TAKING MULTI-FORMAT GAMING TO THE NEXT MILLENNIUM

TOTAL CONTROL

ISSUE 6 APR'99 PRICE £2.70

FIRST EVER LOOK!

PLAYSTATION 2

DE-CLASSIFIED:
THE LOW-DOWN ON SONY'S SUPER CONSOLE

TOP SECRET
FOR YOUR EYES ONLY

PlayStation

GRAN TURISMO 2

THE BEST RACING GAME EVER
IS ABOUT TO BE OVERTAKEN BY THE SEQUEL

Dreamcast™

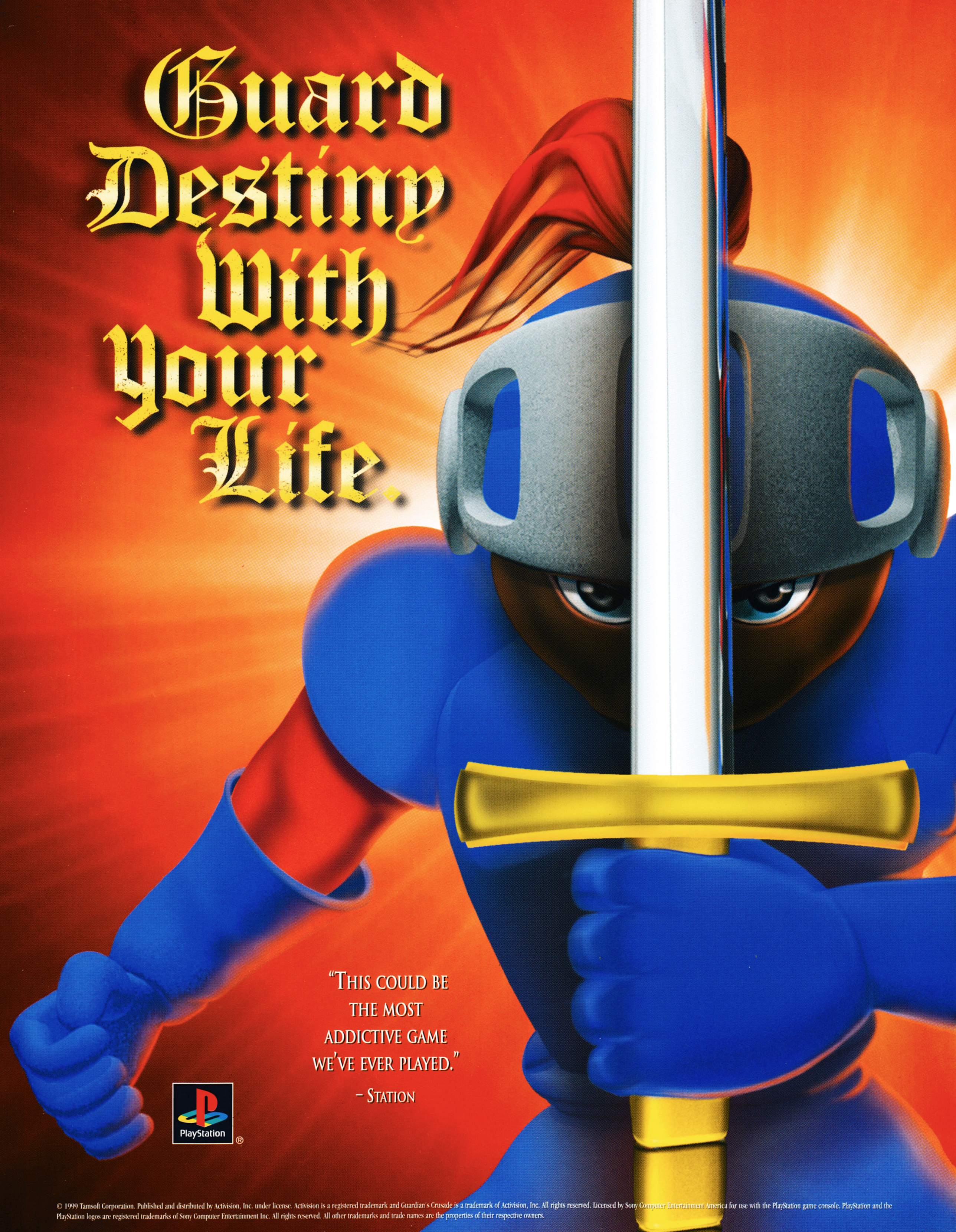
ALSO INSIDE:

KINGPIN • CASTLEVANIA • ROLLCAGE • TWELVE TALES: CONKER 64 • SYPHON FILTER • SILENT HILL • HOMEWORLD • ALIENS VS. PREDATOR
SILVER • REQUIEM • TANKTICS • GRAN TURISMO 2 • BEETLE ADVENTURE RACING • CIVILIZATION II • BLACK & WHITE • GTA LONDON

9 771464 035020 06

RAPIDE PUBLISHING

Guard Destiny With Your Life.



"THIS COULD BE THE MOST ADDICTIVE GAME WE'VE EVER PLAYED."

– STATION

PlayStation®

© 1999 Tamsoft Corporation. Published and distributed by Activision, Inc. under license. Activision is a registered trademark and Guardian's Crusade is a trademark of Activision, Inc. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Your quest to return a lost baby creature may seem simple enough... But when your newly found companion reveals its magical powers, you realize you're in for the adventure of two lifetimes.

Determine the fate of an evolving baby creature as you develop its personality and skill along your quest.

Battle alongside a unique back-up squad of 70 Living Toys with special abilities like hypnosis, blood-sucking - and more.

Wield hundreds of fantastical weapons and powerful suits of armour in an immense, 3-D RPG world.

Distributed By
ACTIVISION

Developed By
TAMSOFT CORPORATION

GUARDIAN'S CRUSADE™

SOMETIMES DESTINY FOLLOWS YOU.

www.activision.com

IN CONTROL

ALPHA REPORT

028 V-Rally 2

BETA LOOKS

046 GTA London 1969

048 Homeworld

050 Requiem

052 Alien Vs Predator

054 Tanktics

056 Le Mans 24 Hour

058 Twelve Tales: Conker 64

QUALITY CONTROL

070 Silver

074 Rollcage

076 Beetle Adventure Racing

078 Civilization II

080 Uprising 2

082 Superbike World Championship

084 KKND Krossfire

086 Worms Armageddon

088 Resident Evil 2

090 Fighter Squadron: Screamin' Demons

REGULARS

010 Reportage

034 Subscriptions

036 Control Yourself

039 Competitions

102 Having Words With: Amy Curtin

104 Easy Way Out

106 The Hard Stuff

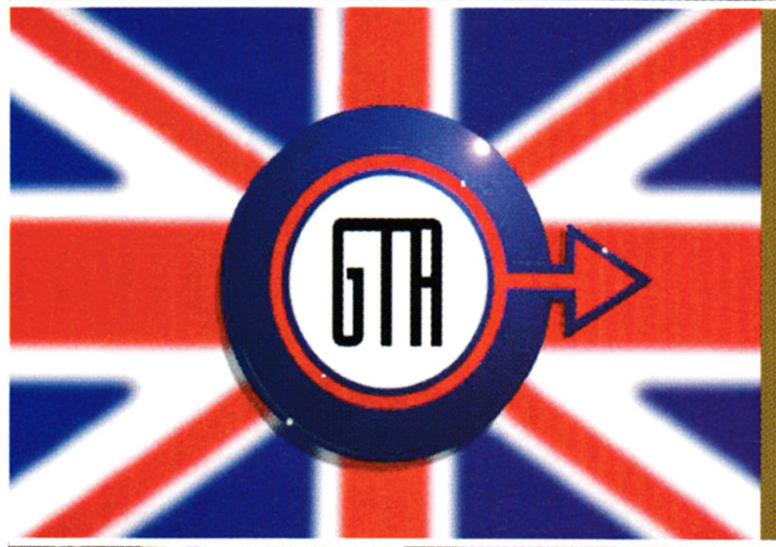
111 Foreign Office

128 Out of Control

028

V-RALLY 2

It's got a four-player mode, a superb track designer, and is shaping up to be one of this year's biggest releases



046

GTA: LONDON 1969

As far back as I can remember, I always wanted to be a gangster. Rule the London underworld in GTA's mission pack

052

ALIENS VS PREDATOR

In preparation for a big loss of sleep and social hours when the review code finally rolls in, we try out the preview code

058

TWELVE TALES: CONKER 64

Total CONTROL takes a closer look at what could well become the best platform title of '99

074

ROLLCAGE

Final code for Psygnosis' latest high adrenaline racer rolls into the office. Total CONTROL gives it the full review treatment

THE ONLY GAME BIGGER THAN CARTMAN'S BIG FAT A**!

HMV Exclusive: Get a FREE Cartman hat when you reserve and buy 'South Park' at HMV*
*Whilst stocks last

SOUTH PARK™

OH MY GOD! SOUTH PARK IS UNDER ATTACK! THERE'S A GIANT COMET HEADING TOWARD THE TOWN AND IT'S UP TO YOU TO SAVE THEM! BEWARE OF ANAL-PROBING ALIENS, BIG EVIL CLONES, AND OF COURSE, TERRANCE AND PHILLIP!

Hello there children!

With this new Cow-Launcher, people will really respect your AUTHORI-TAH!

Dozens of sweet environments without any lame, tree-hugging hippies!

HOWDY HO your way through mega multi-player action!

Acclaim®
www.acclaim.net

COMING SOON

SOUTH PARK™

NINTENDO 64

PC CD

COMEDY CENTRAL
www.comedycentral.com

WARNING
This game is recommended for mature audiences only. It contains adult language and content.

SOUTH PARK TM & ©1998 Comedy Central. All Rights Reserved. Nintendo, Nintendo 64, N, ™ and ® trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd.
Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1998 Acclaim Entertainment, Inc. All rights reserved.

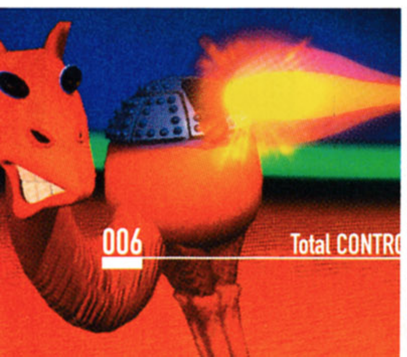
CONTROL

FEATURES

040 Eidos Interactive
We take a closer look at the company behind some of the most popular games ever, and talk to boss Ian Livingstone.

060 DMA Design
Famous for originality and a dedication to pure playability, Scotland's finest have some great games coming soon.

096 The History of the God Game
Playing God is becoming an increasingly popular pastime for gamers. These titles are the reason why.



PREMIER COLLECTION

1 DEMAND UNBEATABLE QUALITY

AT A SPANKING PRICE!!

RETURNS WITH *5 CLASSIC* PC CD ROM TITLES

WWW.EIDOS.CO.UK

EIDOS INTERACTIVE

Premier Collecton © 1999 Eidos Interactive Limited. All Rights Reserved. Flight Unlimited II © & TM 1997 Looking Glass Technologies, Inc., Fighting Force © and TM 1997 Core Design Limited. © and Published 1999 Eidos Interactive Limited. All Rights Reserved. Deathtrap Dungeon™ is a registered trademark owned by Ian Livingstone and is used with permission. © 1997 Gremlin Interactive Ltd. All Rights Reserved. Actua® is a registered trademark of Gremlin Interactive Ltd. All trademarks are the properties of their respective owners. Published 1999 by Eidos Interactive Limited.

IN CONTROL

THOSE IN CONTROL - AS THEY APPEAR IN MULTIPLAYER HALF-LIFE

JUSTIN

We've only had our Dreamcast for five minutes, and it won't be released outside of Japan until September, but already we're starting to look beyond it (with a little encouragement from Sony, I might add). It's great that we're afforded these glimpses of things to come, but at what cost? Could we be in danger of finding ourselves in a situation where we're scared to buy anything in case it's bettered within six months? My advice to any of you who are putting off a hardware or software purchase because you're waiting for something that is technically better down the line is to forget about it. By the time the product you're waiting for is released it will already be out of date and we'll all be getting excited about something else. Thinking of buying a Dreamcast? What about PlayStation 2? And then what about Nintendo 2000, or whatever they decide to call it? Buying a Pentium II 450? Why not wait for a Pentium III 1000?

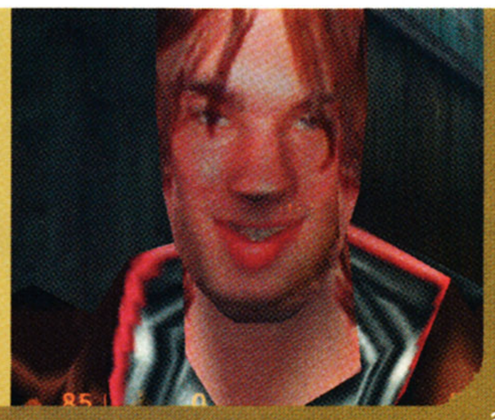
NICK

The big news this month is undoubtedly the PlayStation 2, and if Sony are to be believed, it is news that will change the entire industry. The PlayStation 2 will not be marketed as a console. In fact, Sony say that they are no longer competing with Sega and Nintendo. The PlayStation 2 will be "a new form of digital entertainment", encompassing on-line activities, games, DVD Video and just about anything else that they can dream up thanks to the USB ports at the back. The question is, how can Sega and Nintendo possibly survive? What would you do if you had the choice between a machine that plays games or a machine that not only plays games but allows you to use the Internet, watch DVD movies – in fact allow you to do anything that is 'digital'? I know which I'd choose, in which case Sony have already won. Welcome to the real next generation of gaming - games are only a small part of it.

CLIFF

Well, we got the office Dreamcast back after its unfortunate encounter with British mains voltage, and happily it's just as good as new. Everyone else has gone completely crazy over *Powerstone* (just in – review next month), but the rotten sods won't let me anywhere near it. Well I don't care, it's a stupid game anyway...

We've got a mixed bag of games and stuff this month. Some of it, like *Uprising 2*, is very cool indeed. Other things, like the bizarre and ill-conceived Union Reality headset, are not so cool. Oh well, the first quarter of the year is always a bit of a weird one for the games industry, as everyone is saving up their best products for the big E3 show in America in May. Still, with previews of *Tanktics*, *Homeworld* and the *GTA London 1969* add-on, and reviews of *Civ II* for the PlayStation and *Resident Evil 2*, all is not lost. Read and enjoy...



WILL

This has been one of the better months for me in Total CONTROL history – *Silent Hill*, *Silver*, *Aliens vs Predator*, *Rollcage* and *Resident Evil 2* have all been absolutely stunning – but it is perhaps a curious piece of hardware that we received a few weeks ago that has caused the most thought on my part. Despite being one of the most useless pieces of kit that you could buy for your PC, the Union Reality headset is, for me at least, a step in the right direction. In the early nineties VR arose as being the ultimate step forward for both computers and games, but just because it has not been featuring as much in the press, the potential is most certainly still there. As games controllers become more and more extravagant, should we be expecting to use more and more of our body to control our games? A headset without a built in display may be a flawed idea, but if the idea is allowed to follow its natural evolution, big things will follow. You mark my words.

