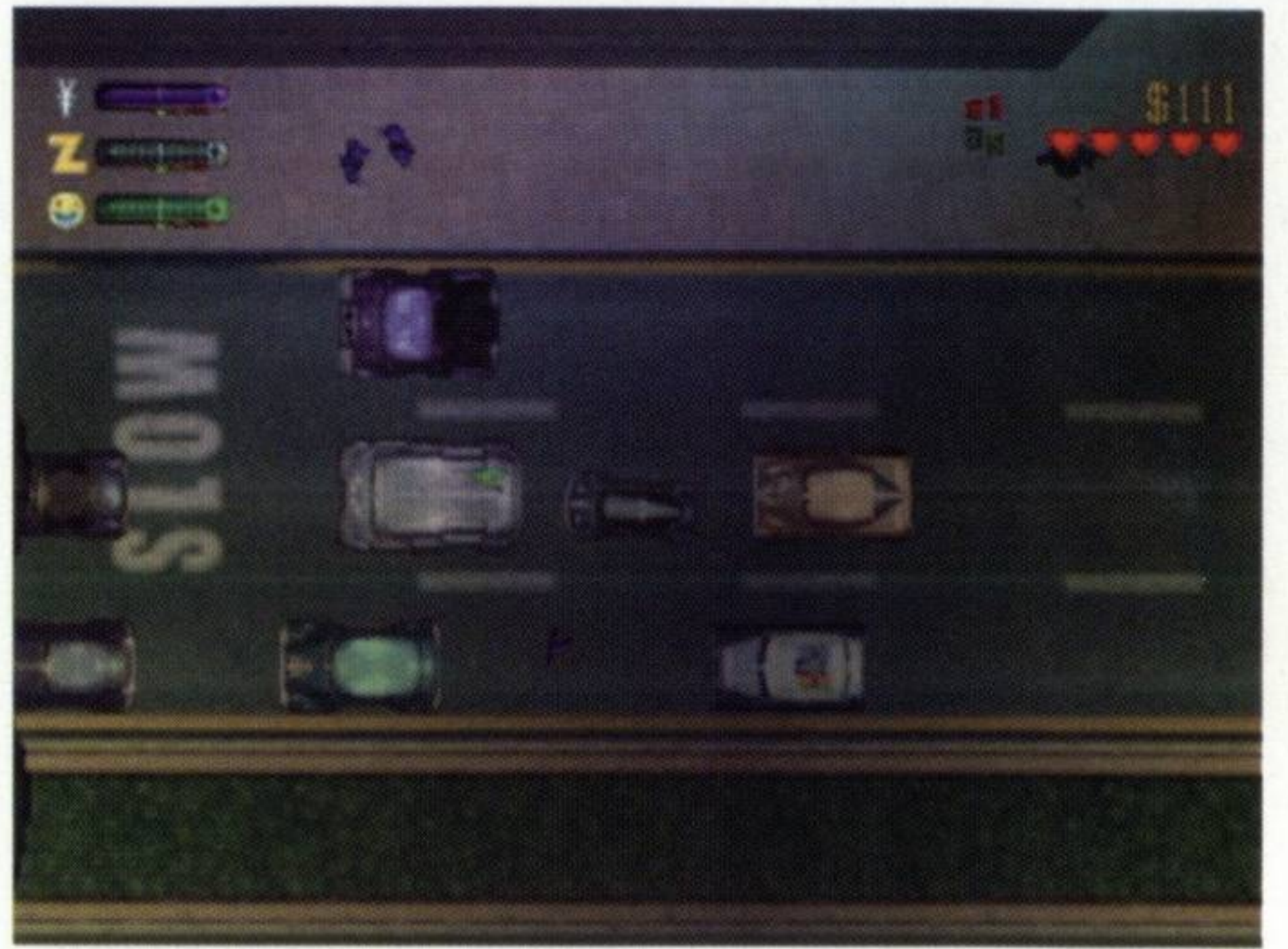
Welcome to the best four player action on Dreamcast.

players can play on a Dreamcast and you can also play online if you've got your Dreamcast hooked up to the Internet. You can also download extra puzzle levels from the *Chu Chu Rocket* Web site – a link is embedded in the game – and upload puzzles that you've created yourself with the easy-to-use puzzle editor.

Chu Chu Rocket isn't quite the classic puzzler it could have been, mainly because it doesn't offer you much in single-player mode. It's not quite in the same league as *Bust-A-Move* or *Tetris* as a result, but still deserves to carve out its own slice of puzzle game history – partly because it's so bizarre, but also because it offers the best four-player fun on the Dreamcast to date.

★★★★ Nick Jones





■ (Far left) Another mission ends in blood, flames and complete humiliation - not quite what the boss wanted.

■ (Above) The law abiding citizens will drive you insane at traffic lights, but you could always smash a path clean through to the open road.

GRAND THEFT AUTO 2

DREAMCAST TURNS GANGSTER'S PARADISE INTO REALITY.

Welcome to the morally bankrupt world of *Grand Theft Auto*. Just to recap, you'll be shooting, maiming, stealing, evading arrest, carjacking, running over pedestrians and indulging every gangster fantasy you've ever had. It's no wonder the first game threw moral guardians the *Daily Mail* into apoplexy. The sequel is even more wicked, and has now arrived on Dreamcast.

Yes, this is cartoon violence at its most tongue in cheek. In one mission you'll be invited to shoot as many people as possible in under a minute, to gain cash. Sick stuff indeed, but also very funny and really quite inventive.

The plot follows your quest to become gangster king. The underworld is made up of three rival gangs, each with its own colour. To earn some money you have to work for one of the gangs, and to do that you've got to earn their respect. The easiest route to respect, as everyone knows, is to kill someone and if this happens to be one of the gang's rivals you're in. Naturally, this isn't going to endear you to

the other groups in town, so you won't be doing too much freelance work.

Grand Theft Auto 2's strength lies in the variety of jobs you have to undertake and the often ingenious solutions you have to come up with. For example, one of your early tasks is to make four drug drops in less than three minutes. You're on foot and the locations are too far apart to make it in time. The solution? Stand in front of an oncoming vehicle and when it screeches to a halt, steal it. Easy.

This kind of creativity is typical of the game. You have to keep your wits about you to get to the top. The living breathing city is teeming with, usually criminal, activity. Don't be surprised if the car you nicked is then stolen or shot at by rivals.

But don't go expecting a lawless Dodge City. The police won't sit by and watch. They're a resourceful bunch and think nothing of roadblocks, car rams and shoot-on-sight policies. If you evade them, they'll call in the FBI. And if that fails, expect the National Guard - with tanks. You can steal those too, but rest assured, the law will get their man in the end, just make sure it's not quietly. Everything is led by cause and effect, you can just bide your time driving taxis or selling ice-creams - but where's the fun to be had in doing that?

One criticism of the Dreamcast conversion is that it's a straight lift from the PC version of the game. This is a pity because a few new missions or some improved lighting would have gone down a treat. But *Grand Theft Auto* was never about visuals, and if you can accept that there's nothing here the PlayStation couldn't handle, you'll be sucked into a compelling netherworld few Dreamcast games can rival. ★★★★★ **Daniel Dawkins**

Game info

- Publisher: Rockstar Games
- Developer: DMA Design
- Price: £40
- Release date: on sale now
- Players: 1
- Extras: VM unit

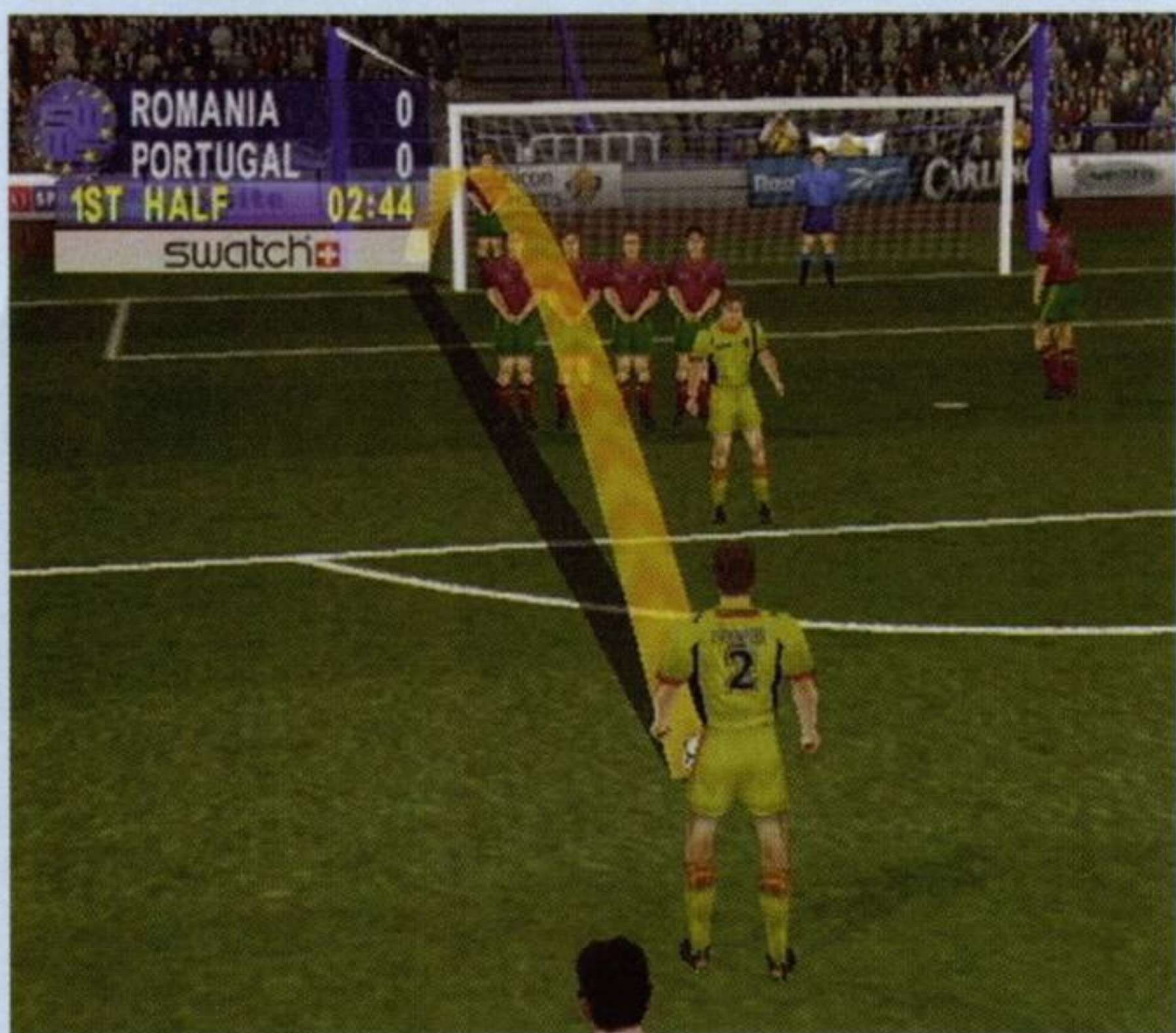
↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Don Corleone</p> <ul style="list-style-type: none"> ■ Every car can be stolen ■ Gaming freedom ■ Rocket launcher frenzies | <p>Del Boy</p> <ul style="list-style-type: none"> ■ Unfocused plot - too much wandering ■ Another unoriginal PC port |
|--|---|



■ Rammed off-road with a pistol for protection, you won't last that long against a squad of tooled-up coppers.





■ The standard of AI been upped considerably when compared with *SWWS 2000*, from the same developer.



■ Either Silicon Dreams had an inside line to David Beckham's hairdresser, or it found time to tweak the game after his crop.

SEGA WORLDWIDE SOCCER 2000 EURO EDITION

SILICON DREAMS TURNS IN A BETTER FOOTIE PERFORMANCE.

Silicon Dreams' last football game for the Dreamcast, *SWWS 2000*, went down like the proverbial lead balloon, weighted with an inordinate number of flaws, not least of which being its crushingly slow pace and the incredibly bad AI on display.

Now, with the new *2000 Euro Edition*, the company claims to have ripped out the core of the original and put it back together with some interesting additions to create what it hopes will be a much more rewarding and pleasurable experience. And it seems to have paid off.

You'll notice the graphical improvements from the get-go: the pitch is more realistic, the ten new European stadiums are accurately and beautifully drawn, the players are decked out in the latest colours of the 50-plus teams on offer and sport real-life haircuts. Movement is fluid, changing from run to pass or shoot seamlessly, and your chosen 11 don't all look double jointed with extra legs.

One of the biggest complaints levelled at the original was its lumbering tempo. For this version Silicon Dreams has seen fit to include a gamespeed setting, enabling you to play at a leisurely pace or crank it up until the players look like they have been taking the Maradona approach to training – a welcome addition.

The AI, another big problem in the original, has come on in leaps and bounds, and the players now seem to

know where the ball is at all times, to the extent that they actually keep their eye on it and arrange themselves to the best advantage. The CPU will now also change tactics depending on how it is doing and how you play, and tackles or fouls are dealt with in a much fairer and more realistic manner.

With better camera angles, superb commentary, intuitive controls and excellent multi-player action, *SWWS 2000 Euro Edition* is the game the original should have been, but still isn't up to the standard of PlayStation and N64 footie titles. ★★★

Ian Merison

Or you could try...

Virtua Striker ver 2000.1
Sega ★
Arcade-perfect, but a poor excuse for a football game.

UEFA Striker
Infogrames ★★★
Still the best footie game on Dreamcast.



■ You can now alter the speed of the gameplay.



■ The stadia and players have been well realised.

Game info

- Publisher: **Sega**
- Developer: **Silicon Dreams**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **VM unit, 60 Hz**

↑ Uppers & Downers ↓

- | | |
|---|---|
| Back of the net <ul style="list-style-type: none"> ■ It's football ■ Smooth graphics ■ Cool moves | Hit the post <ul style="list-style-type: none"> ■ Constant replays ■ AI can let you down |
|---|---|



4 WHEEL THUNDER

- Publisher: **Midway**
- Developer: **Kalisto**
- Price: **£40**
- Release date: **25 May**
- Players: **1-2**
- Extras: **vibration pack**

■ What those crazy Americans sometimes lack in sophistication, they more than make up for in enthusiasm and, perhaps more importantly, size.

Case in point: *4 Wheel Thunder*, the follow-up to US videogame giant Midway's aquatic racer *Hydro Thunder*. This time the boats have been replaced by gnarly pick-ups, hot rods and dune buggies, but Midway has managed to retain the edge-of-your-seat gameplay.

If you enjoyed *Hydro Thunder* but found it too bloody hard, you'll love *4 Wheel Thunder*. The racing is still challenging and winning still depends on picking up as many Boost capsules and taking as many shortcuts as possible, but the developer Kalisto has mercifully eased up on the difficulty level.

The Arcade mode of *Hydro Thunder* remains, providing *4 Wheel Thunder's* most serious challenge, as you have to come first to progress to the next race. At times this can be extremely frustrating, but the racing is so exciting you'll keep plugging away until you nail it. Part of what makes the game so thrilling – apart from the intense speed – is the impressive AI of the opponent cars, as they'll do anything to nudge you off the track and prevent you from overtaking.

A more in-depth racing experience is found in the new Championship mode, in which you race against 11 other vehicles – *Sega Rally 2*, eat your heart out. Races are staggered, so you start at the back and have to battle your way past all your opponents to reach pole position. Unlike the Arcade mode, you don't have to come first in every race; there is a series of five races, in which you need to place first or second overall to continue to the next set of five events.

The best thing about *4 Wheel Thunder* is that it doesn't try to be *Gran Turismo*. This is pure arcade-style racing and anyone expecting the fine tuning and attention to detail of a driving simulator may come away feeling short-changed. However, in terms of all-out driving thrills, nothing else on Dreamcast comes close.

★★★ **Stephen Lawson**



FREE JOHN CORD



www.playstation.co.uk/blood



Game info

- Publisher: **Electronic Arts**
- Developer: **Creative Assembly**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-8**
- Minimum specs: **P200 MMX, 32Mb RAM, 100Mb HD-space**
- Recommended specs: **PIII 300, 64Mb RAM, 400Mb HD-space, 3D accelerator card**

SHOGUN: TOTAL WAR

SAMURAI WARFARE ON AN EPIC SCALE.



During the 14th century Japan was consumed by civil war. This was the bloodiest period in the country's history and, indeed, one of the bloodiest periods in the history of warfare. The land was divided between eight clans with no one clan having overall control of the country. *Shogun: Total War* is set in this period and pits you against seven rival Daimyos – Japanese warlords – who are all out for one thing: to be the sole ruler of Japan, the ultimate shogun.

You choose which Daimyo to play as; each controls a different area of Japan and has his own strategic advantage, which may be being able to train better troops or buy cheaper castles and so on. *Shogun: Total War* is part turn-based, part real-time strategy. As the Daimyo



■ The calm before the storm – in a few short minutes, the two battlefields will be littered with the bodies of dead samurai.

you control things on a national scale and must set tax rates, research new technologies and strike favourable deals with foreign traders. But on the battlefield, where you take the role of a commanding general, you only have one objective – destroy the enemy at all costs.

Here you have various types of samurai at your disposal, which, at a simple level, work like paper, scissors and stone. For example, archers are strong against bog standard troops, but weak against cavalry who can ride under their arrows at high speed. Of course, things are a little more complicated than that. Different terrain changes the effectiveness of your troops; high ground is a great advantage and hiding in forests can neutralise the effectiveness of an enemy's archers. But, and this is the clever bit, troops react like real soldiers – they get tired, their morale can change and they even get scared and run away when faced with a dangerous situation. Your generals can also have a massive impact on the outcome of a battle, as the more experienced and respected a general is, the better his troops will perform. So, you can see there is a lot to think about in *Shogun* – it has the kind of subtlety and depth that is sadly missing in most other strategy games.

The battlefields themselves are beautifully rendered – hills, valleys, forests, rivers, lakes – all these things are there



■ Death valley – thousands of samurai fight to the death.



■ The weather not only changes how the landscapes look but affects the performance of your samurai. Pretty clever, huh?



■ Siege warfare – starve your enemy out of his castle.



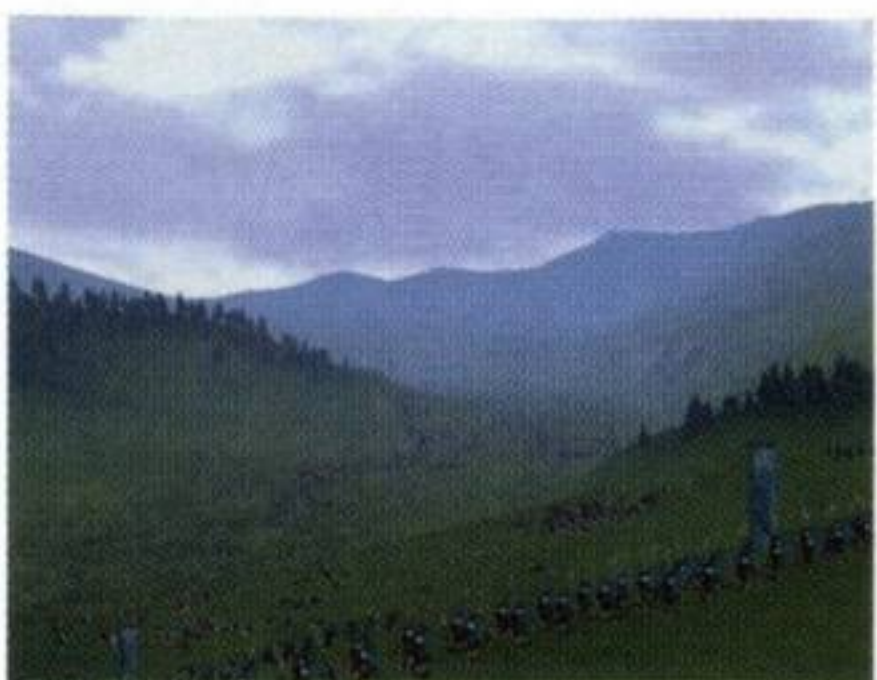
■ Castles can be used for strategic advantage.



to look pretty and for you to use for strategic advantage. They also change according to the season. You get snow and heavy rain in the winter while in the spring and summer the weather is usually favourable. Again, this isn't just a superficial detail, as the weather can have dramatic consequences on the outcome of a battle. One problem, though, is that *Shogun: Total War* uses sprites to represent your troops, which somehow look out of place in this otherwise beautiful-looking game.

However, this use of sprites enables the game to stage battles on a truly epic scale. It makes the battles in games like *Command & Conquer: Tiberian Sun* seem like nothing more than minor skirmishes. When you have armies of more than 1,000 men on each side *Shogun: Total War* is magnificent. While being faced with row upon row of highly trained samurai can be daunting, it's still exhilarating.

Because *Shogun: Total War* tries to be totally realistic, battles can be drawn out affairs. You can spend a lot of time just marching around looking for the enemy or waiting for them to attack. This does generate a great atmosphere,



■ Rolling hills and bloody battles – the art of war.



■ Get the bigger picture – Risk-style strategy gaming.

but if you want real-time strategy at a faster pace then you may want to look elsewhere.

Shogun: Total War is the game *Risk* was meant to be. It's *Command & Conquer* crossed with *Braveheart*, but on a massive scale. But it's also so much more – it's an incredibly accurate and engrossing strategy game steeped in history. In fact, you might just learn something. There are months and months of gameplay here, and that's just playing the game from the point of view of one clan. You've got to conquer the whole of Japan and you're not going to do that in an evening. If you take into account the excellent multi-player game, then not only is this warfare on an epic scale, it's gaming on an epic scale as well. ★★★★★ **Nick Jones**

↑ Uppers & Downers ↓	
Honourable death	Hari kiri
■ Fantastic atmosphere	■ Slow paced
■ Epic battles	
■ Months of gameplay	

Or you could try...

Command & Conquer: Tiberian Sun
Westwood ★★★★★
Fast-paced future warfare at its most dramatic.

Age of Empires 2
Microsoft ★★★★★
A historical real-time strategy masterpiece.



■ Row upon row of warriors wait for your signal to attack.



■ Fantastic movies set the scene. Sadly, James Earl Jones is missing this time around.

■ (Left) Multi-player options mean you can play online.



COMMAND & CONQUER: TIBERIAN SUN FIRESTORM

ADDICTIVE MISSION PACK GIVES YOU THE CHANCE TO PLAY ONLINE.

Face it: *Command & Conquer: Tiberian Sun* didn't go down as well as expected. C&C veterans were left tearful and confused when the expected "next gen" sequel to their favourite game turned out to be little more than the same game with some new units and a new perspective. Oh, and some pretty lighting effects.

That said, *Tiberian Sun* was extremely playable and enjoyable – it earned the full five stars from *Arcade* after all – if not entirely flawless and hardly a huge jump from its predecessor. Given this, you wouldn't expect an add-on to offer a whole new experience.

Picking up the story in the minutes following the end of *Tiberian Sun*, you find the victorious GDI assailed by bizarre alien lifeforms, struggling to find a way to reverse the Tiberian mutation that is threatening the sanctity of all that is holy. The evil NOD, meanwhile, is picking up the pieces in the wake of the fall of Kane, and has splintered into several factions. Around this scenario are bolted 18 new missions, and over the course of them you'll get a fresh perspective on the C&C universe. Sort of.

Where *Firestorm* differs from *Tiberian Sun* and the earlier *Command & Conquer* games is in the way it encourages you to take a more aggressive role. Previously stationary units and constructs are now mobile. For instance, both sides now have access to a Mobile War Factory. Setting one of these babies on the outskirts of an enemy outpost can change the face of a battle, as you churn out unit after unit straight into the heat of battle, and needn't wait for them to trek across the map to get involved. Then there's the Stealth Generator and GDI

Juggernaut, which addresses a certain imbalance in the firepower of the two opposing sides.

However, the biggest change in the game comes in the multi-player mode. There are 15 new maps, and you also get the opportunity to play Westwood Online's World Domination game. This all-new mode should find players from all over the world competing over several weeks.

Obviously *Firestorm* isn't a new game. It's still very much *Tiberian Sun*, for better or worse, but *Firestorm* is as addictive as hell, and while it lasts you'll find yourself unable to leave it alone. ★★★

Paul Rose

Or you could try...

Command & Conquer: Tiberian Sun
EA ★★★★★
The best in the series, even though it didn't live up to the hype.

Battlezone 2
Activision ★★★
Command & Conquer, but in 3D. Sort of.



■ The NOD forces from *Tiberian Sun* have been replaced by aliens.

Game info

- Publisher: **Electronics Arts**
- Developer: **Westwood Studios**
- Price: **£25**
- Release date: **on sale now**
- Players: **1 (Internet)**
- Requires: **P166, 32Mb RAM, 200Mb HD-space, copy of Command & Conquer: Tiberian Sun**



↑ Uppers & Downers ↓

Firestorm

- Superbly-designed missions
- As addictive as ever
- Top new multi-player mode

Shitstorm

- Still oddly disappointing
- Looking rather dated
- No James Earl Jones



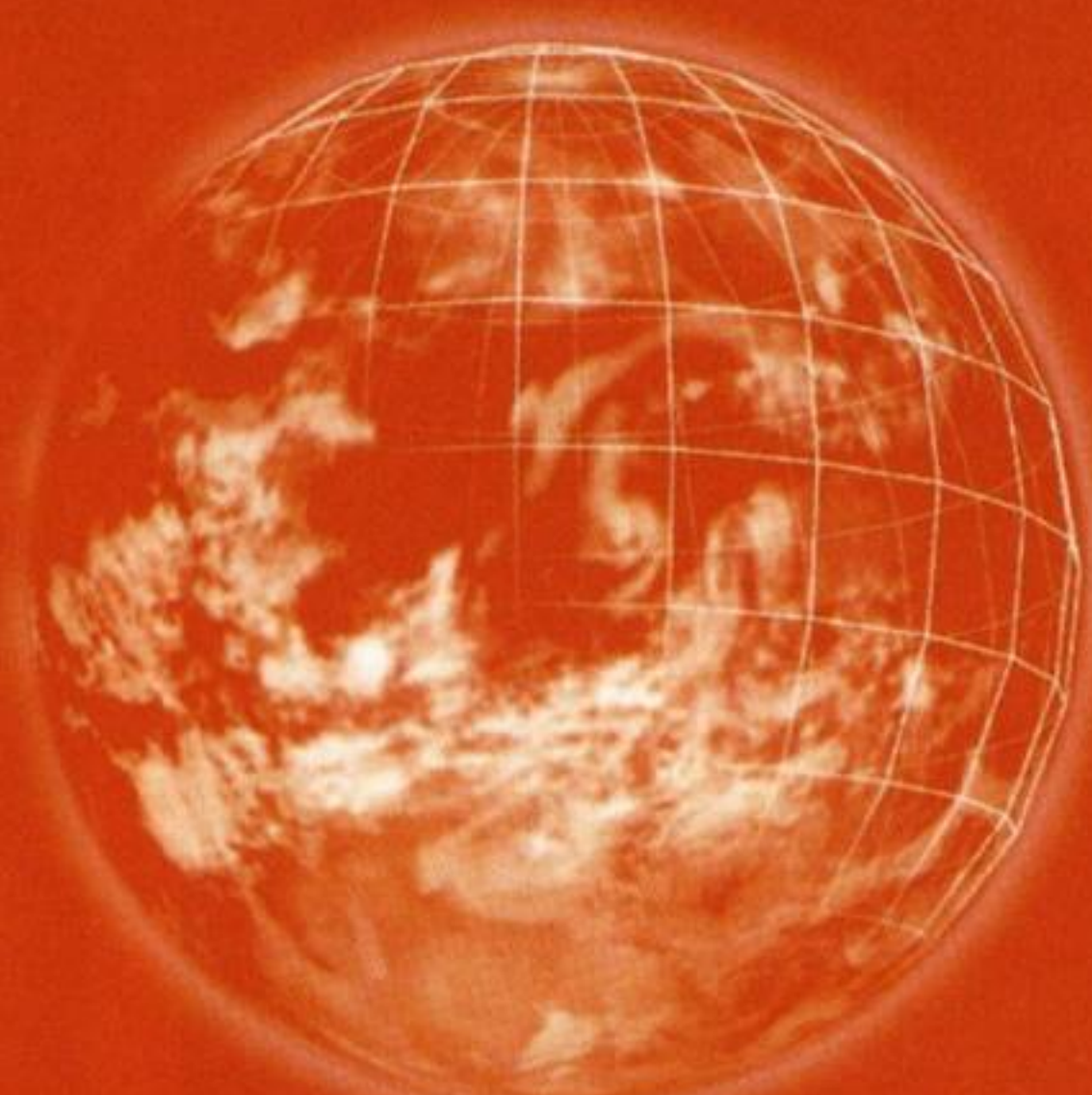
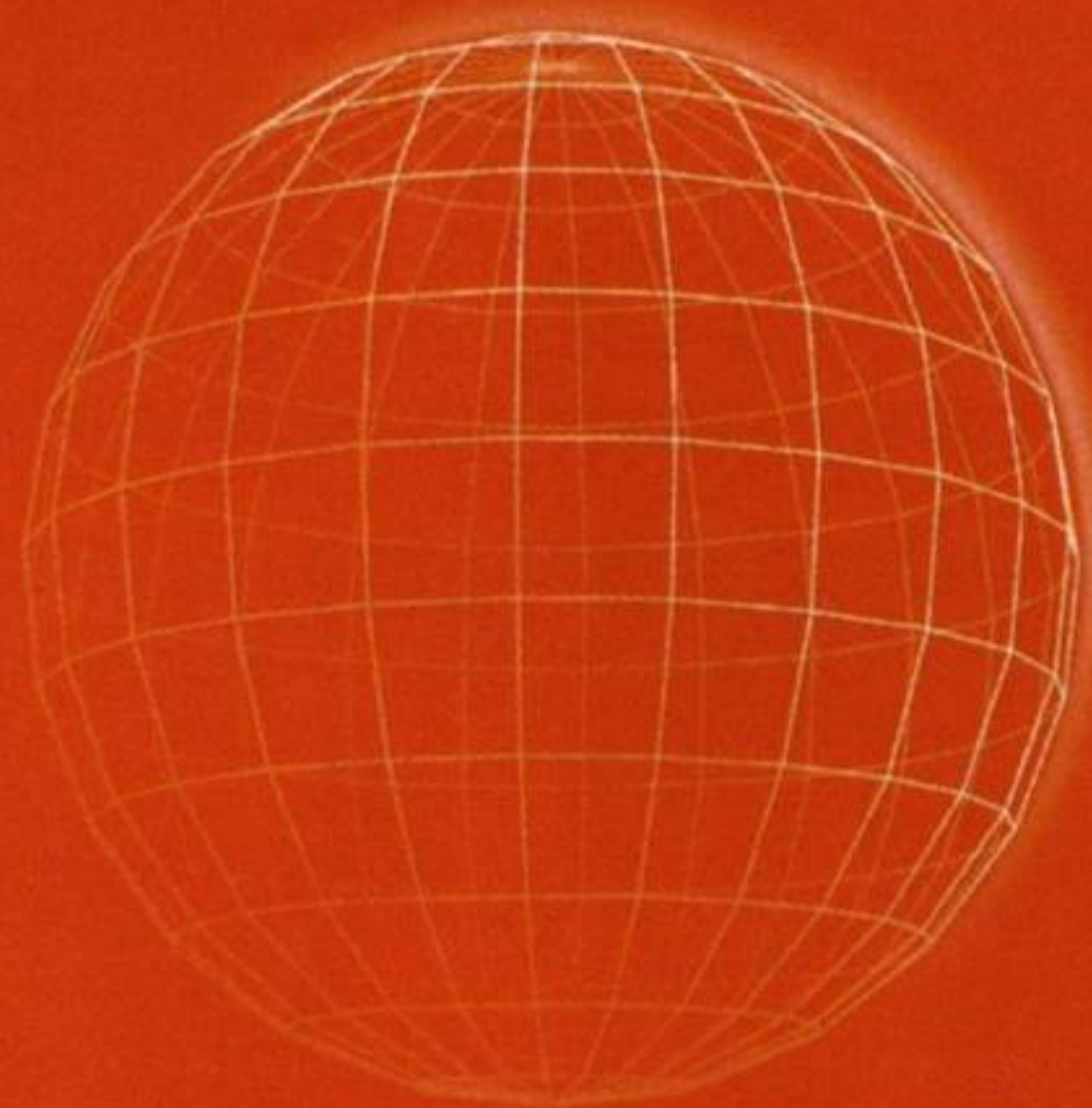
■ New stuff includes mobile EMP Generators, Mobile War Factories, Stealth Generators, GDI Juggernauts, Cyborg Reapers and limpet mines.



■ (Above) Under siege: classic C&C gameplay.

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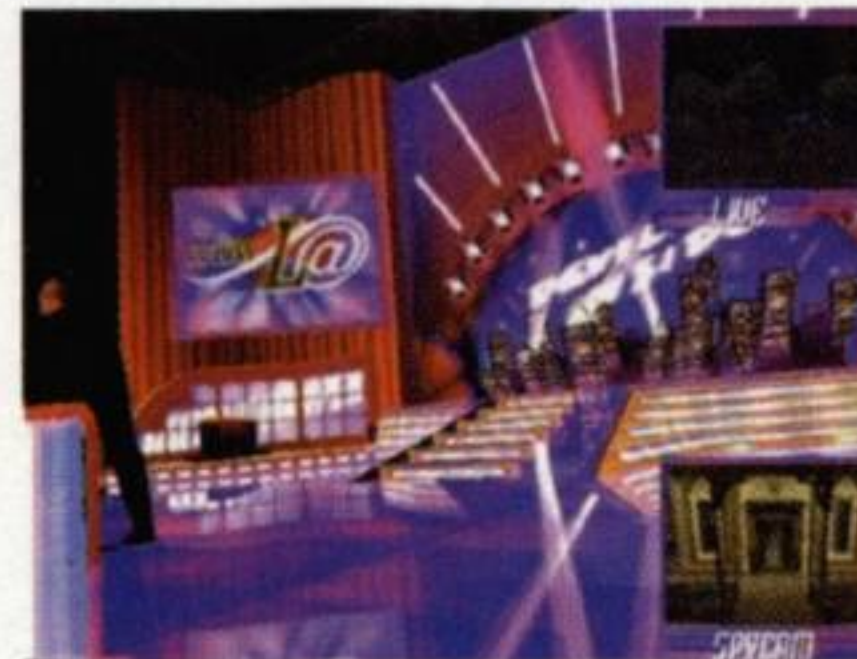
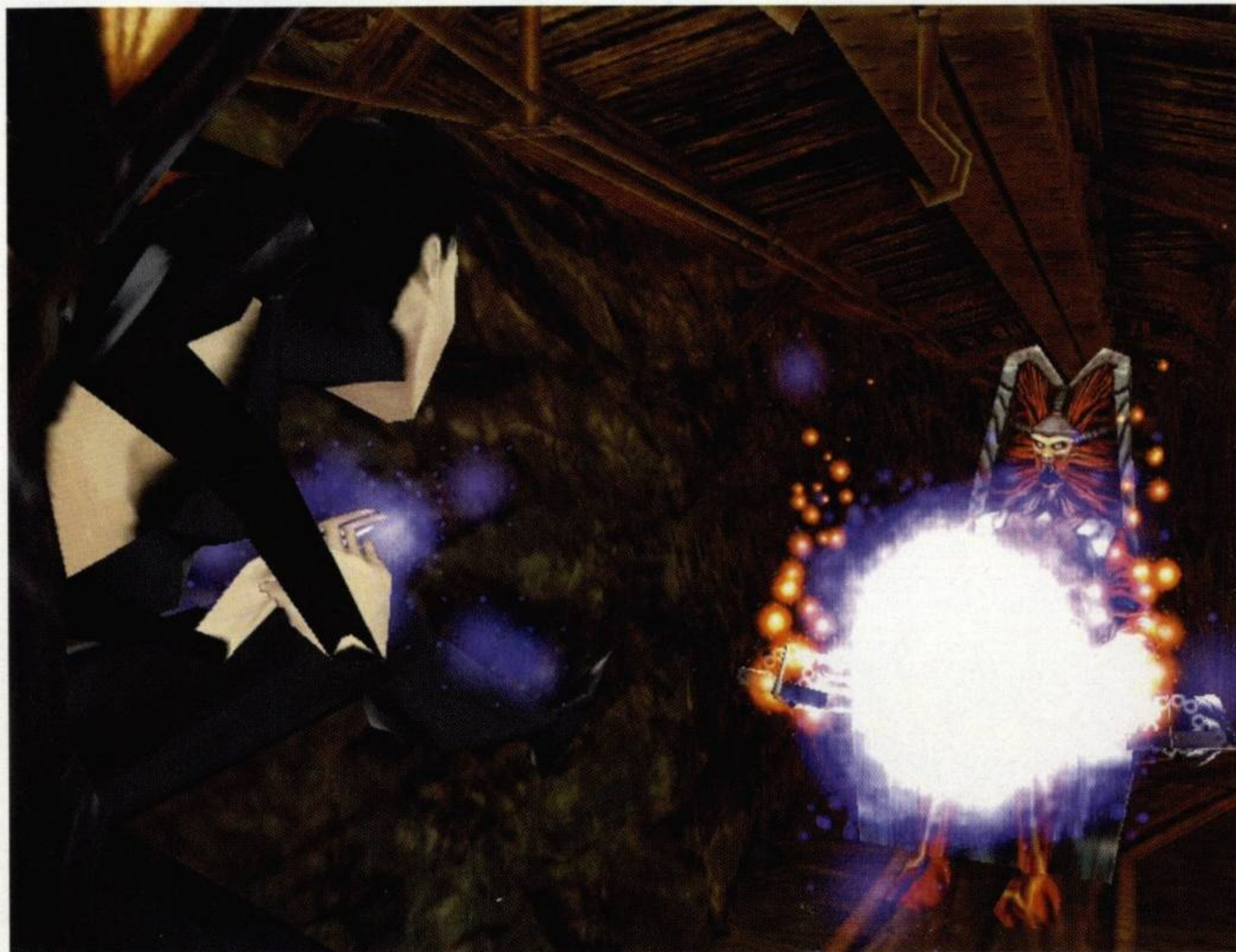


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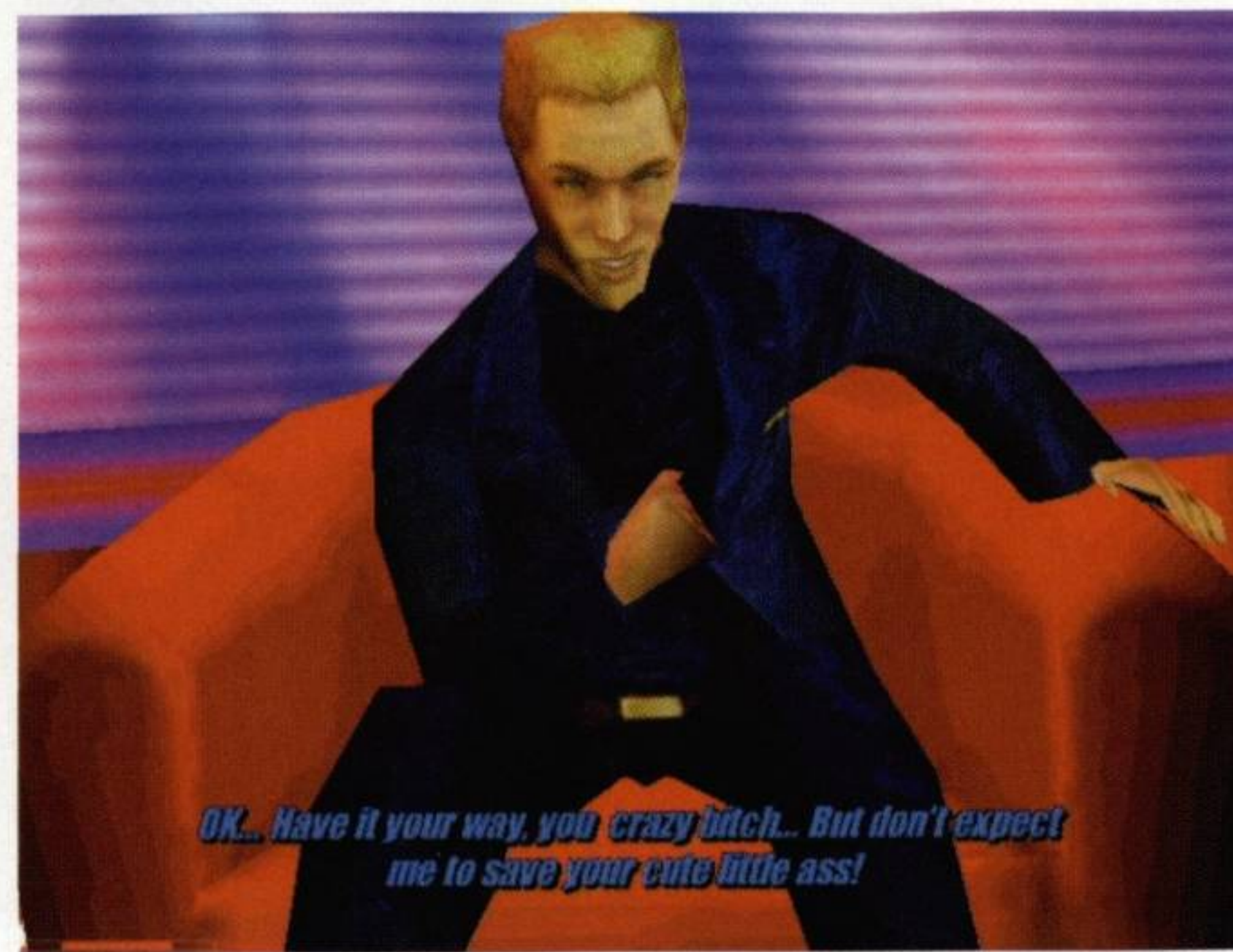
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■ (Below) The host of the game's show is called Jack T Ripper. Our aching sides.



Game info

- Publisher: **Cryo**
- Developer: **Gamesquad**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Requires: **P266, 32Mb RAM**
- Recommended: **PII 266, 64Mb RAM, 3D accelerator card**

DEVIL INSIDE

SURVIVAL HORROR INSPIRED BY AN INXS SONG. NO, REALLY.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Divine</p> <ul style="list-style-type: none"> ■ Gory graphics ■ Fantastic premise ■ Women in catsuits | <p>Diabolic</p> <ul style="list-style-type: none"> ■ Messy controls and cameras ■ You can't jump ■ Shoddy level design |
|--|--|

Sometimes videogames can try too hard. By straining to pack in a whole load of clever ideas, developers can often forget some of the basics of gameplay. When this happens it's inevitable that you're going to get frustrated, with the glossy packaging and surface ingenuity being let down by niggles that could easily have been fixed. *Devil Inside* is one such game.

Put simply, *Devil Inside* is a Gaelic take on the survival horror blueprint popularised by the *Resident Evil* series. Here, you are investigating the goings on at a haunted mansion while slaying a selection of the undead.

But *Devil Inside* isn't content with the usual take on the genre. In this game your whole adventure is being broadcast live to a national audience on the *Devil Inside* TV show. This leads to an enthralling deconstruction of the

action-game template. Instead of a traditional "Loading... wait now" screen, the game cuts to the presenter asking for a commercial break, with a couple of adverts being displayed while you wait for the next section to appear. If you try something that doesn't work, then the audience groans its disappointment. Incapacitate a foe in a humorous manner – for example, blow off a zombie's leg, making it hop around – and you'll have 'em rolling in the aisles. Nothing has approached this experience since the arch hyper-violence of *Smash TV* and its cries of "You've won an electric toaster" upon slaughtering a horde of bad guys.

The other main gimmick *Devil Inside* attempts to lure you in with is the dual identity of the main protagonist. By stepping onto a pentagram, red-headed monster-buster Dave changes into the catsuit-clad devil-woman Deva. Dave is very much your modern action hero, equally at home with any contemporary firearm – flame-throwers, assault rifles and shotguns are all within his mandate. Deva, on the other hand, throws around increasingly over-the-top spells: the homing glowing zombie-decapitating airobie of death



■ (Above) These gentlemen are a better class of zombies. Hit one, and electric sparks leap from their bodies.



■ Don't worry. It's not blood. It's ketchup. Honest.

■ The Matrix-style camera shows off entertaining kills.



TACHYON: THE FRINGE

- Publisher: **Novalogic**
- Developer: **Novalogic**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-Internet/LAN**
- Requires: **P133, 16 Mb HD-space, 3D accelerator card**

■ At last – a game setting frenetic space battles within the much-underused alternative arts environment of the Edinburgh Fringe Festival. As mercenary fighter pilot Jake Logan, it's your mission to destroy the minion stilt-walkers and jugglers of galactic corporation Galspan, before decommissioning your ultimate target: an Eddie Izzard wannabe with a rambling stagemusical and a set piece about students.

Almost. With *Tachyon: The Fringe*, Novalogic has moved out of the military sphere (and away from performing arts) into standard space battling fare: competition for resources, evil empires, rebel colonisers, intergalactic job centres and mercenary pilots framed for crimes they didn't commit.

So far, so-so. There are plenty of single-player missions and a host of worryingly well-documented ships and enhancements to potter through. You can also choose which of the numerous groups or corporations in the game will gain from your services, which makes for a pleasingly open ended affair. The in-flight (and in-fight) controls benefit from being consistent with anything you may have played before, so you can intuitively kick some opposing force ass during the often busy battles. However, the 3D engine can run quite sloppily even with superior PC setups.

One feature that sees *Tachyon* hoist itself above some of its competition is its multi-player capability. You can play over a LAN or the Net, where the number of co-fighters can run into three figures. The name of the game is to build cash reserves and enhance your fighters and base defences whilst trying to tactically screw over the opposing side. You even get full-duplex voice communication between you and your fellow mercenaries, allowing for all manner of trash talking.

This multi-player element is the best aspect of *Tachyon*, if you choose to capitalise on it. For the solo player there is little more to offer. Put frankly, if you're simply itching to immerse yourself in yet another fabricated sci-fi futurama then the battles in *Tachyon* won't offend. ★★ **Gerred Blyth**



YOUR WHOLE ADVENTURE IS BEING BROADCAST LIVE ON NATIONAL TELEVISION.

towards you as you keep shooting. *Matrix*-style rotate-o-vision appears at timely moments: the action freezes and you get a quick 360 degree spin of the bloodshed.

But it's here that *Devil Inside* starts to run into problems. The floating camera soon reveals itself to be woefully unsuitable for a game with such lofty ideals and interesting ideas. The level design doesn't help, either – the corridors are too narrow, constricting movement in a frustrating way. In fact, the lay-out of the mansion you're investigating is the source of most of *Devil Inside*'s problems. Must-have objects and switches always seem to be in the darkest corners, meaning you often miss them. And, despite you being unable to jump, you'll still find yourself falling into shallow ditches, forcing you to trudge to the exit-plank. Overly twitchy mouse controls merely compound the problems.

Devil Inside does have some neat twists on the horror genre which make it well worth a play for those getting a little bored of the formula. But, like the band that inspired it, *Devil Inside* just doesn't have the tunes to hand to back up its image. ★★★

Cam Anderson

being a particular *Arcade* favourite. Also, rather than collecting weapons she swallows the undead's souls and gives them to Satan in exchange for greater enchantments. No, really.

Devil Inside's third main selling point is its cheerfully cinematic approach to gore. Like a more comic *Soldier of Fortune*, you can messily destroy individual parts of the oncoming beasties you encounter. So, for example, take off one of your shambling foes' legs and it'll continue to crawl pathetically



■ The Slimfast plan proved remarkably ineffective.

Or you could try...

Nocturne Take 2 ★★
An even worse camera than *Devil Inside* scuppers the American effort.

Resident Evil 2 Virgin ★★★★★
Not quite as home on PC as PlayStation, but still irresistible.



■ Get out there and give it to those Reds with both barrels.



Game info

- Publisher: **Microsoft**
- Developer: **Digital Anvil**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-LAN/Internet**
- Requires: **P200, 32Mb RAM, 3D accelerator card**
- Recommended: **PIII 450, 64Mb RAM, 8+Mb 3D accelerator card**

STARLANCER

WING COMMANDER BY ANY OTHER NAME?

↑ Uppers & Downers ↓

- | | |
|---|--|
| Lance
<ul style="list-style-type: none"> ■ Good graphics ■ Slickly produced ■ Mindless fun | Prance
<ul style="list-style-type: none"> ■ Uninspiring plot ■ Generic ships ■ Bland missions |
|---|--|

A RATHER AVERAGE SPACE COMBAT BLASTER THAT PLAYS ALMOST THE SAME AS WING COMMANDER.

When they left Origin to form their own development studio, Digital Anvil, Chris and Erin Roberts gave themselves the perfect opportunity to branch off in new directions and bring fresh ideas to their game designs. Unfortunately, if *StarLancer* is anything to go by, they haven't bothered. Instead, they've produced a rather average space combat blaster that plays almost exactly the same as the *Wing Commander* games with which they originally made their names in the videogames industry.

Of course, there are some differences between *StarLancer* and *Wing Commander*. Sadly, though, these are the weakest areas

of the game. Take the setting and story, for example. Beginning 160 years from now, at a time when the solar system has been explored, colonised and industrialised, *StarLancer* casts you as a raw recruit in the beleaguered forces of the Alliance. And what threat faces you? A vicious invading alien species? A homicidal race of machine intelligences gone mad? No, the Russians. Well, the Eastern Coalition, anyway. Yes, the Cold War has heated up a couple of hundred years later than anyone expected.

Okay, so the idea of the communist nations rebuilding, allying together and launching a massive sneak attack (with advanced technology) on the plucky Alliance (read NATO) is no less ludicrous than your average sci-fi game plot line, but it's still rather lacking in drama, and sadly sets a trend for the rest of the game. The graphics, while pretty, are nothing exceptional or groundbreaking. The ships, while nicely detailed, are bland and generic in design. The missions, while well-paced and action packed, don't really grab you. The gameplay, while fast and furious, is all too familiar to anyone who has played the *Wing Commander* games.

Most frustrating of all is that *StarLancer* isn't actually a bad game. Yes, it's so similar to the *Wing Commander*

games that you keep expecting to see a wave of Kilrathi fighters vectoring in. But, if you're a fan of the series this won't bother you, and the game as a whole is slickly produced, mindless fun. It will also be just the thing for *Wing Commander* devotees pining for a fix of their favourite style of space combat.

However, when compared to the groundbreaking multi-player action of Microsoft's other new space combat game, *Allegiance*, with its seamless combination of dogfighting and real-time strategy elements, *StarLancer* just seems old fashioned, outdated and distinctly average. If all you want is an arcadey space combat blaster that'll exercise your trigger finger without ever really engaging your brain, look no further. If, on the other hand, you want something interesting, challenging and progressive, avoid this and wait for *Allegiance* instead. ★★★

Andy Butcher



■ Pick out your ship and go to war as part of the Alliance.

Or you could try...

Wing Commander: Prophecy Classic
EA ★★★★★
An exciting instalment of the series. Like an episode of your favourite sci-fi programme.

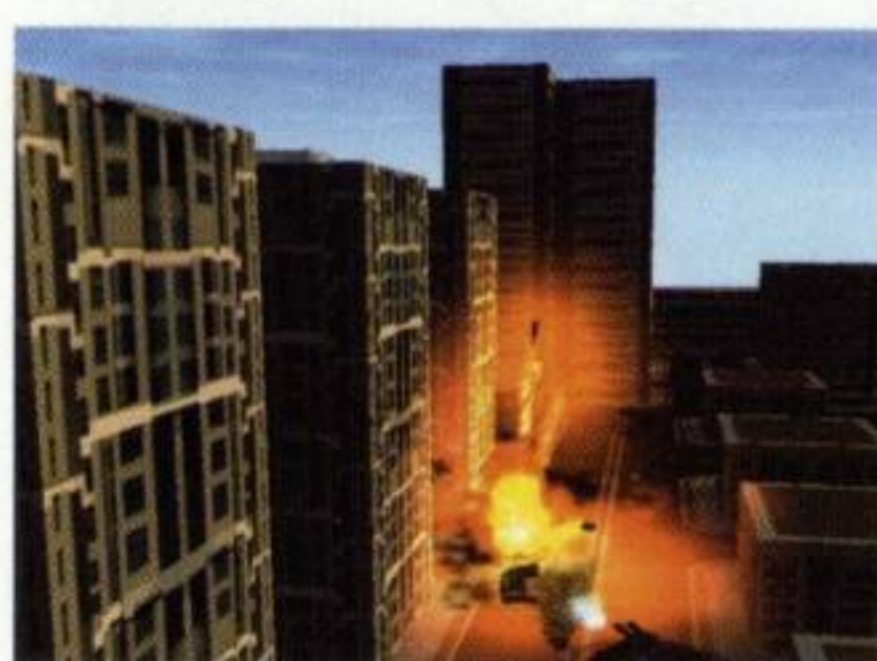
Homeworld
Sierra ★★★★★
Real-time strategy meets action-packed shoot-'em-up in one of the defining PC games of '99.



■ *StarLancer* is very reminiscent of *Wing Commander*, and when it departs from this formula proves a weak title.



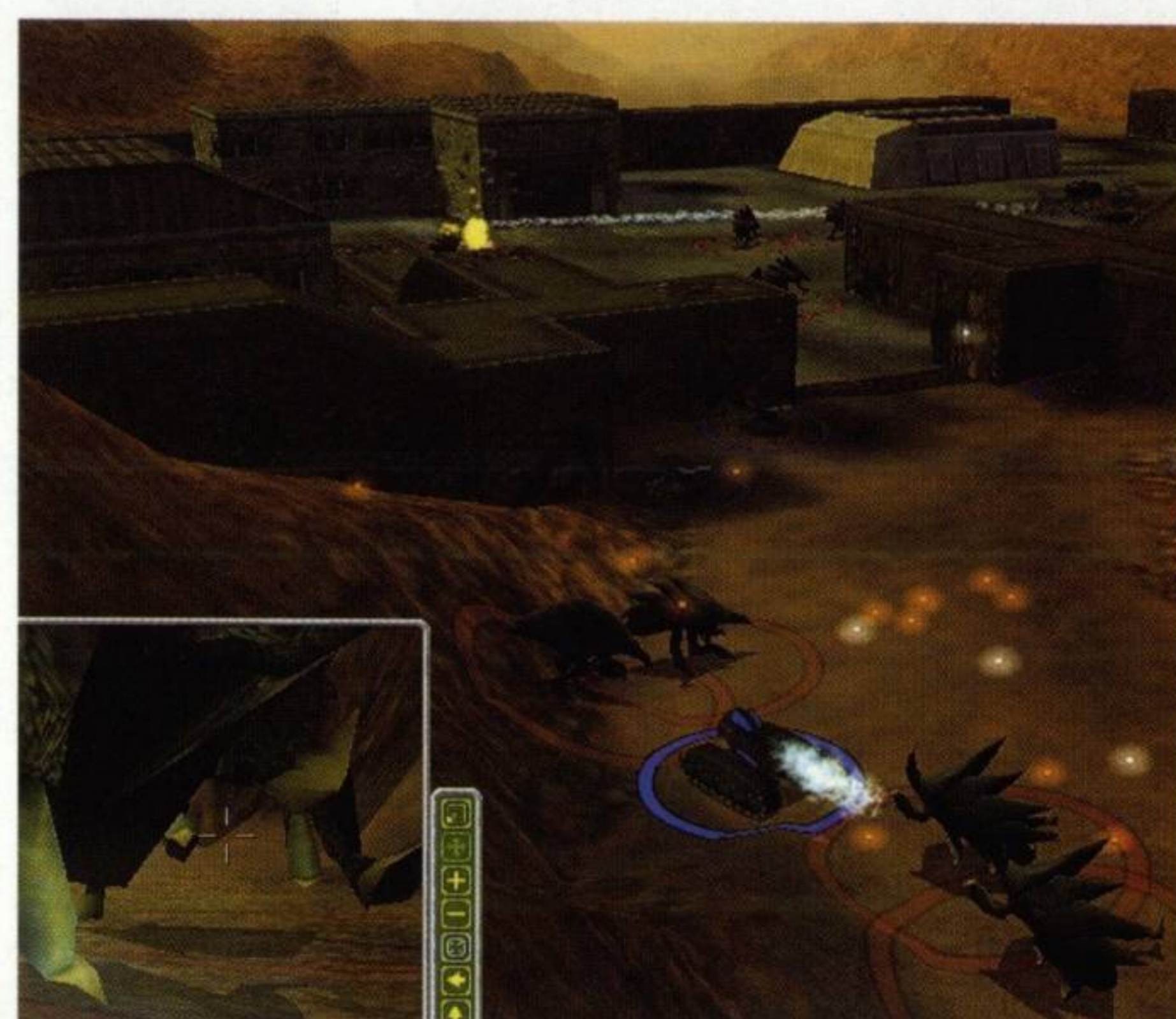
■ Built-up battle areas such as this provide an alternative to most war themed real-time strategies.



■ Parade your heftily-armed tanks through the streets.



■ Weak enemy AI detracts from this good-looking game.



■ The manoeuvring system is refreshingly straightforward but don't be fooled – overall *Dogs Of War* is hard to get into.

Game info

- Publisher: **Take 2**
- Developer: **Silicon Dreams**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**
- Requires: **P266, 32Mb RAM, 650Mb HD-space, 3D accelerator card**
- Recommended: **P400, 64Mb RAM**

DOGS OF WAR

SILICON DREAMS SWAPS FOOTBALL FOR REAL-TIME STRATEGY.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Alexander the Great</p> <ul style="list-style-type: none"> ■ Cool graphics ■ Blow things up ■ A challenge | <p>Alexander the Goat</p> <ul style="list-style-type: none"> ■ Too damned hard ■ AI is irritating |
|--|--|

Alexander the Great, Attila the Hun, Napoleon Bonaparte – history marks these fellas as some of the world's greatest tacticians, yet even they would have trouble completing any of the missions in *Dogs Of War*. Difficult doesn't cover half of it.

Silicon Dreams, best known for its football games such as *UEFA Champions' League*, has decided to dive into the real-time strategy genre, adding a twist of its own. Choosing one of two sides, the Imperial Order or the War-Monkeys, each with distinct strengths and weaknesses, you have to complete a series of missions in diverse terrain, including cities and mountains. Another team will appear later in the form of the reptilian Mantai, but will only be playable over the Internet. Unlike some other RTS games, though, you only have a certain number of units available for each mission, with no possibility of creating more. This adds a nice strategic element – a unit of yours is adept at destroying a particular enemy unit, but that unit is

defended by others adept at taking out yours, and so on and so forth. You can also take direct control of a unit at any time, in a third-person view.

Visuals-wise, the graphics are superb. The textures are deliciously realistic, the explosions impressive and the units easily defined. The interface is complex and overpowering, meaning you really need to be an expert from the beginning to get the most out of it, although it helps that you can give orders when paused.

What lets *Dogs Of War* down is the poor AI – for example, units refuse to move because others are in the way – and the fact that it's way too difficult right from the off. However it is nice looking and is an interesting concept. If you like serious wargames and are serious about wargames, you cannot go far wrong, otherwise this is a title you should avoid. ★★★

Ian Merison



■ Whether War-monkey, Mantai or Imperial, this is hard.

Or you could try...

Battlezone 2
Activision ★★★
First-person shooter and strategy combination with great multi-player.

Command & Conquer: Tiberian Sun
EA ★★★★★
Engrossing and imaginative strategy game with an emphasis on total war.

Also released

Haven't you had enough already?

Words by | **Daniel Dawkins**



FLYING HEROES

- Publisher: **Take 2**
- Developer: **Illusion Softworks**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-16**
- Requires: **P166, 64Mb RAM, 200Mb HD-space**

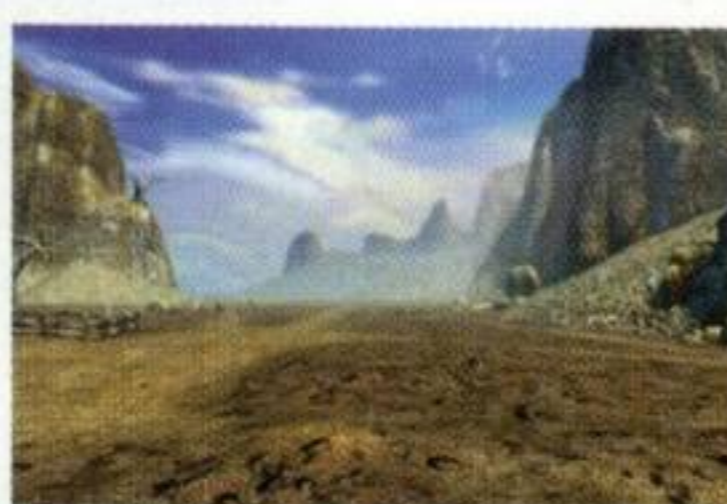
■ Take a bit of *Magic Carpet*, add a bit of *Quake 3 Arena* and what have you got? *Flying Heroes*, it seems. Magic replaces guns, flying carpets replace, er, legs – this is deathmatch fighting in full 3D arenas. All the usual multi-player options are here, but this doesn't induce the same kind of frenzy as *Quake 3 Arena*. ★★★



TIGER WOODS PGA TOUR 2000

- Publisher: **EA**
- Developer: **EA**
- Price: **tbc**
- Release date: **on sale now**
- Players: **1-4**
- Requires: **P166, 32Mb RAM, 200Mb HD-space**

■ Before *FIFA*, EA Sports was best known for its fine *PGA Golf* games. The reason for this is that the EA games "feel" like playing golf, and they sport a fantastic three click shot system. The 2000 edition adds a nice variety of hi-res courses, golfers and tournaments. Formidable stuff, indeed. ★★★★★



THE NEW ADVENTURES OF THE TIME MACHINE

- Publisher:
- Developer:
- Price:
- Release date:
- Players:
- Requires: **P200, 32Mb RAM, 260Mb HD-space**

■ In this bizarre French adventure you control a 19th Century time traveller with huge sideburns, and that's as sane as it gets. You're caught 800,000 years from home without a time machine, but soon find a magic shell and turn into a little boy. So that's OK, then. Intriguing is the word. ★★★



TRIPLE PLAY 2001

- Publisher: **EA**
- Developer: **EA**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-4**
- Requires: **P233, 32Mb RAM, 200Mb HD-space**

■ It may be a US version of rounders, but baseball works well on the small screen. The game is great for two-player games, as both teams are always visible. There will be no moans about where your characters are, so tactics replace luck. Not everyone will care for the accurate team rosters, but the easy gameplay will compensate. ★★★



GUNSHIP

- Publisher: **Hasbro Interactive**
- Developer: **Microprose**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-LAN**
- Requires: **P300, 64Mb RAM, 400Mb HD-space**

■ Most flight sims are impossible to enjoy without weeks of practice, but not *Gunship*. The classy presentation builds a compelling atmosphere, and the Training mode is great. Longevity is boosted by some refreshing campaigns and missions. With good graphics and a gunship-ful of goodies, chopper fans should enlist here. ★★★



SUPER 1 KARTING SIMULATION

- Publisher: **Midas**
- Developer: **Midas**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-LAN**
- Requires: **P233, 32Mb RAM, 200Mb HD-space**

■ There have been a number of serious karting sims, none of which capture the cartoon fun of *Mario Kart*. The network option on offer here is entertaining and the graphics speedy, but how about a real karting sim? One where you risk life and limb on a crumbling Spanish racetrack "just for a laugh". ★★

Other Systems

A Game Boy



■ (Above) Rooms full of poison gas await our hero.

■ (Right) Spotted! Snake surfaced too close to a patrol.



Game info

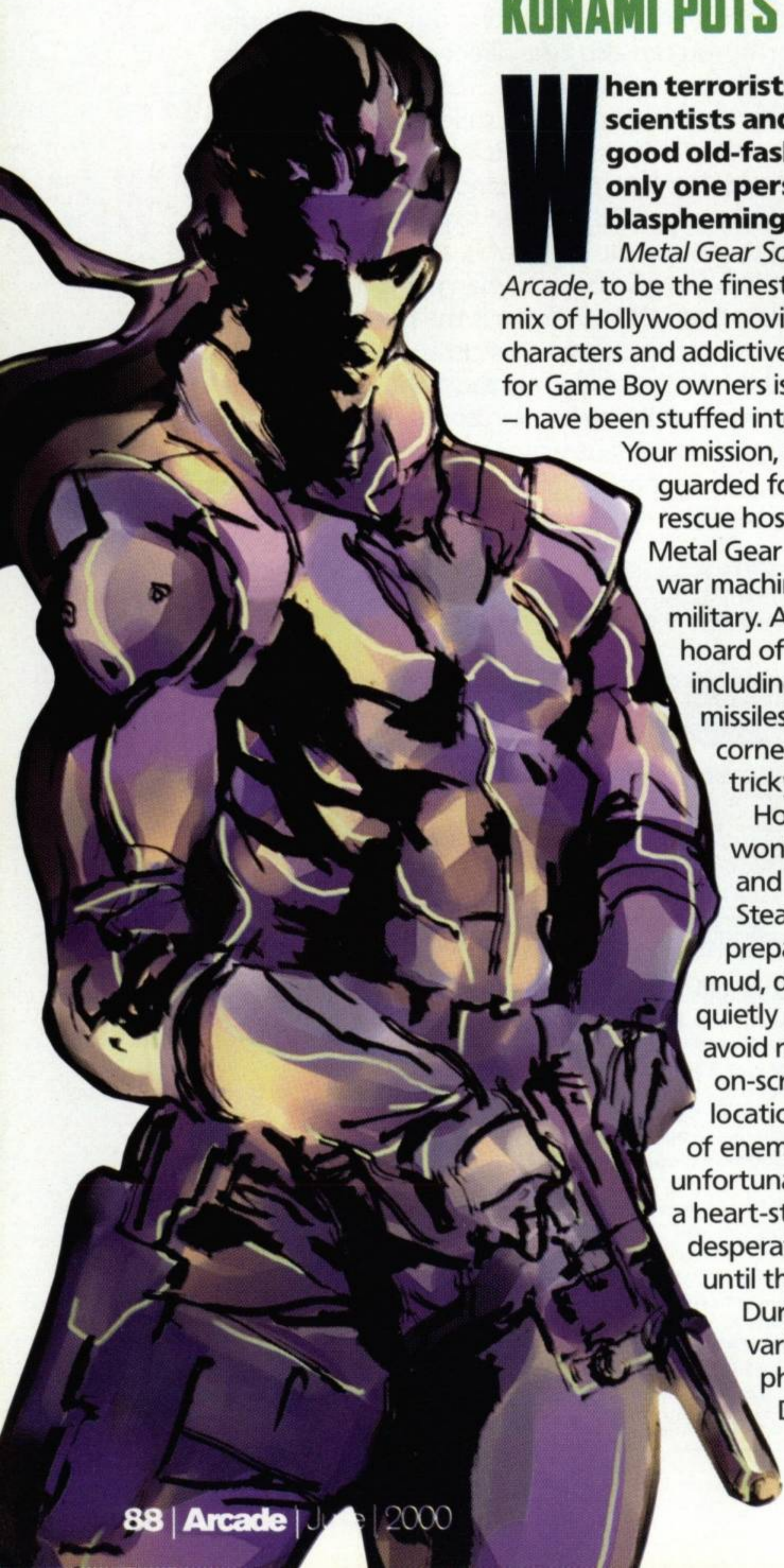
- Format: **Game Boy Color**
- Publisher: **Konami**
- Developer: **Konami**
- Players: **1-2 (with link-up)**
- Price: **£25**
- Release date: **on sale now**

METAL GEAR SOLID

↑ Uppers & Downers ↓

- | | |
|---|--|
| Solid Snake
■ Fantastic atmosphere
■ Incredibly playable | Floppy Snake
■ Can be hard to see enemies on map |
|---|--|

KONAMI PUTS A SOLID SNAKE IN YOUR HAND... AND IT FEELS GREAT.



When terrorists are hijacking planes, capturing scientists and threatening the world with good old-fashioned Armageddon, there's only one person you should call – blaspheming, cigarette-smoking Solid Snake.

Metal Gear Solid is regarded by many, including *Arcade*, to be the finest PlayStation title ever, with a superb mix of Hollywood movie-action, twisting plot, interesting characters and addictive, varied gameplay. The great news for Game Boy owners is that all those elements – and more – have been stuffed into this brilliant conversion.

Your mission, as Snake, is to break into a well-guarded fortress located in deepest Africa, rescue hostages and halt the assemble of Metal Gear – a horrifying, two-legged nuclear war machine that was filched from the US military. At your disposal is a lip-smacking hoard of state-of-the-art technology, including guns, gas masks, mines and Nikita missiles, which you can actually steer round corners and through doorways to hit tricky targets.

However, this isn't *Doom* – you won't get far bursting into rooms and unleashing a shower of grenades. Stealth is the name of the game, so be prepared to crawl on your belly through mud, dodge security cameras and sneak quietly past suspicious patrols. To help Snake avoid running into terrorist trouble, a useful on-screen map is provided, showing your location and the position of enemy guards and mines. If you are unfortunate enough to get spotted, it's a heart-stopping few moments as you desperately try to evade your pursuers until they give up the chase.

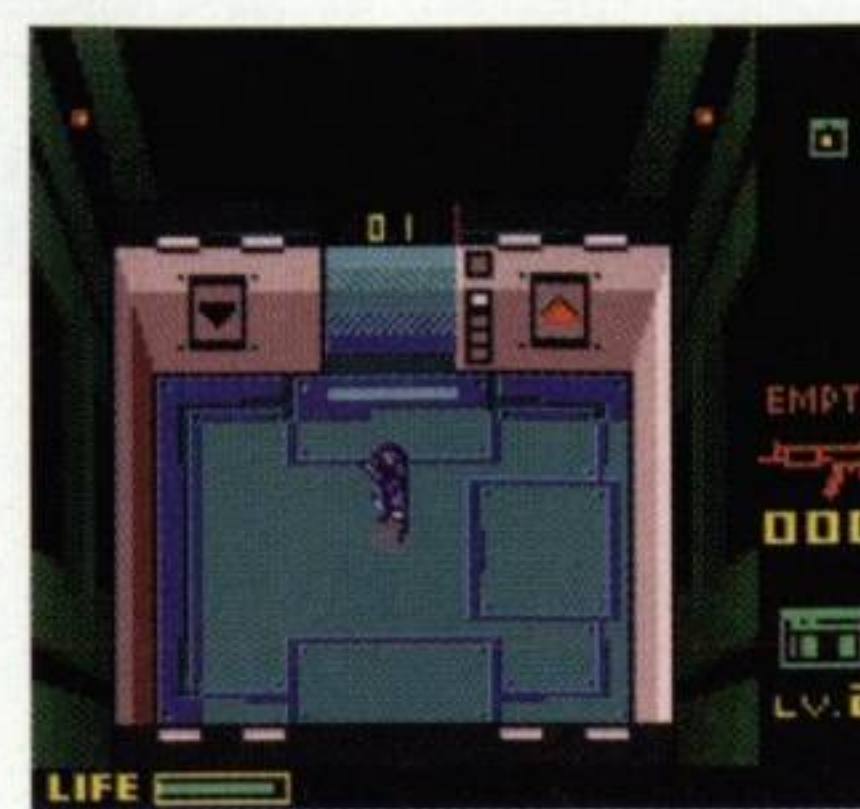
During the mission you can contact various characters on your Codec video-phone, such as the sexy Mei Ling or Delta Force babe Christine Jenner

who'll give you help, hints and information. The conversations you have with other members of your team are extremely engaging, managing to flesh out characters, expand the excellent story and build tension.

As well as the main mission, Game Boy *Metal Gear Solid* offers you an astounding 180 superb virtual reality training missions to enjoy, as well as a furious two player link-up game which gives you the opportunity to hunt down and kill your friends. This is an atmospheric, wonderfully playable game with stunning graphics and more depth and character than most PC titles. Sneak into your nearest game store and buy it immediately. ★★★★★ **Jamie Sefton**



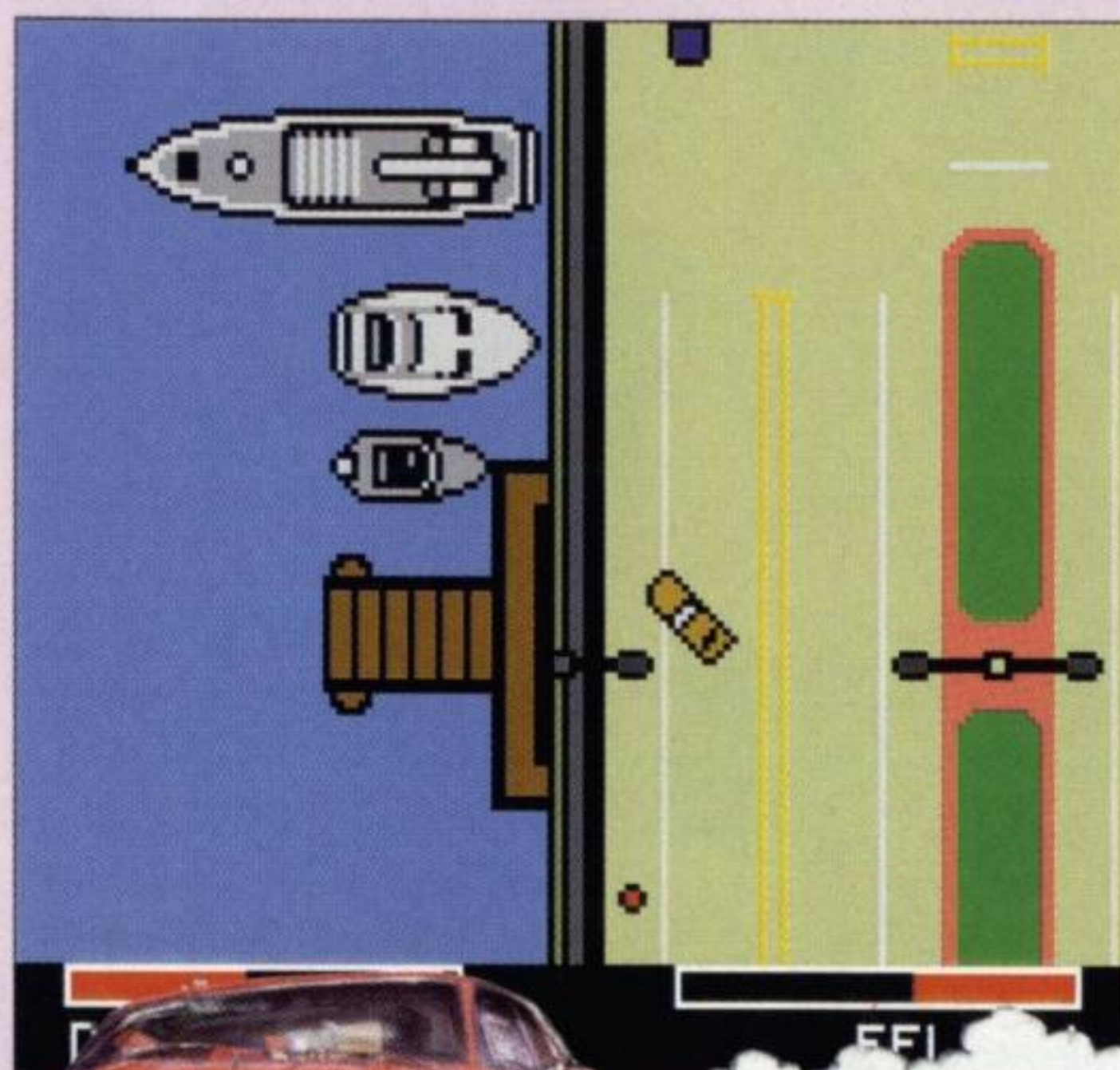
■ All of Snake's corny chat-up lines have been retained.