Rapide Publishing,
1 Roman Court, 48 New North Road,
Exeter EX4 4EP
Telephone: 01392 495155
Fax: 01392 491135
Company registered in England No. 3606198

TOTAL CONTROL TEAM

EDITOR
Justin Calvert
justice@rapide.co.uk

DEPUTY EDITOR
Nick Jones
nick@rapide.co.uk

SENIOR STAFF WRITER
Cliff Smith
cliff@rapide.co.uk

STAFF WRITER
Will Adkin
will@rapide.co.uk

CONTRIBUTORS
Keith Pullin, Russ Ware

SUB EDITOR
Jon Aroussi

DESIGNER
Ruth Menzies

SUBS/MAIL ORDER
Helen Lawson
subs@rapide.co.uk

PRODUCTION MANAGER
Steve Michaels
steve@rapide.co.uk

PRODUCTION ASSISTANTS
Brian Garwood, Andy Dunn

ADVERTISING PRODUCTION
Liz Charles
adprod@rapide.co.uk

PRODUCTION CO-ORDINATOR
Anna Matheson
anna@rapide.co.uk

PAPER CONTROLLER
Karen De La Rue
elvira@rapide.co.uk

DIRECTOR OF ADVERTISING
Gerard Richardson

SENIOR SALES EXECUTIVE
John Massey
sales@rapide.co.uk

PUBLISHER
Chris Marke
chris@rapide.co.uk

DIRECTOR OF FINANCE
Jerry Davison
mail@rapide.co.uk

PRODUCTION DIRECTOR
Mark Ayshford
ayshie@rapide.co.uk

MANAGING DIRECTOR
Mark Smith
marksmith@rapide.co.uk

PRINTING
Polestar Carlisle
Newton Industrial Estate, Caxton Road,
Carlisle CA2 7NR

DISTRIBUTION
MMC
Octogan House, White Heart Meadows, Ripley, Woking
Surrey GU12 6HR Tel: 01483 211222

RAPIDE PUBLISHING
1 Roman Court,
48 New North Road,
Exeter EX4 4EP
Telephone: 01392 495155
Fax: 01392 491135
email: total.control@rapide.co.uk

Total CONTROL ISSN: 1464-035X

© Rapide Publishing 1999

Total CONTROL is published by Rapide Publishing.
All rights reserved. All trademarks and copyrights recognised. We cannot accept any responsibility for any unsolicited articles or pictures. No part of this publication can be reproduced in any way without express permission of the publishers. Total CONTROL is a fully independent publication, in no way associated with Sony Computer Entertainment Europe, Sony Computer Entertainment America, Sony Computer Entertainment (Japan), Sega UK, Sega Europe, Sega Enterprises Ltd., Nintendo of America Inc. or Nintendo of Japan Inc. nor of any affiliated company. Nintendo® is a registered trademark of Nintendo Inc. The following are trademarks owned by Nintendo®: Nintendo 64®, Super Mario 64®. Dreamcast™ is a trademark of Sega Enterprises Ltd.
All Rights Reserved. The views expressed are fully independent and not necessarily the views of the aforementioned companies.

GAME

www.game-retail.co.uk

mail order

01604 700701

A NAME YOU CAN TRUST With 84 branches throughout the UK and Ireland, Game is one of the UK's leading High Street retailers.

BRANCHES AT: ASHTON-UNDER-LYNE • AYLESBURY • BALLYMENA • BARNSLEY • BARROW • BASILDON • BELFAST • BIRKENHEAD • BLACKBURN • BLANCHARDSTOWN • BOLTON • BOURNEMOUTH • BRADFORD • BRIGHTON • BRISTOL • BROMLEY • BURTON ON TRENT CAMBERLEY • CAMBRIDGE • CARDIFF • CARMARTHEN • CHELTENHAM • CHESTER • CORK • COVENTRY • CRAWLEY • DERRY • DOUGLAS • DUBLIN GRAFTON STREET • DUBLIN TALLAGHT • EDINBURGH – CAMERON TOLL • EDINBURGH – PRINCES STREET • GLASGOW – BUCHANAN STREET GUILDFORD • HANLEY • HARROW • HEMEL HEMPSTEAD • HORSHAM • HULL • KINGSTON UPON THAMES • LANCASTER • LEEDS • LIMERICK • LISBURN • LIVERPOOL • LONDON VICTORIA • LOUGHBOROUGH • MAIDENHEAD • MANCHESTER – ARNDALE CENTRE • MANCHESTER–TRAFFORD CENTRE • MANSFIELD • MEADOWHALL • MERRY HILL • MIDDLESBROUGH • NEWCASTLE • NEWRY • NORTHAMPTON • NORWICH • NOTTINGHAM LISTERGATE • NOTTINGHAM VICTORIA CENTRE • PLYMOUTH • POOLE • PORTSMOUTH PRESTON • ROMFORD • SALISBURY • SHEFFIELD SLOUGH • SOUTHAMPTON • SOUTHPORT • STEVENAGE • SUNDERLAND • SWINDON • TELFORD • THURROCK • TORQUAY • TUNBRIDGE WELLS • WATFORD • WIGAN • WOKING • WOLVERHAMPTON • WREXHAM • YEOVIL • YORK **COMING SOON:** DUNDEE • KENT BLUEWATER • WARRINGTON

METAL GEAR SOLID

"THE PLAYSTATION'S BEST GAME YET" 10/10 OFFICIAL PLAYSTATION MAGAZINE

06897 METAL GEAR SOLID

£34.99 MAIL ORDER ONLY
IN-STORE PRICE £39.99

PLAYSTATION MULTIPACK

06477 PLAYSTATION MULTIPACK

4 GREAT GAMES - ACTUA SOCCER CLUB EDITION, OVERBOARD! INDEPENDENCE DAY & THUNDERHAWK - ALL FOR ONLY £29.99

GREAT OFFERS FROM GAME

FOR PC CD

05670 SIM CITY 3000 £34.99

06893 CHAMPIONSHIP MANAGER 3 £29.99

TOP PLAYSTATION GAMES

06895	A Bugs Life	£34.99	NEW
05760	Abes Exodus	£29.99	
06486	Actua Golf 3	£24.99	
06896	Akuji	£44.99	NEW
04729	Alundra	£19.99	
05475	Apocalypse	£29.99	
05212	Brian Lara Cricket	£44.99	
04715	Colin McRae Rally	£44.99	
05766	Cool Boarders 3	£34.99	
05774	Crash Bandicoot 3	£39.99	
05474	Croc Platinum	£19.99	
04719	Dead Ball Zone	£14.99	
05487	Duke Time to Kill	£29.99	
05478	FIFA 99	£39.99	
05686	Future Cop LAPD	£29.99	
04717	Gran Turismo	£44.99	
05759	Grand Theft Auto	£19.99	
05913	Hercules Platinum	£19.99	
05321	Knockout Kings	£34.99	
06808	Lost World Platinum	£19.99	
05966	Max Power Racing	£39.99	
06897	Metal Gear Solid	£34.99	NEW
05902	Mickey Wild Adv. Platinum	£19.99	
05778	Music	£34.99	
04529	Need for Speed 3	£19.99	
05754	Ninja	£24.99	
06477	PlayStation Multipack (4 games)	£29.99	
06835	Premier Manager 99	£39.99	
04725	Resident Evil 2	£34.99	
05317	Resident Evil Platinum	£19.99	
07024	Rugrats	£34.99	
05324	Spyro the Dragon	£39.99	
05490	Tenchu	£39.99	
05476	Toca 2 Touring Cars	£39.99	
05438	Toca Touring Cars Platinum	£19.99	
06898	Tomb Raider 2 Platinum	£19.99	NEW
05477	Tomb Raider III	£44.99	
04472	Tomb Raider Platinum	£19.99	
04724	Vigilante 8	£19.99	
05316	Wild 9	£19.99	

PSX MEMORY CARDS

04891	Sony Memory Card Island Blue	£9.99
04892	Sony Memory Card Lemon	£9.99
04893	Sony Memory Card Black	£9.99
06233	Sony Memory Card Smoke Grey	£9.99
04889	Sony Memory Card Orange	£9.99
03727	Sony Memory Card Clear	£9.99
04890	Sony Memory Card White	£9.99
93279	Sony Memory Card Grey	£9.99

PSX CONTROLLERS

04700	Sony Dual Shock Controller	£19.99
93278	Sony Controller Grey	£9.99
06259	Sony Controller Smoke Grey	£9.99
03731	Sony Controller White	£9.99
03730	Sony Controller Black	£9.99
05725	Namco Arcade Stick	£49.99

PSX ACCESSORIES

04012	Datel Action Replay	£39.99
06348	Equaliser Cheat Cartridge	£24.99
99191	Sony Multi-Tap	£19.99
93280	Sony Mouse	£24.99
04701	Namco G-Con 45 Gun	£29.99
04245	Mad Catz Steering Wheel (official)	£39.99
06201	LMP Dual Force Wheel	£49.99

£9.99

FOR PC CD

04247 CIV 2/C & C DOUBLE PK

TOP PC CD GAMES

03484	Age of Empires	£24.99	
05955	Baldurs Gate	£29.99	
05650	Carmageddon 2	£29.99	
06893	Championship Manager 3	£29.99	NEW
07018	Civilization: Call to Power	£34.99	NEW
04247	Civ 2 / C & C Double Pack	£9.99	
04771	Colin McRae Rally	£29.99	
05651	Combat Flight Simulator	£34.99	
03388	Day of the Tentacle / Sam & Max	£9.99	
06894	Delta Force	£34.99	NEW
05999	Dungeon Keeper Gold	£14.99	
05804	Falcon 4	£34.99	
05674	FIFA 99	£34.99	
05813	Football World Manager	£19.99	
05664	Gangsters Organised Crime	£34.99	
03725	Grand Theft Auto	£19.99	
05665	Grim Fandango	£29.99	
05653	Half Life	£34.99	
03964	Quake 2	£19.99	
05668	Railroad Tycoon II	£29.99	
05817	Rogue Squadron	£34.99	
07019	Rollercoaster Tycoon	£34.99	NEW
05669	Settlers III	£29.99	
06731	Sim City 2000	£14.99	
05670	Sim City 3000	£34.99	NEW
05657	Sin	£19.99	
07021	South Park	£34.99	NEW
06792	Star Wars Supremacy	£29.99	
06904	Superbikes World Championship	£34.99	NEW
05437	Theme Hospital	£14.99	
99575	Theme Park	£14.99	
05659	Thief: Dark Project	£34.99	
04434	Tomb Raider	£14.99	
05560	Tomb Raider III	£34.99	
05671	Total Annihilation	£14.99	
04746	Unreal	£19.99	
05847	Virtual Springfield	£19.99	

PC GRAPHICS CARDS

06846	Apollo 3DFX Voodoo 2 12MB	£79.99
04616	Creative Voodoo 2 12MB	£99.99
05570	Maxi Gamer Phoenix Banshee 16MB	£99.99
05865	Creative Banshee	£99.99
06295	Creative Riva TNT	£99.99

PC SOUNDCARDS

06236	Creative Soundblaster Live Value	£69.99
05472	Creative Soundblaster Live	£149.00
05471	Creative Soundblaster PC128	£49.99
06221	Creative Soundblaster 16	£24.99

PC STEERING WHEELS

05942	Microsoft Force Feedback Wheel	£149.99
05586	Saitek Force Feedback Wheel	£109.99
05585	Saitek R4 Racing Wheel	£69.99

PC CONTROLLERS

01661	Gravis Game Pad Pro	£24.99
00745	Microsoft Sidewinder Pad	£29.99
65888	Gravis Game Pad	£9.99
05944	Microsoft Sidewinder Freestyle Pad	£49.99
05460	Microsoft Precision Pro Joystick	£49.99
05563	Logitech Extreme Digital Joystick	£29.99
05943	Microsoft Force Feedback Joystick	£99.99

£19.99

04736 WORLD CUP 98

£49.99

05780 ZELDA

TOP N64 GAMES

05338	1080° Snowboarding	£39.99
05333	F1 World Grand Prix	£39.99
06899	FIFA 99	£44.99
06947	Mario's Party	£39.99
05343	Micro Machines 64 Turbo	£39.99
06900	South Park	£49.99
05781	Star Wars 2 Rogue Squadron	£44.99
05344	Turok 2	£39.99
06954	Twisted Edge Snowboarding	£44.99
05518	V Rally	£39.99
02324	Wave Race	£29.99
04736	World Cup 98	£19.99
05780	Zelda: Ocarina of Time	£49.99

N64 PRODUCTS

02229	N64 Memory Card (official)	£14.99
06652	N64 Expansion Pack (official)	£29.99
03654	N64 Rumble Pack (official)	£14.99
02602	N64 Controller – black (official)	£19.99
02601	N64 Controller – blue (official)	£19.99
02599	N64 Controller – red (official)	£19.99
02600	N64 Controller – yellow (official)	£19.99
02603	N64 Controller – green (official)	£19.99
01904	N64 Controller – grey (official)	£19.99
04006	Datel Action Replay	£39.99

The ultimate cheat cart for the ultimate gamer. Pre-loaded with thousands of the hottest game codes and easily programmable with new codes. 'Play to win – never to lose'.

GAME mail order

opening hours
Monday-Friday
8.00am to 7.00pm
Saturday
9.00am to 6.00pm

Simply phone your order on 01604 700701 quoting the product name and reference number. Payment can be made using most major credit/debit cards.

If you order by 3pm delivery is as follows:

- UK mainland (excluding N Ireland, Scottish Highlands and Islands etc) NEXT day.
- Northern Ireland, Scottish Highlands and Islands, Isle of Man, Isle of Wight 2-3 days.
- Southern Ireland – please ring our Grafton Street store on (353) 1 677 3755.

FREE NEXT BUSINESS DAY DELIVERY...

...on all orders over £30, when we receive your order before 3 pm on the previous business day. Why wait for days when you can have any product delivered to your door tomorrow?

On orders under £30 there is a charge of £3.95 for postage and packing.

PRICE PLEDGE

BEFORE YOU BUY FROM ANY OTHER SOURCE, CHECK THE LATEST PRICE AT GAME ON TEL: 01604 700701

Access VISA

Prices, photographs and product specifications are correct at time of going to press but are subject to change without notice. All prices include VAT at current rates. All offers are subject to availability and whilst stocks last. Offers may be withdrawn, changed or temporarily substituted with other offers from time to time. Photographs and product specifications are used as a guide only. Prices in Ireland may vary from the UK. E & O E.

RECEIVE NEW TITLES ON THE DAY OF RELEASE

Order any forthcoming title and it will drop through your letterbox on the day of release! (UK Mainland only. We must receive your order before 3 pm on the previous business day).

GAME

www.game-retail.co.uk

Subject to the terms and conditions listed below:

1. The £3 off voucher is valid against the purchase of any one product costing £25 or more.
2. This voucher is not exchangeable for cash and is non-recoverable.
3. This voucher cannot be used in conjunction with any other offer or against 'sale' items.
4. This voucher is valid until 30th April 1999.
5. This offer may be withdrawn at any time without notice.