■ Snake's tiny ears could barely endure the muzak playing in the lift.



A Game Boy



DRIVER

ENJOY SOME STARSKY & HUTCH-STYLE CAR CHASE ACTION.

This month has been one for debauched celebration if you're a fan of Nintendo's titchy games machine, what with the conversions of top PlayStation games *Metal Gear Solid* and now *Driver*.

Impressively, the game retains all its PlayStation elements, including the leisurely ride about town and driving challenges such as Survival, where you have to last as long as possible against a swarm of angry super-cops. The Undercover mode has a more rigid linear structure than the answerphone message system on the original release, but the classic missions are all there, such as Ram Raid Race where you have to dash around the city smashing through restaurant windows.

The handling of the cars feels right and changes depending on what vehicle you're driving. In the police car you can merrily skid around the city and smash through cardboard boxes at high speed, whereas as soon as you slip behind the wheel of the limousine, things get

heavier and you start to take corners like Barry White aboard a JCB.

The missions are set in Miami, San Francisco, LA and New York, with a map screen to help you navigate. The top-down 2D graphics are excellent, with realistic car acceleration, traffic cones and barriers that spill out of your way when hit, smoke that billows from squealing tyres and police cars with lights that flash red and blue when they're on your tail. Details like the fact other cars will slow down and beep their horns if you get in their way, make the game all the more involving and special.

Driver is great fun to play – you can enjoy the missions or just tear round the streets baiting cops, crashing into other vehicles and taking hair-raising shortcuts through back alleys. Unfortunately the police don't form road blocks you can smash through and there isn't a two-player option, but the game still has plenty of action to keep even the most ardent law-breaker happy on his Game Boy for months. ★★★★★ **Jamie Sefton**

Game info

- Format: **Game Boy Color**
- Publisher: **GT Interactive**
- Developer: **Reflections/Crawfish**
- Price: **£25**
- Release date: **on sale now**
- Players: **1**

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Gleaming hot rod</p> <ul style="list-style-type: none"> ■ Great fun ■ Fab missions ■ Lots of games | <p>Rusty heap</p> <ul style="list-style-type: none"> ■ No two-player option ■ No roadblocks ■ No replays |
|---|--|



■ No, not a small dog. Deliver the gang's limousine – safely.

A Handheld round-up

A world of videogaming in itty-bitty cartridges.

Words by **Jamie Sefton**



GALS FIGHTERS

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ Recreate those hair-pulling, face-scratching girl-fights that made secondary school so worthwhile. The female combatants are gagging to face Miss X and get their hands on the K Talisman, granting them any wish. Knock seven bells out of the girls with weapons, bonus items and special moves like the Big Bird Bash. Top notch girl-on-girl action. ★★★★★



MAGICAL DROP POCKET

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Data East**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ Insanely fast puzzle game featuring another colourful collection of mad characters. Use your down to collect coloured balls of the same colour, then throw them away when you have collected three. Includes an excellent two-player challenge mode and various levels of difficulty. The gaming equivalent of a tartrazine overdose. ★★



DIVE ALERT

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Sacnoth**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ "We all live in a turtle-shaped submarine", you might sing when playing *Dive Alert*. This is a dull underwater combat game where you battle against evil Automen robots to reach the last city on Earth. The main map screen where you play the game is confusing and uninspired, with character jabbering slowing the proceedings even further. A sonar snooze. ★★



TOY STORY 2

- Format: **Game Boy Color**
- Publisher: **THQ**
- Developer: **Disney/Tiertex**
- Release date: **on sale now**
- Price: **£25**
- Players: **1**

■ Control Buzz Lightyear in his quest to rescue Woody from an obsessive toy collector. This bog-standard game takes place in locations from the film, like the Airport finale with its conveyor belts and luggage bays. *Toy Story 2* is aimed at the younger market, with easy puzzles, dull levels and monotonous gameplay. Leave this and go see the film instead. ★★



SUPREME SNOWBOARDING

- Format: **Game Boy Color**
- Publisher: **Infogrames**
- Developer: **Creatives**
- Release date: **on sale now**
- Price: **£25**
- Players: **1**

■ Take to the slippery slopes in this snowboard-sim from the makers of the excellent PC version. Amazingly, the game is in 3D with simple graphics that give the impression of a downhill thrash. Your boarder moves smoothly and there are loads of options, including a time trial with a "ghost" of the fastest time. Courses look similar, but there are 20 tricks to master. Cool. ★★

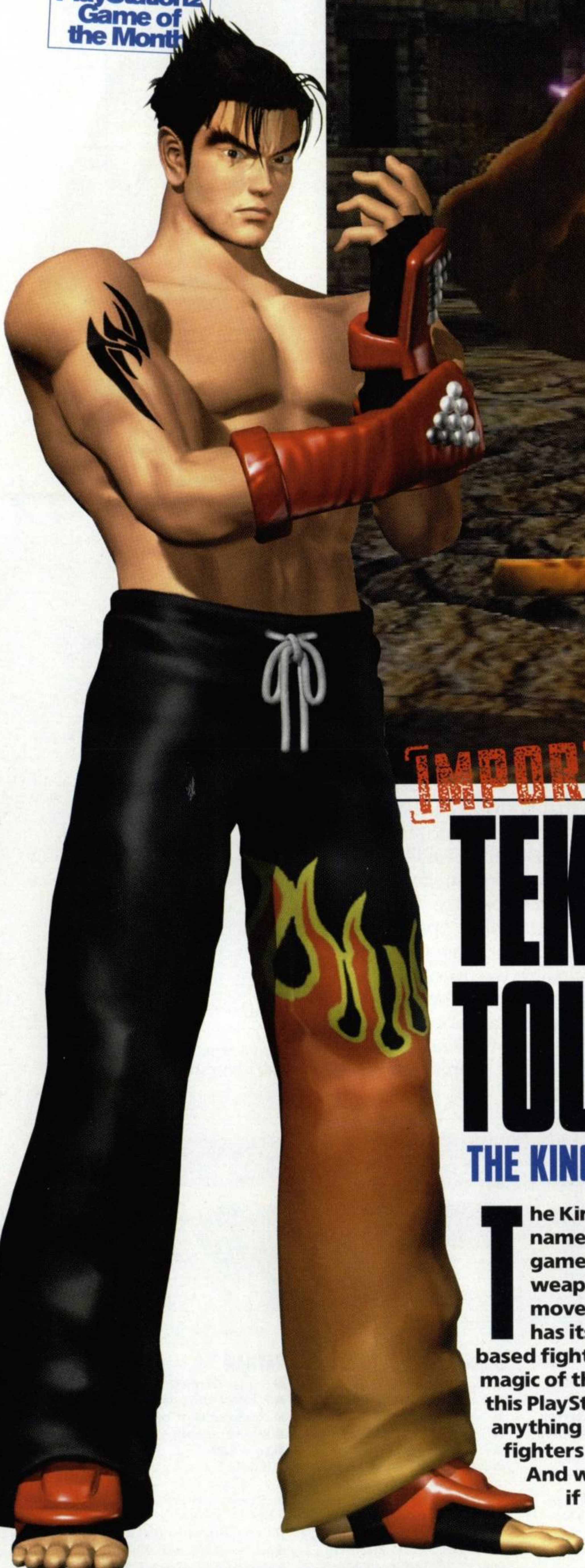


RAYMAN

- Format: **Game Boy Color**
- Publisher: **Ubi Soft**
- Developer: **Ubi Soft**
- Release date: **on sale now**
- Price: **£25**
- Players: **1**

■ However unlovable, *Rayman* makes for an excellent platformer. The colourful, surreal backgrounds are stunning and, with slinky animation, make this look great. Levels are varied and well-designed, including one where Rayman has to head upwards to avoid rising water. Gorgeous presentation throughout and you even get a free *Rayman* book and stickers. Bravo! ★★★★★

Arcade
PlayStation2
Game of
the Month



■ Demon bleed – Devil Kazuya remains one of Tekken's toughest opponents.

[IMPORT]

TEKKEN TAG TOURNAMENT

THE KING OF IRON FIST IS STILL THE KING OF FIGHTERS.

The King Of Iron Fist: a fitting name for the best fighting game ever. *Soul Calibur* has its weapons and freedom of movement, and *Virtua Fighter* has its own brand of reversal-based fighting, but neither has the magic of the *Tekken* series. But can this PlayStation2 update offer anything more than pretty-boy fighters and cool backgrounds? And would it make a difference if that was all it did?

Following the recent trend for tag fighting in beat-'em-ups, you can choose two characters to do your scrappy bidding in *Tekken Tag Tournament* and switch between them whenever you like. You can

also pull off special tag moves using both characters, although this largely depends on the compatibility between your fighters and some good timing. While this doesn't bring anything particularly new to the format, you have to be proficient with more than one character and think carefully about who you're going to fight with. Do you plump for a combination of speedy fighters or one fast and one strong battler? Tactics can become a serious part of the game for seasoned *Tekken* hands.

There are a few variations on some of the fighters' moves, but nothing to get excited about. *Tag Tournament*

THE DETAIL IS INCREDIBLE. IT'S ALMOST AS IF NAMCO HAD TOO MANY POLYGONS TO PLAY WITH.

Game info

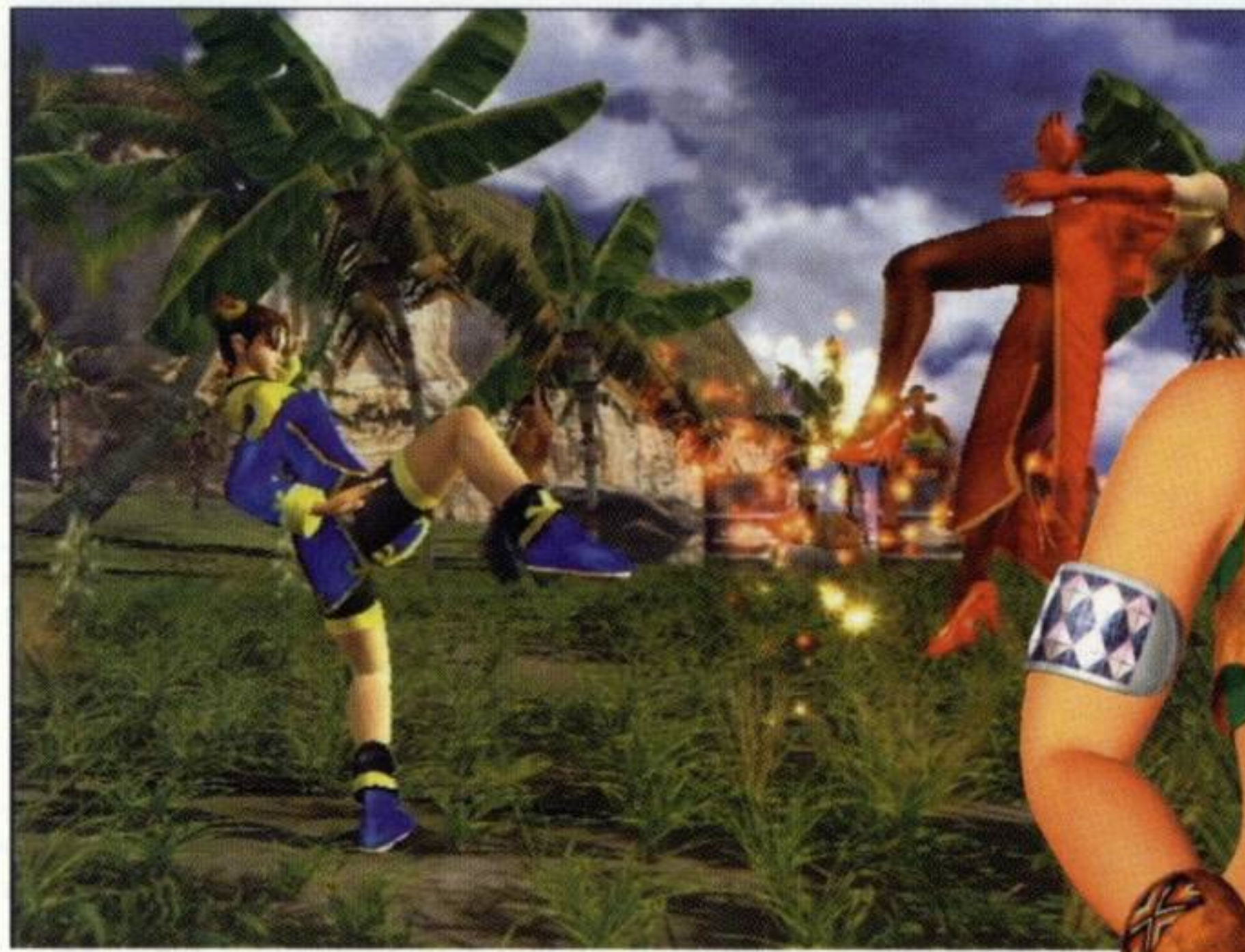
- Publisher: Namco
- Developer: Namco
- Price: ¥5980 (£35)
- Release date: on sale now
- Players: 1-4
- Extras: memory card, Dual Shock 2-compatible, multi-tap 2



■ Tekken Bowl Tournament. (Left) Your normal view of things. (Right) Laser guided bowling – Power Jack style. Great stuff.



■ (Above) Tiger, in a 70s get up, is the button basher's favourite.



■ (Above right) A sweeping camera makes throws more dramatic. (Right) Red Indian chic for Julia.



is like a *Tekken* remix, with characters from both the second and third instalments included and one new one – a mysterious female character only referred to as "Unknown". She's seemingly controlled by a wolf/demon thing that floats behind her, and her moves are a combination of other characters'.

To be honest, the main attraction of *Tekken Tag Tournament* is its sheer visual excess. While the fighter animations are much the same as those of *Tekken 3*, albeit looking more lifelike at 60 frames per second, the detail is nothing short of incredible. It's almost as if Namco had too many polygons to play with; when you start modelling a fighter's lips, teeth

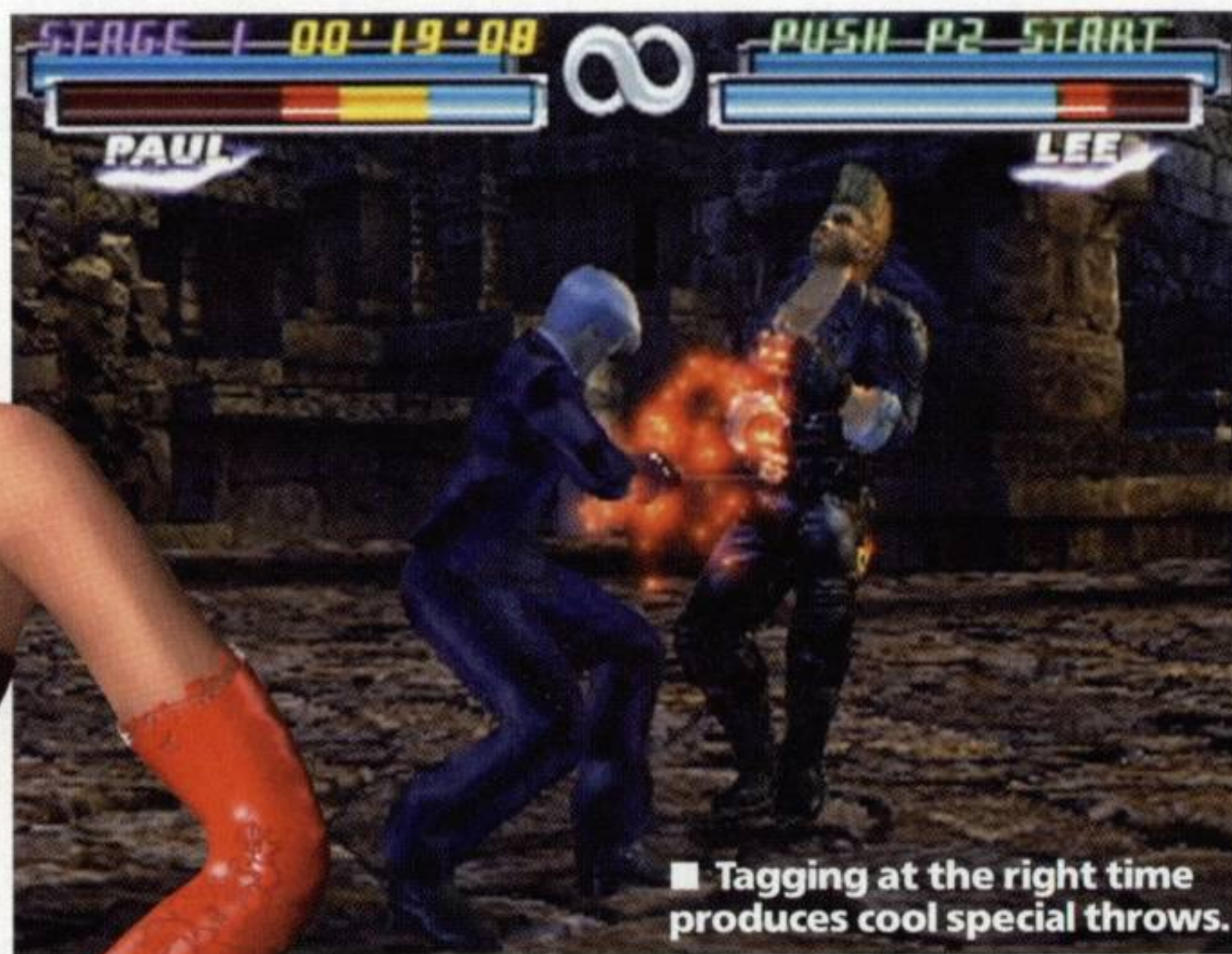
and tongue you know that you're struggling to find things to do. Animated hair, muscles that move and flex and faces that react to different impacts – it's a delight just to watch, let alone play, the game. If there is a criticism to be made, then it's that the fighters look like they are made of plastic.

This graphical splendour gives the fighting more of an impact. It feels and looks more dramatic and therefore is a wonderfully exhilarating experience, and quite unlike anything else in the genre.

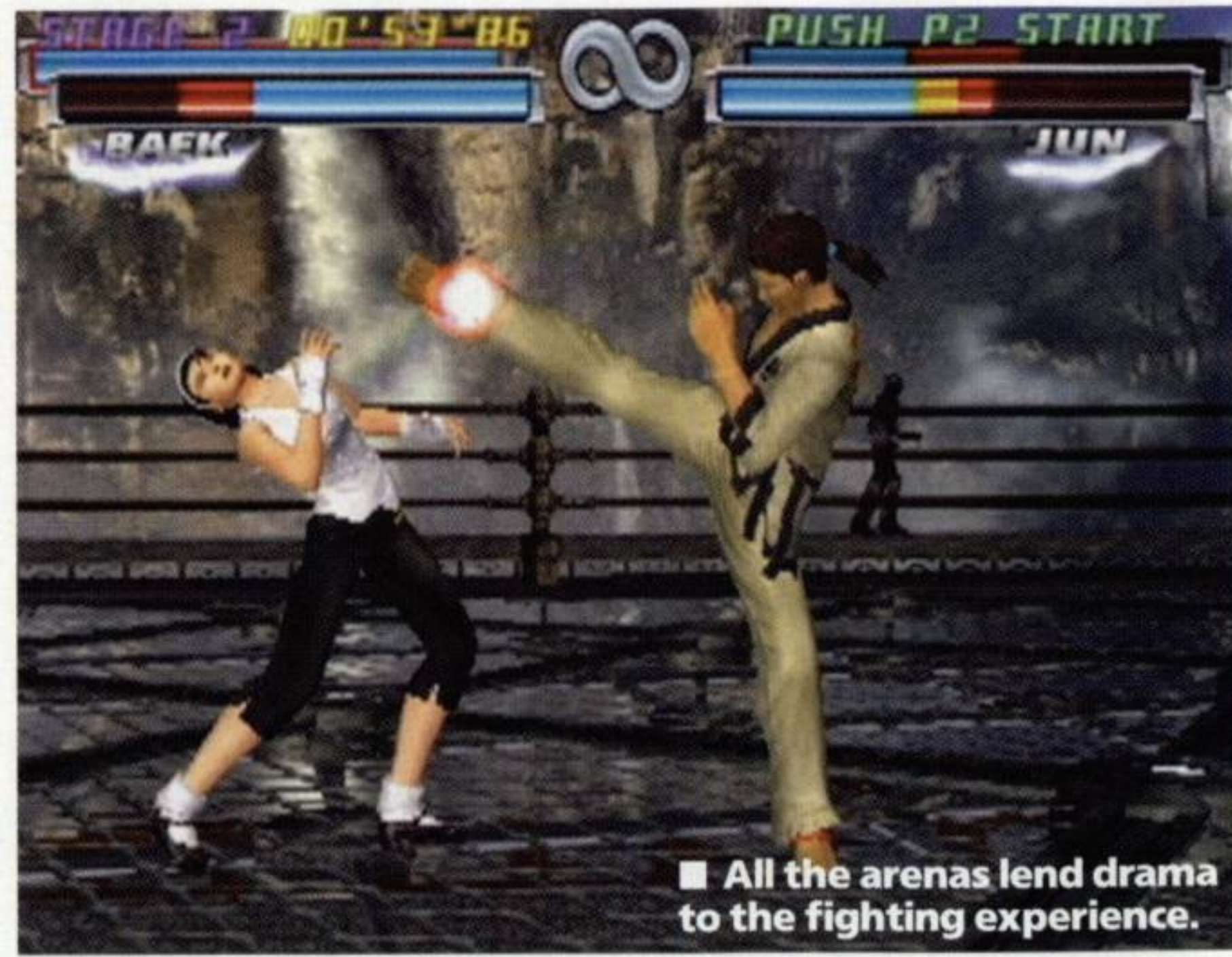
Backgrounds have also reached a new level of excellence. While the game holds true to the traditional *Tekken* fighting-on-single-plane stuff and there's none of the freedom of movement of *Soul Calibur*, the illusion of fighting in a three-dimensional arena is incredible. There are loads of details like people cheering, grass blowing in the wind, fallen leaves floating through the air – it's a real feast for the eyes. Arenas can also change significantly from fight to fight, most notably the



■ (Above) Character animation is far more fluid than in the PlayStation versions with *Tag Tournament* running at an arcade-perfect 60 frames per second – check out the rippling flares.



■ Tagging at the right time produces cool special throws.



■ All the arenas lend drama to the fighting experience.

times of day and the weather shift. On the snow level, for example, sometimes it's blowing a blizzard and at other times there's just a sprinkling of snow. In fact, it all seems a bit too real somehow.

But *Tekken Tag Tournament* does feature the best bonus game ever – Tekken Bowl Tournament. Yep, that's right, this is ten pin bowling with the *Tekken* characters and gold Heihachi-shaped pins. Even in this little sub game the detail is commendable. Each character has different strengths and weaknesses on the lane, and things go so far as to have head-up displays and laser-guided bowling sights for robot characters Jack and Yoshimitsu.

Apart from this minor diversion the game remains pretty much just like every other *Tekken*. You get all the usual play modes – Time Attack, Survival, Team Battle – and you can earn a one-on-one Battle mode. In short, *Tag Tournament* represents the logical conclusion of the *Tekken* idea – one-on-one and two-on-two fighting at a level that almost every other beat-'em-up can only dream of attaining.

But what makes *Tekken* so good? It could be the intuitive controls that enable everyone from



■ Bear knuckle fighting – Kuma's just a teddy bear, really.



■ Tiger takes on King with his capoeira-style fighting.

↑ Uppers & Downers ↓

Knock out

- All your fave *Tekken* characters
- Best graphics ever
- Tekken Bowl Tournament

Throw in the towel

- Nothing new

a beginner to a martial arts expert to get into it. It could be the number of moves for each fighter and all the reversals and multiparts. It could be the variety of fighters and styles. It could even be down to the simple

joy of battering a friend to death (on screen of course).

In fact it's all of these and more – *Tekken* has that special magic something that you can't quite put into words. So what if there's nothing much new on offer here? This is videogame fighting at its very best. At root, it's basically the same game as *Tekken 3*, but even if you've played that to death, learned all the moves and opened all the characters, that still doesn't excuse you not wanting this update. *Tekken Tag Tournament* is the pinnacle of fighting excellence, a martial arts nirvana and is, quite simply, the king of fighters. ★★★★★

Nick Jones

Or you could try...

Street Fighter EX3
Capcom ★★
Boring Street Fighter game in 3D.

Tekken 3
Namco ★★★★★
The PlayStation's greatest beat-'em-up.



■ (Above) End movies are a bit disappointing after the FMV of *Tekken 3* but they do show off the characters' fantastic detail.





■ All on your own. In last place. Up against the wall. Get used to it...



■ Only the game's looks and a tasty replay mode make it worthy of a star.

IMPORT

DRIVING EMOTION TYPE-S

WHATEVER YOU DO, DON'T PLAY THIS WITH KENNETH NOYE.

What sort of emotions do you usually associate with driving? The elation of speed, perhaps. Or the relaxation of a Sunday spin around the countryside. All very nice. But what about the frustration of being stuck in a traffic jam and the well documented rise of road rage? Not so pretty.

Well, Squaresoft has clearly pitched *Driving Emotion Type-S* at the masochistic motorist: it's sluggish, it looks silly and the controls will have you sobbing so much that fellow racers will slow down to find out what the problem is.

Racing games are very simple. You choose a car, get in it and drive as fast as you can – trying to win a race and a lovely, shiny trophy. In order to work, you need at least a chance to make it round the course, to compete and to experience some of the thrill real racers feel when they get their motor singing up around the redline. But don't go loading *Driving Emotion Type-S* expecting this.

For one thing, no matter which car you choose – anything from a Honda Civic to a Ferrari F50 – if you can steer the bloody thing you're clearly in possession of the sort of driving skills Formula One teams pay through the nose for. While you can fully understand that a driving sim will be harder to fathom than an arcade game like *Ridge Racer 5*, there can be no excuse for a steering system that bears more relation to that of a supertanker than a real car.

How so? Well, imagine how difficult your runaround would be to control if every time you turned the wheel to the left – say to 10 o'clock – in order to straighten the car up you would have to turn the wheel as far to the right – in this case to 2 o'clock – rather than just return to the neutral position. That's how *Driving Emotion Type-S* behaves, and what makes this even more galling is that when you choose the first-person perspective you can see your driver straightening the wheel, but the car continues to turn. Oh, and the cars spin as readily as New Labour...

Sadly, the graphics on offer here won't calm you down much. The backgrounds are pleasantly detailed, but the



■ You may start well, but soon a corner will claim you.



■ You can set the number of laps you want to race.

↑ Uppers & Downers ↓

Leading the pack

- Excellent lighting effects
- Ridiculously detailed backgrounds

In the pits

- Hellish steering
- Floaty motors
- Insane "learning" curve

cars coast around the course six inches off the floor, and any coming together is buffered by a foot of fresh air. The lighting effects are exemplary, but given the power under the hood of the PlayStation2, so they should be.

There is a two-player mode and you can have a crack at a time trial. Should you master the controls, there are four levels of competition, culminating in Gran Turismo, but therein lies the rub – with *GT 2000* on the way there is no reason on Earth for you to spend good money on this. *Arcade's* chosen emotion? Disgust. ★ **Jamie Dolling**

Or you could try...

Ridge Racer 5
Namco ★★ ★★
The fastest racer you have ever played, now with added Pac-Man appeal.

Gran Turismo 2
Sony ★★ ★★ ★★
Until *Gran Turismo 2000* appears, this is the driving sim to own.



Game info

- Publisher: Squaresoft
- Developer: Squaresoft
- Price: ¥5,980 (£35)
- Release date: on sale now (Japan)
- Players: 1-2



Game info

- Publisher: Tecmo
- Developer: Tecmo
- Price: ¥5,980 (£35)
- Release date: on sale now (Japan)
- Players: 1-4
- Extras: Dual Shock 2-compatible, multi-tap 2

IMPORT

DEAD OR ALIVE 2

A FIGHTER WITH A LOT MORE THAN JUST TITS 'N' ASS... BUT THAT TOO.

Dead Or Alive? It's all about pants isn't it? Or, more specifically, girls' pants. Oh, and breasts – you can't ignore the breasts, not when every female character sports a fulsome pert pair. Forget the gameplay, that'll get the 14-year-old punters in, that'll sell the game – after all, that's all you need to sell records, why wouldn't it work for a videogame?

Whether or not that is true, and whether or not the fine people at Tecmo are quite so cynical, is impossible to say. But what is true is that underneath the sanitised titillation *Dead or Alive 2* is actually an excellent beat-'em-up. In fact it is one of the best fighting games ever. Ignore the panties (if you can) close your eyes to the heaving bosoms and you'll see a game that rivals *Tekken* for its fighting brilliance.

Dead or Alive 2 is actually closer to *Virtua Fighter 3* than *Tekken*. Fighters can move freely in 3D space and the fighting system leans



■ Some full on pre-fight posturing shows off the excellent detail in the characters and their silky costumes.

BENEATH THE SANITISED TITILLATION, THIS IS ACTUALLY AN EXCELLENT BEAT-'EM-UP.

towards countering and reversing your opponent's moves rather than the combo-obsessed nature of Namco's sublime fighter. It is also very easy to pick up and play straight away, with a button each for punch, kick, throw and block. Using these in different combinations gives you a surprisingly varied number of moves. Countering is just a matter of good timing and getting the direction right as you press the block button. And because you can pull off reversals easily fighting becomes a tactical, rather than an all-out button-bashing, affair. A tag team option also broadens the tactical side of the game.

The fighters look fantastic and, as with *Tekken Tag Tournament*, the detail is incredible, right down to the fighters' hair and fingers. The animation of the moves is spot on as well, helped by some dramatic use of the camera to accentuate impacts on the spectacular moves. Fighting takes place in some gorgeous settings, including wind-swept snowy mountains, on the roof tops of Hong Kong at dusk and in an ancient Chinese temple, complete with giant golden dragons. You even get to interact with your surroundings, sort of. Moves can change depending on where you are in an arena. For instance, if you're near a



■ With the arenas being fully interactive you can cause more damage by smacking your opponent into walls.



■ The old reversal move in full effect. You can turn defence quickly into attack – this encourages a more cautious approach to fighting rather than all-out button bashing.



■ Tina and Jan-Lee get physical. Many of the throw moves can be extended with extra button presses.



wall you can slam your opponent into it causing more damage than if the move had been done in an open area.

The arenas are huge with lots of different levels. For example, one arena sees you fighting in a church belfry where it's possible to knock your opponent through a stained glass window and down outside the church, where the fight continues. In fact, almost all the fighting arenas have separate areas where you can fight. You can fall off the top of a waterfall, through a wall of a dojo into a garden and even down the side of a mountain. Unfortunately, while this may look spectacular it doesn't add that much to the game. Still, it does look cool.

One disappointment with *Dead Or Alive 2* is the lack of variety when it comes to fighting styles. There's no attempt to base these on real martial arts and they seem to be made up of a mish-mash of different styles. It also doesn't help that there are only 12 characters to choose from and they conform to the usual clichés. You have the big slow characters with a lot of strength and those that are fast but don't pack much of a punch. While this isn't necessarily a bad thing, it would have been nice to have had a bit more

variety and a few more fighters. However, you do get rewarded for completing the game in the form of lots and lots of different outfits for the fighters. Naturally, each one means you can reveal a little more of the female characters' pixelated underwear and flesh.

Dead or Alive 2 really is a great beat-'em-up, but it still comes second to the majesty of *Tekken Tag Tournament*. The diversity and number of moves available in Namco's masterpiece are what sets it apart from the competition. But it is a close call and *Dead or Alive 2* does have loads of innovation, true 3D arenas and is easy to pick up and play. But the lack of depth means it fails to make the leap to greatness. It still gets four stars, but with some reservation – it hasn't got the longevity that you would hope for. Once the novelty of the incredible arenas (and the pants) wears off you're left with a good solid fighting game but one that you might just find you're loathe to pull off the shelf and play after a few weeks. ★★★★★

Nick Jones

↑ Uppers & Downers ↓	
Agent Provocateur	Marks and Spencer
■ Easy to pick up and play	■ Not enough fighters
■ Gorgeous multi-level arenas	■ Not enough moves
■ Girls' pants	

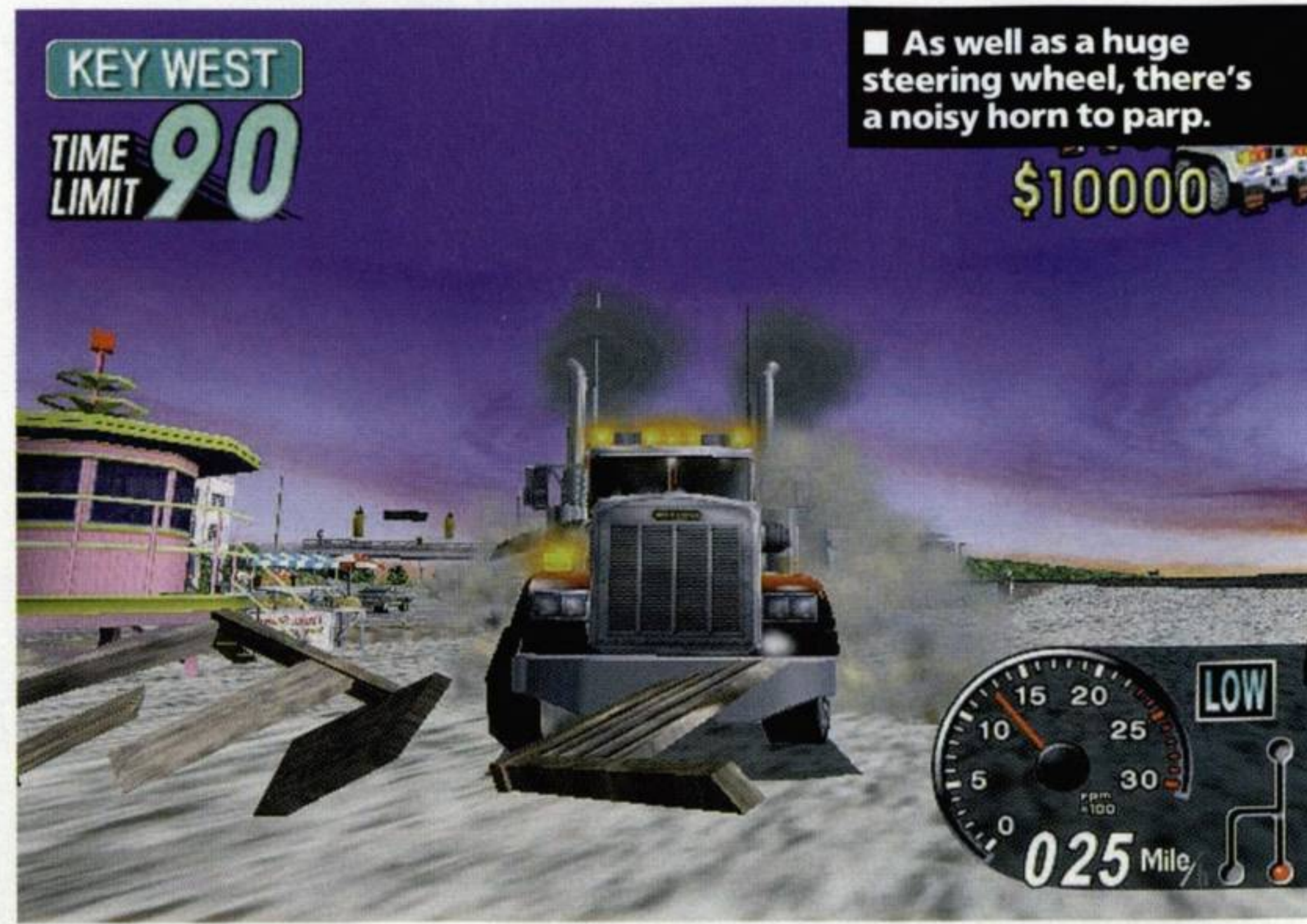
Or you could try...

Tekken Tag Tournament
Namco ★★★★★
Quite simply the king of fighters.

Street Fighter EX3
Capcom ★★
Pseudo-3D *Street Fighter* without the fun of the 2D games.



■ On the snowy mountain level, fighters walk ankle-deep in the snow while the wind blows their clothing around. The girls don't show signs of the cold, though.



Game info

- Publisher: **Sega**
- Developer: **Sega**
- Players: **1-2**
- Release date: **on sale now**

↑ Uppers & Downers ↓

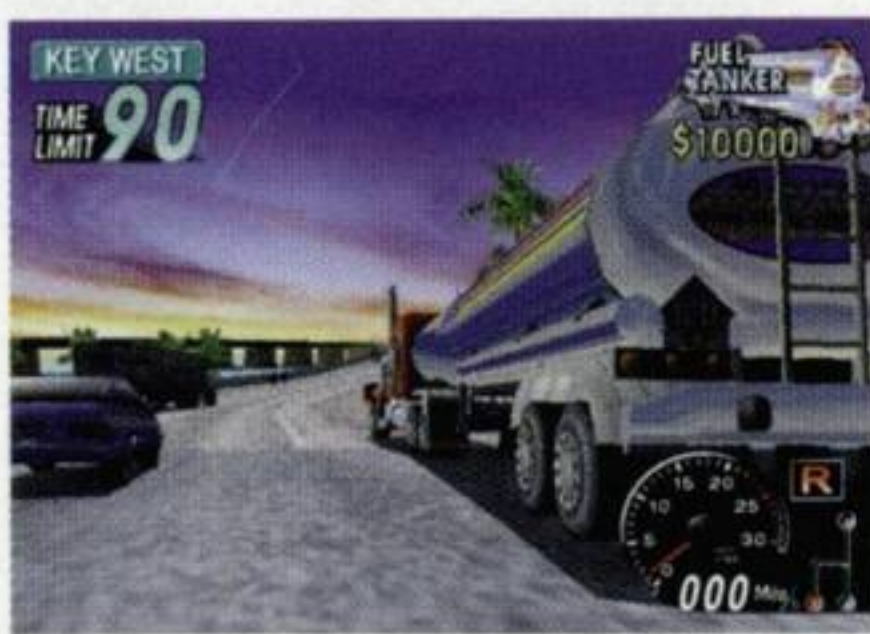
New bypass

- Imposing cabinet
- Mighty steering wheel
- Powerful horn, as it were

Heart bypass

- Not much subtlety in gameplay
- Parking feature is pointless

- Your main view: the arse-end of another truck.



18 WHEELER

DRIVE A TRUCKING CONVOY 'CROSS THE USA.

While it may not rank as a glam job, there's something about long distance lorry drivers that commands respect. Basically, they just don't give a shit. And they don't take any either. Sweaty, chain-smoking and bestubbed they may be, but, like Paul Merson in the good ol' days, once they get that white line in their sights, there's no stopping them.

Some may say that beyond the unattainable dream of being a Formula One driver, it's the next best thing. Of course, in lieu of the champagne and women you get sweet milky tea and hitch-hikers, but you can't have it all. And who hasn't longed for the opportunity to get their own back on snail-paced drivers by ramming them off the road using a mammoth, monster truck.

How good of Sega, then, to give you the opportunity to live the dream through *18 Wheeler* – a truly imposing

driving game. The Daytonas of this world can be good for some quick kicks, but climbing up into this mother of a cabinet is where the fun really starts. Perched up on top and steaming down the highway, no-one's going to mess with you. It should be pointed out that ramming into other vehicles is not the aim of the game, and doesn't always improve your chances of winning. But it is the most enjoyable part of the game, nonetheless.

The real art, however, lies in obstructing the opposition. Even if you're struggling to get to grips with the vagaries of the humungous 48cm steering wheel – which, incidentally, makes you feel little again – just by taking up most of the road you can force your rival off bridges or into oncoming traffic. And while ramming smaller vehicles off the road to clear your passage is perfectly acceptable (and to be encouraged), heavier collisions can cause your beloved truck untold damage.

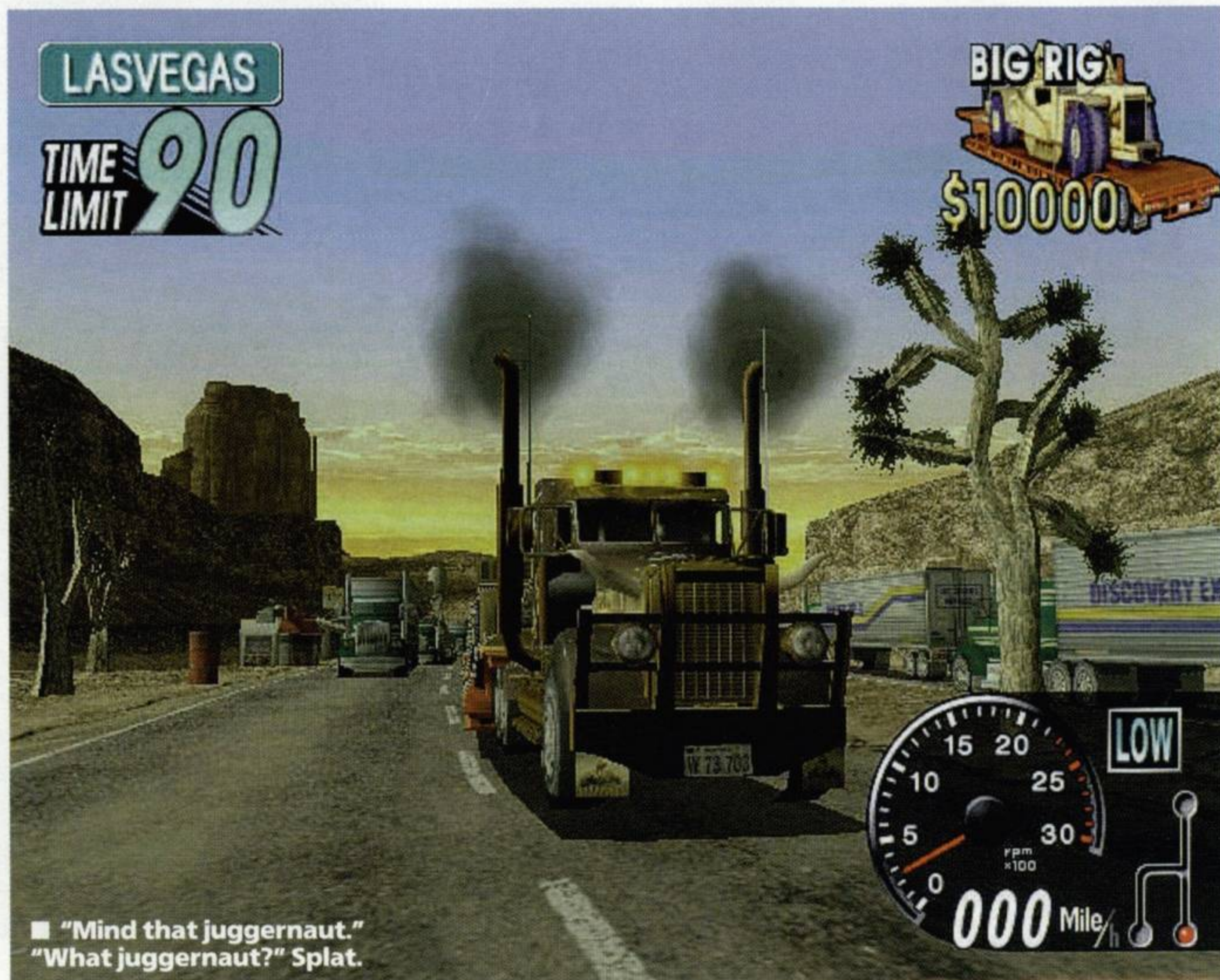
Both players are charged with the task of transporting their cargo safely across the US, over four different stages (New York, Dallas, Las Vegas and San Francisco) in the fastest time possible. By winning stages you can pick up indispensable accessories including the all-important horn, which clears slow-moving traffic from your path. Sega has generously located this on the passenger side (in a ludicrous attempt to brand the game two-player) but at least it gives your woman something to do while you get on with the serious business of driving. No, seriously...

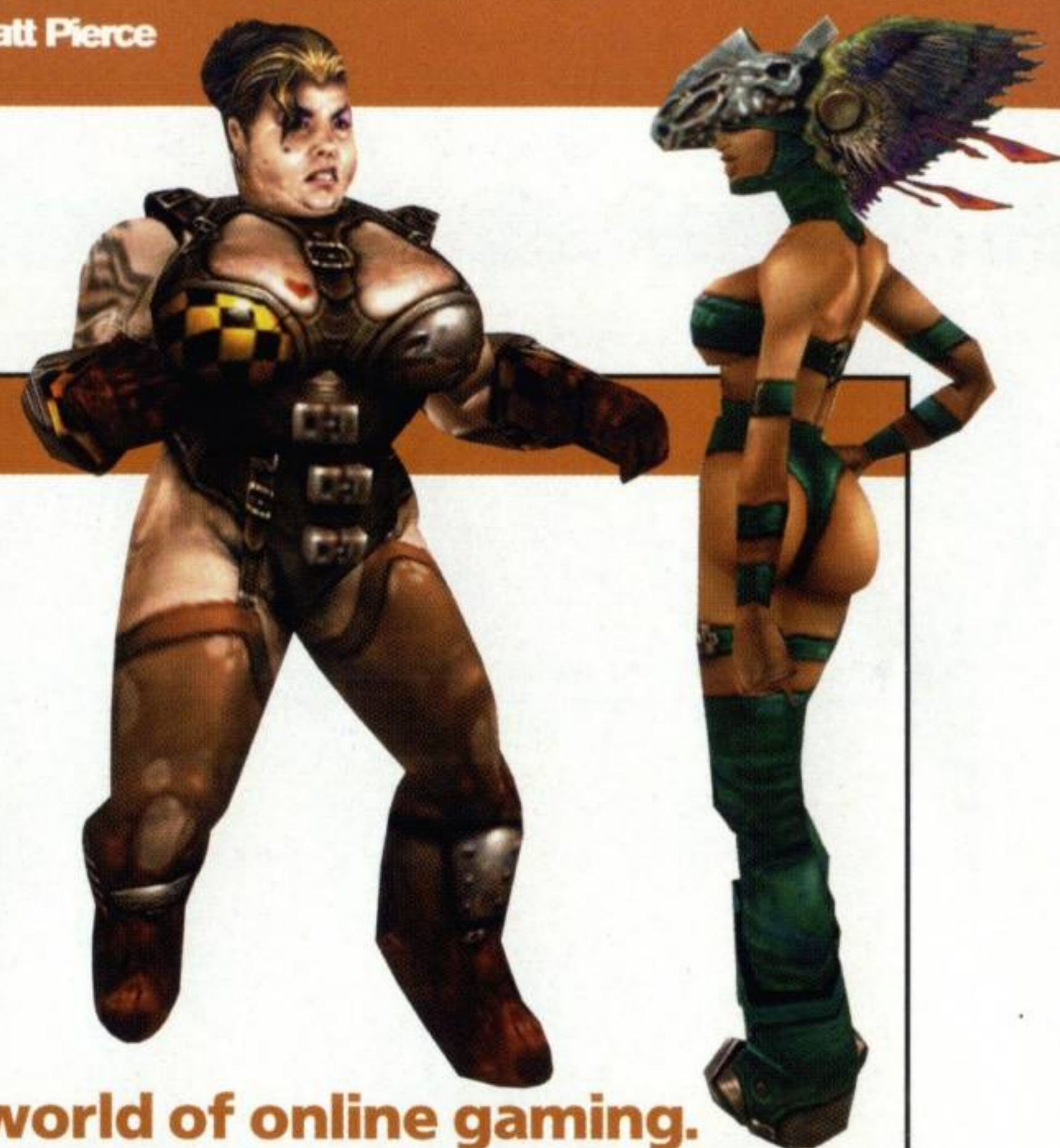
Should you opt for this sure-fire relationship boost, watch out for the sub-woofer and base shaker located under the seat. While they go some way towards recreating that big truck feel, the accompanying vibrations and gutsy 14,000cc engine sound could easily be mistaken for something, um, flatulent. Truckers, eh?

Your opponent taken care of, safe transmission of your cargo will be rewarded with the dubious privilege of attempting to park your chosen rig. And yes, it's even harder than it looks.

Quite how Sega intends translating the game to Dreamcast is another matter. While the absence of the vibrating seat will be no great loss, the size and height of the cabinet, plus the 48cm steering wheel and 50 inch monitor, go a long way towards giving you a feeling of truck power. The game is based on Sega's arcade cousin to Dreamcast, however – the Naomi board – so it may not be too long until you find out. ★★★

Guy Woodward





Online gaming

MULTI-PLAYER GAMING MADE EASY

Arcade smooths your path through the tricky world of online gaming.



■ *Quake 3 Arena* has an in-game search engine...



■ ... but you're better off using a specialist engine...



■ ...which can cut lag times, making you a better killer.

After something of a shaky start in this country, playing videogames over the Internet is finally becoming the big bundle of fun that it was always meant to be.

Huge improvements in the speed, stability and (perhaps most importantly) cost of playing games against other people worldwide have led to burgeoning gaming-specific communities cropping up all over the Web.

With such a mighty online presence, advice and help is never far away for the multi-player newbie. And with this regular page, *Arcade* is going to remove the lingering mystery from the scene, showing you how to get your game up and running, how to get the best performance from both your hardware and software and what free utilities and Web sites you should be using.

If you have access to the Net and a copy of an Internet multi-player game, the quickest (although not always best) way to get started is simply to begin the game and check out the multi-player options it offers. *Quake 3 Arena*, for example, is a first-person shooter that comes complete with an in-game search engine system. This means that from within the game's front-end interface, you can search for *Quake 3* games that are already available to join. It's a simple case of clicking on the multi-player option, then selecting Internet Play. If your hardware's working properly you should see a list of games on offer.

Rather than click on the first one, scroll through and compare their "pings". The lower the ping number, the more frames per second you'll see, and the better it will play. Lag is your worst enemy, and for games that demand high frame-rates and fast reactions it's a killer.

The problem with in-game search engines, is that they don't always show the best games for your needs. Enter the purpose-built type that is far more sophisticated at

prioritising games according to ping and game type. Say, for instance, that you have *Quake 3*, but want to play the Capture The Flag variant rather than deathmatch. The best answer is to download a copy of GameSpy – a hugely popular utility that can be used to trawl the thousands of *Quake* games being played and asked, for instance, to only show those that are playing CTF in order of ping.

GameSpy is capable of searching for almost every type of first-person shooter (*Half-Life*, *Unreal Tournament*, *Quake*, etc), although as you'll see next month, more specialist interest games such as persistent world role-playing games, often require a little more work. **A**

NET PROFIT

Net resources for the multi-player.

GameSpy

www.gamespy.com

The best game search engine, GameSpy is an essential piece of software to have if you're serious about playing games on the Net. A small, free download – just make sure you get the right version for your PC's operating system.



■ The GameSpy Web site should be your first stop.

PlanetQuake

www.planetquake.com

The "Planet" family of Web sites that include PlanetHalfLife and PlanetUnreal are superb resources for the download of new game mods, TCs, patches and skins, as well as being invaluable sources of news about the multi-player scene.



■ A great place to get game-specific downloads.

Gameplay

www.gameplay.com

Previously known as Wireplay, Gameplay is a piece of software that offers easy access to servers that support a huge variety of games. From flight sims to real-time strategy and beyond, it's cheap and user-friendly.



■ Gamplay offers easy access to great servers.

BarrysWorld

www.barrysworld.com

One of the most popular UK-based game servers, BarrysWorld caters mainly for first-person shooters, but is easy to connect to and offers some of the lowest ping servers you're likely to find.



■ Find the lowest ping servers with BarrysWorld.

JARGON BUSTER

Don't know your mods from your rockers? Read on.

CTF – Capture The Flag is a massively popular team-based version of most first-person shooters.

Operating System – The software that you use to perform tasks on your PC. Usually Windows – although 3.1, 95, 98, CE and NT versions do differ pretty dramatically.

Search engine – Software that trawls the Internet, based on user-entered information

Mods – Short for modifications, mods are either

professional or amateur-created extensions to existing games that offer different game types, such as CTF, Counterstrike or Team Fortress. Usually available as free downloads.

Patches – Generally official (free) downloads that fix or change specific areas of an existing game. The latest patches are often needed to connect to game servers.

ISP – Internet Service Providers. These companies offer the software you need

to connect your PC to the Internet. Without one you're just playing with yourself.

Ping – A number that determines how fast your game will run. The lower the ping, the better.

Lag – Annoying pauses in the gameplay caused by "high-ping" servers.

TCs – Total Conversions, TCs are usually free amateur-created downloads that completely change the way a game is played.

PlayStation PADS



Dual P-Shock

■ For: **PlayStation**
 ■ Price: **£15**
 ■ Available from: **Venom**
 on **01920 484440**

■ "I'm blue, dee da dun da dee dun da dee dee", sang a group of robotic-voiced Euro-popsters in their recent short visit to the Top 40. Coincidentally, blue is the colour of this decent pad and memory card set from 3D2.

The P-Shock is a breeze to use, has a long cable and an excellent hand-trembling rumble effect. The D-pad disc works great

with footie games and the like and there are Turbo and Slow Motion options for in-game experimentation. Unfortunately, the analogue sticks aren't as accurate or comfortable to use as the official Sony pad, plus the Start and Select buttons are awkwardly placed.

Gripes aside, this is a good value controller and the free memory card is a great bonus for cash-strapped PlayStation fans. Alternatively, you could spend £15 on making your own novelty Euro Pop single – just like the chaps at Eiffel 65. ★★★



Viper

■ For: **PlayStation**
 ■ Price: **£15**
 ■ Available from: **Blaze on 01302 325225**

■ Blaze was the company which delivered a marvellous arcade-style button-bashing add-on that achieved a five star review and an "Our Choice" nod last month. Viper, however, is a rather ugly pad, with chunky rubbered-up bits that make it feel very strange when you're pummeling away at *Tekken 3*. There's a rather neat Neo Geo-style dicky joystick replacement for the D-pad, which

unfortunately has no grip, leading to the condition of *ISS Pro Evolution* thumb slippage.

The bizarrely patterned fire buttons are a little spongy, but the analogue nipples are responsive and accurate. For a heavy pad, the rumble effect is quite weak with a distant tremble that disappoints compared with the thunderous belt from Joytech's Dual Jolt.

Also included are buttons for programming and Slow Motion – useful if you've nothing better to do with your time. The Viper isn't a bad controller, but the below-par D-pad joystick makes it a distinctly average purchase. ★★★



A Our Choice

Analogue Controller Plus

■ For: **PlayStation**
 ■ Price: **£20**
 ■ Available from: **Joytech**
 on **01525 244210**

■ Joytech got a bit of a bashing in last month's *Arcade* for its extremely poor N64 pad. But credit where credit's due, and in a turnaround reminiscent of Manchester City's upturn in fortunes the Analogue Controller Plus for the PlayStation is a winner.

It looks horribly tacky, with a silver finish that makes Christmas decorations seem like

expensive luxury gifts. However, in practice this overweight pad plays like a dream. The D-pad disc is easy to use and the odd-shaped fire buttons are surprisingly tactile and responsive. You realise why the pad is so big when you experience the vibration effect, which is accurately described as "the strongest Dual Shock feedback ever". Super.

The crowning glory must be the analogue sticks, which are smooth and accurate – fantastic for games such as *Quake 2*. Altogether this is an excellent pad which shows once and for all that beauty is more than skin deep. ★★★



Dual Force Wireless Controllers and Receiver

■ For: **PlayStation**
 ■ Price: **£40**
 ■ Available from: **Mad Catz**
 on **01992 707400**

■ Oooo aaarr. It's another one of those new-fangled infra-red controllers. Regular readers will know that *Arcade* is no fan of wireless wonders. Oh no.

These Mad Catz pads have the same build quality as the company's superb Dual Force controller, but, annoyingly, without the

leads. It's annoying because you can play and forget that these great pads are actually infra-red until they let you down just when you need them most – such as when you're closing in for a shot on goal in *ISS Pro Evolution*. Aaaaagh!

A shame really, as you get eight AAA batteries included, a good rumble effect and damn fine analogue sticks. But you can buy two official Sony pads for the same price as this flawed control system. *Arcade* says stick with old-fashioned pads that have wires. Aaaaarr. ★★★

MINI MARVELS

From time to time a piece of technology comes along that manages to turn the cool table on its head. MiniDisc is one of these developments, so thank God that Michael Brook of *T3* magazine is on hand to guide you through the market.

AM-F80

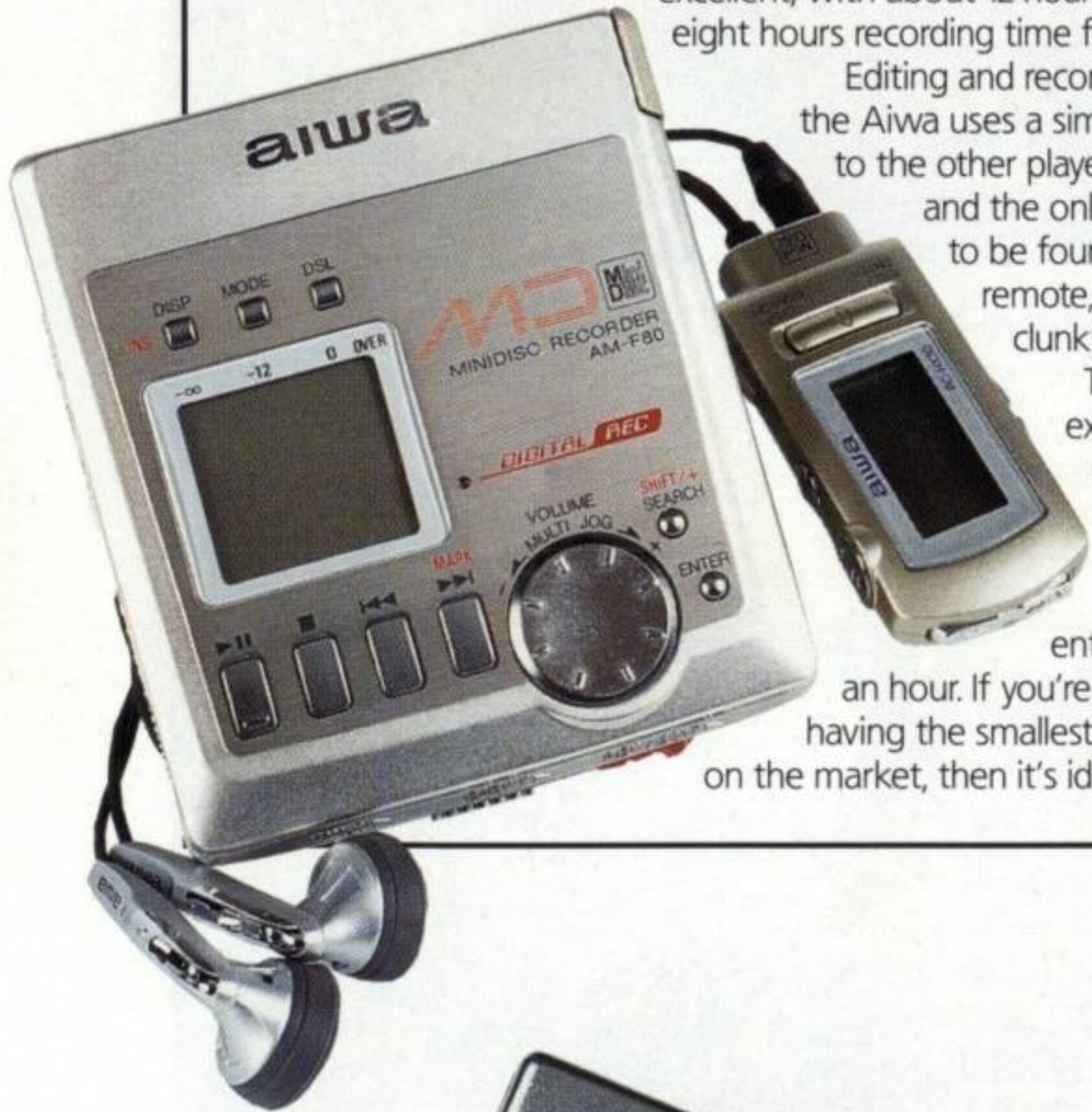
- Price: tba
- Available from: **Aiwa on 0990 902 902**
- Web: **www.aiwa.co.uk**
- Release date: **on sale now**

Not a great-looking personal, this, but worthy of closer inspection, because it's a well-known fact that Aiwa makes great personal MiniDiscs.

The AM-F80 is no exception and it's up there with the Sony in the sound department. The Aiwa has all the bass you could possibly want and you wouldn't believe that the original digital signal has been compressed in any way, judging by the crisp sound that flows from the earphones. Battery life is excellent, with about 12 hours of playback and eight hours recording time from a single charge.

Editing and recording is no problem – the Aiwa uses a similar jog-dial system to the other players featured here – and the only real drawback to be found is with the in-line remote, which is a little clunky and awkward.

The AM-F80 is an excellent MiniDisc recorder which comes in at a reasonable price and will keep you entertained for many an hour. If you're not intent on only having the smallest, lightest player on the market, then it's ideal. ★★★★★



GMD 16R

- Price: **£90**
- Available from: **Goodmans on 0239 239 1000**
- Web: **n/a**
- Release date: **on sale now**

Not a recorder, and only qualifying for inclusion here thanks to its rock-bottom price. For this money the Goodmans is an absolute steal and as an entry-level player it's really quite good.

For £90 you get a player with a spec to rival those costing nearly twice as much, and although it's not the smallest player ever, it's certainly a decent sounding alternative to forking out for a big-name brand. Battery life is not up to the standards of some players on the market, but at around ten hours it'll be adequate enough for most people. You get the usual bass and playback controls and the Goodmans has standard anti-shock, which means it can take a few knocks without getting too flustered.

If you've got a separate MiniDisc recorder, you're laughing; if you haven't, you're going to be limited to the pretty small selection of pre-recorded discs available in the shops and that's the drawback of playback-only MiniDiscs. If you can live with that, then the Goodmans is excellent value. ★★★★★

Our choice

MZ-R90

- Price: **£250**
- Available from: **Sony on 0990 111 999**
- Web: **www.sony.co.uk**
- Release date: **on sale now**

MiniDisc is Sony's baby, so you'd expect the company to come up with something pretty hot on the hardware side – and in this case you won't be disappointed. The MZ-R90 is a gem of a MiniDisc recorder that's pretty much faultless in every respect and lays waste to everything else on the market.

Sound is crystal clear, with bags of bass and beautifully crisp treble, and recording and editing discs is a breeze using the unobtrusive jog dial on the front of the player. You can squeeze a mammoth 12 hours from the supplied NiMH battery in playback mode and just over six while recording. Adding an additional AA battery pushes that up to nearly 15 hours

recording and 29 on playback. There's a 40 second anti-shock feature to keep your music skip-free, and the in-line LCD remote is simplicity itself to use.

Easy to use, great sounding, and jog-proof – what more could you want from a personal MiniDisc recorder. Oh, and it's the best looking one that *Arcade's* ever seen. Well worth the cash ★★★★★



SJ-MR100

- Price: **£250**
- Available from: **Panasonic on 0870 535 7357**
- Web: **www.panasonic.co.uk**
- Release date: **on sale now**

Panasonic has a reputation for producing decent MiniDisc players and recorders and the SJ-MR100 continues the trend. One of the better looking of the current MiniDisc recorder crop, the Panasonic is no slouch spec-wise, either, with more than eight hours playback and a little over four hours recording from the supplied NiMH battery. Add one AA battery to the mix and that more than doubles, giving you about 20 hours of playback time between charges, absolutely perfect for those summer sojourns to the beach.

The Panasonic's got the usual anti-shock business and weighs in at a reasonable 161g including the battery, so it's pretty compact and will fit easily into all but the smallest pockets.

The SJ-MR100 is a good-looking, stylish MiniDisc recorder with plenty of features and, although it's not the cheapest recorder on the market, you get what you pay for. ★★★★★



XM-R70SL

- Price: **£200**
- Available from: **JVC on 0208 208 7654**
- Web: **www.jvc.co.uk**
- Release date: **on sale now**

The ugliest player here, and the chunkiest to boot, but don't let that put you off. The JVC does an admirable job and has all the basic features of the other players. In fact, when it comes to editing and recording MiniDiscs the JVC is one of the easiest to use.

However, it's in the sound department that the JVC doesn't quite cut the mustard – too much middle and not enough treble or bass, means the whole thing sounds a little muddy at times. That said, a quick replacement of the standard earphones pays dividends and beefs it up no end. The NiMH battery provides about ten hours playback five hours recording time, which can be boosted by the addition of a single AA battery.

At £200 the XM-R70SL is one of the cheaper MiniDisc recorders on the market and as an editing tool it works well. As a player, it's not quite as competent. ★★★



Arcade

Back issues

When you're deep in a game you can lose all track of time. Here at Arcade it's our job to make sure when you surface you'll know what's going on and be ready to dive straight back in.

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.

Issue 16 February



■ Arcade looks at survival horror games, talks to an exorcist and has a shifty at *Shenmue*.

Issue 17 March



■ Thumping *Colin McRae Rally 2* preview, racing with the car mechanics and Dreamcast Lara.

Issue 18 April



■ Exclusive details of *The World Is Not Enough*, PlayStation2 festival and the future of handhelds.

Issue 19 May



■ Exhaustive PlayStation2 feature, the real life *Soldier Of Fortune* and a talk with Trip Hawkins.

A Back issues

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- * Metal Gear Solid 2?
- * Read all about it in Arcade issue 21



The videogame magazine

Arcade

Plus! First looks at Final Fantasy 9 and Driver 2!

ALSO: COLIN MCRAE 2, CHU CHU ROCKET!, DOLPHIN NEWS, DEAD OR ALIVE 2, ZELDA: MAJORA'S MASK AND X-BOX

Arcade 21 on sale Tuesday 20 June

The A-List

Edited by | Tim Weaver

Arcade's Top 20 PlayStation games

WIN!!!
WRITE IN WITH YOUR TOP FIVE AND WIN A GAME OF YOUR CHOICE!

Your top five can be about anything you like: your top five most exhausting games, your top five sexiest female characters, your top five bloodiest games, anything at all. The most important thing is that it's innovative and new. Oh, and make us laugh and we'll give you extra special consideration. Below is an example of the sort of thing we're after:

TOP 5 PLAYSTATION GAMES TO HELP YOU RUN A ZOO



- Ape Escape**
Sony
Practice for when that ape breaks free from his cage.
- Tomb Raider**
Eidos
Take down those bears, lions and crocodiles with some well-placed Uzi fire. (Best keep it to yourself, mind.)
- Tekken 3**
Namco
Learn to tame Kuma.
- Muppet Maniac Racing**
Sony
Useful for when frogs do learn to drive.
- Syphon Filter 2**
Sony
Practice your expertise with the tranquillizer on human beings. Still, it's all right, because they're evil.

Don't worry about anything else other than your Top 5 games – we'll fill in the rest.

Send your top five to:
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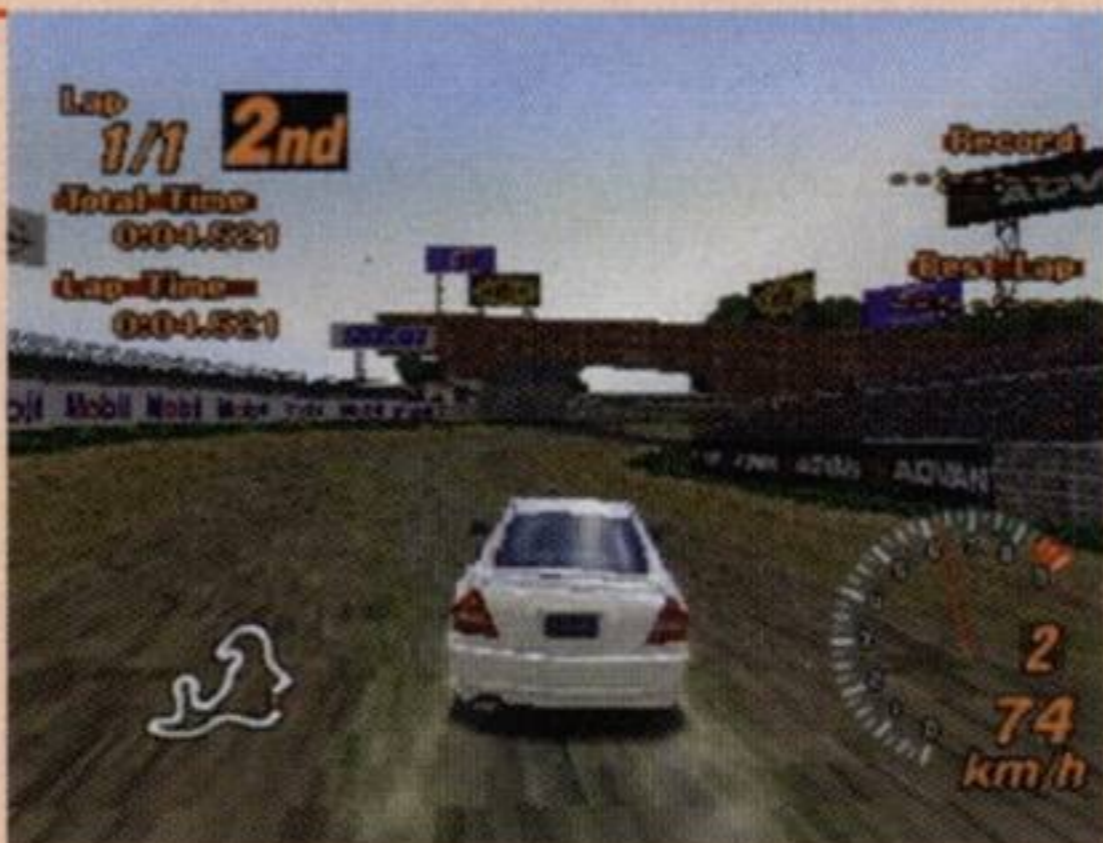


1 Metal Gear Solid

■ Sneaker ■ Konami ■ £40
Infiltrate a shadowy enemy installation *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end-screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

2 Gran Turismo 2

■ Racer ■ Sony ■ £35
Get your motor running With nearly a thousand different cars, tons of tracks plus the chance to retune and upgrade your vehicle, this is the most comprehensive driving sim since the last *Gran Turismo*. It's starting to look a little rusty in places, but if you love to race, you have to own this game. ★★★★★



3 ISS Pro Evolution

■ Sports ■ Konami ■ £35
The best football game in the world *Evolution* lacks the trendy music and official licence of other titles, but it's still the most breathtakingly realistic footie game ever made. Wondrous graphics, amazing depth and compelling gameplay – football has come home to the PlayStation. ★★★★★



4 Tekken 3

■ Fighter ■ Namco ■ £20
Adept slapping Major improvement to the earlier versions in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



5 Quake 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. ★★★★★



6 Tomb Raider

■ Action Adventure ■ Eidos ■ £20
Baps entertainment The original and, now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 3

■ Horror Adventure ■ Eidos ■ £35
Splatter undead assailants This part-prequel, part-sequel to *Resident Evil 2* sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



8 Driver

■ Racer ■ GT Interactive ■ £40
Stunning-looking '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 8

■ RPG ■ Sony ■ £35
Latest and best instalment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut scenes that make *Toy Story* look like *South Park*. Bid fond farewell to your free time. ★★★★★



11 Silent Hill

■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in splendid 3D. Only flawed by a few too many illogical puzzles. ★★★★★



12 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. ★★★★★



13 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. ★★★★★



14 Ape Escape

■ Platformer ■ Sony ■ £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. ★★★★★



15 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 Danny Wilson could master. Premier League stuff. ★★★★★



16 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. ★★★★★



17 Fear Effect

■ Action Adventure ■ Eidos ■ £30
Stylish, mould-breaking adventure There are episodes in *Fear Effect* where you really feel like you're playing the most important videogame of recent times. Wonderful graphics and ingenious puzzles, slightly spoilt by quirky controls and long loading times. ★★★★★



18 Syphon Filter 2

■ Action Adventure ■ Sony ■ £30
A deadly virus has never been so enjoyable Gabe is back in a sequel with more sneaking, shooting, bombing and silly running-about-behaviour. Packed with exciting challenges and unreconstructed gunplay, *Syphon Filter* is a good game but just falls short of being an all-time classic. ★★★★★



19 Anna Kournikova Tennis

■ Sports ■ Sony ■ £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. ★★★★★



20 Crash Team Racing

■ Racer ■ Sony ■ £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. ★★★★★



The world's most reliable games list returns to prevent you from wasting precious pounds on a pile of old pump. And this month – the start of Arcade's prize-winning Top Five. Have a shifty bottom left for full details.