COUPON NO. TC 04

£3 OFF VOUCHER

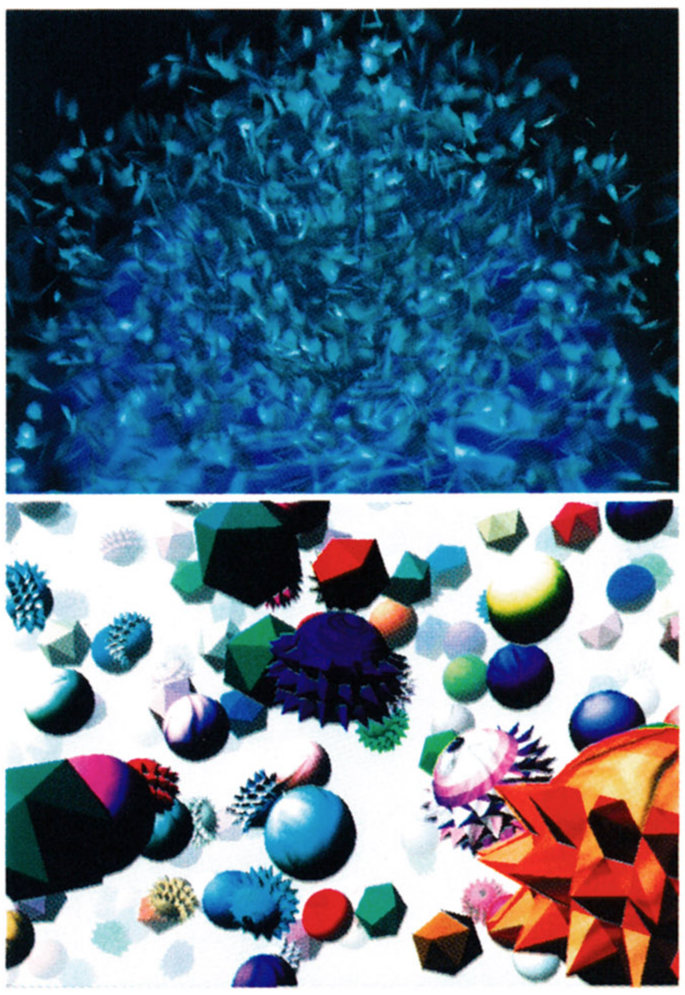
WHEN YOU SPEND £25 OR MORE.

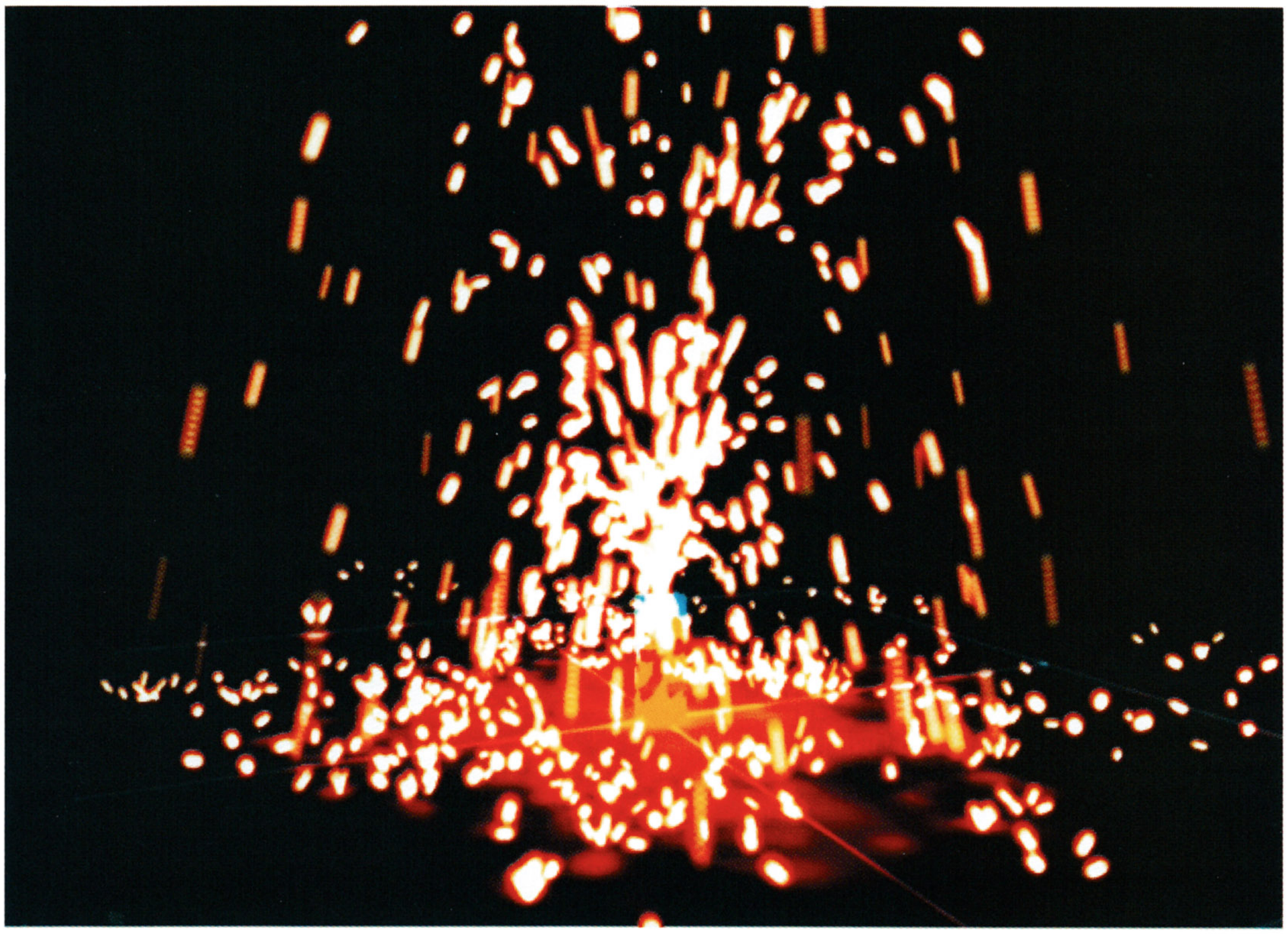
VOUCHER CAN BE REDEEMED VIA MAIL ORDER OR IN ANY GAME STORE.

VALID UNTIL 30TH APRIL 1999

R REPORTAGE

PLAYSTATION 2 HEADS REPORTAGE THIS MONTH, FOR AN OBVIOUS REASON – IT'S THE BIGGEST NEWS OF THIS YEAR OR ANY OTHER... YOU CAN ALSO FIND NEWS ON THE COMPETITION IN THE FORM OF EUROPEAN DREAMCAST LAUNCH DETAILS AND NEWS ON VOODOO 3 AND PENTIUM III – THE PC'S OWN 'NEXT GEN' TECHNOLOGY...





STOP PRESS
PlayStation 2 Unveiled

"A NEW TYPE OF DIGITAL ENTERTAINMENT"

Sony finally announce PlayStation 2 – news that will change the face of games playing forever...

BACKWARDS COMPATIBILITY

PlayStation owners everywhere, and there are approximately four million of you in the UK alone, can breath a huge sigh of relief with the announcement that PlayStation 2 will definitely be developed with backwards compatibility. This means that when the new super console arrives, you'll be able to throw out your old PSX safe in the knowledge that Sony's new machine will run all your current games and use existing PlayStation peripherals and controllers. Although the level of realism unveiled for the PSX2 suggests we'll all soon forget about our current favourite titles...

After what seems like years of speculation and rumour, Sony have finally officially announced the specifications of their 'next generation PlayStation', and the news is that it is going to be big – possibly the biggest news in the history of the industry since the invention of the microchip.

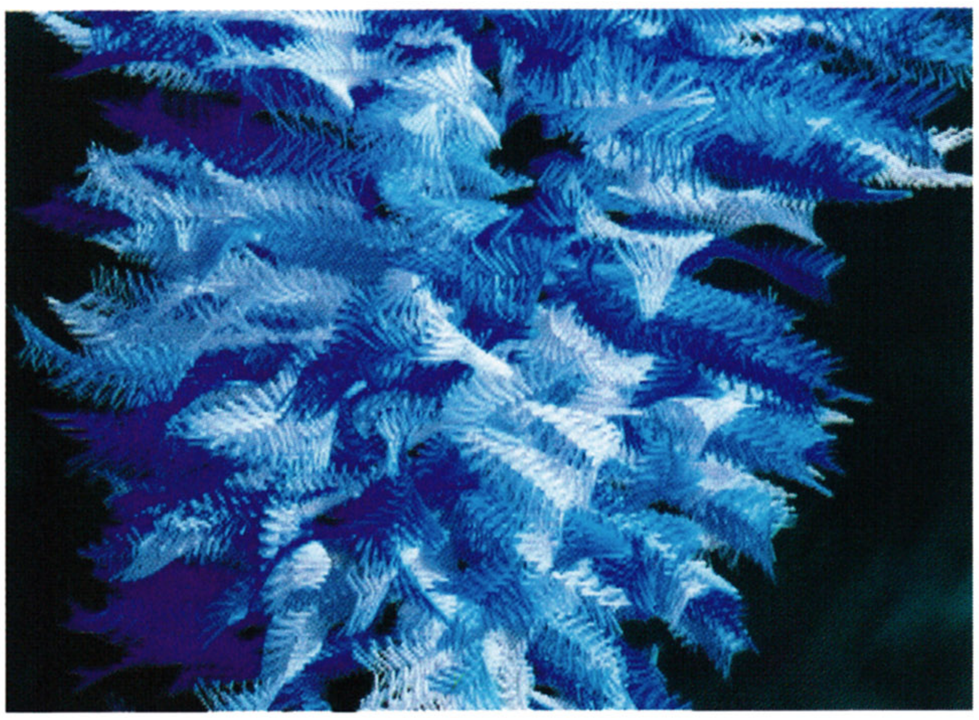
The announcement came at an invitation only conference at the Tokyo International Forum. 1500 people were there for possibly the biggest announcement in the history of the video games industry. First Teri Tokunaka, President and CEO of SCE, talked about the history of PlayStation – from its Japanese launch in 1994 to the 50 millionth unit sold this year. Next Ken Kutaragi, SCE Vice-President and developer of the first PlayStation, outlined the R&D developments and spoke about the future of PlayStation. He said that, "Our dream is to create a new form of computer-based entertainment". The details of his historic announcement are what follows...

SONY BOAST THAT THE MACHINE WILL BE ABLE TO GENERATE 75 MILLION POLYGONS PER SECOND. THIS COMPARES TO THE CURRENT MODEL'S MEASLY 300,000

At the moment Sony have not yet given the console an official name or released a logo, but it is expected that the 'next-generation PlayStation' (as Sony referred to the console in their press release) will indeed be called PlayStation 2 or PlayStation 2000, the latter of which would tie in nicely with the console's Japanese March release next year.

Like the original PlayStation, the next generation model will be a dedicated polygon-pushing machine, with capabilities that far outstrip the PlayStation and even current

Total CONTROL's REPORTAGE is produced in association with
FGN Online – www.fgnonline.com



Above: Two technical demos. They look like they are just repeating 2D patterns, but each form is made up of hundreds of polygons

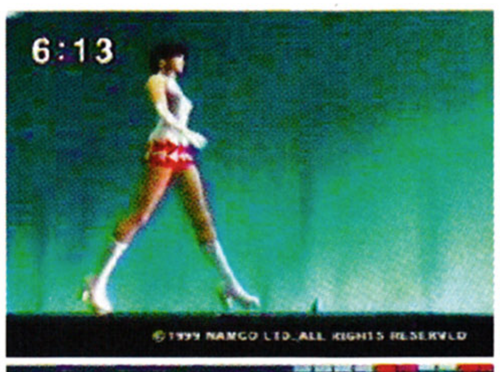
top-end PCs. Sony boast that the machine will be able to generate 75 million polygons per second. This compares to the current model's measly 300,000. This figure of 75 million is, of course, not to be taken at face value – it is a number of polygons that have no texture, no lighting and none of the other essential graphical effects that will make a game. Nevertheless, the graphics are comparable to Silicon Graphics machines – think about the quality of FMV in *Resident Evil 2* and *Final Fantasy VII* and you'll have pretty good idea of what the PlayStation 2 can do in real-time. With everything 'turned on', Sony reckon that it will still generate 20 million polygons per second. This bears good comparison to both the Dreamcast (6 million) and Voodoo3 (9 million). Impressive stuff. This is down to the new Graphics Synthesiser, developed jointly by Sony and Toshiba. This is a dedicated rendering engine that contains a 2,560 bit wide data bus. This is roughly 20 times the size of leading PC graphics accelerators. The engine also includes embedded DRAM technology that will achieve very high pixel fill rates and drawing performance.

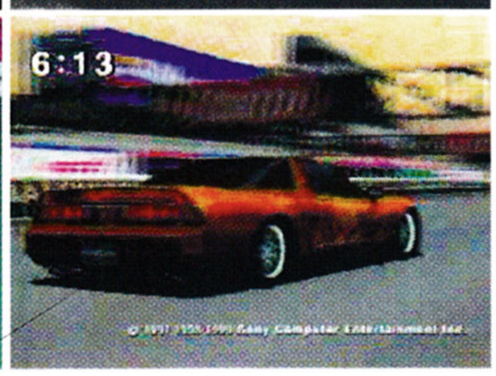
Displaying the polygons in 3D graphics systems is usually handled by an external VRAM using an off-chip bus. This limits the overall performance of the system. With the GS, however, there is a 48 Gigabyte memory access bandwidth. This is achieved via the integration of the pixel logic and the video memory on a single chip. Basically, this means that the GS chip is faster than anything currently available today – PC and Dreamcast included.

THE GRAPHICS SYNTHESISER WILL BE ABLE TO SIMULATE REAL WORLD PHYSICS SUCH AS FRICTION, MASS AND SIMULATION OF A VARIETY OF MATERIALS SUCH AS WATER, WOOD, METAL AND GAS

This all sounds very technical, right, so what will this mean to games? Well, Sony say that the GS will be able to "generate worlds, characters, behaviours and complex physical simulations in real-time via the massive floating-point processing power of the system". An example that Sony give is that it will be able to simulate real world physics such as friction, mass and simulation of a variety of materials such as water, wood, metal and gas. It will also be possible for the hair and clothing of a character to be affected by 'digital wind'. Sony think that this feature, known as 'Emotion Synthesis', will change the future of computer entertainment forever. The Emotion Synthesis, so Sony say, will be able to calculate not only the way that things look, but also how characters and objects think, act and behave.