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 ■ Activision ■ £45

Id perfects the first-person blaster. The eagerly awaited third instalment of the now legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake 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 this 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 Championship Manager 99/00

■ Sports ■ Eidos ■ £25

Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaaall! ★★★★★



8 System Shock 2

■ Action/RPG ■ EA ■ £35

Stomach-somersaulting horror. Your character awakes stranded on a deep space starship, with no memory, your entire crew butchered and weird cybernetics grafted onto your body. Difficult, but atmospheric, scary and original. ★★★★★



9 Tomb Raider: The Last Revelation

■ Action Adventure ■ Eidos ■ £40

Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



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 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 Thief 2

■ Action Adventure ■ Eidos ■ £35

Atmospheric, first-person adventure with a gripping plot. In *Thief 2*, Looking Glass has produced a stealthy sequel that exceeds its predecessor in every way. Beautifully designed missions mix with authentic interiors to create a game that's immensely rewarding and great fun. ★★★★★



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 Final Fantasy 8

■ RPG ■ Eidos ■ £30

Lip-smacking conversion of the PlayStation title. No less than five CDs contain this sprawling and ambitious RPG. It's a game you'll need to work at, but it'll reward your efforts many times over with a twist-riddled storyline and glorious cinematic sequences. ★★★★★



15 Messiah

■ Shooter/Puzzler ■ Interplay ■ £40

An adventure of Biblical proportions Hugely enjoyable and funny game where you take on the role of a cherub called Bob, whose mission is to save mankind from evil. The chubby avenger solves puzzles and defeats sinners by possessing characters he encounters. Twisted. ★★★★★



16 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 plenty of invention. A worthy update of a classic title. ★★★★★



17 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 last year. ★★★★★



18 Curse Of Monkey Island

■ Adventure ■ Lucas ■ £40

Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and listen to, if a tad frustrating and illogical. ★★★★★



19 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. ★★★★★



20 Soldier Of Fortune

■ Shooter ■ Activision ■ £30

Limb-removing shooter The fact that *Soldier of Fortune* is light years behind the likes of *Half-Life* in terms of depth and variety isn't the point. In Raven's gore-spattered first-person blast, you can actually remove heads, legs, arms, groins, and intestines. Needlessly violent and utterly compelling. ★★★★★



■ *Half-Life* at the top, there. If you haven't played it, you don't deserve to own a PC.

TOP 5 PC GAMES THAT DON'T LEAVE AN UNSIGHTLY MESS



- 1 Quake 3 Arena**
Activision
One blast of the Rocket Launcher and you've got instant corpse-removal.
- 2 Grim Fandango**
LucasArts
He's a skeleton. He doesn't leave smears fingerprints.
- 3 Thief 2: The Metal Age**
Eidos
You creep in. You creep out. Someone else gets blamed.
- 4 Kingpin**
Interplay
Mess? Tony fockin' Two Fingers'll sort it, you fock.
- 5 Soldier Of Fortune**
Activision
You can't make a mess if you've got no limbs.

The A-List

Arcade's Top 20 Nintendo 64 games

■ Number three. *GoldenEye*. Watch this space for the imminent arrival of *Perfect Dark*.



1 The Legend Of Zelda

■ RPG Adventure ■ Nintendo ■ £30

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks to the genius of Miyamoto. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30

The king of 3D platformers

A masterpiece, 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 64

■ 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

Eddie Irvine simulator Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



10 ISS '98

■ Sports ■ Konami ■ £40

Tremendous goal-fest The N64's best footie sim and arguably the best on any system. Oh-so-intuitive controls, silky smooth animation and very nearly as addictive in 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 Ridge Racer 64

■ Racer ■ Nintendo ■ £40

Faithful conversion of the racing classic. It's taken four years, but the N64 is finally catching up with driving games on PlayStation. Lovely looking, silky controls and a stonking four-player option. It's not *Gran Turismo* but it's still a damned fine game. ★★★★★



17 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. ★★★★★



18 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50

Fresh flesh-filching Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



19 Rocket: Robot On Wheels

■ Platformer ■ Ubi Soft ■ £40

Robot wars Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



20 Star Wars Episode 1: Racer

■ Racer ■ Nintendo

■ £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 THAT'LL SCARE YOU WITLESS



- Shadowman**
Acclaim
Enter the Tube. Jump sky-high as Jack the Ripper drops from the ceiling and cuts you up.
- Resident Evil 2**
Virgin
That Licker bit.
- Turok 2**
Acclaim
The dark corridors of the Port of Adia, and the Fireborn hiding in the dark.
- Zelda 64**
Nintendo
The Gohma...
- Diddy Kong Racing**
Nintendo
Timber the Tiger. Those eyes.

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 Crazy Taxi

■ Racer ■ Sega ■ £40

Visually impressive cabbie-sim An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

3 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? ★★★★★

4 Ready 2 Rumble

■ Beat-'em-up ■ Sega ■ £40

Funky fighting Gobsmaacking 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. ★★★★★

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 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. ★★★★★

7 Hydro Thunder

■ Racer ■ Midway ■ £40

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. ★★★★★

8 Tomb Raider: The Last Revelation

■ 3D adventure ■ Eidos ■ £40

Lara bounces onto Sega's finest. Plenty of exploration, puzzles galore, mummies, traps and Ms Croft's delectable 128-bit curves. Be warned though: you'll need a lot of patience to endure the awkward control system and lack of polish. ★★★★★

9 MDK 2

■ 3D Adventure ■ Interplay ■ £40

Inventive shoot-'em-up. Cheeky third-person blaster with terrific graphics and a deranged sense of humour. If you want a game that's difficult but rewarding and is served up with a gigantic slice of irony, then *MDK2* will rock your world. ★★★★★

10 NBA 2K

■ Sports ■ Sega ■ £40

Slam dunkin' action. As a basketball sim, *NBA 2K* has it all with great presentation, amazingly fluid animation, a wealth of options and infallible gameplay. As the best sports game on the Dreamcast, this is one for fans of basketball and novices alike. ★★★★★

■ **Soul Calibur** still reigns supreme at the top of the charts. Looks better than some PS2 games.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy 7*. 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 your portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedfull of extras. ★★★★★

4 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. Get in. ★★★★★

5 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type 2* and a groovy remix of the two, all on one irresistible cart. Bloody hard too. ★★★★★

6 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. ★★★★★

7 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. ★★★★★

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 the coins from each level, creating fist-clenching 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 Tomb Raider

■ Platformer ■ Eidos ■ £25

Lara in your hand. A solid 2D platformer with smooth animation, authentic *Tomb Raider* gameplay and impressive hi-res cutscenes. Could've had more variety, but it's an enjoyable game that should see Lara bulging the pockets of excited Game Boy owners. ★★★★★

■ **Neo Geo?** We love it, but Game Boy's just wiping the floor with poor old SNK. Shame.

TOP 5 DREAMCAST GAMES THAT WOULD BE GREAT ONLINE



- Half-Life**
Sierra
Just imagine it. Go on.
- House of the Dead 2**
Sega
Get this: you play one zombie killer and, across the network, your friend plays the other. You work together, like.
- Virtua Striker 2**
Sega
Take on a friend's team.
- Black & White**
Sega
Early talk suggests mysterious God sim will be great online.
- Soul Calibur**
Namco
The ultimate online experience: network fighting.

TOP 5 GAME BOY DX UPDATES



- Zelda DX**
Nintendo
What else? Premier RPG-ing, with brilliant plot and superb visuals. A winner.
- Tetris DX**
Nintendo
Those beautiful blocks – now in colour-o-vision.
- Super Mario Bros DX**
Nintendo
Better than some platformers on Dreamcast, N64 and PlayStation, y'know.
- Warioland 2 DX**
Nintendo
The fat-faced yellow nasty gets his own game. Top class.
- Bombliss DX**
Nintendo
Odd, Jap-only bomb... thing.

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KICK ASS

BECOME A DEMON GAME PLAYER OVERNIGHT

HOW TO GET THE MOST FROM YOUR MONSTERS IN...

POKÉMON STADIUM



Format: **N64** | Publisher: **Nintendo** | Price: **£50** | Players: **1-4** | ★★★

With 150 monsters, 15 categories and more than 160 moves on offer there's a lot to think about in *Pokémon Stadium*. As a result it isn't always easy to reduce your cutesy foes to gibbering, broken, gaudily-hued wrecks. Luckily, these three pages of vital advice just walked in...

STATS EXPLAINED

Levels?
Type?
What does it all mean?

NICKNAME

Try alternate lower and upper case, all capitals and others to give your monster its own slice of individuality.

LEVEL

A high level means a strong Pokémon, right? Wrong. See the box on the right for how to ensure monstrous stats.

ATTACK/DEFENCE

These two rate your effectiveness at using and fending off seven types of move: bug, fighting, flying, ghost, ground, normal and rock.

TYPE

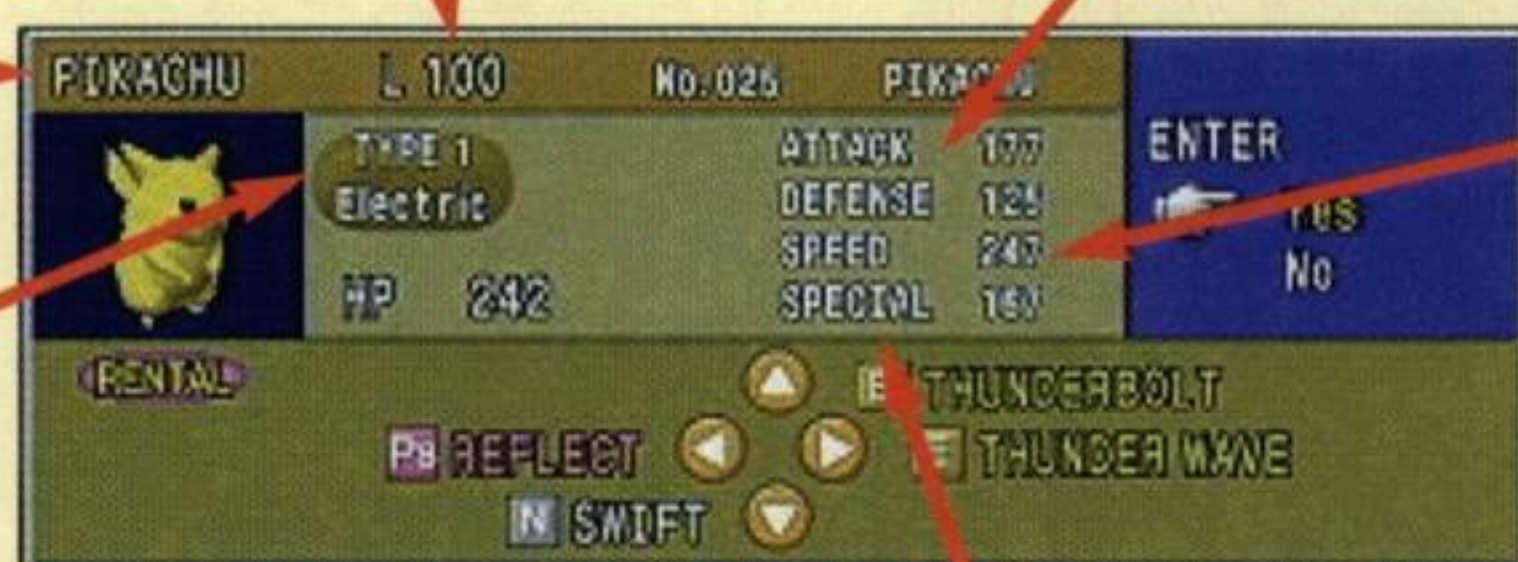
Use a move that matches one of these and you'll double the damage. These types are also weaknesses – see the table on the next page.

PLUS!

Three "unseen" stats – Accuracy, Evasion and Resistance – are linked to your Pokémon's level, but can be temporarily affected using several moves.

SPECIAL

This acts as a combined attack and defence rating for electric, fire, grass, ice, fire, poison and water moves.



SPEED

When two Pokémon face off, the speediest always goes first. That quick, first attack is often fatal – which is why the low defence of high-speed monsters isn't often an issue.

TRAINED TO KILL

The "dos and don'ts" of sharpening your monster's skills in *Pokémon Red* and *Blue* to world championship-winning levels.

Do's	Don'ts
<p>DO... catch a low-level Pokémon and hand-raise it from there – its stats will end up higher in the long run.</p> <p>DO... use monster-drenched areas such as the Unknown Dungeon to train up your fledgling Pokémon.</p> <p>DO... nab several types of one Pokémon, then throw away all but the one with the best stats.</p> <p>DO... use HP Up and other stat boosters at Level 100 for the maximum benefit.</p>	<p>DON'T... expect your monsters to gain EXP from Stadium fights – they have no effect whatsoever.</p> <p>DON'T... use stat boosters before your Pokémon is fully evolved, or it'll lose value later.</p> <p>DON'T... send your Pokémon to the daycare centre on Route 5 – its stats will suffer.</p> <p>DON'T... use Pokémon traded from a friend – they're weaker than the monsters you've trained up yourself.</p>

THE BEST MOVES



Dream Eater (TM42, Viridian City)

Drain mountains of Hit Points from a sleeping monster and add the whole lot to your own health bar. Brilliant in Hypno's hands.



Blizzard (TM14, Cinnebar Island)

An enormous amount of ice-type damage, and Blizzard will occasionally freeze your opponent in ice, too.



Dig (TM28, Cerulean City)

On the first turn, you avoid your opponent's attack – great for speedy foes. On the second, you get to dish out heavy damage.

40
GAMES
TIPPED
THIS
MONTH

TIP-TOP MULTI-FORMAT FUN

Edited by | **Jamie Sefton**

PLAYSTATION

- P111 F1 2000
- P114 Fear Effect
- P114 Gran Turismo 2
- P114 ISS Pro Evolution
- P114 Quake 2
- P114 Theme Park World
- P115 Die Hard Trilogy 2
- P115 Rollcage: Stage 2
- P116 A Bug's Life
- P116 Colin McRae Rally
- P116 Metal Gear Solid
- P116 Ridge Racer Type 4
- P116 Spyro The Dragen
- P116 Tomb Raider 3
- P117 Medieval 2
- P118 International Track & Field
- P118 Urban Chaos

DREAMCAST

- P115 Re-Volt
- P117 Rayman 2
- P117 Shadowman
- P117 Tee Off Golf
- P117 WWF Attitude
- P118 MDK 2
- P118 Sega Bass Fishing

PC

- P112 Soldier Of Fortune
- P115 Star Trek: Commander
- P115 Star Wars Episode 1: Racer
- P115 Star Wars: Force Comander
- P115 Toy Story 2

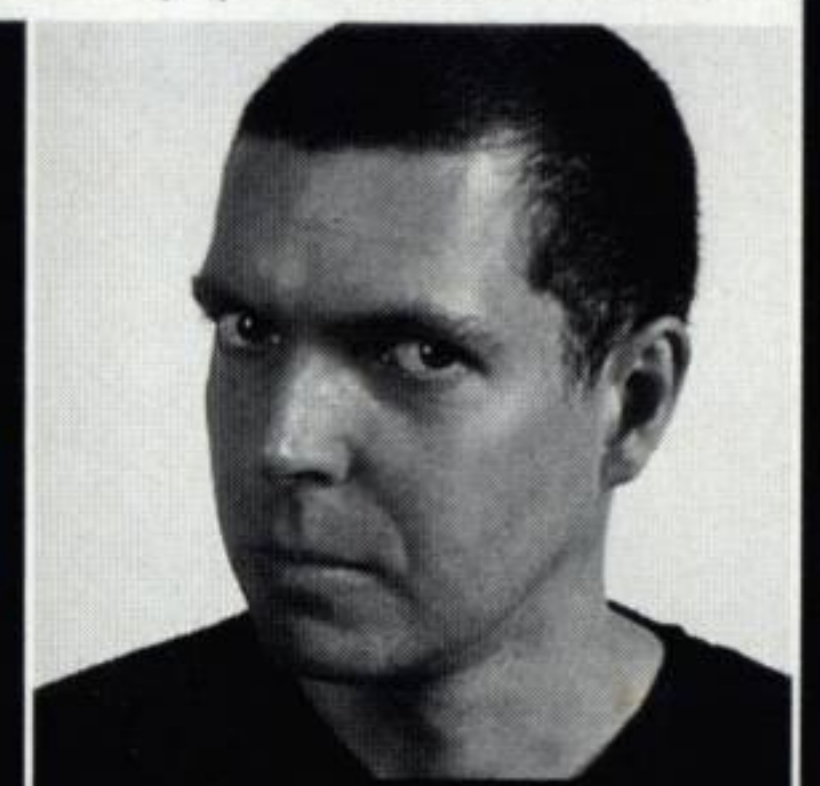
- P115 WWF Attitude
- P116 Messiah
- P116 Rollcage: Stage 2
- P117 Thief 2

NINTENDO 64

- P108 Pokémon Stadium
- P114 Tony Hawk's Skateboarding
- P117 Top Gear: Overdrive
- P118 Hydro Thunder
- P118 Super Mario 64

HANDEHELDS

- P117 Pokémon Red/Blue
- P118 Sonic Adventure



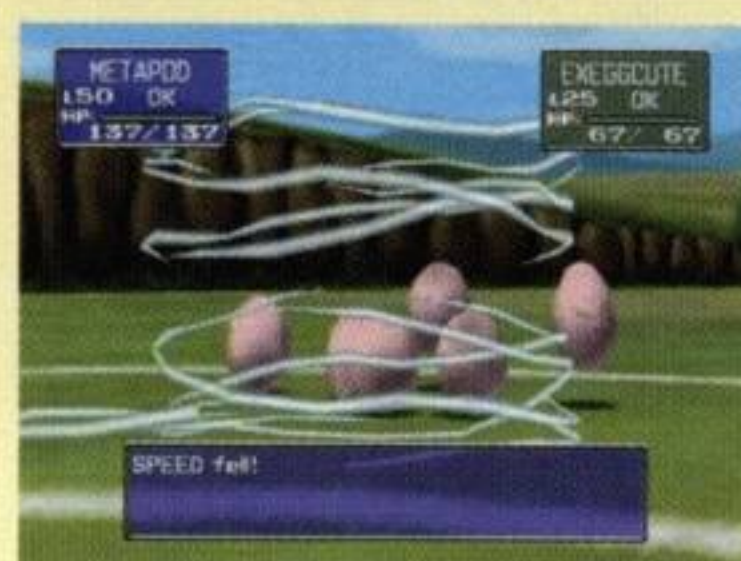
WELCOME

■ Arcade promised to bring you the best in tips and cheats, so here are a whopping 12 pages stuffed with guides to *Pokémon Stadium*, *Soldier of Fortune* and more.

THE RIGHT TACTICS

Attack

A strong, varied team is essential – use the table on the previous page to fill your team with strong, dual-type Pokémon so you're ready to lay into any Pokémon type. The most useful moves are those that guarantee a critical hit – they do double damage and slice through armour – or make repeated strikes. Crabhammer and Focus Energy are the best.



Bonus

The secret behind an unbeatable team is wise use of the Technical and Hidden Machines (TMs and HMs). Find them in *Pokémon Red* and *Pokémon Blue* and use them to teach your monsters "surprise" moves. *Arcade's* favourite is TM34: Dream Eater. The move will be strongest when taught to a monster of the same type – especially important, because TM/HM moves are slightly weaker than others.

Tricky

If all else fails, turn evil. Spend time training dreadful Pokémon like Weedle up to high levels – your opponent won't know what's hit them. Or, give your monsters confusing nicknames. Two Pokémon with the same name but different attacks, or a creature with the name of an entirely different one, will give your opposite number a splitting headache.



Defence

Avoid a drubbing by paralyzing, hypnotising or confusing your opponent, and guarantee first go with the fastest monster – Double Team and Agility are handy for giving your Pokémon a speed boost. Also, avoid switching Pokémon unnecessarily, or using a move that's unreliable or takes two turns – you'll hand your opponent a "free turn" this way.

CHEATS

Earn the special Amnesia Psyduck by giving all 151 Pokémon a place in the Hall Of Fame. Doduo and Dodrio Game Boy enable you to play *Pokémon Red* and *Pokémon Blue* at insane speeds – win them by finishing the Prime and Poké Cups. Eight rare Pokémon are yours for defeating any Castle boss. Unlock Mewtwo and the harder R-2 mode by completing every game mode.

THE BEST MOVES

Double Team (TM32, Celadon Stores)

At a stroke your Pokémon's power to evade is increased – use it several times and you'll dodge every attack.



Toxic (TM06, Fuscia City Gym)

A good chance of poisoning your opponent – and the damage done with the poison increases every turn.



Hypnosis (no TM)

Few Pokémon are immune to special attacks, and this one is guaranteed to send almost every monster to dreamland.



TYPING CLASS

The table on page 38 of your Pokémon Stadium manual amply details the weaknesses of your opponent's Pokémon. But Arcade has gone one step further and has arranged the 15 Pokémon types from best to worst (to help you form your team) and how best to see them off (to help demolish your opponent's team).

MATHS ATTACK

This bit's complicated, so listen carefully. The damage a move does is linked – roughly – to your Pokémon's level. But if you use the move on a monster who's vulnerable to its type (a water move on a fire monster, for example), the damage will double or even triple. And that's not all. If your Pokémon is of the same type as the move, you'll double the damage again. So, a water-type monster using a water-type move on a fire Pokémon will do six times the normal damage. Valuable, friend-bashing knowledge for any budding trainer.

THE BEST MONSTER



1. PSYCHIC (Mewtwo)
Strong stats and vulnerable to almost nothing. If you're attacking, only other psychic Pokémon have an effect.
★★★★★



6. WATER (Blastoise)
Super-effective against fire and rock types, but electric and grass monsters have the power to send it packing.
★★★★★



11. NORMAL (Snorlax)
Normal monsters usually have lots of health to spare, but let a Fighting monster loose to see them crumble.
★★★

THE BEST MONSTER

2. GHOST (Gengar)
Normal and fighting types have no effect, which is dead handy. No monsters have an advantage here.
★★★★★



7. POISON (Weezing)
Usefully, poison attacks linger for multiple turns. Use a powerful Psychic Pokémon if you're up against poison.
★★★★★



12. GROUND (Dugtrio)
The Dig move is invaluable, but otherwise ground Pokémon are vulnerable to too many types – water, grass and ice.
★★★



THE BEST MONSTER



3. DRAGON (Dragonite)
Four of the strongest Pokémon types have no effect – although a blizzard attack will see a Dragon off all in one go.
★★★★★



8. ICE (Articuno)
Combining the powerful Blizzard and Fly moves makes Ice a good bet. Understandably, fire melts it.
★★★★



13. GRASS (Exeggutor)
Five types of monsters are super-effective against Grass: fire, ice, poison, flying and bug. That's too many.
★★★

THE BEST MONSTER

4. ELECTRIC (Zapdos)
The team that includes little Pika easily fends off water and flying types, and is only vulnerable to ground monsters.
★★★★★



9. FLYING (Gyrados)
The Fly move is useful for defensive purposes, but electric monsters can frazzle flying Pokémon to a crisp.
★★★★



14. ROCK (Golem)
Useful for its sheer brute force and strong against Flying types, but very weak when facing the wet stuff.
★★★



5. FIRE (Moltres)
Effective against the most basic Pokémon types, but shrivels in the face of rock, ground and – best of all – water moves.
★★★★★



10. FIGHTING (Hitmonlee)
Speed is this type's strength, but otherwise it's distinctly average, and weak against Flying and Psychic monsters.
★★★★



15. BUG (Parasect)
Weak against fire and poison, but they're one of only two types that come out smiling after taking on a Psychic Pokémon.
★★★

THE BEST MOVES



Thunder (TM25, Power Plant)
Paralyses your opponent – most of their attacks will subsequently fail – and deals extreme damage.

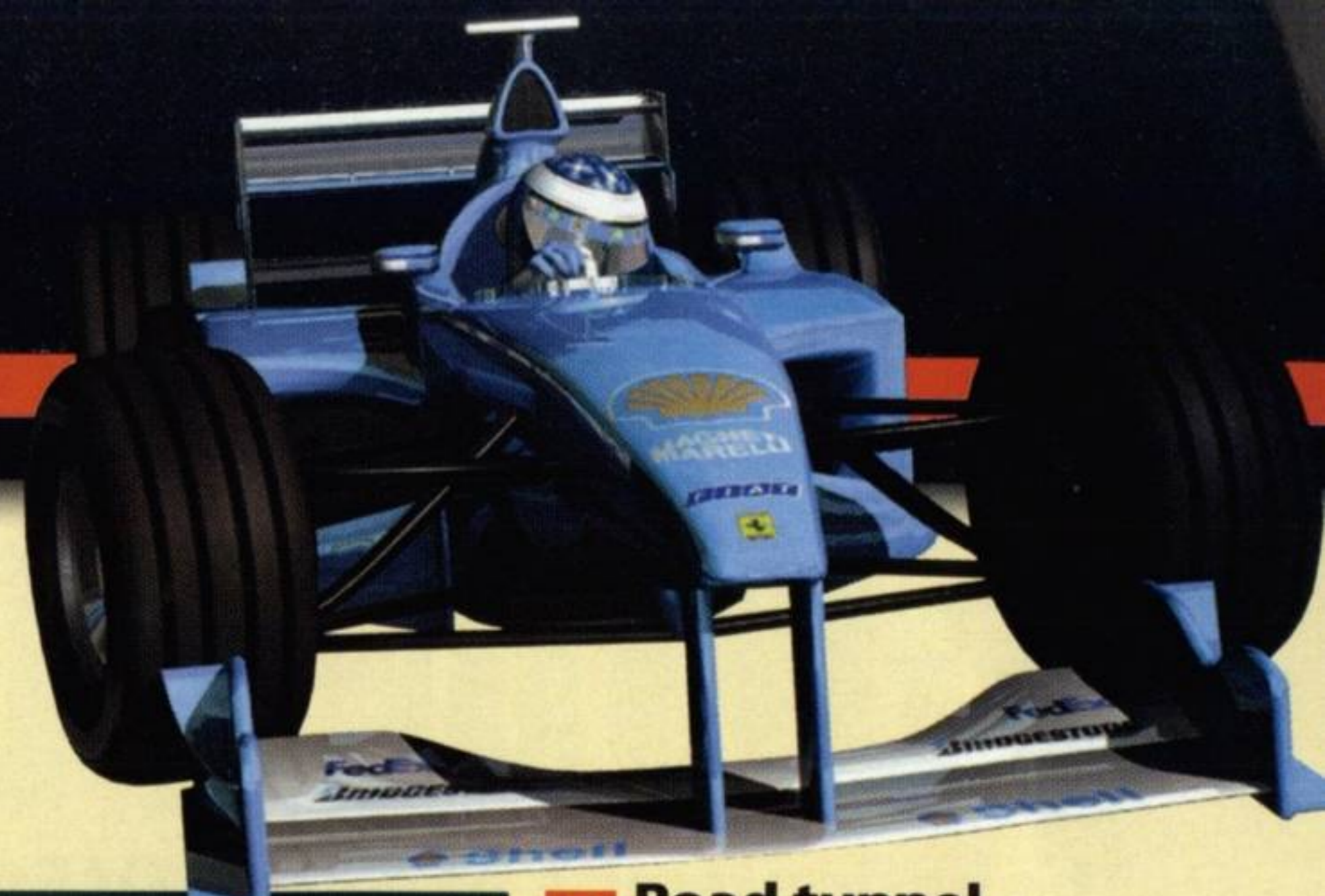


Focus Energy (no TM)
Increases the chance of a critical hit, which will see off your opponent's Pokémon in just one or two moves.



F1 2000

The Formula One 2000 season is well underway and owners of EA's racing-sim can race along with their heroes. Arcade has thrashed round the world and picked five of the toughest circuits to map out and tip. Grab your helmet, pull on your leather gloves and hit the accelerator for the best in F1 2000 Kick Ass action.



MONTE CARLO



1 City streets

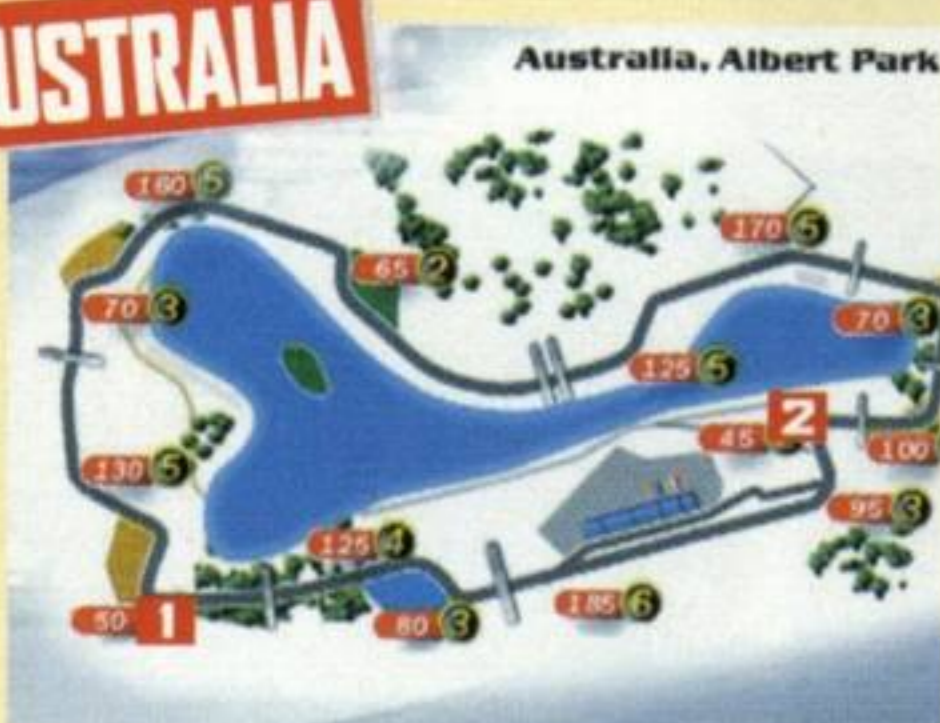
The tight, narrow city streets of Monte Carlo pose one of the biggest challenges for F1 drivers. Watch out for this corner – don't go the wrong way and skid off left. Slow right down to 40mph and gently swing into the right turn.



2 Road tunnel

The famous road tunnel can be negotiated at top speed, but make sure you slow down for a nasty kink in the road just after the end of the tunnel, featuring big red and white blocks. Slow down to 35mph and do a quick left/right movement of the wheel to get through.

AUSTRALIA



1 Straight speed

This very quick circuit has a few nasty twists and turns. On the second major right turn after the start, make sure you slow down to avoid skidding onto the grass. This is tricky as it appears after a long straight where you can reach speeds upwards of 125mph.



2 Misleading

On the penultimate bend before the finish line there's a misleading bit of circuit that can have you heading off the wrong way. Slow down to under 50mph and take a sharp left to avoid messing about on the grass.

BRAZIL



1 Anti-clockwise

This circuit is unusual for drivers because it's raced anti-clockwise. On the very first corner – beware. You can easily career off the road onto sand, ruining any chances of winning the race. Take it easy, driving at around 50mph to gently pull round the corner.



2 Overtaking

The last major corner can be taken at around 60mph. Ease round the bend, then accelerate quickly away – this part of the circuit feels almost purpose built for overtaking rivals.

SPAIN



1 Two ton-up

Circuit de Catalunya has a fantastic straight for picking up speeds in excess of 195mph. Don't forget to slow right down to under 80mph when you reach the first 90° corner.



2 Sand trap

This is an extremely vindictive S-bend surrounded by a Sahara Desert's worth of sand traps. Take it at around 60mph to make sure you don't spin out.

FRANCE



1 Hairpin horrors

Those crafty French have prepared a circuit with a hellish collection of hairpin bends. Watch out for this first major corner surrounded by grass, which can catch you out after a long fast straight.



2 French fancies

Right at the end of the circuit is a succession of nightmarish twists. You'll need to slow down to under 50mph to be able to cope with the French fancies.

FOUR TOP TIPS



D-licious

Use the D-pad if you're playing on the PlayStation. Controversial, but you do

seem to get a better response. Also you can "tippy-tap" round corners, which proves easier than using the analogue sticks.

Fruity corners

There are many types of corners in the game, but as a general rule, you should slow down, take the corner on the outside then swing into it



while accelerating. Watch the computer-controlled cars for hints on the best way to improve your racing line.

Outside view

F1 2000's in-car views look great, but are pretty useless in a race. Use the third-person view where the car is furthest away, as it's the best angle for allowing you to see corners and opponents.

In the beginning

If you go straight into the main race without qualifying,



you'll need a good start. When you're waiting for the the red lights, don't over-rev your vehicle or you'll spin

straight away (if you have all the driving aids off). Overtake as many cars as you can to give yourself a chance of catching the leaders.



HOW TO | COLLECT YOUR BOUNTY IN...

SOLDIER OF FORTUNE

The basic premise of *Soldier Of Fortune* is shooting people for cash. There are a few moments, however, when the hostile firepower and labyrinthine levels make your job that little bit harder.

Format: **PlayStation** | Publisher: **Raven** | Price: **£35** | Players: **1** | ★★☆☆

■ For the most part, you won't need any specific advice in completing *Soldier Of Fortune's* 30 or so levels. You soon get used to the tactics employed by enemy gunmen, although these become more complex as you progress. When traversing new ground, move stealthily, use the "lean" function to peer around corners, shoot enemies when they're not looking and make judicious use of the sniper rifle (which is great fun, as well as being terribly effective). Leave no path unexplored in your search for medikits, armour and ammo. Rapidly snaffle ammo and weapons from dead bodies. Shoot heads to conserve bullets. And for God's sake, take care not to waste your allies. Even so, there are a number of sticky situations where the above advice may not quite be enough. Read on, soldier.

1. The Train

This short level can actually be a little taxing. About halfway along the train, a passing helicopter will start firing at you. This can easily be fatal – as you would expect – so why not take the chopper down in flames? In the carriage with the hay bales, one of the dead guards will release the sniper rifle. Reach the end of the carriage and you can see the helicopter, so position yourself just out of its range of fire. By watching its pattern of movement, you can aim the sniper scope at the head of the pilot. Bingo!



2. The Train (again)

It's not too clear what you should do on reaching the end of the train. The vital cargo doors are situated halfway along the left side of the penultimate carriage but are well camouflaged. Press "use" and they will open. Once inside, kill the guards, shoot open the lock and there's your nuke.



■ Using the knife is enjoyable, but not recommended for the successful completion of missions.



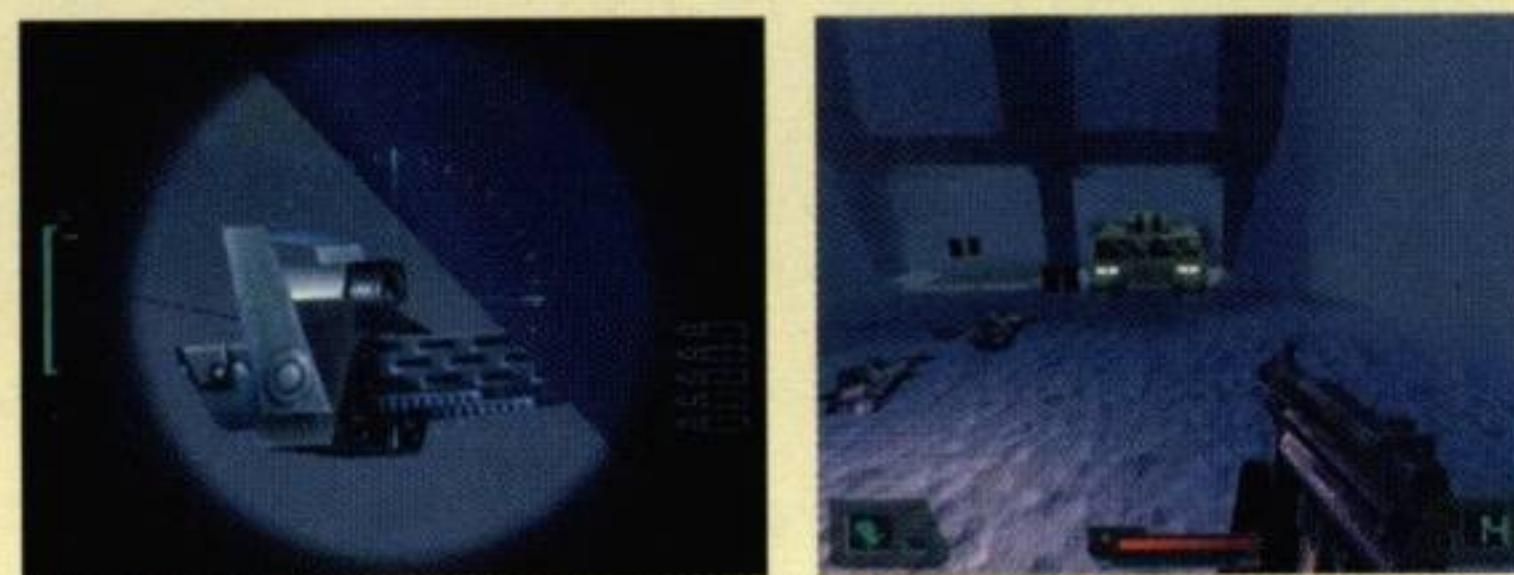
3. Kosovo (Second Mission)

After a hectic mission, you'll find yourself strangely alone in an industrial landscape, not knowing where to turn. The key is to see where the tank has destroyed the platform. You'll be able to leap carefully on to the protruding pipe, at which point you can crouch down and crawl through it to the next area.