At the heart of the PlayStation 2 is a 128 bit CPU, known as the Emotion Engine. This CPU will not only





Two PlayStation favourites were used to demonstrate, *Ridge Racer* and *Gran Turismo*. Impressive technical demos were also on show

MOVERS AND SHAKERS: WHAT THE INDUSTRY HAD TO SAY

"It took a lot of effort not to go down the modem route"
Bobby Kotick, President, Activision

"They have raised the bar to such a level that Sony's competition is no longer who we all thought it was. They talked about vastly outperforming anything that Intel or Microsoft can produce, not Sega"
Rob Dyer, President, Eidos USA

"Very impressive. We'll now look mostly towards ports for the Dreamcast and original products for the new PlayStation"
Bruno Bonnell, President, Infogrames

"Sony bought my soul today"
Dave Perry, Shiny Entertainment

"Now the question of timing and price becomes paramount, as does the ability to produce software in time for the launch"
Jon Richmond, Fox Interactive

"We're already thinking about what we should be working on ahead of the development kit"
Nick Wheelwright, Managing Director, Codemasters

Thanks to MCV

MARCH

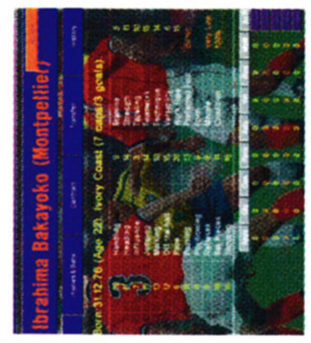
GUNSHIP III
MICROPROSE

HOMEWORLD
SIERRA

DAIKATANA
EIDOS

BRAVEHEART
EIDOS

CM3
EIDOS



ABOMINATION
EIDOS

HEAVY GEAR 2

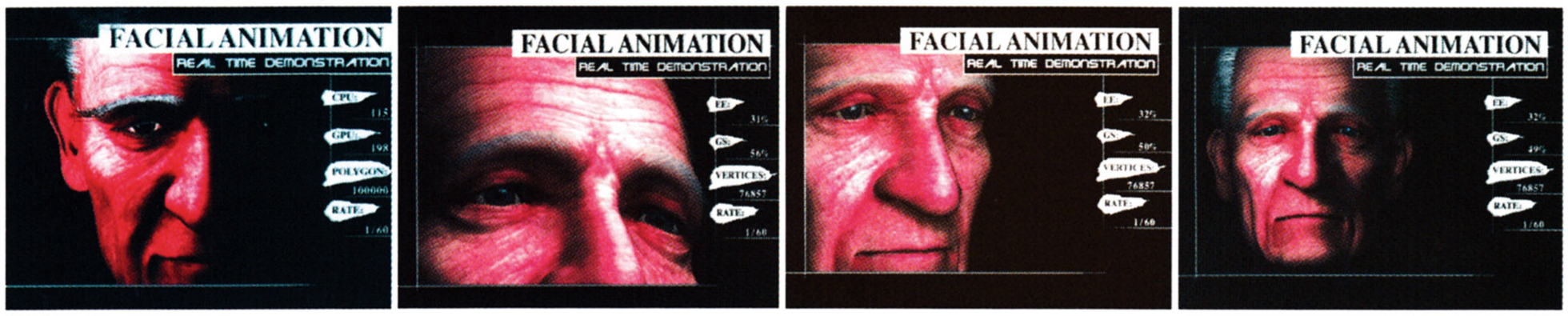
BASIC SPECIFICATION AND FEATURES

CPU
128-Bit "Emotion Engine"
System Clock Frequency
300 MHz
Cache Memory Instruction
16KB, Data: 8KB + 16KB
Main Memory
Direct Rambus
Memory Size 32MB
Memory Bus Bandwidth
3.2GB per second
Co-processor FPU (Floating Point Unit) Floating Point Multiply Accumulator x 1, Floating Point Divider x 1
Vector Units VU0 and VU1 Floating Point Multiply Accumulator x 9, Floating Point Divider x 3
Floating Point Performance
6.2 GFLOPS3D
CG Geometric Transformation
66 million polygons/second
Compressed Image Decoder
MPEG2

GRAPHICS
"Graphics Synthesiser"
Clock Frequency
150MHzDRAM
Bus Bandwidth
48GB per second
DRAM Buswidth 2560bits
Pixel Configuration RGB: Alpha: Z Buffer (24:8:32)
Maximum Polygon Rate
75 million polygons/second

SOUND
"SPU2+CPU"
Number of Voices
48ch on SPU2 plus definable, software programmable voices
Sampling Frequency
44.1 KHz or 48 KHz (selectable)

IOP
I/O Processor
CPU Core PlayStation (current)
CPU Clock Frequency
33.8MHz or 37.5MHz (Selectable)
Universal Serial Bus (USB), communication via PC-Card (PCMCIA)
Disc Device CD-ROM and DVD-ROM



You may recognise him from the new *Final Fantasy* film being made on high end SG machines. The PlayStation 2 manages this 'on the fly'

have application for games but will also be able to process all 'future digital entertainment applications'. It also boasts a massive floating point calculation, something in the region of 6.2 GFLOPS per second (this is necessary for three-dimensional geometry). Sony say that it is far superior to the latest PCs. The new CPU incorporates two 64-bit integer units (IU) with a 128-bit SIMD multimedia command unit, two independent floating point vector calculation units (VU0, VU1), an MPEG 2 decoder circuit (Image Processing Unit/IPU) and high performance DMA controllers onto one silicon chip. The combined performance of this CPU permits complicated physical calculation, NURBS curved surface generation and 3D geometric transformations, which are difficult to perform in real time with PC CPUs, performed at high speeds.

The MPEG 2 decoder does not necessarily mean that PlayStation 2 will be able to play DVD films (although by saying "all future digital entertainment applications" Sony are hinting that this might be an upgrade), but it does mean that it will be able to take advantage of the high compression routines that the format offers. This will enable the usually memory-hungry textures to be stored in a much smaller space, freeing up more memory. The Emotion Engine can also simultaneously process 3D graphics whilst playing DVD images. You may have noticed in *Final Fantasy VII* (and *FFVIII*) that Squaresoft have attempted this technique with CD-ROM – scenes in which FMV is playing while the PlayStation is generating characters on screen. Obviously, the effect here will be far more convincing and will look seamless.

What these impressive

DREAMCAST VS PLAYSTATION 2

DREAMCAST

CPU
SH4 RISC CPU with 128-bit graphics engine running at 200MHz

GRAPHICS ENGINE
Power VR Second-Generation (6 million polygons per second)

SOUND ENGINE
32-bit RISC CPU (64 Channel ADPCM)

MAIN MEMORY
16MB

MEDIA
CD-ROM (Maximum speed 12x)

COLOUR
16.77 million colours

COMPUTER GRAPHICS
Bump-mapping, Fog, Alpha Blending, Mip-mapping, Tri-linear filtering, Anti-aliasing, Environment mapping.

OTHER
Modem, Visual Memory System

PLAYSTATION 2

CPU
"Emotion Engine" 128-bit running at 300MHz

GRAPHICS ENGINE
Graphics Synthesiser (20 million polygons per second)

SOUND ENGINE
48 Channel (plus definable)

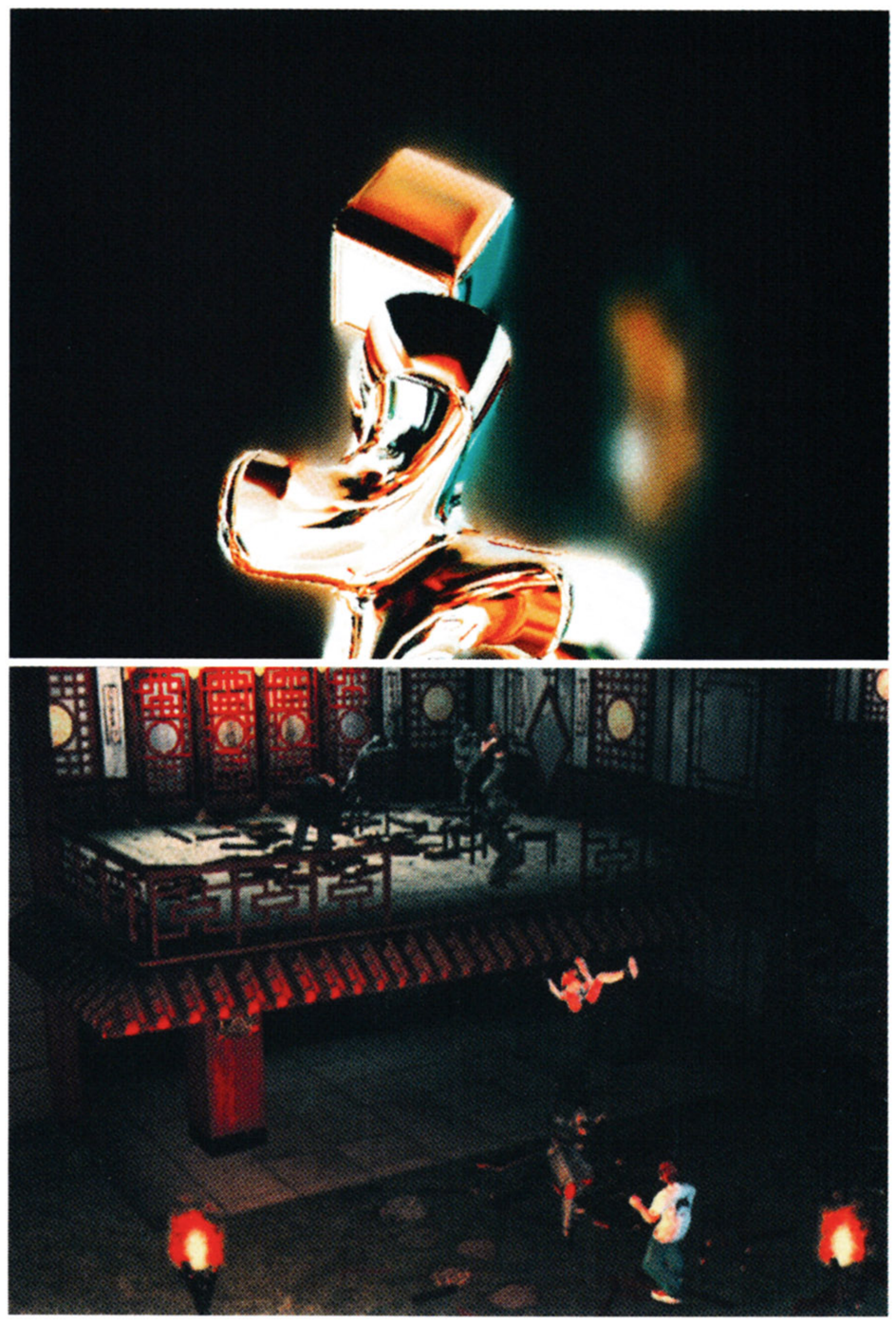
MAIN MEMORY
32 MB

MEDIA
DVD-ROM

COLOUR
16.77 million colours

COMPUTER GRAPHICS
Bezier curves, Texture Mapping, Bump Mapping, Fogging, Alpha Blending, Bi- and Tri-Linear Filtering, Mip-mapping, Anti-aliasing, Multi-pass Rendering.

OTHER
Universal Serial Bus, MPEG 2 decoding, 100% PlayStation compatibility, HDTV compatible,



ACTIVISION
SIM CITY 3000
EA
DUNGEON KEEPER II
EA

TOMORROW NEVER DIES
EA
C&C: TIBERIAN SUN
EA
ALIEN VS PREDATOR
EA

DUKE NUKEM FOREVER
GT INTERACTIVE
RAYMAN II
UBISOFT

This scene is from *Final Fantasy VIII* on the PlayStation. However, here it is rendered in real-time and is displayed at a higher resolution

technical specs boil down to is that the PlayStation 2 will be able to generate graphics that are comparable to current movie quality CGI, and indeed that was what was shown at the conference. A huge video wall was used to demonstrate the power of the PlayStation 2. Some of the best of the PlayStation's games were used to show what could be achieved, including *Tekken 3*, *Gran Turismo* and *Final Fantasy VIII*. *Tekken 3* was incredible, showing Jin Kazuya fighting Paul, being cheered on by a crowd of people. It is just like playing the game's intro sequence, and pretty much the same goes for the others – incredible animation, high resolution graphics, reflections, super-fast frame rates – quite unlike anything that has been seen before. Possibly the best demo, however, was an animation of the girl from *Ridge Racer 4,* who walked down a catwalk and winked at the viewer (all superbly animated). As she turns to walk back, the wind catches her hair, and this moves with a realism that has never been seen before – every strand of hair was animated. Other demos were shown, including the animation of a face of one of the characters from the forthcoming *Final Fantasy* movie and Crash Bandicoot being chased by a thousand or so penguins.

WE THINK THAT A PRICE OF $300 (DOLLARS USUALLY EQUAL POUNDS, SO £300) WOULDN'T BE OUT THE QUESTION AND WOULD PROBABLY BE ENOUGH TO WIPE THE FLOOR WITH THE DREAMCAST

The other big news is that the PlayStation 2 will be backwards compatible. This has been made possible because Sony have included an I/O chip based on the current PlayStation's CPU, albeit with an enhanced cache memory. This will mean that 100% compatibility is possible. There has been no word yet as to whether existing PlayStation games will be enhanced by playing them on the new machine, but don't be surprised if they are. The I/O processor also has another use: it supports IEEE 1394 and USB (Universal Serial Bus), the new standard of digital connectivity. This technology is currently being used by PCs and Macs and can be used in a variety of ways – linking machines in series, for example, and connecting a number of devices – mouse, keyboard, digital camera, printer, VCR and modem.

The reaction from the industry was upbeat to say the least. Ted Woolsey, from Crave Entertainment, described the news as "flabbergasting". He also went onto say that, "Starting yesterday (when Sony made its announcement), Crave will be reworking its whole strategy for putting out games. With the specs I've seen, the whole sense of creating a game just got a whole lot more complicated. Games for PlayStation 2 will be larger projects in terms of

Above: Screenshots from an unknown fighting game from Square. Could this be a demo of one of the PlayStation 2 launch titles?

EMOTION ENGINE FEATURES AND GENERAL SPECIFICATIONS

CPU Core 128-bit RISC (MIPS IV-subset)
Clock Frequency 300 MHz
Integer Unit 64-bit (2-way Superscalar)
Multimedia Extended Instructions 107 instructions at 128-bit width
General Purpose Register 32 at 128-bit width
TLB 48 double entries
Instruction Cache 16 KB (2-way)
Data Cache 8 KB (2-way)
Scratch Pad RAM 16 KB (Dual port)
Main Memory 32 MB (Direct RDRAM 2ch@800MHz)
Memory Bandwidth 3.2 GB/sec
DMA 10 channels
Co-processor1 FPU (FMAC x 1, FDIV x 1), Micro Memory (I:4KB D:4KB)
Co-processor2 VU0 (FMAC x 4, FDIV x 1), Micro Memory (I:4KB D:4KB)
Vector Processing Unit VU1 (FMAC x 5, FDIV x 2), Micro Memory (I:16KB D:16KB)
Floating Point Performance 6.2 GFLOPS
Geometry + Perspective Transformation 66 million polygons/sec
+ Lighting 38 million polygons/sec
+Fog 36 million polygons/sec
Curved Surface Generation (Bezier) 16 million polygons/sec
Image Processing Unit MPEG2 Macroblock Layer Decoder
Image Processing Performance 150 million pixels/sec
Gate Width 0.18 micronVDD
Voltage 1.8 V
Power Consumption 15 watts
Metal Layers 4
Total Transistors 10.5 million
Die Size 240 mm2

KANAAN UBISOFT
PREMIER MANAGER '99 GREMLIN
STAR TREK: NEW WORLDS INTERPLAY
FIGHTING STEEL MINDSCAPE
DRIVER REFLECTIONS

GEX 4: DEEP COVER GECKO CRYSTAL DYNAMICS

APRIL
DIABLO II SIERRA

GRAPHICS SYNTHESISER: FEATURES AND GENERAL SPECIFICATIONS

Graphics Synthesiser Core Parallel Rendering Processor with embedded DRAM
Clock Frequency 150 MHz
No. of Pixel Engines 16 (in Parallel)
Embedded DRAM 4 MB of multi-port DRAM (Synced at 150MHz)
Total Memory Bandwidth 48 gigabytes per second
Combined Internal Data Bus Bandwidth 2,560-bit
Read 1,024-bit
Write 1,024-bit
Texture 512-bit
Display Colour Depth 32-bit (RGBA: 8-bits each)
Z Buffering 32-bit
Rendering Functions Texture Mapping, Bump Mapping, Fogging, Alpha Blending, Bi- and Tri-Linear Filtering, MIPMAP, Anti-aliasing, Multi-pass Rendering

Rendering Performance
Pixel Fill Rate 2.4 giga pixel per second (with Z buffer and Alphablend enabled), 1.2 giga pixel per second (with Z buffer, Alpha and Texture)
Particle Drawing Rate 150 million/sec
Polygon Drawing Rate 75 million/sec (small polygon), 50 million/sec (48 pixel quad with Z and A), 30 million/sec (50 pixel triangle with Z and A), 25 million/sec (48 pixel quad with Z, A and T)
Sprite Drawing Rate 18.75 million (8 x 8 pixels)
Display Output NTSC/PAL, Digital TV (DTV), VESA (maximum 1280 x 1024 pixels)
Silicon Process Technology 0.25 4-level metal
Total Number of Transistors 43 million
Die Size 279 mm2

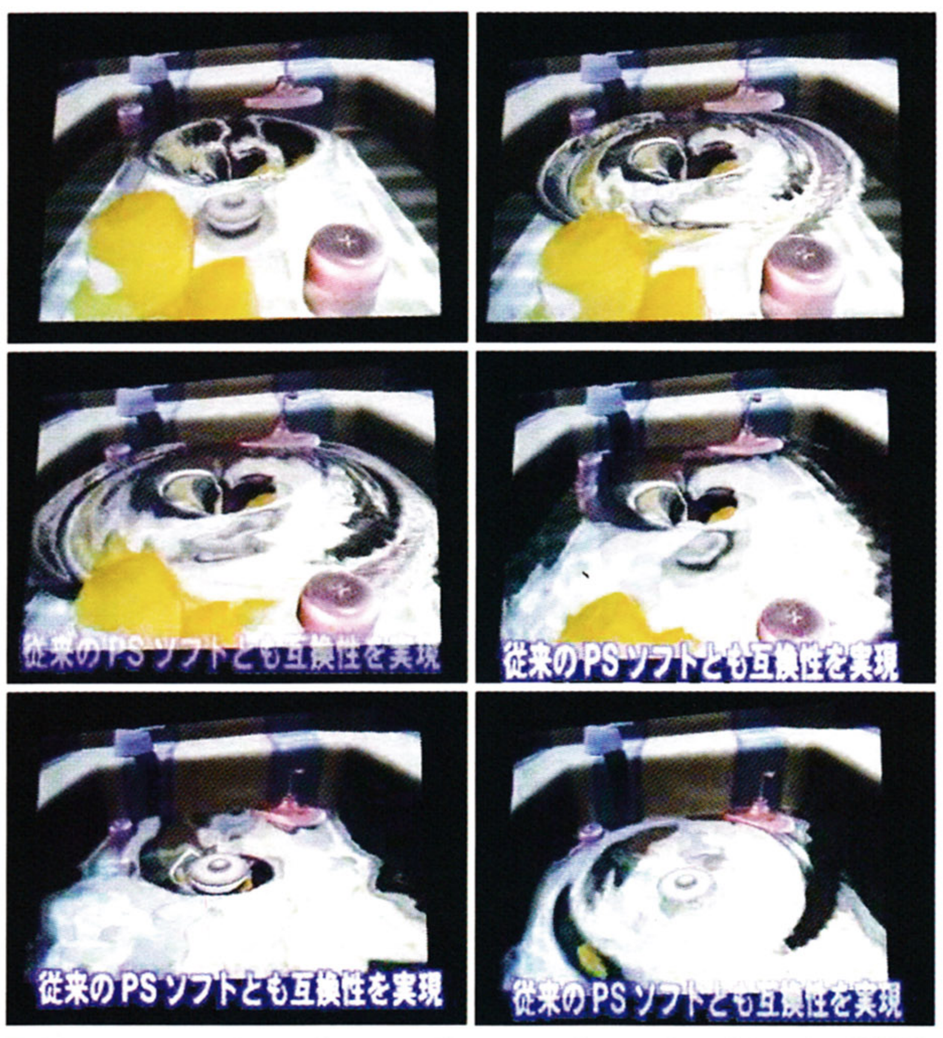
utilising the chips and processors and the whole system. It's got 24-bit colour, which is awesome (16 million colours). Dithering problems are gone... I'm sitting back and trying to think about our Internet strategy now. It's the kind of thing that you just start salivating over. With Sony's worldwide distribution, the name brand recognition, and just being the mammoth electronics company that it is, on top of already having the most penetration into the video game industry, if anybody ever had a shot at it (the top box), it's Sony. It'll be news for quite a while."

Capcom Entertainment USA President, Bill Gardner, said, "I'm surprised at a couple of things – that it really has backward compatibility and that it is DVD. It's a very impressive machine. Many of the Japanese executives who were there at the meeting were very impressed with it too".

THERE HAS BEEN NO WORD YET AS TO WHETHER EXISTING PLAYSTATION GAMES WILL BE ENHANCED BY PLAYING THEM ON THE NEW MACHINE, BUT DON'T BE SURPRISED IF THEY ARE

Nintendo's reaction was predictable. Perrin Kaplan, Nintendo's Director of Corporate Affairs, was concentrating on games that are available now: "Today's market is centred on current technologies and great games," he said, "Nintendo and its licensees will be launching some of the greatest games ever for the Nintendo 64 this year, giving consumers yet another reason to buy our system. We are developing a more advanced video game system, but we are not providing any details at this time."

Capcom's Bill Gardner commented on Sega's position: "Sega has struggled with a lot of things – putting an organisation back together and struggling with how the Dreamcast is doing in Japan. I believe that when they get their act together, they will look at Sony's machine, compare the Dreamcast games, its support, price point, technology, retail relations, and analyse the two. If Sony's coming out with a high price point, and I don't know what it's supposed to



This sequence shows how easily water is rendered by the PSX2

BEZIER CURVES

One of the PlayStation 2's best graphics functions is the ability to render Bezier Curves. These are currently being employed in *Quake III* and are extremely processor hungry – it seems that the PlayStation 2 will have no trouble in doing these. Basically, a Bezier Curve is a curve that has four control points – two define the endpoints and the other two define the curve itself. If you've ever used the path tool in Photoshop, then you'll have experienced them already. The advantage of Bezier Curves over polygons (apart from the smoothness) is that a Bezier Curve is computed on the fly and so can be changed easily. An example of this being more effective than a polygon is in the modelling of skin. A Bezier Curve could easily stretch and move to show muscle or bone underneath, a polygon could not.

Also, one Bezier Curve could be displaying what might take up five polygons – an obvious saving of memory. This alone could eliminate pop-up entirely from a game and enable game environments to become more 'lively'. Typically 'mundane' objects, like the bushes in *Zelda* for instance, can become alive by bending and swaying in the breeze.

AGE OF EMPIRES II MICROSOFT
CUTTHROATS EIDOS
SABOTEUR EIDOS
UPRISING 2 UBISOFT
SHADOWMAN ACCLAIM
MESSIAH INTERPLAY
GIANTS INTERPLAY

SU27 FLANKER 2.0 MINDSCAPE
LEGACY OF KAIN: SOUL REAVER CRYSTAL DYNAMICS

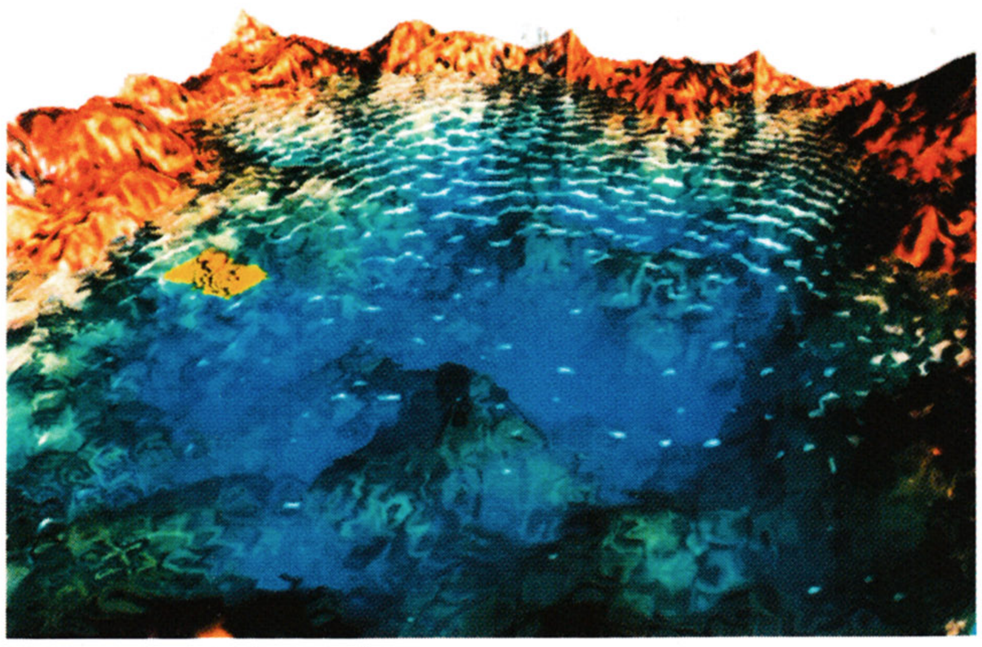
One of the more impressive demos was this, of the *Ridge Racer* girl. Facial expression is ultra-realistic, as is the animation of her hair

be, then Sony may have a problem (at $400). If I'm Sega right now, I fight this with pricing, third party products and performance. Where else can you go with it? Sega will diagnose the specs, and Sega will come up with something and they'll push it. In this industry it comes down to the games – bottom line. If Sega has the games, it'll do well."

Ted Woolsey countered: "I'm not sure what Sega is going to do. I guess if I was CSK I would try to divest or something. Sony's announcement worked – I won't buy a Dreamcast. I've got one at work, but I won't buy it for home. I want to play DVD movies and games on one system. It also depends on the price point. I mean if it (PlayStation 2) is $500, that'll be hard to swallow, but if it's $300, that's different. If they bundle games and movies, it'll be hard to compete with."

The big question is, of course, how much will this miracle technology cost? Well, Sony have talked about a price point in the region of roughly $400 for the PlayStation 2. A very affordable price for a machine that can do what it can do. This price would be unthinkable but for Sony and Toshiba's masterplan – to jointly launch two new companies that are solely dedicated to the production of PlayStation 2 chips. The first company (still to be named) will concentrate on the manufacture of the 128-bit processor (the Emotion Engine) and will run out of Toshiba's current clean room facilities in Oita, Japan. This will use 0.18-0.15 micron process technology (0.18 micron is the length of the silicon gate on the chip). This is a state of the art manufacturing process – only a few companies in the world are capable of it. When up and running, the plant is expected to be producing 10,000 wafers a month (multiple chips come from a single wafer). The second company will manufacture the Graphics Synthesiser, the main graphics processor for the PlayStation 2, and output will begin by spring 2000. Sony's total investment into the companies comes to an astonishing $583 million – they will have a 49% share of the company; Toshiba will have a 51%. It is possible that the price of the PlayStation 2 will be cheaper than the estimated $400 – this will depend largely on the production of the chips. We think that a price of $300 (dollars usually equal pounds, so £300) wouldn't be out the question and would probably be enough to wipe the floor with the Dreamcast.

Sony's announcement has certainly stunned the industry. It is far above what anyone had expected, nay dreamed of, especially from a company that only entered the market five years ago. Having said that, though, the original PlayStation was an amazing debut, so we should have expected something a little bit special with this. And we've got it. It was interesting to see that Ken Kutaragi didn't mention either Sega or Nintendo at the press conference at all, he only talked of Intel and Microsoft – it looks like the PlayStation 2 has been set up to break all boundaries of the video game market. On the surface, it seems that with one fell swoop Sony have brushed aside the traditional competition but, as always, we shall see. Whatever you do, though, don't underestimate the power of the new PlayStation...



SEGA RESPOND TO THE PLAYSTATION 2

Bernie Stolar, head of Sega of America:
"On paper, Sony's machine sounds impressive. But the fact is it's still on paper. Sega Dreamcast is here now. Frankly, Sony really has their work cut out for them. Creating a machine with the specs they unveiled on Tuesday and supporting it with a strong line-up of games with a launch just a year away will be a challenge. While Sony is working to create that hardware, Sega will already be in the marketplace with Dreamcast building our installed base and developing an impressive library of games."

THE BLUE DREAM

European Dreamcast rumours erupt

Sega have finally confirmed details of the European launch of the Dreamcast. As predicted, the launch is scheduled for the same date as that of the US, and the machine will finally appear on shelves on the 9th September. That's 9/9/99, coincidentally, the date at which many PCs are supposed to begin feeling the millennium bug.

There will be seven titles available on launch, and these are *Sega Rally 2*, *Sonic Adventure*, *Virtua Fighter 3tb*, *Pen Pen Tricelon*, *Power Stone*, *Incoming* and *House of the Dead 2*, as well as the light gun required for this game. It is also promised that *Sonic Adventure* and *Virtua Fighter 3tb* will be 'fixed' for their UK and US release (the Japanese originals had a few minor bugs).

By Christmas it is expected that there will be thirty titles available to UK owners, including Warp's *D2* and Capcom's sequel to *Resident Evil 2*, *Biohazard: Code Veronica*. However, it is unlikely that we'll now see Yu Suzuki's masterpiece in the wings, *Shenmue*, until the year 2000; the Japanese release has been set back until late summer as the game is only 60% complete.

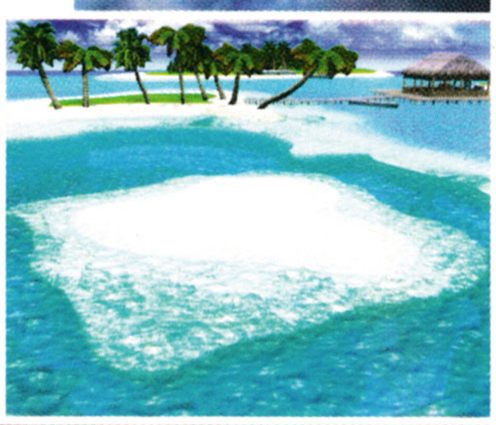
The UK machine will also definitely be released with a modem – the same 33.3 bps modem that was packaged with the machine in Japan – and the package will include similar 'Passport' software to that of the Japanese machine, giving users access to the Internet and Sega's on-line gaming server. So far *Sega Rally 2* is the only game confirmed to use it.

Other peripherals available will be the official Sega steering wheel and the official Sega arcade joystick. However, no price has been set for these peripherals.

Possibly the most intriguing aspect of the launch is that Sega are shedding the Japanese orange logo for a blue swirl – apparently Europeans prefer blue to orange. That's news to us, Sega... US Dreamcasts will retain the orange logo.

The only thing which has not been confirmed so far is the all-important price point. However, it is widely expected that the machine will come in at around the £200 mark. All in all, the launch of the Dreamcast looks to be the biggest in the industry's history. The seven high quality launch titles are evidence of this, and the marketing campaign promises to be massive as well, with Sega looking to establish the Dreamcast in the UK as successfully as it did in Japan.

BY CHRISTMAS THERE ARE EXPECTED TO BE THIRTY TITLES AVAILABLE TO UK OWNERS, INCLUDING WARP'S D2 AND CAPCOM'S SEQUEL TO RESIDENT EVIL 2, BIOHAZARD: CODE VERONICA



Only two of the Japanese launch titles will make it over here – *VF3tb* and *Pen Pen Tricelon*. Five others will be available though

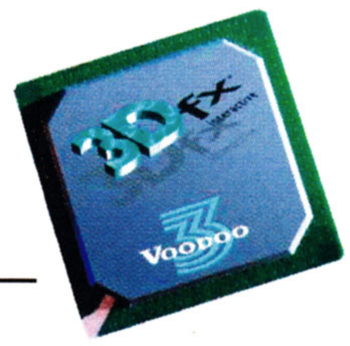
AUGUST
OMIKRON EIDOS
BATTLEZONE 2 ACTIVISION

SEPTEMBER
INDIANA JONES ACTIVISION
PRINCE OF PERSIA 3D RED ORB

OCTOBER
CREATURES III MINDSCAPE
GTA 2 TAKE 2

DECEMBER
FORCE COMMANDER ACTIVISION
GALLEON INTERPLAY

THAT VOODOO THAT YOU DO...