4. Siberia (First Mission)

The trickiest mission so far requires extreme stealth and thoughtful weapon selection. On your way, disable all automatic gun turrets with two bullets from the sniper rifle. Before long you will encounter your first tank and perhaps discover the hard way that it can nullify all your armour with one blast. *Arcade's* favoured method for evading its attentions? Legging it down to the right as fast as you can. You'll encounter more tanks inside the base, at which point you nullify their threat as before.



5. Siberia (Third Mission)

There could be confusion when the countdown begins. You don't need to destroy the missile itself (much time has been wasted lobbing C4 at the poised projectile), but instead leap on the rising platform to the upper tier and head through the brown door. You'll find a switch which cancels the launch. This area is a bit short on ammo so make sure you get to the corpses before their booty dematerialises.



6. Iraq (First Mission)

The Saddam-worshipping city of Baghdad is the first occasion on which you'll encounter enemies wielding rocket launchers. If you take a hit these can be deadly, but you can sidestep rockets if you see them coming in good time. The launcher also takes an age to reload, giving you time to waste the assailant. One shot to the head with the .44 handgun will do the trick. Then you can grab the rocket launcher for yourself.



7. Iraq (Second Mission)

A couple of potentially tricky puzzles here. Forget what Hawk says about the red door. You need to turn both wheels to destroy the pipe here and then crawl underneath. When you get out on to the roof, you need to realise that the wheel controlling the fence is "sprung" – keep your finger on the action button until it is fully elevated, giving you time to run underneath before it falls shut.



8. New York (Third Mission)

Once you've dealt with the punk hostage-keepers littering the hotel, you'll find yourself in a backstreet with no obvious exit. If you get stuck here, climb on the fire escape through the first floor window. From the top of the fire escape, it's possible to make the unfeasible-looking jump on to the platform protruding from the opposite building.



9. Sudan (First Mission)

Stuck inside a house with no open doors, you need to find an alternative exit. To access the basement of the packing shed, press the switch – the first time, the crane moves but nothing much happens. Press the switch again. The crane will drop a crate through the hatch and you should jump down after it to attack another legion of enemies in the basement.



■ Theatrical deaths are all part of the fun.



10. Sudan (Second Mission)

Inside the abattoir, turn the wheel on the large pipe. This will unblock a chute upstairs. Once you've wasted the butchers, you've got to jump down the chute. It may be coated with cow's blood, but it is the way forward.



11. Japan (First Mission)

This is a toughie. After entering the sushi restaurant and climbing onto the roof, you'll drop down into a plush foyer with about five enemies shooting at you simultaneously. Move immediately backwards and retreat into the corridor. You can then finish them one by one.



12. Japan (First Mission) again

You'll be ambushed again once outside, when peeking round the corner to see the walkway up above. As soon as you hear the shouts of the Yakuzi, turn on your heel, kill the two enemies who have suddenly materialised behind you, and get back round the first corner. Again, it's much easier to take on assailants one by one rather than running into the thick of things.



■ Blow his head off, pilfer his weapon.



■ Another enemy rues his lack of neck armour.



13. Japan (Second Mission)

This may fox you for a while – everyone dead and nowhere to go. It looks as though you should input a code into the keypad by the iron door, but instead head for the room where an enemy was shooting at you from outside while standing on a window cleaner's cradle. Edge carefully along the outside of the building to your right and you'll find hostages being held in the adjacent room. Kill the baddies, chat to the hostages and then return to the iron door, which will now open at your touch.



14. Japan (Third Mission)

You'll have a rude awakening here. As the elevator crashes, an enemy will shoot you from above while you're still trapped in the compartment. Kill him, climb the ladder up and into the shaft, but stay at the top and look around. There are five well-armed guards waiting around the corner and the best way to deal with them is by bouncing grenades off the fish tank. A few well-angled explosives should do the trick.



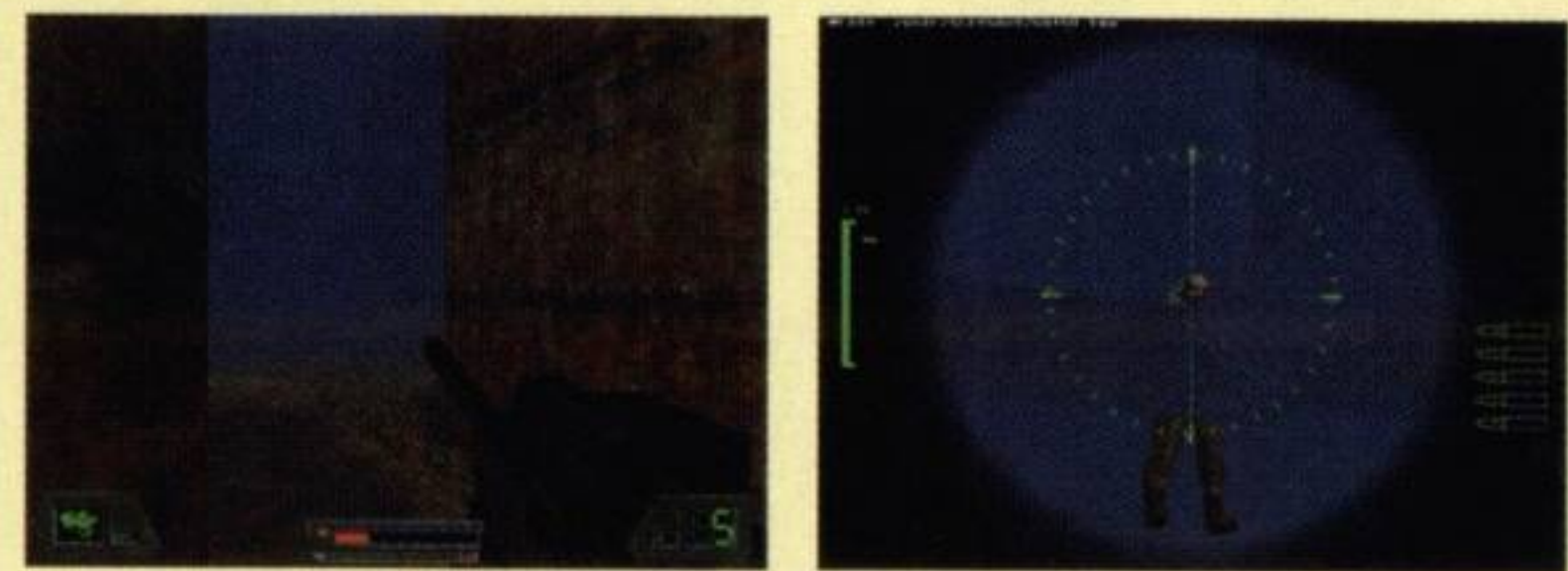
15. Japan (Third Mission) again

Once inside the penthouse suite, you'll soon find yourself under attack from a bloody great helicopter shooting at you through the windows as it circles the building. Your first move should be to kill every guard on the floor. Then head for the doors that will get you up on the roof, remembering that another guard will magically appear behind you as soon as the doors are open. The next step is to arm your rocket launcher and give the chopper all you've got while evading its fire. There are more rockets, along with health and armour supplies in the room underneath the helipad. You'll need them.

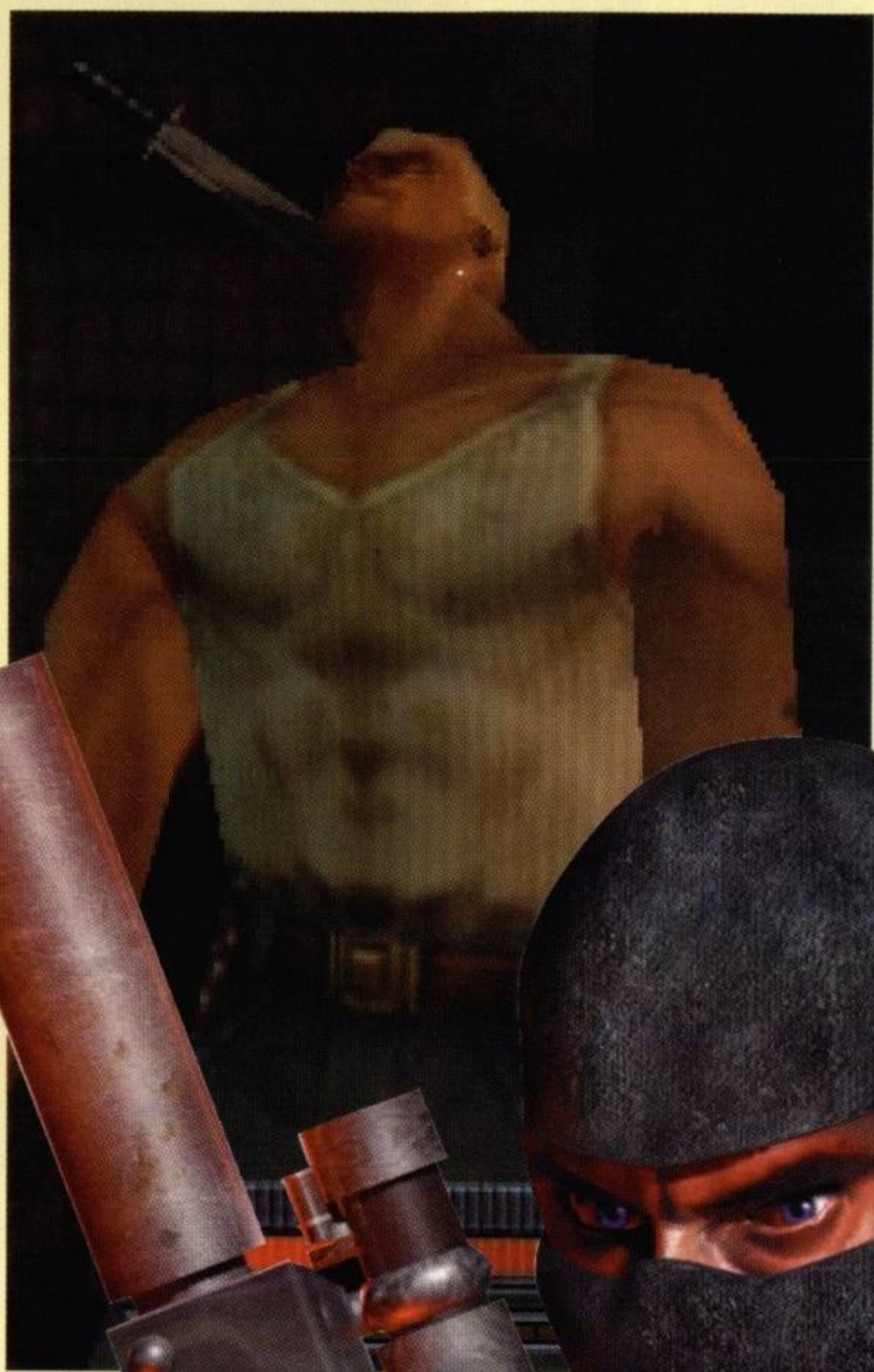


16. Iraq B (Third Mission)

Probably the most enjoyably scary mission in the game, this will make you cack your pants. The fog that smothers the level means you can't see a great distance in front and, for a change, you'll find you're the one being targeted by hidden snipers. Creep around every corner with immense caution. Always look above you, because there are enemies on the walkways. Any blob of colour is a potential foe, so zoom in with your sniper scope at the least provocation. Then give 'em a taste of their own medicine, mercenary-style.



■ The final four German missions are naturally the toughest in the game, but there's nothing you won't be able to deal with if you apply the experience learnt from playing through the rest of *Soldier Of Fortune* while paying heed to the above advice. A sizeable bounty, not to mention countless flying limbs, await you.



NINTENDO 64

HOW TO RAMP UP YOUR SKILLS IN...

TONY HAWK'S SKATEBOARDING

Take the grind out of street skating with these great mini-cheats. The screen will shake if you've got the key combinations right. Not because you're ace. Sorry.

PlayStation small tips

FEAR EFFECT

■ Extra codes for this flawed gem. Choose Credits at the Options Screen.

Invincibility:

L1, ⊙, Up, Down, ⊙, ⊙, ⊙, ⊙, Right, ⊙

Puzzles Completed:

L1, ⊙, Up, Down, ⊙, ⊙, Up, Up, Up, Down

THEME PARK WORLD

■ Get an easy Gold Ticket by playing the main game. When building your park, put the rides or shops as close as possible. Train the staff up to level five, put the rides on research and wait for success.

GRAN TURISMO 2

■ Sony's chart buster has slipped from pole position, but at least you'll be first on the track with this easy-money tip:

Choose to race in special events mid engine category – rear wheel drive challenge. Win the Red Rock Valley Race to get a Ford GT40 and 15000 credits. Repeat this race using the GT40 for an easy win and another prize car. Sell the new GT40 to get a whopping 250,000 credits.

ISS PRO EVOLUTION

■ With British teams bottling it in Europe left, right and centre, you'll need to access the real cream: Press Up (x2), Down (x2), L, R, L, R to unlock the all star teams in cup mode.

QUAKE 2

■ You'll be invincible by pausing the game and pressing: L2, L2, R1, R2, R1, L2.

With the game paused:

Random starting locations:

hold L and press C-Left, C-Right, C-Down, Up, Down. Watch for screen shake.

Less falls:

hold L and press C-Up, C-Right, Left, C-Right, Right, Up, Down. A shaking screen means fewer bruises.

10x trick multiplier:

hold L and press Down, Right, Up, Right, Up, Left, C-Left. Check for screen shake and thrash those high scores.

Fast specials:

hold L and press C-Up, Left, C-Down (x2), Up, Down, Right. The screen will shake and you're off.

All tapes:

hold L and press C-Right, Left, Up, C-Up(x2), Right, Down, Up. The screen will shake to confirm you've cheated.

Slow motion:

hold L and press Down(x2), C-Up, C-Right, Left. The screen will shake to confirm a more laid back reality.

Turbo mode:

hold L and press Right, Up, Down(x2), Up, Down. The screen will shake to confirm Mach-speed flippy fun.



■ A kickflip will only score low points. By chaining your tricks together between obstacles, five figure scores are possible.



■ Try playing the two-player battles in high speed mode.

PC

STAR WARS: FORCE COMMANDER

■ A Jar Jar-free *Star Wars* game where you command armies of AT-AT Walkers. What more could you want? Well, how's about...

Unlimited Command Points (requires v1.1)

In the select player screen, create a new player named "TheGalaxyIsYours". Then just press "M" whenever you want during the game to get 500 command points. But be warned, it doesn't work for players you've already gone and created.

Access All Missions

In the Select Player screen, create a new player with the name "TheWorldIsYours". Double-click on the name instead of clicking once and pressing the blue arrow.



■ You'll command more than scout walkers with these tips.

PLAYSTATION

DIE HARD TRILOGY 2: VIVA LAS VEGAS

■ John McClane is back in the game of the film that never was. Help the pixelated tough guy to stay on the screen with these handy codes:

Level select:	At the main menu, press L1, L1, ○, ○, ○, ○
Third-person mode codes:	Pause the game and press:
Invincibility:	△, △, ○, ○, L1, L2
All weapons:	○, ○, ○, ○, L1, L1
Infinite ammunition and grenades:	L1, L1, R1, R1, ○, ○
First-person view:	○, △, △, ○
Slow rockets:	L1, R1, R1, L1, ○, ○
Electronic mode:	○, ○, L1, L1, R1, R1
Shooting mode codes:	Pause the game and press:
Invincibility:	○, △, ○, ○, L1, L2
All weapons:	○, ○, ○, ○, L1, L1
Infinite ammunition:	L1, L1, R1, R1, ○, ○
Driving mode codes:	Pause the game and press:
Invincibility:	△, △, ○, ○, L1, L2
Infinite nitro:	L1, L1, R1, R1, ○, ○
Infinite time:	L1, R1, ○, ○, R1, L1
Rainy weather:	○, ○, L1, L1, △, ○
No body:	L1, R1, R1, L1, L1, R1
Snake car:	○, ○, R1, R1, ○, L1, ○, ○



■ Put fire into this damp squib with our handy cheats.

PLAYSTATION

ROLLCAGE: STAGE 2

■ A high-tech car that drives upside down? Well, it works for the Aussies...

Passwords:

Get everything:	I.WANT.IT.ALL.AND.I.WANT.IT.NOW!
Get all cars:	WHEELS,.METAL,.ITS.....THE.BIN!
Get all tracks:	NOW.THAT'S.WHAT.I.CALL.RACING.147
Get all combat tracks:	YOU.HAVE.A.LOTA.EXPLODING.TO.DO
Get ATD ghost cars:	WLL.IF.IT.AINT.THEM.PESKY.KIDS
Get mega speed:	LOOK.OUT!.ITS.ANDY.GREEN
Get Demolition modes:	IS.IT.COLD.IN.HERE.OR.IS.IT.JUST.ME?
Get Mirror mode:	I.AM.THE.MIRROR.MAN,.OOOOOOOOO!
Get Rubble Soccer mode:	IM.OBVIOUSLY.SICK.AS.A.PARROT
Get Survivor mode:	HERE.TODAY,.GONE,.LATE.AFTERNOON



■ You can unlock the whole game – but the neon lights stay.

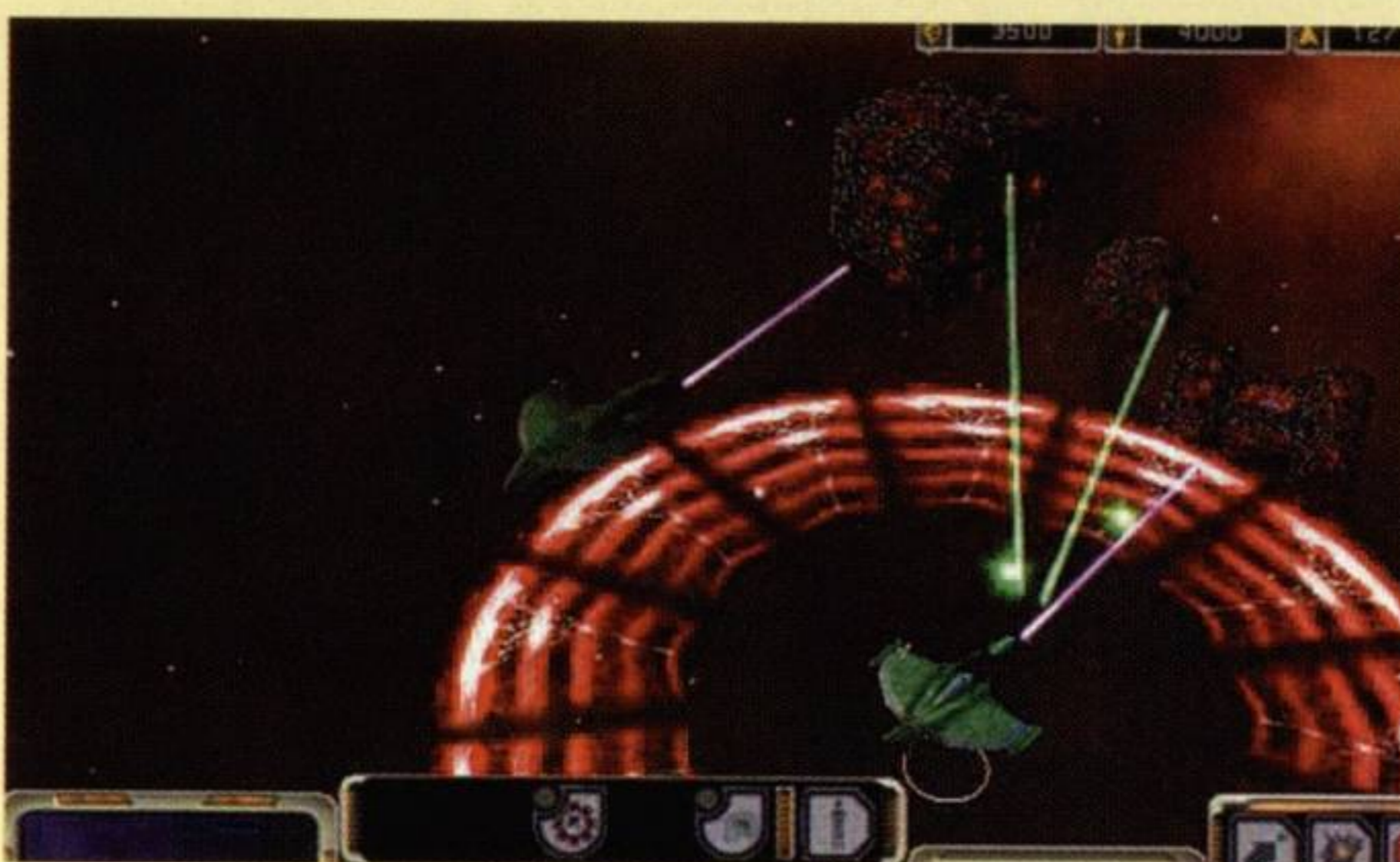
PC

STAR TREK: ARMADA

■ Go boldly with these tips:

While game is playing:

99 more officers	Hit ENTER and type: canofwhoopass
More money	Hit ENTER and type: showmethemoney
Multi-player boot list	Hit ENTER and type: screwyouguysimgoinghome
Multi-player chat list	Hit ENTER and type: phonehome
Skip mission	Hit ENTER and type: kobayashimaru



■ Mr Spock, surround that ship with a giant red frisbee.

DREAMCAST

RE-VOLT

■ Re-volting cheats.

Simply type your name as the following:

All cars	CARNIVAL
All tracks	TRACKER
Cycle through weapons	SADIST, then press L + R whilst playing

PC
Small tips

TOY STORY 2

■ Reach Woody without the pickle.

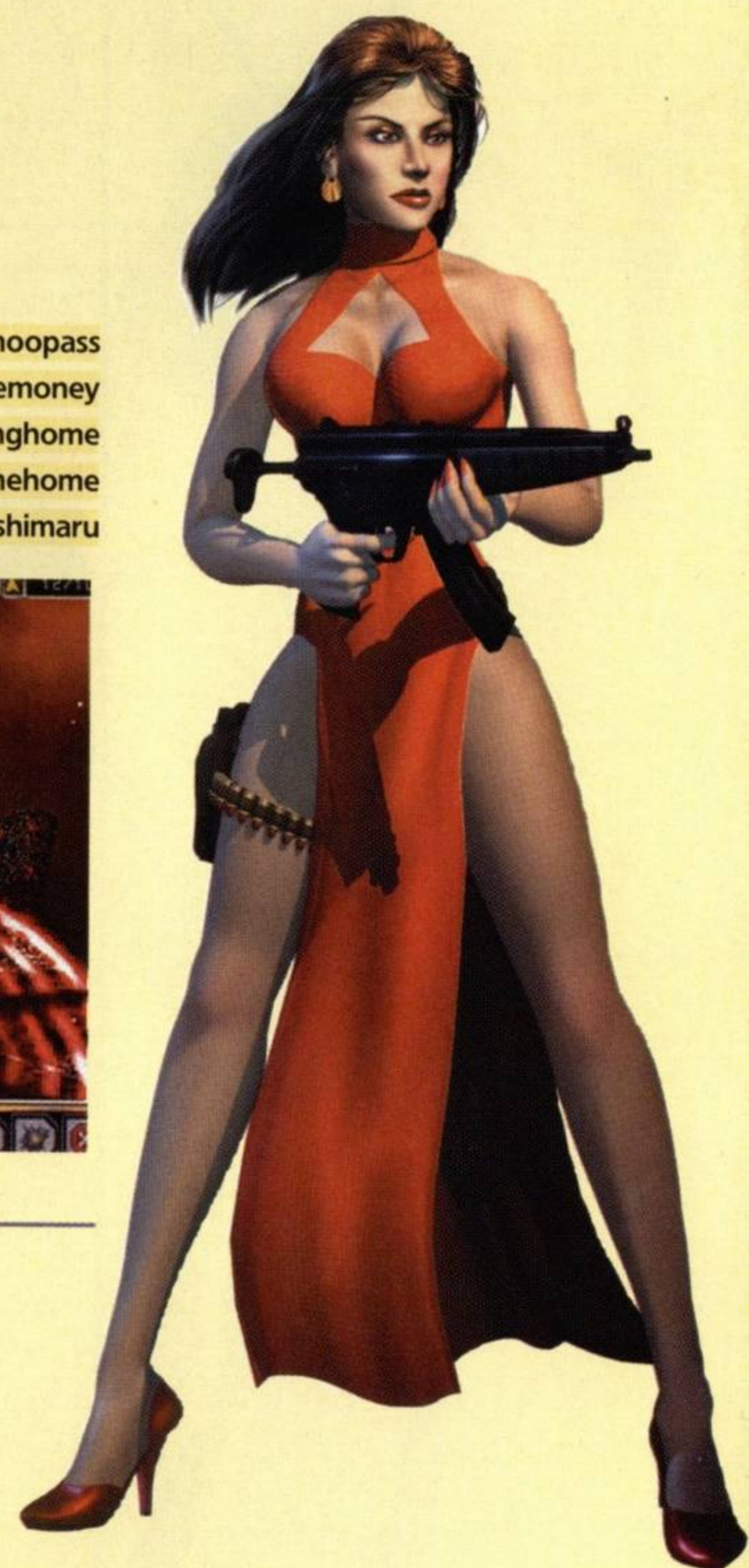
Level	Password
2	PBPP
3	BJWJ
4	PJBW
5	WBPP
6	JBPJ
7	JJWW
8	PBWJ
9	BPWW

STAR WARS EPISODE 1: RACER

■ To race Sebulba, beat all four racers on one planet, then you can race against him on any of the four courses. If you win, you get his pod. In future races, if you lose, you lose his pod.

WWF ATTITUDE

■ If you always want to land your ariel moves from the turnbuckle, wait for the computer to get up and walk to the bottom or top end of the screen (opposite of the turnbuckle). Once they're there, press Attack+Up to do a body splash for a sure hit.



PC small tips

MESSIAH

■ Press [Esc] during gameplay and type one of these heavenly codes:

ucantkillme	Bob is invincible
fleshnblood	Disable invincibility
braindead	AI disabled
einstein AI	enabled
icantsee AI	vision disabled
icanseuAI	vision enabled

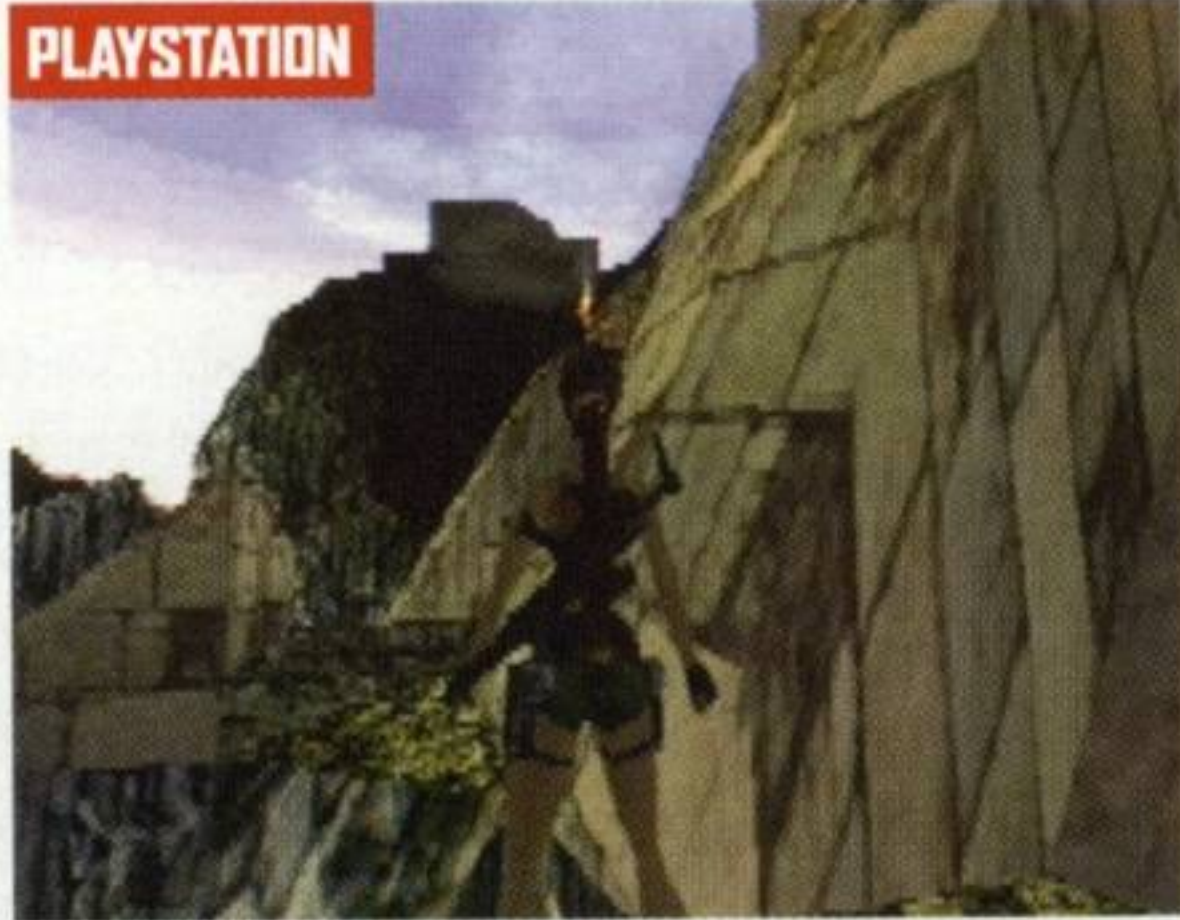
ROLLCAGE: STAGE 2

■ Enter the codes at the bonus awards screen to activate the extras. A sound will confirm it worked.

mynameisneo	All campaigns
mynameismrsmith	All campaigns except for final
metropolis	All cars
wreckedonspeed	All game modes except for soccer
warp speed mrsulu	All tracks
inversion	Mirror mode

Like the pensioners of today, older games deserve your respect. After all, they are the titles that helped win the war to have videogames accepted as a form of mass entertainment. Go on, give 'em a little of your time.

PLAYSTATION



TOMB RAIDER 3

■ Make *Tomb Raider* more "Jolie". Don't bother to pause the game and enter:

All weapons

L2, R2 (x2), L2 (x4), R2, L2, R2 (x2), L2, R2 (x2), L2 (x2), R2, L2 (x2), R2

Lara will scream if it works

Level skip

L2, R2, L2 (x2), R2, L2, R2, L2, R2, L2 (x4), R2, L2, R2 (x4), L2

Lara says "No" if it works

All secrets and keys

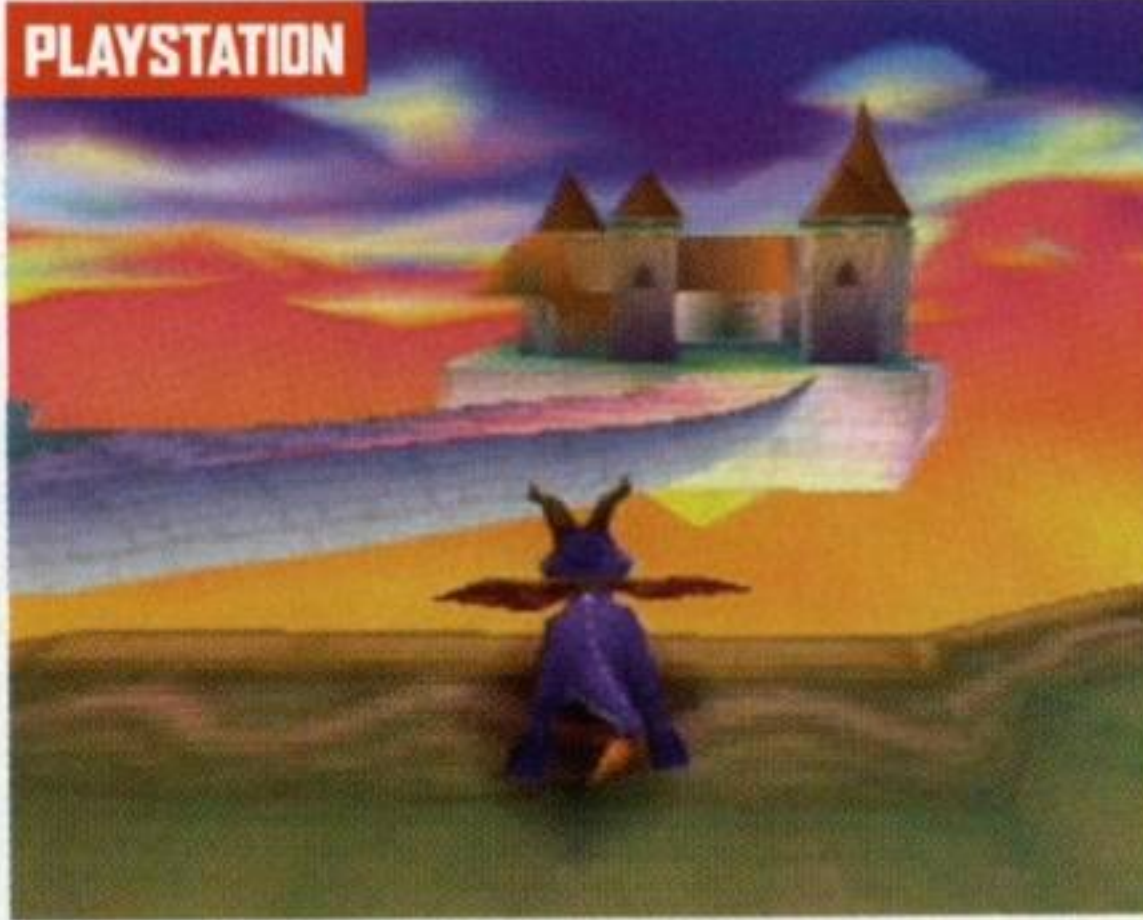
L2 (x5), R2, L2 (x3), R2, L2, R2, L2 (x2), R2, L2 (x2), R2, L2 (x2)

Lara moans if it works.

Full energy

R2, L2 (x3), R2, L2 (x6), R2, L2 (x3), R2, L2 (x5)

PLAYSTATION



SPYRO THE DRAGON

■ Avoid a roasting.

99 Lives

Press Start to access the menu and choose Inventory.

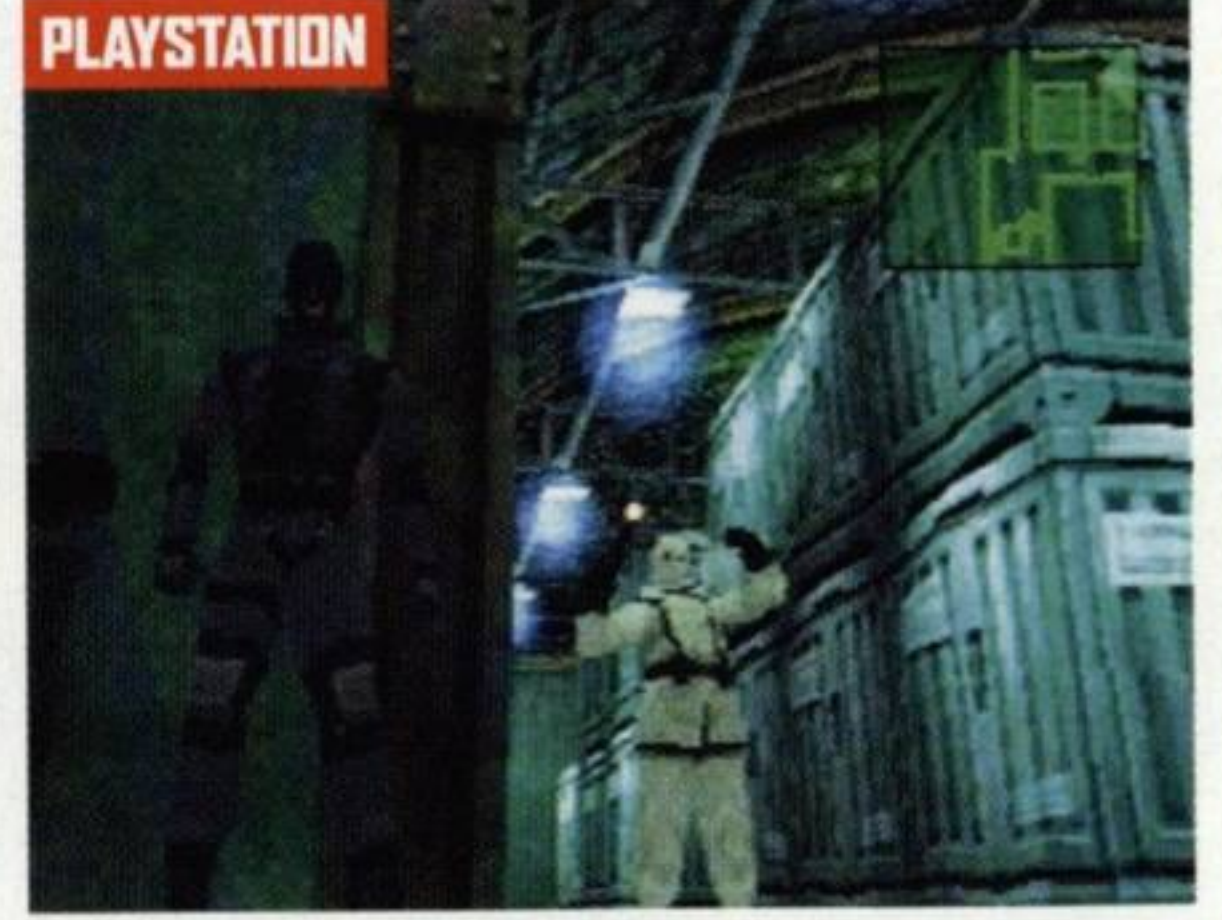
Quickly press Ⓞ (x6), Ⓞ, Up, Ⓞ, Left, Ⓞ, Right, Ⓞ.