3Dfx's new graphics chip imminent

3Dfx Interactive has announced that they will be launching an own brand graphics board to coincide with the launch of their highly anticipated chip, the Voodoo3. Previously 3Dfx have been happy to sell the chips to 'third-party' board makers like Guillemot and Maxi Gamer, but not any more. "The Voodoo3 family of products will be our first 3Dfx-branded boards, and we are committed to delivering the best possible experience for our customers," said Greg Ballard, President and CEO of 3Dfx Interactive. "With today's announcement, we are resetting the bar for performance and delivering an exhilarating visual gaming experience."

There will be three different versions of the Voodoo3 board – 2000, 3000 and 3500. The Voodoo3 2000 AGP and PCI boards will run at 143MHz and will generate up to six million polygons per second and 286 Megatexels per second at resolutions of up to 2048x1536. The 2000 board will sell for £99.

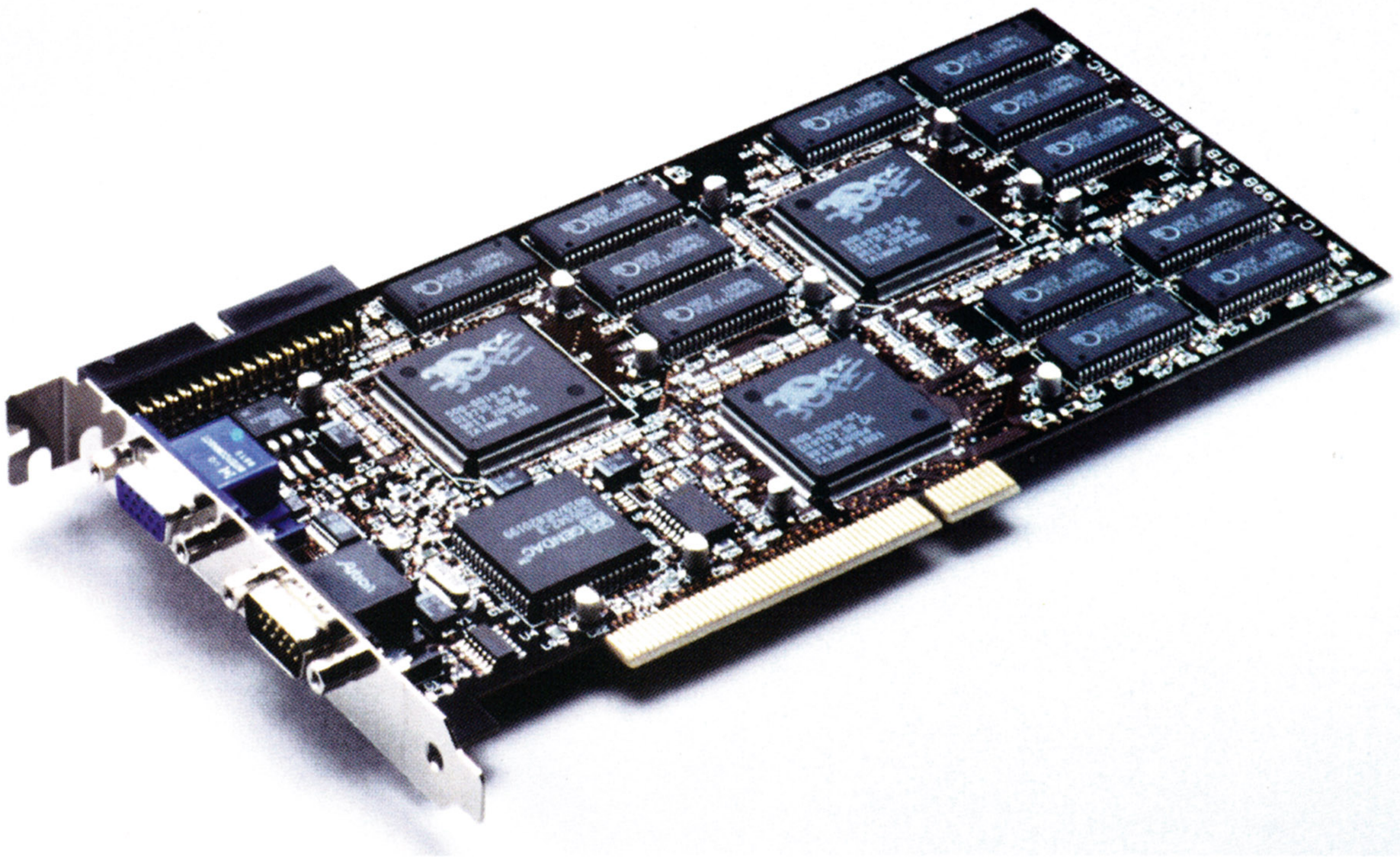
The Voodoo3 3000 AGP will run at 166MHz and generate seven million polygons and 333 Megatexels per second. This board is aimed at true 3D enthusiasts and will feature 350MHz RAMDAC, TV/S-Video Out capabilities and a bundle of games. The UK retail price will be £149.

Finally, the Voodoo3 3500 AGP board will deliver eight million polygons per second while displaying 366 Megatexels per second running at 183MHz. This board is designed to be used with the latest flat panel displays and will incorporate 3Dfx's propriety flat-panel support, LCDfx. A price has yet to be announced for this board.

ALL BOARDS WILL FEATURE SINGLE-PASS, SINGLE-CYCLE MULTI-TEXTURING FOR BUMP-MAPPING AND TRI-LINEAR MIP-MAPPING, DUAL 32-BIT INTERNAL RENDERING, PER-PIXEL MIP-MAPPING

All boards will feature single-pass, single-cycle multi-texturing for bump-mapping and tri-linear mip-mapping, dual 32-bit internal rendering, per-pixel mip-mapping, sub-pixel and sub-texel correction, 8-bit palletised textures, programmable exponential fog tables, Gouraud shading, a full 128-bit 2D accelerator, DVD hardware assist and support for DirectX, Glide and OpenGL.

The Voodoo3 2000 and 3000 chipset are available now. We'll have an in-depth look next issue.



3Dfx's first ever branded graphic's card, the Voodoo 3500. The board boasts a drawing capability of over 8 million polygons per second

BIG INTEL IS WATCHING

The Pentium III chip has a built-in serial number which can be remotely accessed over a modem connection, a feature which the American Civil Liberties Union has objected to as an infringement of the right to privacy. Apparently the serial number is designed to increase security when making transactions over the Internet by uniquely identifying every computer with the new chip.

REVIEWS UPDATE

BRIAN LARA CRICKET

INFORMATION

FORMAT	PC
PUBLISHER	Codemasters
DEVELOPER	In-House
STYLE	Sports
RELEASE	Out Now
PRICE	£34.99
PLAYERS	1-4
PROCESSOR	P150 P233
HARD DRIVE	150MB
3D ACCELERATOR	Optional

PlayStation version reviewed in Issue 3
SCORED: **78%**

Brian Lara Cricket is about as good as a cricket game could get. All the options are here – test matches, one-dayers, the World Cup, and even classic matches. The game is designed to let you alter the difficulty from arcade to simulation and every stop in-between.

The control method is exactly how you would want it as well; eight directions, each corresponding to the position of the ball, and then three different types of shot to play – in the air, along the ground or defensive. Graphically the game is superb, featuring some excellent player animations and beautifully rendered stadiums – all the world's major cricket grounds. Each has its own specific crowd noises, so playing at Sabina Park should give a significantly different ambiance to that of the Oval.

The only real problem (if you are not a cricket fan) is that the pace of cricket is not exactly fast. Still, it's great if you love the game, and infinitely better than all those American baseball games. 76%

EMULATION SPECIAL

Big two crack down on PC and Mac emulators

Following its recent release, the life of the UltraHLE, a PC N64 emulator, proved to be a short one – the software has been hastily withdrawn after Nintendo threatened legal action. The emulator, which was only available for 24 hours, worked only with 3DFX technology and boasted almost perfect N64 emulation, with the added advantage of running in resolutions of 512x384, 640x480, 800x600 and 1024x768. The emulator itself is only a measly 368K.

In truth, to see N64 games running on a monitor in high resolution is quite stunning, and *Zelda* in particular looks as good as anything that the PC has to offer.

The actual emulator is not in itself illegal; it is the distribution and use of N64 ROMs that has prompted Nintendo to act. A ROM is basically the data from an N64 cartridge downloaded as a single file. Once this has happened the data can be copied and distributed between PCs or, as is more common, via CDs for use with piracy devices such as the Doctor 64. It is these ROMs that the UltraHLE uses, and a significant rise in piracy was witnessed over the short time that the emulator was available.

This was the statement issued by Emulators Unlimited: "The UltraHLE project was a technical demo, an experiment to see if N64 emulation really is possible and an attempt to advance the state of the art in emulation. It was not designed to be a tool for piracy."

"Once it was released, things moved at an unforeseen pace. In a matter of hours, the main interest for people became acquiring illegal copies of game ROMs. This was why the pages were put down in a matter of hours."

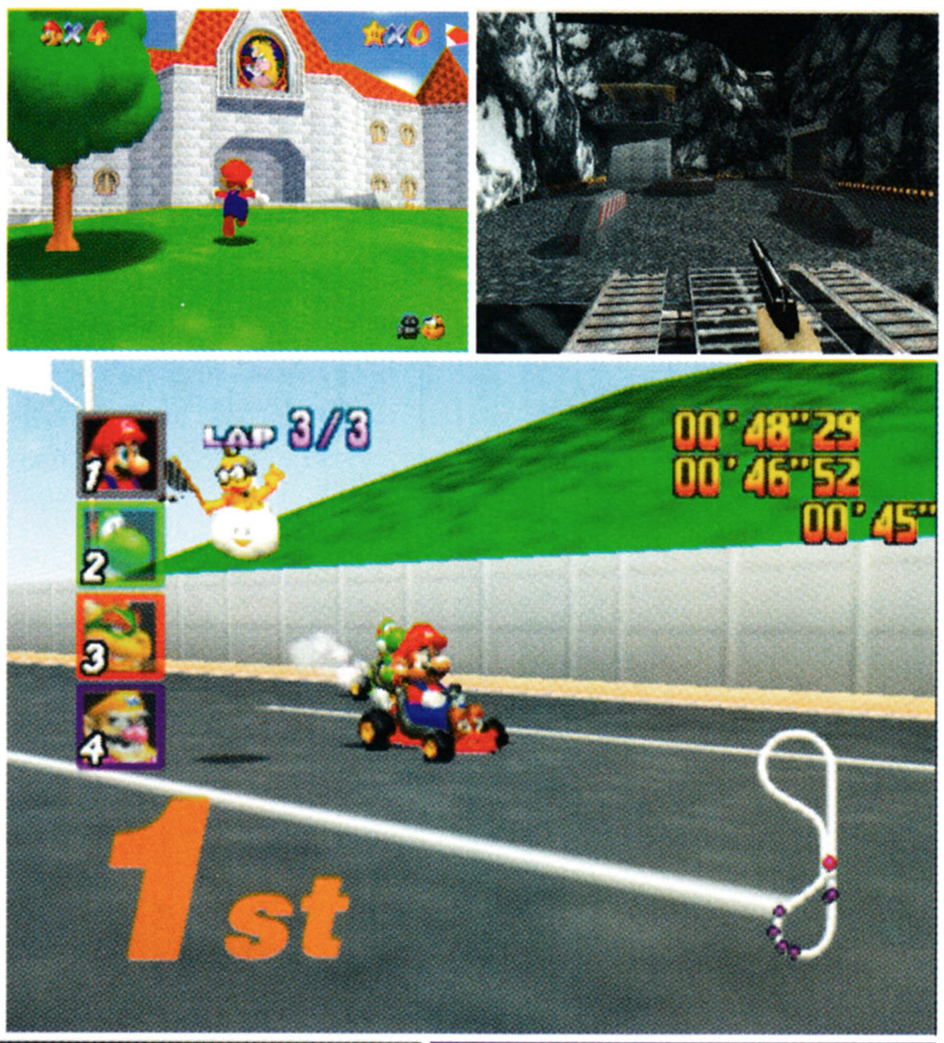
"We do not condone this use of illegal ROMs in any form and do not allow our emulator to be used in this way. As we cannot effectively stop people from using this product in wrong and illegal ways, we have no choice but to discontinue the project."

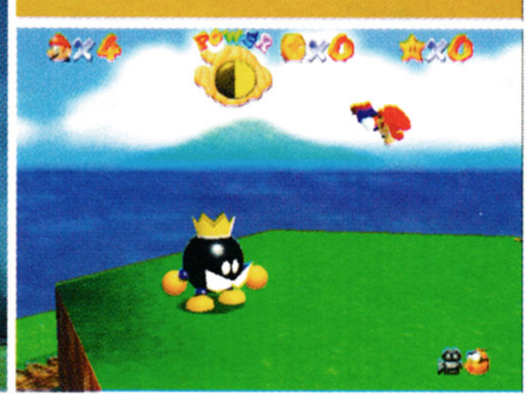
"We also kindly request all sites to remove the UltraHLE package, as has been done here."

Sony, meanwhile, has failed to get a temporary restraining order over Connectix and their Virtual Game Station. The emulator for Apple Macs is available commercially and allows Mac users to play PlayStation games using black discs and not downloadable ROMs – a crucial factor.

Sony commented that, "SCE firmly believes that Connectix has infringed its intellectual property rights and we will ultimately be able to demonstrate this through the course of the litigation process. While we are disappointed with the court's ruling, we recognise that this is only one step in a serious and long process".

The case continues, but Connectix maintain that they are doing Sony a favour.





UBI SOFT
APRIL
SHADOW MAN
ACCLAIM
4X4 MUD
MONSTERS
TAKE 2/GOD
ROADSTERS '99
TITUS
SNOWBOARD KIDS 2
ATLUS SOFTWARE
MICHAEL OWEN'S
WORLD LEAGUE
SOCCER '99
EIDOS SPORTS
MAY
STAR WARS:
POD RACER
NINTENDO
RAYMAN 2: THE
GREAT ESCAPE
UBI SOFT
CARMAGEDDON 64

INTERPLAY SPORTS
WILD METAL
COUNTRY
GREMLIN
NEED FOR SPEED 64
ELECTRONIC ARTS

PENTIUM III OUT NOW!

Next Generation chip released

With all this talk of next-generation consoles, it would be easy to forget that the PC is about to go through its own next-generation evolution with the new P III processor. Or at least that's what Pentium would have you believe.

The Pentium III processor offers a robust new instruction set and architecture enhancements which include:

- Frequencies of 500MHz and 450MHz – Integrated PBSRAM L2 caches (512K)
- 100MHz system bus
- 70 new instructions, including Streaming SIMD (Single Instruction Multiple Data) Extensions for enhanced application performance
- Memory streaming architecture
- Concurrent SIMD-FP architecture
- New media instructions
- Processor serial number

These architecture and instruction improvements enable the following rich media/data types:

- Real-time MPEG2 encode/decode
- 3D graphics
- AC3 audio, speech
- Complex imaging effects
- Realistic physics
- Single processor configurations for desktop and dual processor configurations for workstations and servers

The new processor has been designed with 3D graphics cards and the Internet in mind, and will also include something that Intel describe as a 'Processor Serial Number'. This is designed to "enhance your enjoyment of the Internet" by authenticating participants in on-line chat and enhancing security in e-commerce situations. Not exactly ground-breaking, but Intel assure us that there will be other uses – basically anything that might require your PC to be identified. Intel also assure us that privacy is a priority, that no information can be "broadcast" over the Internet, and users will have a choice of whether the serial number is in operation or not.

The new PIII chips are available to buy now for around the same price as a PII 450.

PIII – a door to a world of possibilities... or so we are made to believe

GRAND TURISMO

Polyphony Digital to release GT 2 this summer

Knocking up an impressive 6.2 million units to date, *Gran Turismo* has proved one of the most successful games ever released – and with good reason. It is widely considered by both public and gaming press to be the greatest racing game ever, receiving review scores of up to 98%. It's not surprising then, that hype for its sequel, *Gran Turismo 2*, is already brewing.

Kazunori Yamauchi, Executive Vice-President of Polyphony Digital Inc., had this to say about the project: "*Gran Turismo 2* will remain faithful to the basic concept of *Gran Turismo* in offering the player all the fun of driving a real car. In *Gran Turismo*, various constraints prevented us from including all the features we originally wanted to add. In *Gran Turismo 2*, however, we should be able to include many of these features, as well as many others we have devised on the basis of feedback from users who have played the game." He continued: "We are planning to update the car model selection range to reflect recent changes – model changes and new model launches – to cars in the real world. We are also intending to make a big increase in the number of car models that can be recorded. Users have expressed the desire for an extremely wide range of models to be available in the game, so we are going to make every effort to accommodate their wishes. In the original game, certain cars had to be excluded because we were not able to draw up licensing contracts with the manufacturers, but we are now engaged in negotiations to this end, and we will let you know the outcome as soon as possible."

Whatever the outcome, it's difficult to see how the sequel could fail to live up to the original, and as long as that holds true, *Gran Turismo 2* is sure to stun when it is released later this year.

INTEL OUTSIDE

The replacement for the Pentium II processor, imaginatively titled Pentium III, has already made its public debut, almost a month before its official release date of February 26th. Some companies have been illegally selling engineering samples to the public, even going as far as advertising on the Internet. Others have been re-packaging Pentium II CPUs as PIIIs, so beware of imitations.

RUGRATS BOARD GAME THQ

JUNGLE BOTS TITUS

ALL-STAR TENNIS '99 UBI SOFT SPORTS

DUKE NUKEM: ZERO HOUR GT INTERACTIVE

SUMMER '99

HARRIER 2001 VIDEO SYSTEM

CHARLIE BLAST'S TERRITORY KEMCO

ASSAULT TELSTAR

RE-VOLT ACCLAIM

MYSTICAL NINJA: GOEMON 2 KONAMI

CHARTS

CORRECT AS OF 30TH JANUARY 1999

Produced in association with ELSPA

ALL FORMATS

1 Star Wars: Rogue Squadron — LucasArts — N64/PC

LucasArts' newest Star Wars title has Nintendo 64 owners 'all loved up' SCORE 76%

2 Premier Manager 99 — Gremlin — PlayStation

Gremlin's sequel has few competitors for the best management game on PSX SCORE 68%

3 Zelda: Ocarina of Time — Nintendo — N64

Nintendo's 'game of the year' is still selling well. The best reason to own an N64 SCORE 97%

4 FIFA 99 — Electronic Arts — PlayStation/PC

More football from EA. Slight improvements are enough to make you buy it SCORE 76%

5 Tomb Raider III — Eidos — PlayStation/PC

Lara Croft continues her quest for global domination. My, hasn't she got big tits... SCORE 75%

6	Grand Theft Auto	Take 2 Interactive	PlayStation/PC	SCORE N/A
7	Tomb Raider	Eidos	PlayStation/PC/Saturn	SCORE N/A
8	TOCA Touring Car	Codemasters	PlayStation/PC	SCORE 78%
9	Crash Bandicoot 3	Sony	PlayStation/PC	SCORE 70%
10	V-Rally	Infogrames	PSX/N64/Gameboy	SCORE 78%
11	Abe's Exoddus	GT Interactive	PlayStation/PC	SCORE 89%
12	Colin McRea Rally	Codemasters	PlayStation/PC	SCORE N/A
13	Worms	Infogrames	PC/PSX/Gameboy/Mega Drive	SCORE N/A
14	Brian Lara Cricket	Codemasters	PlayStation	SCORE 80%
15	Rayman	UbiSoft	PlayStation/PC	SCORE N/A
16	Croc	Electronic Arts	PSX/PC/Saturn	SCORE N/A
17	Resident Evil	Virgin	PSX/PC/Saturn	SCORE N/A
18	Turok 2	Acclaim	N64/Gameboy	SCORE 87%
19	The Lost World	Electronic Arts	PlayStation	SCORE N/A
20	Tekken 2	Sony	PlayStation	SCORE N/A

PC CD-ROM

1	Baldur's Gate	Interplay
2	Half-Life	Sierra
3	Tomb Raider III	Eidos
4	Worms Armageddon	Team 17
5	FIFA 99	Electronic Arts

PLAYSTATION

1	Premier Manager 99	Gremlin
2	FIFA 99	Electronic Arts
3	Crash Bandicoot 3	Sony
4	Tomb Raider III	Eidos
5	Abe's Exoddus	GT Interactive

NINTENDO 64

1	Rogue Squadron	Lucas Arts
2	Zelda: Ocarina of Time	Nintendo
3	Turok 2	Acclaim
4	1080° Snowboarding	Nintendo
5	Mario Kart 64	Nintendo

FULL PRICE CONSOLE

1	Premier Manager 99	Gremlin
2	Rogue Squadron	Lucas Arts
3	Zelda: Ocarina of Time	Nintendo
4	FIFA 99	Electronic Arts
5	Crash Bandicoot 3	Sony

BUDGET PC CD-ROM

1	Worms	Infogrames
2	Theme Hospital	Electronic Arts
3	Unfinished Business	Eidos
4	Rally Championship	Europress
5	Theme Park	EA Classics

BUDGET CONSOLE

1	Tomb Raider	Eidos
2	Grand Theft Auto	Take 2 Interactive
3	TOCA Touring Car	Codemasters
4	Rayman	UbiSoft
5	Croc	Electronic Arts

REPORTAGE

CAUGHT IN THE WEB

Total CONTROL'S monthly look at all that's weird and wonderful in the world of the Internet...

WIN WITH WON

If you've recently discovered the delights of *Half-Life*, you should check out the World Opponents Network for all the latest updates, models, maps and other cool stuff – you can even download a spraypaint of the Total CONTROL logo! How cool is that? You can find the wonderful world of WON at http://www.won.net/gamerooms/action/half-life

WIN FILES

One of the best presented sites on the Net, WinFiles is a handy one-stop shop for all sorts of cool add-ons for Windows 95/98. From free E-mail to shareware patches, this site has everything you need to customise your Windows installation, including hints and tips, how-to guides and instructions on how to find some of the hidden features of Win 95. This excellent site can be found at http://www.winfiles.com

SEGA-ZONE

For all the latest news on the Dreamcast and other Sega stuff, check out this superb website from those awfully nice fellows at IGN. Point your browser at http://www.sega-zone.com/main/main.html for a great selection of reports, reviews and features, including some late-breaking stuff straight from the horse's mouth. The site is updated daily.

YOU MAY DIE!

If your day just hasn't been weird enough, top up your cosmic surreality tanks at the official website of the Church of the Sub-Genius. Still confidently predicting the end of the world for July the fifth last year, this is absolutely essential reading for anyone who thinks the world might actually be starting to make sense. Bob Dobbs is in at http://www.subgenius.com/slack.html

RARE INDEED

One of the best of the official game company sites is the one belonging to N64 maestros, Rare Software. The site has up-to-date info on forthcoming games like *Jet Force Gemini* and the eagerly awaited *Perfect Dark*, as well as company profiles and the excellent Tepid Seat, where members of the various development teams answer questions sent in by fans. You can find Rare at http://www.rareware.com/

EMPIRE OF EGGS

You would expect a company with the resources of Namco to have an impressive website, and they do not disappoint. Easy to find at http:www.namco.com/, the site has details of their PlayStation games, including *Ridge Racer Type 4* and the forthcoming flight simulator *Ace Combat 3: Electrosphere*, as well as their arcade and Gameboy titles. Also included are Namco's several theme parks in Japan, such as the bizarrely named Empire of Eggs. One can only wonder...

YOU SPIN ME RIGHT ROUND

Cryo's newie ready to make you go all dizzy

French publishers, Cryo, haven't exactly got the best reputation in the industry for brilliant games, but their latest PlayStation offering has the potential to be rather smart. The game is titled '*360 Degrees*' and is best described as a deathmatch race game on hover bikes. Sound familiar? Well, even if the concept isn't exactly original, the game itself could turn out to be a winner.

The action takes place in an apocalyptic future (no surprises there) where a series of races are held using futuristic hover bikes. The winner of each race is the one left standing at the end, so weapons obviously play a big part.

After playing a very early version, we were suitably impressed by a fluid 3D engine that sees rivers flow uphill – the future is obviously a very strange place – and boasts game speeds on a par with the whole post-*Wipeout* genre. There were no enemies running in the version we saw, but weapons looked impressively destructive, and if the remaining gameplay is implemented as impressively as the engine, Cryo could well have a hit on their hands. Only time will tell.

GT GET LITIGIOUS

GT Interactive have initiated civil legal proceedings in New York against Midway Games, seeking injunctions and damages amounting to tens of millions of dollars. Claims include breach of contract and defamation. GT are alleging that officers of Midway issued false statements designed to undermine investment and industry confidence in GT's marketing ability with regards to Midway titles.

BIG BIRDS

One of the key features of Square's *Final Fantasy VIII* will be compatibility with the PocketStation. You will be able to download Chocobos into the mini-console and use them in a special game called *Odekake Chocobo RPG* to build up their experience and strength. The game is due for release later in the year.

MAY THE MAC BE WITH YOU

The popularity of the iMac as a home computer and gaming platform continues to grow, and now LucasArts have joined the list of developers working on games for the see-through wonder. The title they have in the pipeline is based on the forthcoming Star Wars Episode One movie. No details are available as yet, but a release in the second half of the year sounds likely.

MOLYNEUX IN BLACK AND WHITE

Lionhead Studios prepare for their first PC release

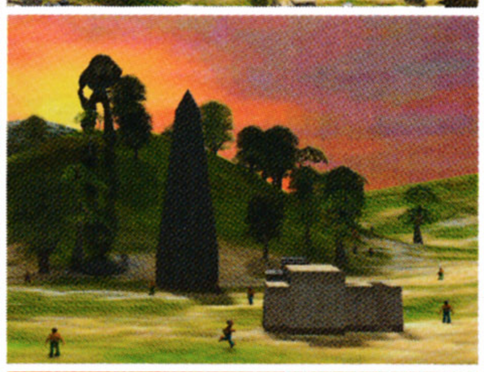
Peter Molyneux is something of an industry legend. Starting at Bullfrog, he was the man behind games such as *Populous*, *Syndicate*, *Magic Carpet*, *Theme Park* and *Dungeon Keeper*. Now, after leaving Bullfrog to set up his own company, Lionhead Studios, the release of his long-awaited new project is almost upon us.

Black and White looks set to be yet another Molyneux epic. Set around what was once a peaceful utopia, you play a powerful sorcerer, an overseer of the human tribes from whom you draw your power via their worship for you. However, you are not alone. Other sorcerers also inhabit the world, and what once was simple competition has now become an aggressive war. By casting magic spells you can influence the various tribes to worship you, giving yourself yet more power and a wider range of spells.

There are several different tribes in the game such as Japanese, Tibetan, Red Indian, Greek and so on, and all give you different types of spells. The Greeks, for example, give you civilisation or intelligence heightening spells, while Indians could give you weather altering or communication powers. All of the civilisations have been blessed with the highest AI, and the villages all have a working infrastructure. From your place above you can watch members going out to catch fish of farm crops, even getting married and raising a family. By casting certain types of magic the surroundings also change. If you take on an autocratic and destructive style of magic the buildings and scenery will darken and the villagers will worship you purely out of fear, while casting healing and protective spells will eventually turn the landscape into a true Garden of Eden.

There is also one other very big feature of *Black and White* – you have the power to pluck a creature from the ground and transform it into a colossal beast. These Titans must be treated like virtual pets. As they grow you must punish and reward them, training them like dogs so that they become your loyal followers. Every Titan has the capacity to use magic on its own, but the magic is not drawn from yours. In the heat of a battle you have no direct control over their actions, but a well-trained beast will recognise friend from foe and prove a great asset to your cause.

Black and White both looks and sounds as if it will be yet another historical Molyneux masterpiece, but we'll have to wait a while to tell. A late '99 release is expected.



REVIEWS UPDATE

POPULOUS: THE BEGINNING

INFORMATION

FORMAT	PlayStation
PUBLISHER	Electronic Arts
DEVELOPER	Bullfrog
STYLE	Strategy
RELEASE	Out Now
PRICE	£39.99
PLAYERS	One
MEMORY CARD	One Block
ANALOGUE	Yes
DUAL SHOCK	Yes

PC version reviewed in Issue 3
SCORED: **90%**

Bullfrog's first game since the departure of founder Peter Molyneux has not been without its fair share of interest. The PC version of *The Beginning* is spectacular, featuring all sorts of beautiful accelerated graphics and some sublime gameplay. Well, the PlayStation version lacks all the majesty of the PC, but apart from that everything else is in here. The fully rotatable 3D planets, the real-time strategy gameplay and the ingenious spells – all are transported successfully to Sony's little grey console. It is by playing this port that you realise that all those special effects weren't really necessary to the PC version, and it is the gameplay that remains king – brilliant, taxing and level-based, with a superb learning curve, and open-ended levels in the way that there is always more than one way to complete each one, and often there are so many more. Last, but not least, *Populous: The Beginning* makes you feel like a god with the power of life and death over every one of your followers. For that reason alone, you should buy it. Brilliant.
90%

CONTROL 90+ AWARD

WINTER 1999
COMMAND AND CONQUER — ELECTRONIC ARTS
DONKEY KONG COUNTRY 64 — NINTENDO
LAST LEGION UX — HUDSON SOFT
STARCRAFT — NINTENDO
PAPERBOY 64 — GT INTERACTIVE
F-18 SUPER HORNET — TITUS
NUCLEAR STRIKE — THQ
DAIKATANA — EIDOS
PERFECT DARK — RARE
GAUNTLET LEGENDS — GT INTERACTIVE
TWELVE TALES: CONKER 64 — RARE
STAR WARS: THE PHANTOM MENACE — NINTENDO
ROLLERBALL — MGM INTERACTIVE

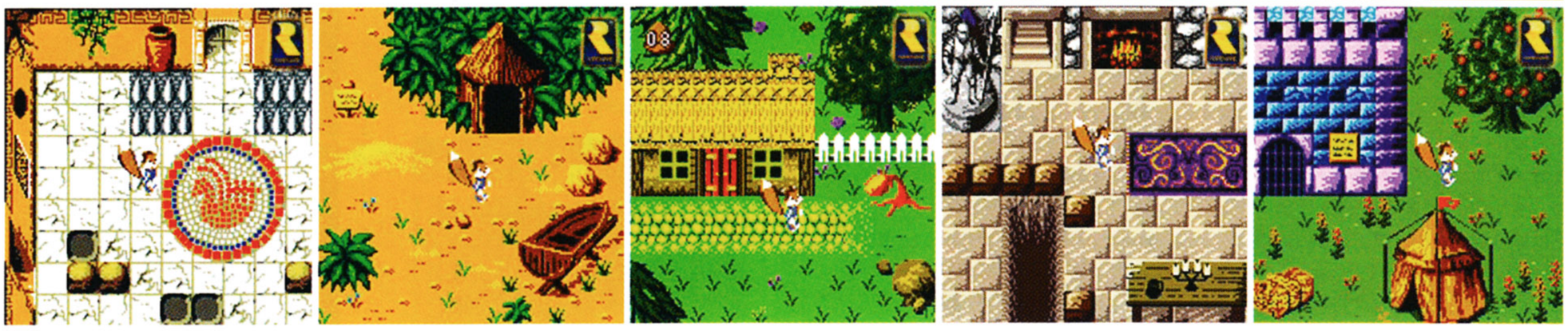
CONKER'S POCKET TALES

Rare's new hero set for Game Boy debut

Rare have released details of a new Game Boy Color title based around their upcoming N64 hero, Conker. The game is titled *Conker's Pocket Tales* and is described by Rare as an 'action RPG'.