When you continue the game your lives will increase up to 99.

Open all worlds

On the Inventory screen, quickly press Ⓞ, Ⓞ, Ⓞ, Ⓞ, Left, Right, Left, Right, Ⓞ, Up, Right, Down. To go to other worlds, go to the balloonist and skip his dialogue to bring up the menu.

PLAYSTATION



METAL GEAR SOLID

■ Treats for the special operative in your life.

Other costumes

Complete the game twice using the same saved game location. Snake will change into a tuxedo in the service lift during the third time you play the game.

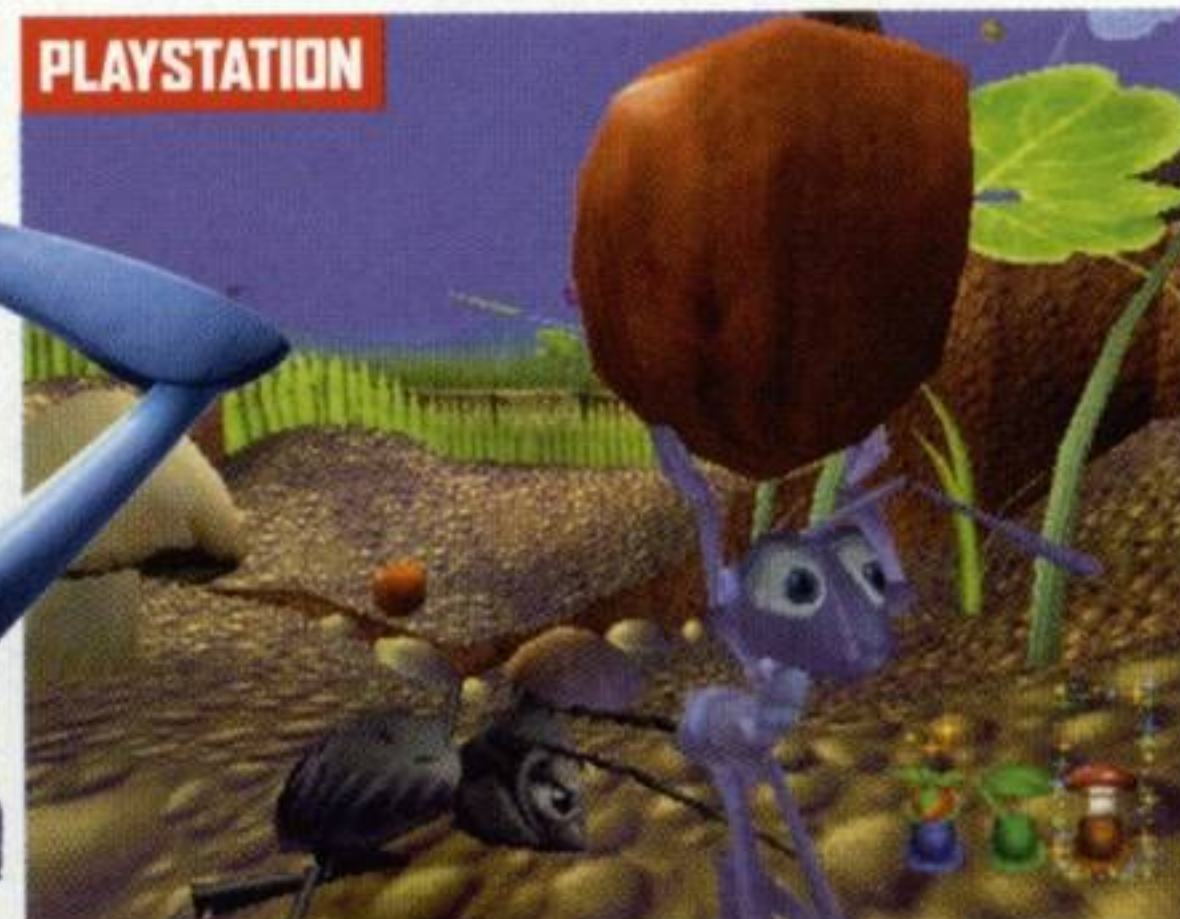
Stealth gear

Successfully complete the game after submitting during the torture scene. Otacon will give your character the stealth gear after being saved. Once the credits have rolled, save the game. Load the save to don the new kit.

Bandana

Successfully complete the game without submitting to the torture. Your character will save Meryl and get the bandana. The head sock allows unlimited ammunition on any weapon – so that's what Rambo was up to.

PLAYSTATION



A BUG'S LIFE

■ *Arcade* swore not to pour boiling water round the garden path again, but don't feel guilty – those bugs have loads of extra lives:

Replay the training level and collect the letters to spell FLIK for an extra life. Repeat ad nauseum.

PLAYSTATION



COLIN MCRAE RALLY

■ Off-road with all mod cons.

Enter these codes in Rally or Time Trial mode to get results.

OPENROADS
SHOEBOXES
WHITEBUNNY
DIRECTORCUT
KITCAR

TROLLEY
HELIUMNICK

BLANCMANGE
NIGHTRIDER

TINFOILED
HOVERCRAFT
DIDDYCARS
PEASOUPER
SKCART

Open all tracks
Four bonus TT cars
Mirror tracks
Edit your replay
Press Select to turbo jump
Four wheel steering
Co-driver Nicky Grist on helium
Green wobbly jelly car
Night races with alien abductions
Car covered in foil
Er, hovercraft mode
Mini car racing
All tracks in fog
Play reverse tracks

PLAYSTATION



RIDGE RACER TYPE 4

■ You'll need a bigger garage.

All cars:

Press Start to pause the game half way round the first race in Grand Prix mode. Press Ⓞ (x3), Ⓞ (x4), Ⓞ (x2) for the full motor set.



GAMEBOY

POKÉMON RED/BLUE

■ Gotta catch 'em all? Not if it involves listening to M2M.

Brock: Use water or grass Pokémon against this rock trainer.

Misty: Use grass Pokémon or electric to win

Lieutenant Surge: use a rock or ground Pokémon.

Erika: Use fire Pokémon or flight against this plant lover.

Sabrina: Use bug or ghost.

Koga: Use psy Pokémon for an easy win.

Blaine: This trainer uses fire so reply with water or ice.

Final boss: Giovanni, the team rocket leader – use water, ice, plant and he's a passing fad (talk to him again and he says something to you).

■ In the Indigo Plateau you'll find five Pokémon masters. Use this lineup for success:

1. Plant
2. Water, Plant, Flight, Ice
3. Psy
4. Ice or Dragon
5. Your choice



■ Show those Pokémon who's the real trainer round here.

PC

THIEF 2

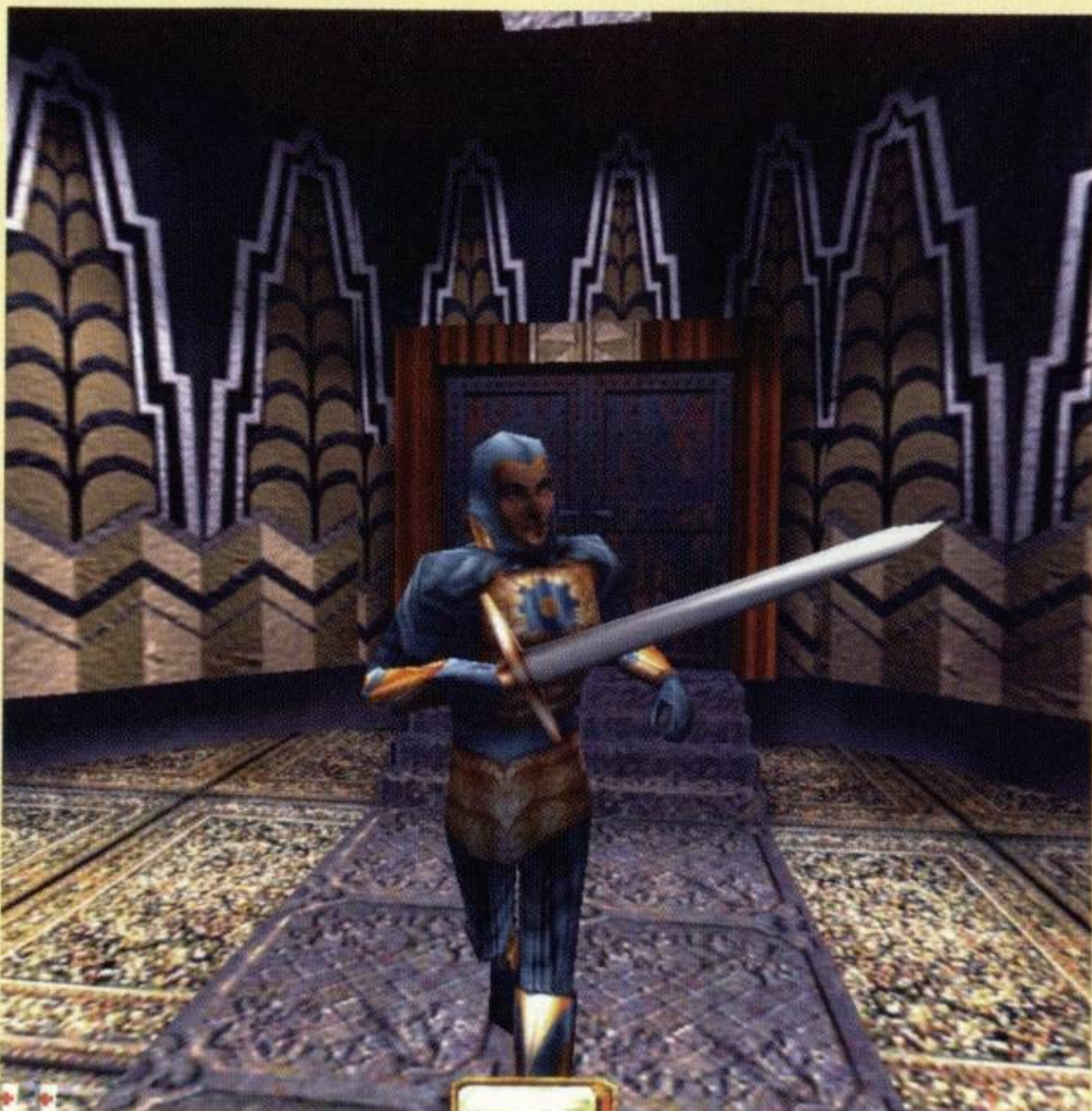
■ Steal a march with these whispering hints:

Level skip:

Press [Ctrl] + [Alt] + [Shift] + [End] during the game.

More money:

Save the game immediately before finishing a mission. Complete the mission as usual, and save the game in a different save position. Reload the original save made before the mission was completed. Finish the mission again. The statistics screen will combine the money from both missions. Repeat this to earn as much as needed.



■ Make money, skip levels – there's no honour in *Thief 2*.

NINTENDO 64

TOP GEAR: OVERDRIVE

■ In the main menu screen imagine the four menu options are numbered one to four, top to bottom:

Championship: 1

Versus: 2

Setup: 3

Credits: 4

To enter the code, highlight the options in sequential order and press the Z Button to select.

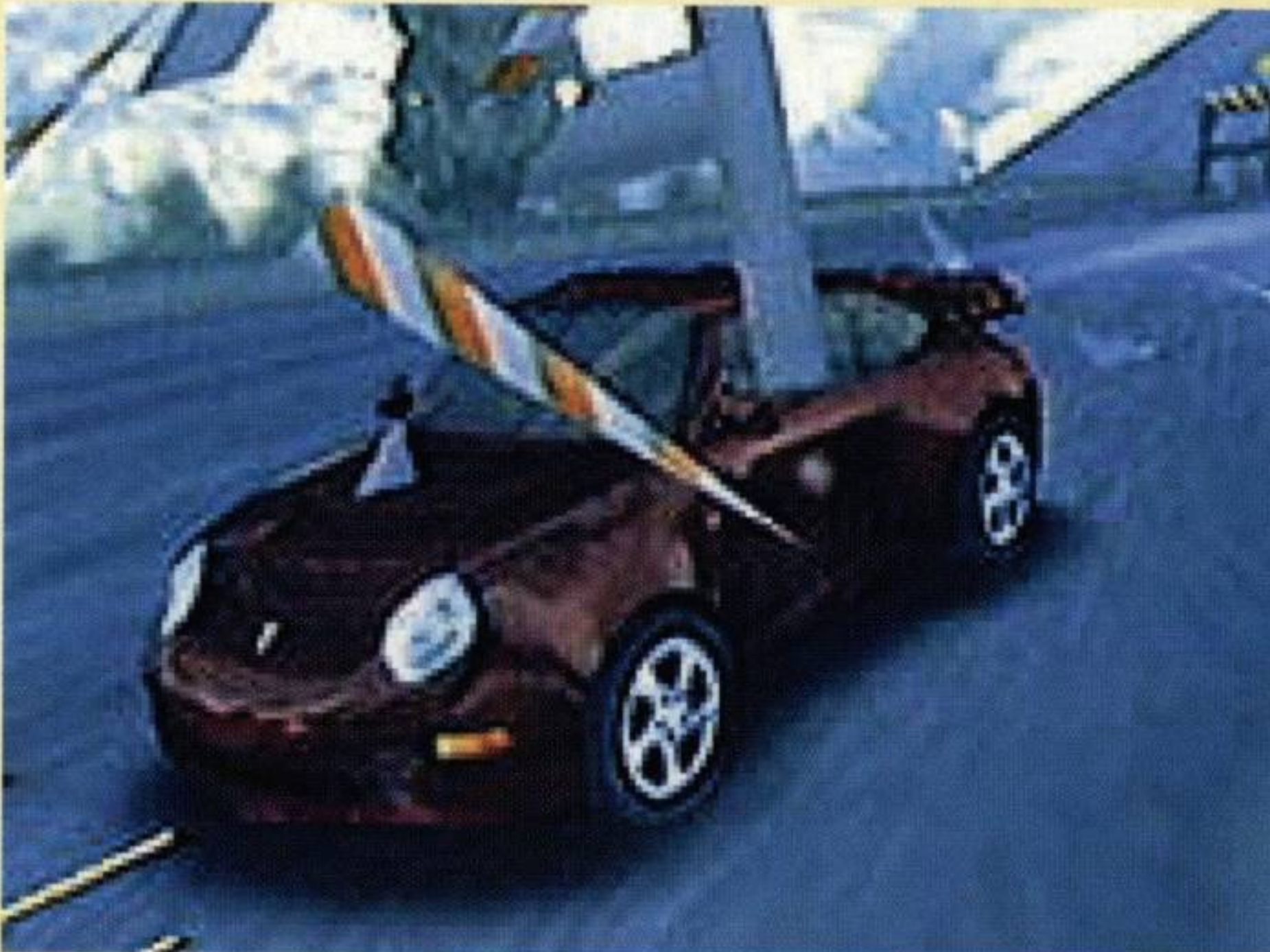
If successful, you will hear a revving sound and a smiley face will appear.

All bonus cars	4, 4, 2, 4, 3, 1, 1, 1, 2
Season five	3, 1, 4, 2, 2, 3, 1, 2, 4, 1
Season six	4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3
Alternative credits	3, 3, 1, 2
Weenermobile	4, 2, 3, 1, 2, 2
3-D "N" logo car	4, 2, 2, 1, 4, 1, 2, 1, 4, 3, 2, 3
Open dump truck	2, 1, 0, 2

For quick cash:

(Note: you need at least two cars for this to work)

Start a new game and win the first race, when the screen shows how much money you have, press A on one of your other cars (without selecting that car to play the next level). Then press A on another car you own. Repeat as required until you're rich, rich, rich hahahahahaha! Um, sorry...



■ You don't see Tiff doing this sort of thing on *Top Gear*...

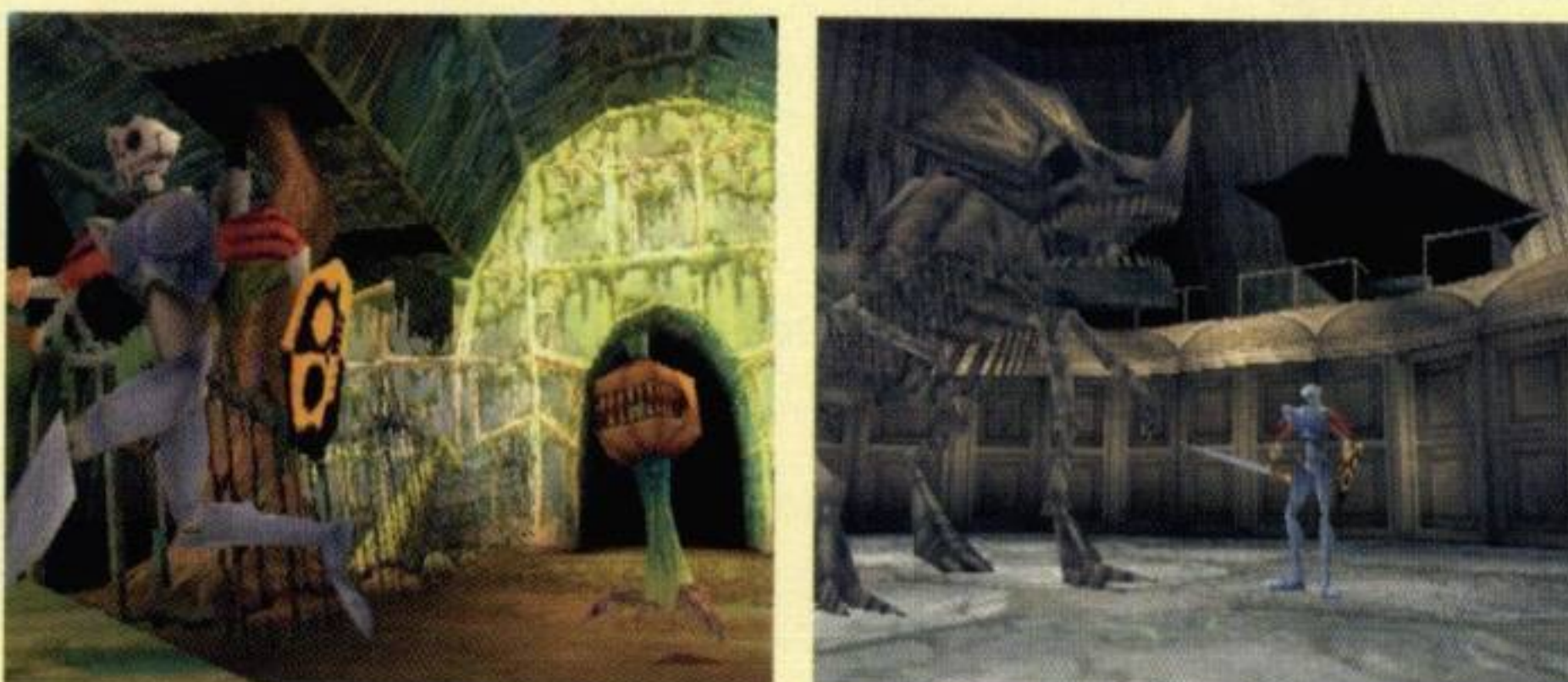
PLAYSTATION

MEDIEVIL 2

■ Keep the undead alive.

Cheat menu:

Hold L2 and press Left, Up, ○, ○, Right, ○, Up, ○ to unlock the menu for infinite health, all weapons, level skip and infinite money options.



■ Even back in the days of *Medieval*, people wanted to cheat.

Dreamcast small tips

RAYMAN 2

■ Getting into Globox village needn't be tougher than breaching a French beef barricade. First get the power up to swing from purple lums. Next go back to the first level and to the part where you have to climb (where the two walls are close together). At the top swing by the lum and you can get to the village. Place the crystals here to unlock stuff like an interesting four-player mini-game.

TEE OFF GOLF

■ A short approach for extra characters: Select World mode and begin playing the final course. Play through hole 15 and save the game if you are winning. Complete the rest of the course and win to unlock another character and club. Reload the saved game and play holes 16, 17, and 18 again in first place to quickly unlock the next character and club.

WWF ATTITUDE

■ Cause double trouble in the ring by using your partner. When your opponent becomes stunned in a two-on-one or tag team match, have both partners press Tie-up simultaneously to execute a double team move.

Double Suplex:

Situation: Both in front of the opponent

Double Powerbomb:

Situation: One player in front of opponent, one behind

Double Wishbone Legsplitter:

Situation: Both players at opponent's feet

Doomsday Device: (only player on turnbuckle need press)

Situation: Opponent on one player's shoulder, other player on top turnbuckle

SHADOWMAN

Big Head mode

When you get to Asylum: Playrooms, go to the cell section where the pool table and playpen are. On one side of that hallway are five cell doors. Enter the middle one and the Secret Unlocked message appears. A new option will appear on the Main Menu called Secrets. Choose a bigger noggin right here.



Nintendo 64 small tips

SUPER MARIO 64

■ The super plumber tops the charts again. If you missed him first time out, use this tip for extra lives: Enter the castle and go up the stairs all the way to the right. Enter the room and jump through the painting on the right. Go through the level collecting 50 or more coins and complete the level to get an extra life. This may be done repeatedly as you will not lose a life if you fall off the track. Note: Hit the blue coin switch first to get 50 coins much easier.

HYDRO THUNDER

Big jumps:
Make sure you have plenty of turbo power. Hold Throttle, press B, then press Turbo. This should give your boat some major air off ramps.

Turbo starts:
Press A when the announcer at the start of the race says "Three... two...one... Go. Go. Go". This will result in a quick start, and sometimes a four-second booster.

PLAYSTATION

URBAN CHAOS

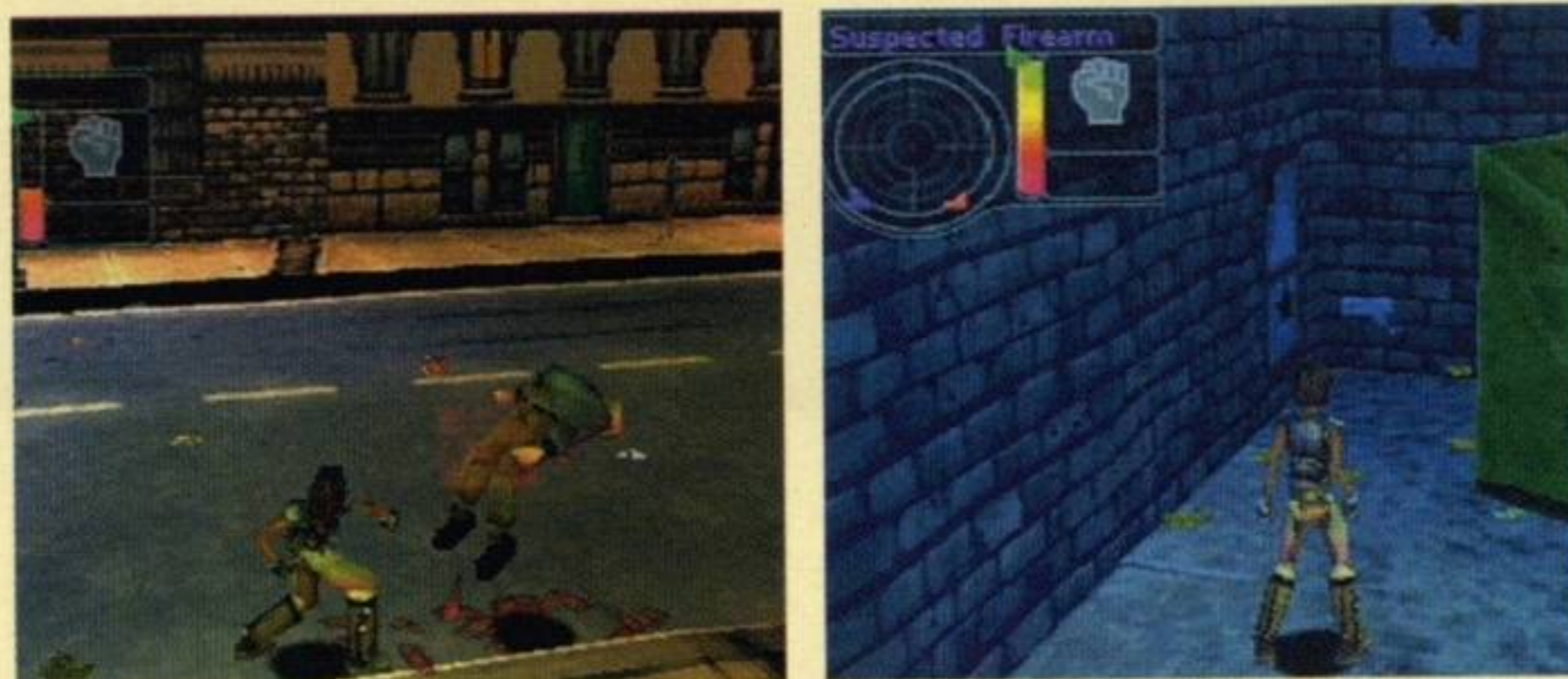
■ Suburban Dreams:

Max energy and full weapons:

Hold △, ○, △, ⊗ and press right during the game to unlock.

All levels:

Hold L1, R1, Select and Start at the new game screen to unlock all areas on the map screen.

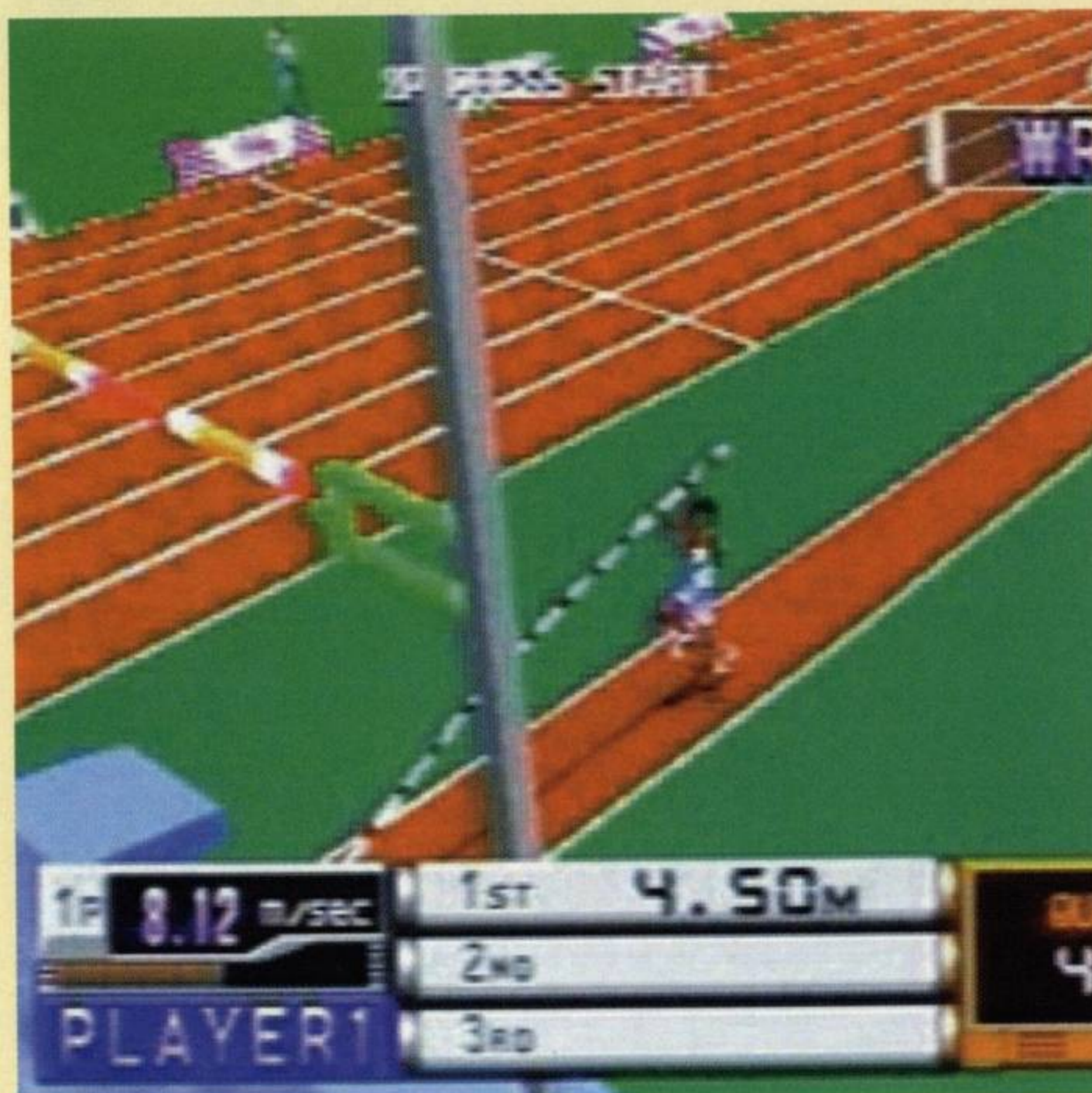


■ Experience *Urban Chaos* without going out on Friday night.

PLAYSTATION

INTERNATIONAL TRACK & FIELD

Arcade gave you a bikini cheat, now you get dinosaurs. In the shot put, try to throw a distance equal to the same digits eg 11.11, 33.33. If you succeed, a tyrannosaurus rex will appear behind the crowd.



■ *International Track & Field*, complete with dinosaur.

DREAMCAST

MDK 2

■ Slow down and admire the scenery:

Slow motion:

Start as Max, then hold Fire and press Up (x4).

Hidden artwork and sounds:

Place the game disc in a PC compatible with CD-ROM to find extra .JPG and .WAV sounds from the game in the MDK 2 directory.

DREAMCAST

SEGA BASS FISHING

■ Catch these extras:

Change lure colour:

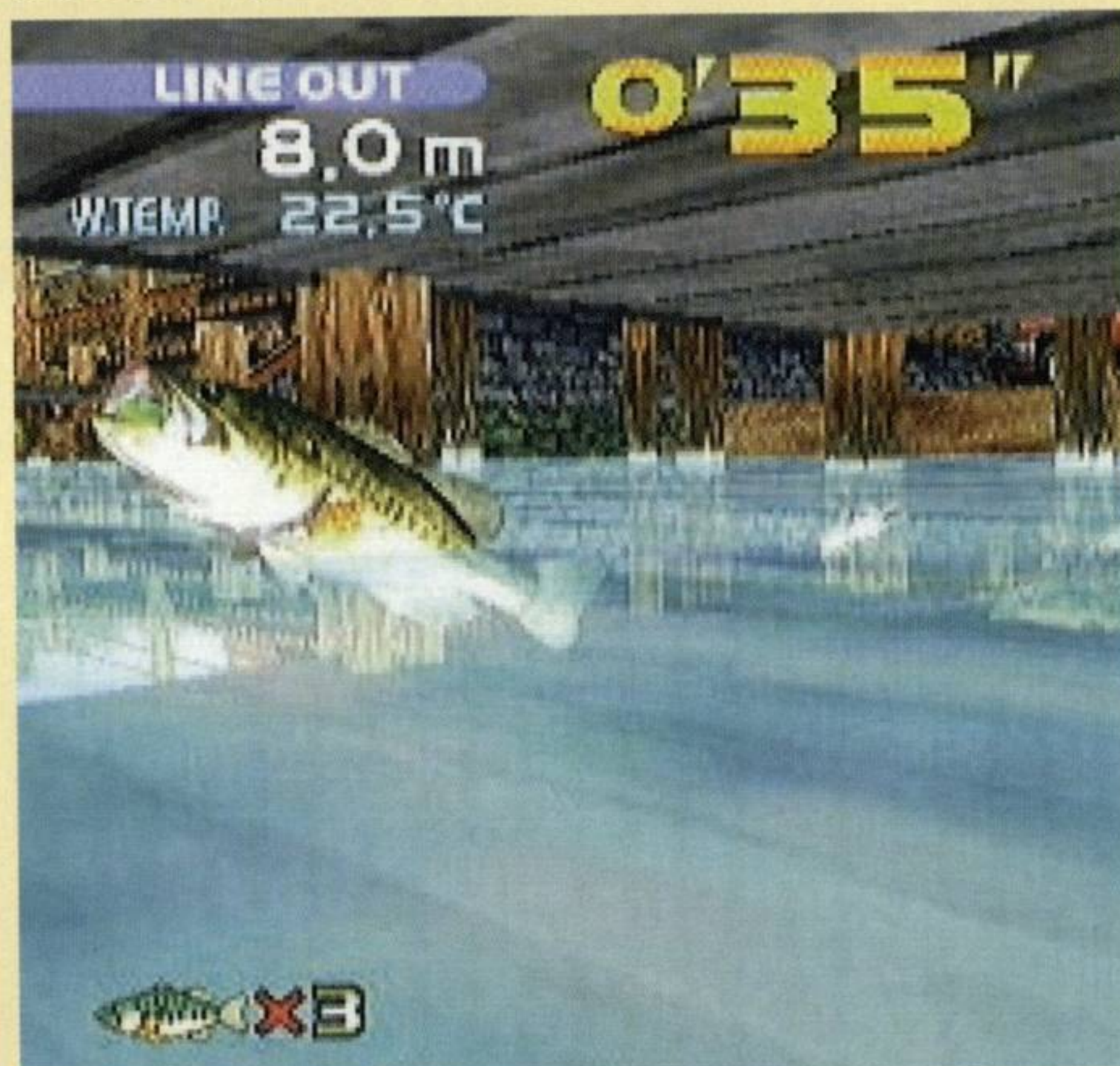
Press Up or Down when selecting in the original mode.

Sonic lure:

Complete all five professional tournaments in original mode.

Female character:

Press A and B together at the arcade mode level select screen.



■ Take *Sega Bass Fishing* to the next level with these tips.

NEGED POCKET

SONIC ADVENTURE

Press Option at the Sega logo screen to display all unlocked levels.



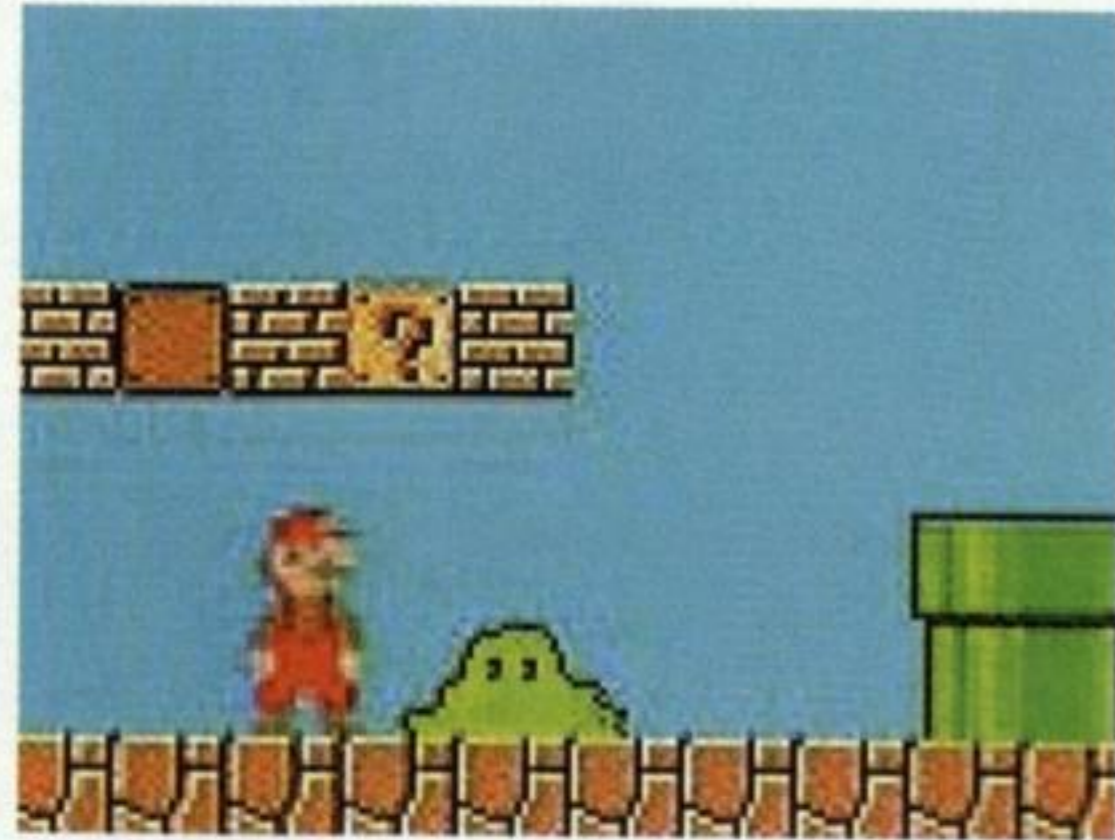
■ Make navigating your way around *Sonic Adventure* easier.



WRITE IN AND
WIN!

GAMEPLAY CHALLENGE

Time for Arcade's magnificent gaming challenges. Can you beat the best or are you just like the rest? Send in your tips and challenges to win brand-spanking new Mad Catz stuff.



GAME BOY
SUPER MARIO BROS DX

■ **Challenge: Mario dash**

■ The superlative jumpin' and pumpin' platformer is a tricky enough proposition without this cheeky challenge. Choose World 2:1 and try to finish the level with more than 290 seconds remaining. This is a difficult level, with nasty hole-in-the-floor traps and a flock of flying Koopa Troopas towards the end – so watch out!



DREAMCAST
SOUL CALIBUR

■ **Challenge: King Kilik**

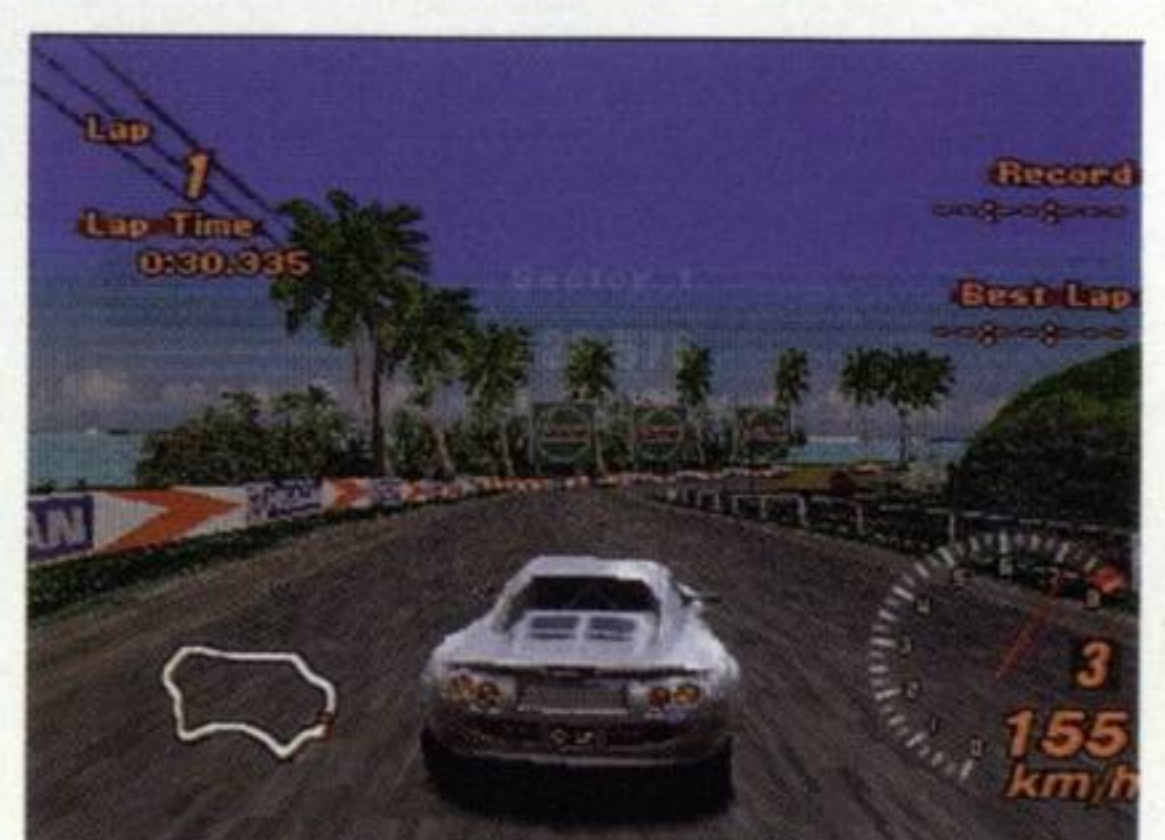
■ Survival mode is a toughie for any fan of this stunning beat-'em-up. As the pole-wielding maniac Kilik, you must last as long as you can on Medium difficulty. Arcade managed to defeat no fewer than 60 opponents before finally hitting the floor like a sack of spuds. Can you beat this masterful record? Hmmm...



N64
DONKEY KONG 64

■ **Challenge: Mad rhino**

■ Once you've collected six banana fairies, the fantastic Rambi Arena is opened up for you to enjoy. The challenge is to beat Arcade's superb beaver-bashing score of (say in a darts commentator voice) 180. You get more points for combos and the special green beavers are worth a whopping 10 points – so head for the crafty critters when they appear.



PLAYSTATION
GRAN TURISMO 2

■ **Challenge: Lotus sprint**

■ Gran Turismo 2 features some exceptionally fast cars for boy racers everywhere. For this speedy challenge, play the Gran Turismo 2 Arcade mode and choose a Time Trial. Pick the wonderful Lotus Elise Sport 190 and the Tahiti Road circuit, where you have to beat the Arcade best time of 1:20.806. Tough, eh?



PC
SOLDIER OF FORTUNE

■ **Challenge: Head shots**

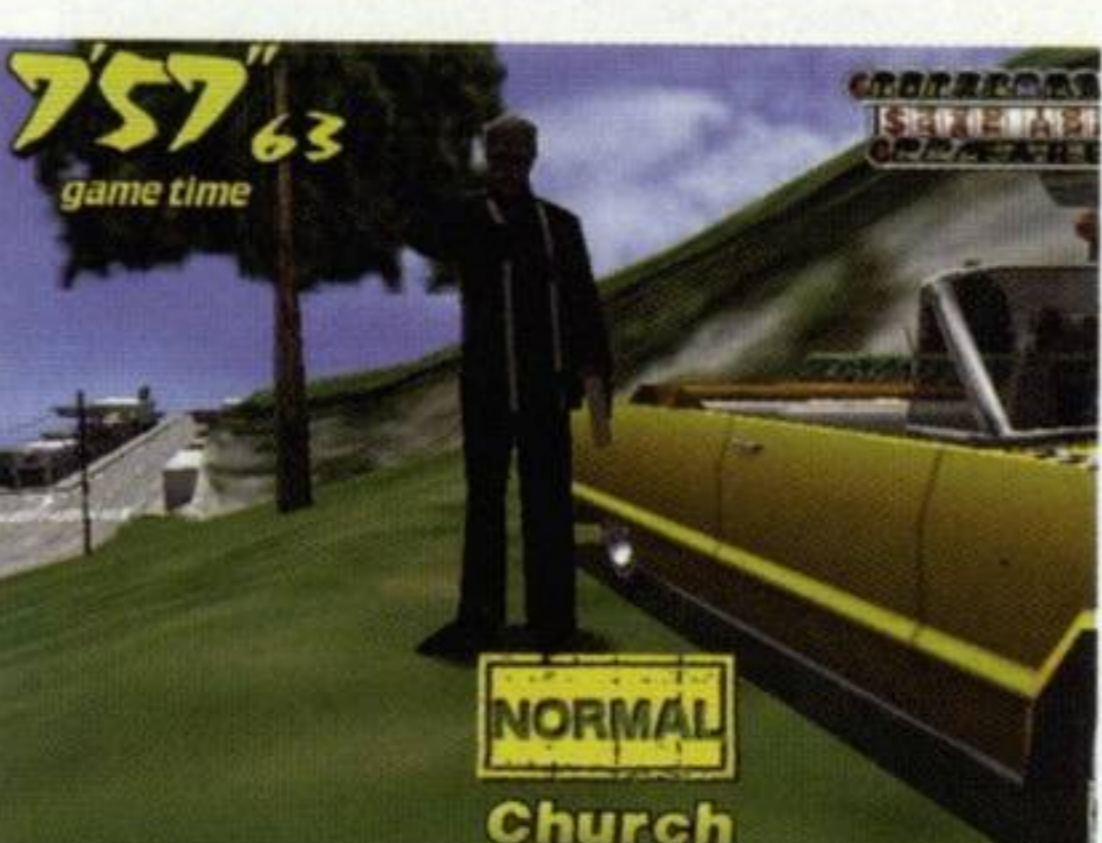
■ More gore galore in this first-person psycho sim. Try to complete the first level in the New York subway on Medium level with as many head shots as you possibly can. Arcade's bloodthirsty score of 20 head shots in 8.56 minutes remains the score to beat. Hint: Use the 9mm pistol as the shotgun is a bit erratic in the head removal stakes.



PLAYSTATION
ISS PRO EVOLUTION

■ **Challenge: Cup glory**

■ As a way of warming up for this year's European Championship, take part in the Arcade ISS Pro Evolution cup challenge. Choose the Konami Cup, 10 minute game on hard level with four teams – Brazil, Netherlands, Argentina and a team from the UK or Ireland that you'll control. Play Brazil in the first round, then the winner of Argentina and Netherlands. It's difficult but not impossible to see off the best in the world and become champions of the Arcade cup! Hurrah!



DREAMCAST
CRAZY TAXI

■ **Challenge: Tricky vicar**

■ As a driver in Crazy Taxi, you get chance to pick up a host of different punters including punks, businessmen and batty old ladies. This challenge requires you to deliver as many priests to the church as you can in 10 minutes on the Arcade level. If you slow down and cruise for priests you should be able to spot their black and white collar from quite a distance. Arcade managed a holy six priests safely delivered to the house of God. Lovely.



N64
GOLDENEYE

■ **Challenge: Facility slappers!**

■ Rare's magnificent Bond-'em-up still has plenty to challenge the cream of Nintendo gamers. You must complete the Facility level using only your fists to punch and slap your way to the finish. The object is to beat Arcade's score of 48 kills in a time of 16:16. Try to sneak up and quietly kill as many enemy soldiers as you can, thus minimising the threat of alerting everyone to your 007 presence.

CLOCKING OFF

WIN!
MAD CATZ
GAMES ACCESSORIES!

Well, well. A superb games-packed month for Kick Ass – and it's going to get bigger and better. For a chance to win a fantastic joypad from those smashing people at Mad Catz, send in your tips, cheats and challenges using the handy form opposite (a photocopy is okay if you don't want to cut up your beloved mag). Every month the senders of the best tip and trickiest challenge will win a peripheral for the format of their choice – PlayStation, N64, Dreamcast, Game Boy or PC. Good luck and au revoir until next issue's bumper Kick Ass.

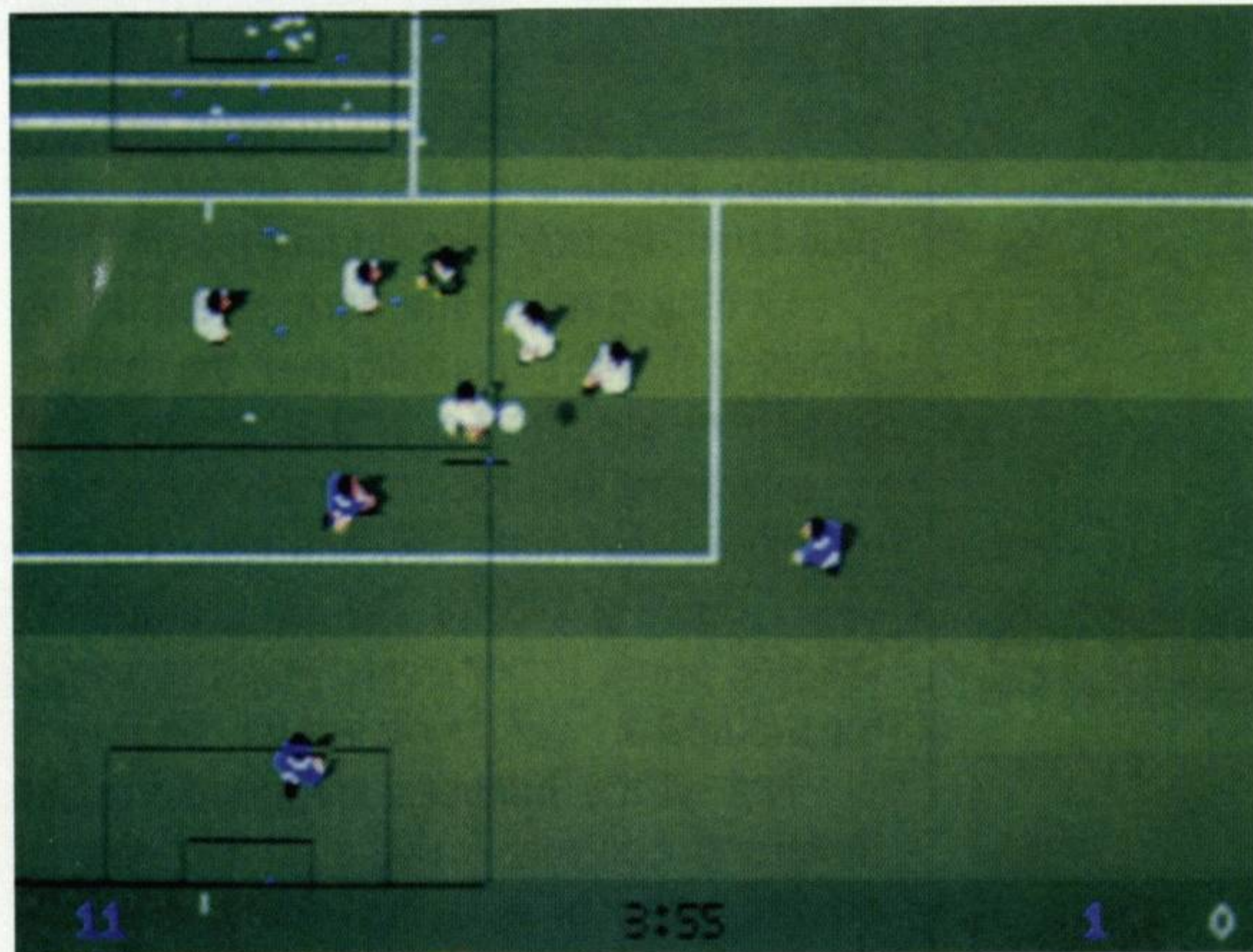
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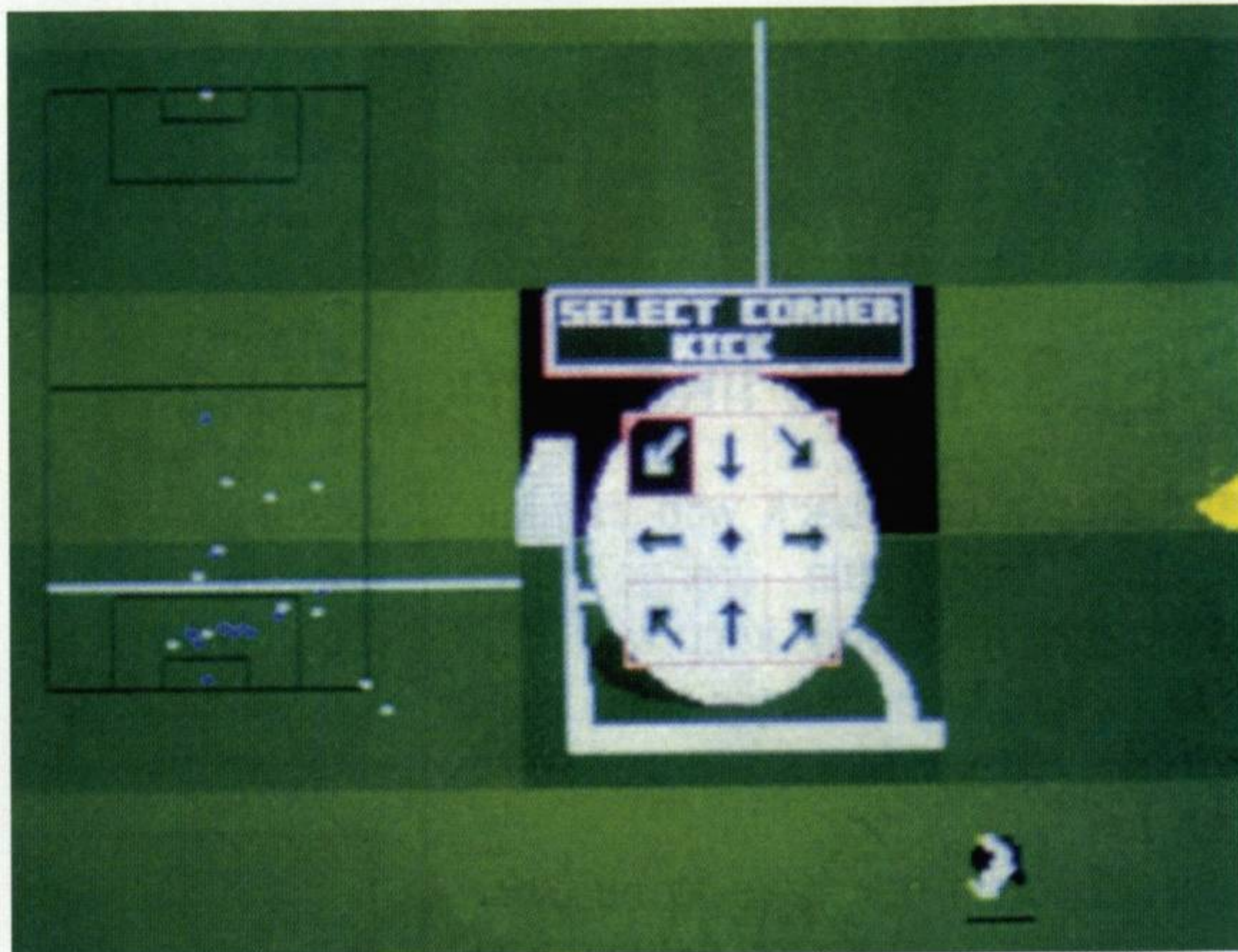
REMEMBER: You can send in a cheat or challenge. If you send in both you have double the chance of winning Mad Catz goodies.

MY TOP TIP/CHEAT	MY GAMES CHALLENGE	Name:
Game:	Game:	Address:
.....
Format:	Format:
Tip/Cheat:	Challenge:
.....
.....	Post code:
.....	Choice of prize format:
.....
.....





■ Three seconds after this screenshot was taken, the ball was taken to the opposite end and a goal scored. Such is the outrageous speed of *Kick Off*.



■ An incredible eight different directions! Someone should have told the programmers of *Kick Off* that there's such a thing as too much choice.

Kick Off

Not the beautiful game, but a very playable one.

Back in 1990, thanks to a World Cup that included Lineker, Gazza and – don't remind us – Chris Waddle, football began a renaissance that shows no signs of slowing. Videogaming, though, was way ahead – the watershed for the popularity of digitized football came in 1989, with Anco's Amiga title *Kick Off*.

For most '80s gamers, playing football on a small screen meant indulging in the superb *Match Day 2* on the Spectrum. No-one dared try to better its side-on camera view, leisurely pace and monochrome visuals – at least, not until *Kick Off* authors Dino Dini and Steve Screech arrived with plans for a whole new ball game. "We were both inspired by *Match Day 2*," Steve explains, "but we wanted the players and the pitch to be correctly scaled. We wanted players to show real skill."

Using the power of the new breed of 16-bit computers, Dino and Steve set about shifting the goalposts of videogame football. The camera was moved to a bird's-eye view rather than a

Kick Off

- Publisher: **Anco**
- Developer: **Dino Dini/Steve Screech**
- Genre: **Sports**
- System: **Amiga/ST**
- Players: **1-2**
- Score: "A great football game that will have you queuing up for a season ticket" **ACE, 821/1000**

linesman's. The players became nothing more than heads with wild – if well-animated – flapping arms. But, most ground-breaking of all, *Kick Off* was given speed, and frightening amounts of it. The game pioneered "pinball" football, where the ball could be passed between five men, and from one end of the pitch to the other in the blink of an eye. The first few minutes spent with *Kick Off*'s horrifying pace invariably ended with a humiliating 20-0 defeat at the hands of the computer.

And then there was the non-sticky ball. In the pre-*Kick Off* era, it was only reasonable to expect the ball to stay at your feet as soon as you'd gained possession, with your player managing to control it as you steered him around players and rode tackles – much like today's footie sims. Dino and Steve, though, decided to change all that. If you changed direction mid-dribble in *Kick Off*, the ball – paying stubbornly close attention to the laws of physics – would simply carry on without you. It was hugely unforgiving, but this realistic system provided the opportunity for the development of silky skills; flowing the ball up towards your striker, flicking around approaching

defenders, and – if you could master the art of rotating without losing the ball – turning in the box and slotting a goal home.

Given the complexity of titles like *FIFA* and *ISS* these days, the rest of *Kick Off* was laughably simple. There was just one grassy playing surface, with only the white right-angles of the sidelines and goal to detract from the sadistic groundsman's eye-wateringly stripy pattern. The goal celebrations, too, were so low-key as to be practically non-existent – although the jubilant goalscorer's little roly-poly on his way back to the centre spot was cute, if nothing else. With such a lack of frills, *Kick Off* relied on its balanced and frantic mechanics to make matches enjoyable – and succeeded on all counts.

Despite *Kick Off*'s brilliance, Dino and Steve's work wasn't fully appreciated until the arrival of a sequel (*Kick Off 2*), a management version (*Player Manager*), and a masterful rival (*Sensible Soccer*) during the next couple of years. The game's legacy, though, lives on in the 21st Century – *Player Manager 2000* was developed by none other than Mr Steven Screech. **A**

Games of the month

In June '89, that third dimension was just beginning to catch on...



Voyager

System: **Amiga/ST**
 Publisher: **Ocean**
 ■ Taking its lead from the strategic space shooting of 1987's *Starglider*, *Voyager* set you down on a series of alien planets and begged you to blast everything to bits. The state-of-the-art 3D visuals grabbed attention – as did the magazine ads, which courted controversy by showing a lonely space cadet reading a porn mag.
 ■ **ACE: 862/1000**



Run The Gauntlet

System: **All**
 Publisher: **Ocean**
 ■ Based on a long-forgotten Saturday afternoon TV show, *Run The Gauntlet* was a multi-event race game, featuring vehicles as diverse as quad bikes, hovercrafts and six-wheeled tanks. The game's strength was in its multi-player – it took all of half an hour to see off the crash-prone CPU racers in every event.
 ■ **ACE: 677/1000**



California Games

System: **Master System**
 Publisher: **Epyx**
 ■ After a half-decade of Olympic-based sports games, Epyx brought the sun-drenched seaside events of California to Sega's fledgling console. The popular playground pastime of "keepy uppy" was in there, but the Americans got the wrong end of the stick as usual – replacing the football with a bean bag, of all things.
 ■ **ACE: 710/1000**



Bio Challenge

System: **ST/Amiga**
 Publisher: **Delphine/Palace**
 ■ One of Delphine's first games – it had previously been best known for producing Richard Clayderman albums – was enigmatically described as "a shoot-'em-up without the shooting". It involved a biosuited geezer spinning and pushing slabs to destroy aliens, and it looked – and played – an absolute treat.
 ■ **ACE: 919/1000**



Renegade 3

System: **Spectrum**
 Publisher: **Imagine**
 ■ Marking the point where the successful *Renegade* licence ran out of steam, *Renegade 3* was the second in the series that didn't involve original developer Taito. Dragging the kick-punching hero back to prehistoric, medieval and Egyptian times in a desperate attempt to add something new to the beat-'em-up formula, it was dreadful.
 ■ **ACE: 574/1000**



Typhoon Thompson

System: **ST**
 Publisher: **Broderbund/Domark**
 ■ A quirky aquatic shoot-'em-up that combined elements of arcade classics *Asteroids* and *Joust*, *Typhoon Thompson* possessed some of the best-animated tiddly graphics to grace 16-bit gaming. At a time when joysticks were king, the unique mouse control proved awkward, but perseverance paid off in spades.
 ■ **ACE: 822/1000**

Stormlord

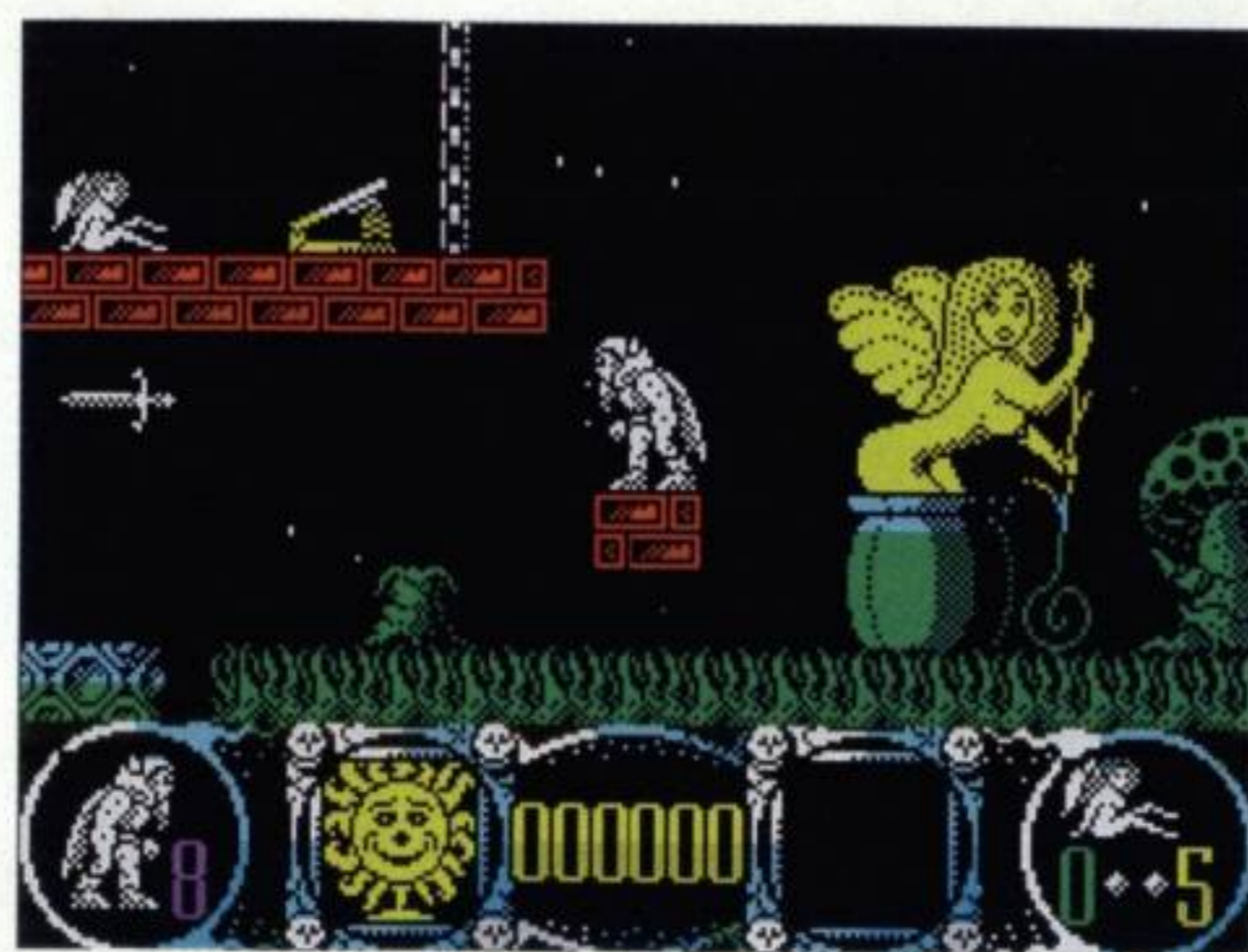
Spectrum gaming at its breast...er, best.

Back in 1989, conformity was the norm. The market was flooded with identical platformers, shoot-'em-ups and football games, and with cash-hungry developers shamelessly aping the last successful formula, it was difficult for a title to stand out from the crowd. Not *Stormlord*, though – that had naked fairies.

"And what's wrong with naked fairies?" asks Raffaella Cecco, *Stormlord's* developer. "Take a look at that gorgeous one standing in the massive pot. Best Spectrum breasts ever. In fact, the only reason her bottom half is hidden in the pot is because I couldn't get her legs to look right."

Exhibitionist fairies aside, *Stormlord* was another accomplished shoot-'em-up for Raffaele, who'd given Spectrum owners plenty to grin about in previous years with *Cybernoid* and *Exolon*. Although the dwarfish hero and medieval setting marked a departure from the usual futuristic fare, Raff's hallmarks were easy to spot – a combination of timing and out-and-out shooting, a few puzzles to shift the blood from your trigger finger to your brain, and a refusal to take the usual two-colour route to bypassing the Spectrum's colour problems. Oh, and some of videogaming's most devilishly tricky levels.

"Remember," says Raff, "in those days the programmer was the games tester as well, and it was difficult to be objective about a game's learning curve when you were so intimate with the project for so long. After nine months of playing *Stormlord*, you could say I'd become rather good at the game, so, of course, someone coming



■ "Best Spectrum breasts ever," says Raff Cecco. It's difficult not to agree.

to it fresh would get their arse well and truly kicked by the game."

Stormlord's development was tracked in *Crash* magazine, with the monthly "Cecco's Log" chronicling Raff's latest struggles. "I wanted a series of articles that were reasonably light and humorous," says Raff, "while giving people an insight into how games are made." In-between explanations of sprite compression and interrupt handling came detailed descriptions of day trips to Madame Tussaud's, karting at Brands Hatch and hours spent ogling topless model Maria Whittaker – which may explain the fairies.

Stormlord was a success, but Raff saw little of the proceeds from publisher Hewson. "I don't hold any grudges," he says now. "It's a hard lesson to learn, but now that I own my own development studio the lesson is worth more than the cash I lost in the early years." And to avoid future problems? "I have good lawyers now." **A**



■ Water: lethal in the world of Spectrum.



■ Have none of these fairies heard of bras?

WORLD NEWS HEADLINES

Blood red

■ The infamous Tiananmen Square massacre took place in China, with hundreds of anti-government student protesters mowed down by the Chinese military. This event was responsible for that image of a solitary student blocking a line of tanks.

Solid democracy

■ The previously unstoppable Communist party took a beating in Poland when the revolutionary Solidarity

party took first place in the democratic elections, laying the groundwork for the collapse of Communism.

World warms up

■ The world became a happier place when Mikhail Gorbachev and

Helmut Kohl reached an agreement to give European states the right to choose their own political systems. Adding to the joy, an agreement in Angola brought 14 years of bloody civil war to a welcome end.



■ PIC: THE MOVIE STORE COLLECTION

MUSIC CHARTS

Top of the pops in June.

1. Back To Life, Soul II Soul
2. Sealed With A Kiss, Jason Donovan
3. Batdance, Prince
4. Right Back Where We Started From, Sinitta
5. All I Want Is You, U2

FILM CHARTS

The blockbusters in '89.

1. Licence To Kill
2. Women on the Verge of a Nervous Breakdown
3. Beaches
4. Hellbound: Hellraiser II
5. Mississippi Burning

Gaming round-up

Also going on this month



■ Mario in 3D was hotly anticipated in '89.

Console wars

■ With the Sega Megadrive already packing its passport ready for a journey to Europe, rumours were gathering pace that Nintendo had its own 16-bit console in the pipeline – raising hopes of a new *Super Mario* game to play with. Meanwhile, Atari launched its 7800 console in the UK, which would have been a superb machine had it arrived six years earlier.

Gun control

■ Videogaming flirted briefly with the light gun for a second unsuccessful spell, with both Sinclair and budget supremo Codemasters launching plug-in weapons. The Sinclair Magnum, an ugly-looking grey pistol, was compatible with the hugely successful *Operation Wolf*, but the price – and the blinding white flash that burst from the TV screen every time you pulled the trigger – was off-putting.

RIP DM

■ At a time when the Atari ST was number one in the 16-bit sales chart, developer FTL disappointed Commodore owners by abandoning work on the Amiga 500 version of *Dungeon Master* – the award-winning role-playing game that was partially responsible for the genesis of first-person shooters. DM did appear on the more powerful A1000, and the ST itself sank soon after.

Charity cases

■ Charities began to spot the money-raising potential of videogames. Four years after the *Soft Aid* compilation brought in millions of pounds for famine relief in Ethiopia, the NSPCC launched a similar bundle of games, *Kidsplay*. Also this month, Oxfam held an "electronics amnesty", offering to collect anyone's unwanted computers, consoles and games to raise funds for needy people all over the world.

YOUR SINCLAIR TOP 10 SPECTRUM GAMES

1. Robocop, Ocean
2. Emlyn Hughes International Soccer, Audiogenic
3. WEC Le Mans, Imagine
4. Operation Wolf, Ocean
5. Dragonninja, Ocean
6. The In Crowd, Ocean
7. Double Dragon, Melbourne House
8. War In Middle Earth, Melbourne House
9. Pacland, Grandslam
10. Football Manager 2, Addictive

NUMBER CRUNCH

■ Average price of Atari ST game: £20...
Average price of a videogame magazine: £1.50...
Number of companies advertising in ACE magazine: 54...
Number of those companies still around today: 6...
Number of CD-ROM drives in Europe: 15,000...
Number of proper games in development on CD-ROM: 0...
Number of ads in ACE's pen pals section: 9...
Number of pen pals offering pirated games: 7.

The videogame magazine

Arcade

Amiga/ST/Spec/C64/Amstrad/MSX/Sega

Goal!
Kick Off redefines the footie sim.

Stormlord
Fairies can be exciting.

California Games
Join the boys on the beach.

Voyager
More arresting than Playboy?

PLUS! A NEW NINTENDO CONSOLE!

■ PIC: JOHN SIBLEY/ACTION IMAGES

■ Sponsoring a football team didn't do Commodore any good. Pay attention, Sega.

Heads, you lose

Remembered by | **Tim Weaver**

Taking the perfect toilet break in the N64's wondrous GoldenEye.



Pinpointing a great gaming moment in the classic *GoldenEye*, is like trying to decide which part of *Star Wars* is best. It's impossible.

Using the sniper rifle to pick off sentries in distant guard towers. Creeping through the Bunker with only some throwing knives and an army of Russian soldiers for company. Taking out CCTV cameras on the Surface's huts before using the barrels of fuel to blow up the soldiers standing guard. You could even argue that the Tank offered high pressure thrills.

But, no. For me the standout moment in *GoldenEye* came only one level in, after the death-defying bungee jump into the Facility. Creeping along the air vent, silenced PP7 at the ready, you're introduced to the toilets from your lofty position above a cubicle.

In the next toilet along is a Russian soldier, his head just visible above the rim of the dividing wall, inexplicably just standing around doing nothing while carrying an

AK47. But, we'll forgive Rare this one, solitary bone of contention (who, after all, stands around in the bog with the door closed and doesn't... well, you know). Atop his bulbous bonce is a green cap. As you look down, that, and just the smallest sliver of face and hair, is all you can make out.

Before *GoldenEye*, and save for a fleeting appearance in NES spy sim, *Metal Gear*, the tension of stealth and the realism of one-shot kills just weren't part of gaming's blueprint. When you reached this point in the Facility, suddenly gaming changed. You had to consider sound (would the toilet door make a noise when you opened it?), enemy reactions (could the guard see if you dropped into the cubicle next to him?) and gunfire (how silent was your silencer?) The secrecy-packed gaming we now take for granted in *Metal Gear Solid*, *Syphon Filter* and *Rainbow Six* wasn't even on the agenda before *GoldenEye*. Within a few seconds of crawling through an air vent, it was different.

As it turned out, any worries about the guard seeing you were unfounded. As

Wanna play?

GoldenEye was released for the N64 in 1997. Three years on and it's arguably remembered more fondly than both *Mario* and *Zelda 64*: *Ocarina of Time*.

Understandably, no one expected much from a movie licence and, after the disappointing *Killer Instinct Gold* and the acquired taste that was *Blast Corps*, Rare wasn't the force on the console that it is now.

You can buy a copy in any games shop, as the title is still stealthily creeping around the Top 5 N64 chart. You know you want to.

everyone quickly discovered, the silencer was quiet enough and all you had to do was plug one in the top of his head from your unsighted position in the air vent. His hat flew off, he flinched, woozily stumbled forwards, backwards, forwards again and then fell face-first to the floor.

Problem solved.

It sounds so simple now, and it's easily not the best bit of stealth in *GoldenEye*. But, mention that toilet-based killing in the pub, and anyone claiming to be a *GoldenEye* expert will nod in agreement. That example of what *GoldenEye* could do ushered in a brave new era in videogames; an era that's brought us *Metal Gear Solid* and *Syphon Filter*. And to think all that guard was doing was minding his own business. **A**

And to think all that guard was doing was minding his own business.

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