The game takes place over a number of themed worlds – from the traditional desert levels to areas that have an ancient Greek theme, and the obvious winter level. Rare also boasts that the game will have more than twenty hours gameplay in it.

Conker's Pocket Tales is due for release in the next couple of months. We'll keep you posted.



METAL GEAR ON PC

Konami have confirmed that their PlayStation hit, *Metal Gear Solid*, will be converted for the PC later this year. The PC version will have full 3D accelerator and joystick support. Konami remained coy about the possibility of a Dreamcast conversion, although rumours persist that they will go ahead.

GET READY FOR THE RIDE OF YOUR LIFE

Bullfrog announce Theme Park 2

Bullfrog's latest game sees the company that brought you *Populous: The Beginning* return to another of their hits for a sequel. The game in question is the follow-up to the massive PC hit, *Theme Park*.

The main aesthetic shake-up sees the game incorporate fully three dimensional graphics, from all the various shops and stands to the people and the rides. The latter sees probably the most radical enhancement; gamers will be able to enjoy the rides in real-time as opposed to the first game's FMV rides.

On the gameplay side of things, players will get the chance to own and run four differently themed parks, including The Lost Land and Future World. Access to these can only be gained by earning special gold tickets.

The game also takes a few leafs from the *Theme Hospital* book in that hiring staff is undertaken in a very similar manner – you will now have to make a decision on each individual's personality. These personalities will affect the game considerably. Of course, the original's brilliant sense of humour is also set to return – something that will set it far apart from the more serious simulations like *Roller Coaster Tycoon*.

Theme Park 2 is due for release in the summer. We'll have more news next issue.

NINTENDO SOFTWARE

In an auspicious move, Nintendo have signed an agreement with Nexus Telelocation Systems for the development of a software modem. Rumour has it that this is in preparation for some as-yet-unknown N64 peripheral, but given the development time for such software, it is probably more likely to find its way into the alleged 2001 replacement for the current console.

SEGA UP THE ARSE

Sonic to replace Bergkamp?

As part of the run-up to the European launch of the Dreamcast this autumn, Sega are currently involved in talks with league champions Arsenal FC regarding a lucrative sponsorship agreement. If the deal goes ahead, it would see the orange spiral of the Dreamcast logo replacing JVC's trademark on the Premiership team's famous red and white strip. The club were reported to be considering rival offers from Sony and Nintendo, but the deal with Sega could be worth an estimated £10 million spread over four years.

Sony are now denying any links with the club, and reports that they might seek a deal with Newcastle United have proved to be groundless. Exactly what Nintendo are planning, if anything, remains a closely guarded secret.

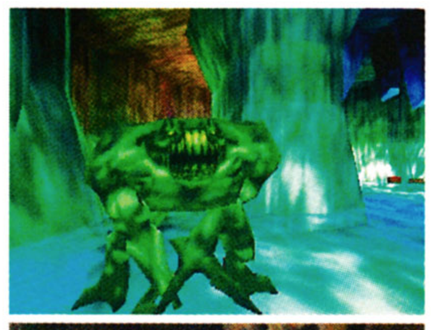
ZELDA SELLS FAST

Although they aren't surprising anyone, Nintendo have just announced that their latest blockbuster, *Legend of Zelda: The Ocarina of Time*, has already sold over six million units worldwide, just eight weeks after its release. By selling so fast it is now rivalling Square's all-time greatest PlayStation hit, *Final Fantasy VII*.

WE'RE QUAKING IN OUR BOOTS...

N64 Quake II hits 4MB on Richter scale

According to Activision, the N64 version of the forthcoming *Quake II* will use the 4MB Expansion Pak. However, it won't follow the same pattern as *Turok 2* and *Rogue Squadron* with their hi-res modes. Instead, Raster Productions (developers of the game) will be using the extra memory to enhance the existing resolution's graphics. The RAM-enhanced game will run in 24-bit graphics mode (instead of the usual 16-bit). This results in much more vibrant colours and will sharpen the graphics considerably. Other enhancements include lighting effects for weapons and glare effects. Apparently, Raster Productions decided not to go for a high-res mode in order to keep the speed of the game high. Expect a four player deathmatch mode to be implemented as well.



TOP TEN PC DOWNLOADS

TOTAL CONTROL TAKES A LOOK AT THIS MONTH'S BEST GAME DEMOS AVAILABLE TO DOWNLOAD FROM THE INTERNET

1	Redline - download.com
2	Alpha Centauri - demos.ign.com
3	Descent III - download.com
4	Duke... It's Zero Hour - download.com
5	Rogue Squadron - download.com
6	Shogo Multiplayer - download.com
7	NBA Live '99 - demos.ign.com
8	Resident Evil 2 - download.com
9	Imperialism II - download.com
10	XEvil II - download.com

PREMIER MANAGER 99 - AN APOLOGY

Please don't hurt us...

You may have noticed in last month's PlayStation *Premier Manager '99* review that the screenshots printed were in fact PC shots. Total CONTROL would like to apologise to Gremlin for this error and any problems that arose from this mistake. We would also like to apologise to any readers that bought the game expecting to see the game running hi-res and were disappointed. Hey, even we make mistakes sometimes...

REV LIMIT SETA
OGRE BATTLE 3 NINTENDO
MEGAMAN 64 CAPCOM
EMPEROR OF THE JUNGLE NINTENDO
POKÉMON STADIUM NINTENDO
GHOULS AND GHOSTS CAPCOM
TETRIS NINTENDO
MISSION: IMPOSSIBLE 2 INFOGRAMES
7TH LEGION GT INTERACTIVE
MINI RACERS NINTENDO
TOEJAM & EARL GT INTERACTIVE
PIKACHU GENKI DECHU NINTENDO
POKÉMON SNAP NINTENDO (JAPAN ONLY)
RAKUGA KIDS KONAMI

SITUATION VACANT: NCL PRESIDENT

Yamauchi to retire in 2001

Hiroshi Yamauchi, President of Nintendo Ltd., has announced that he will be retiring in 2001. He will have been president for fifty two years, after taking on the role in 1949. In that time he has seen Nintendo rise from its humble beginnings as a family business to becoming one of the leading manufacturers of video game consoles and software.

Yamauchi had originally planned to retire in 2000 to oversee the launch of the 64DD, but now that the machine has been shelved outside of Japan, it is predicted that this new move has been necessitated to oversee the launch of Nintendo's new console. "I want to make sure the 64DD changes the face of gaming, although if my thinking is wrong, I want to see that too," said Yamauchi in an Asahi newspaper interview at the time of his original announcement.

A successor to Yamauchi has yet to be officially named, but it is likely that NOA President Arakawa will replace Yamauchi.

ADVENTURE & EXCITEMENT

New RPG to rival Final Fantasy?

Crave Entertainment, best known as the publishers of *Robotron 64*, have signed a deal to localise and publish *Jade Cocoon: The Story of Tamamayu*. This stylish RPG from top development house Genki is already out in Japan, and is reckoned by some to be the equal of Square's magnum opus, *Final Fantasy VII*. The stunning artwork and lifelike characters have been created by leading anime artists Miyazaki and Kohndo, of Studio Ghibli fame.

The game is done in a familiar RPG style, with polygon rendered characters animated against pre-rendered backgrounds and lots of text boxes to carry the story. However, *Jade Cocoon* also features a fair amount of spoken dialogue, which is one reason why the localisation process is going to take Crave around six months to complete.

The storyline follows the adventures of Levant, a hero on a quest to save humanity. He is aided on his mission by his wife, who has the magical ability to alter wild creatures, combining them using a special cocoon to make powerful hybrids. The game engine uses algorithms to blend the models of different creatures in real-time.

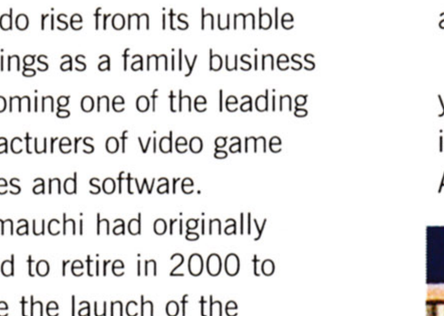
The game should be due for a US release around August, and may arrive in the UK shortly afterwards.

Glorious cut scenes add to the game's appeal

TC RECOMMENDS

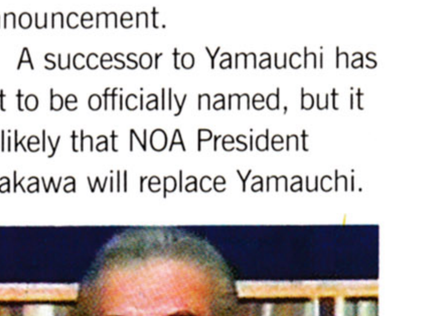
N64

ALL-STAR SMASH BROTHERS
Nintendo's beat-'em-up is still only available on import, but with the news that it will now be released in the West, it's a must-buy.



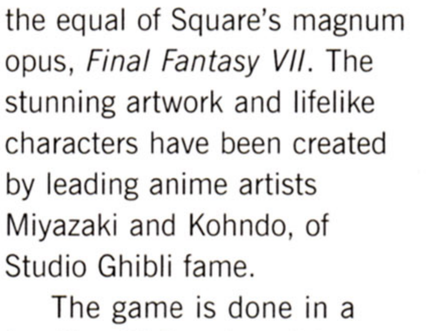
PC

SILVER
A new type of RPG? Not quite, but the innovative fighting, luscious graphics and story and the brilliant music make this a must-buy.



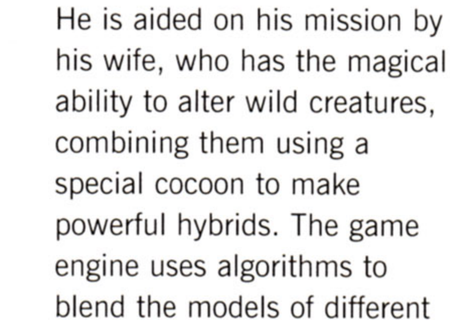
PLAYSTATION

RIDGE RACER: R4
Not up to the standard of *Sega Rally*'s game mechanics or hi-res graphics but is still a great deal of fun for up to four, yes four, players.



DREAMCAST

SEGA RALLY 2
Quite simply the best (and hardest) arcade racer of all time. Looks gorgeous on the Dreamcast with (almost) arcade-perfect visuals.



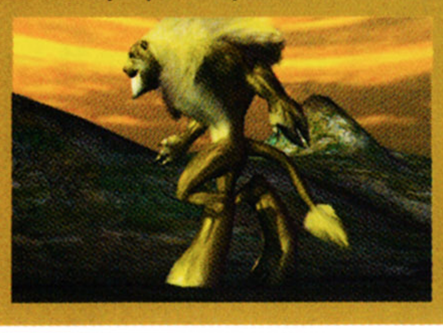
TC MOST WANTED

N64

POKÉMON SNAP
Nintendo haven't been slow to put together two of Japan's favourite pastimes – photography and Pocket Monsters. Should be loads of fun…

PC

BLACK & WHITE
It's got giant monkeys and lions in it and the landscape changes according to your personality. And there's loads of little people to squash.



PLAYSTATION

GRAN TURISMO 2
Promises to be even better than the original, which remains the best driving game ever. Looking forward to driving those Mini Coopers.

DREAMCAST

D2
Warp's sequel to the PlayStation's somewhat lame *D* should be better realised and, better still, a stunning adventure.

MARCH

ALIEN RESURRECTION — FOX INTERACTIVE

METAL GEAR SOLID — KONAMI

LEGACY OF KAIN: SOUL REAVER — EIDOS

APRIL

X-MEN — ACTIVISION

MESSIAH — INTERPLAY

V-RALLY 2 — INFOGRAMES

REVIEWS UPDATE

MONACO GRAND PRIX 2

INFORMATION

FORMAT	Nintendo 64
PUBLISHER	UbiSoft
DEVELOPER	In-House
STYLE	Racing
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-4
RUMBLE PAK	Yes
MEMORY PAK	Yes
EXPANSION PAK	No

PC version reviewed in Issue 1

SCORED: **39%**

The N64 hasn't had quite the number of racing titles that the PlayStation has seen in its lifetime, and the ones that it has had haven't been too good. The best have been the futuristic racing of *Wipeout* and *F-Zero*, but only *World Grand Prix* has come close to emulating the 'real thing'.

Monaco Grand Prix 2 attempts to do the same thing as that game (obviously) only without the all-important F1 license. All the season's tracks are in here, as well as all the teams (only disguised as different from the real thing). *Monaco Grand Prix 2* is very similar to *World Grand Prix* but takes the genre that little bit further. The cars' handling is excellent, as is the computer AI. Crashes can be spectacular, with bits of cars flying off in all directions. All the options that you'd expect are here, as well as an N64 exclusive Career Mode.

UbiSoft's *Monaco Grand Prix 2 Racing Simulator* is the best Grand Prix sim on the N64, and probably even better than Psygnosis' F1 game on PlayStation. The car handling and physics are excellent, and if you want a game that simulates the excitement of Formula One, then you couldn't do much better than this. Despite the few minor flaws, this game is ideal. 80%

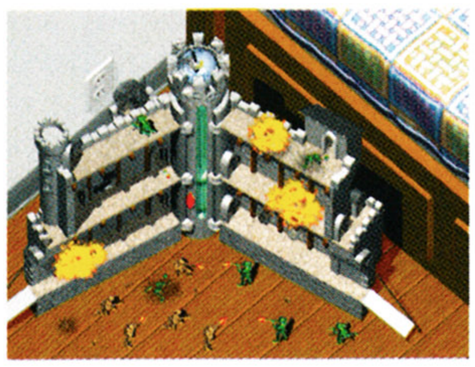
WHO WANTS A GAME OF...?

Army Men makes a return

One of the main complaints about the original *Army Men* was that it was a strategy game that used those tiny toy soldiers (99p for a hundred down the market) and put them into the real world. Why? It would have made more sense had the fighting taken place in kitchens, gardens and bedrooms, a la *Micro Machines*. Well, it seems that the developers have taken note of these criticisms, and this is exactly what we are promised for the sequel.

The Sarge now attacks through dirty dishes, across coffee-stained mugs, and even the horror that is the kitchen sink. The gameplay remains largely unchanged but includes new weapons, improved AI where teams 'learn', a multiplayer mode for four people and that unique plastic humour.

Army Men II is due for release towards the end of March on PC, priced £39.99.



SAY CHEESE...

Go snap happy with Nintendo's Pocket Monsters

The *Pokémon* craze continues, and not only in the US or Japan. Nintendo have announced that the ultra-popular series is to come to the UK, first in its Game Boy incarnation, and now in its first N64 outing, *Pokémon Snap*.

Pokémon Snap manages to combine two of Japan's most popular activities, photography and Pocket Monsters, in a game that might not be too appealing to UK games players. The object of the 'game' is to travel around various worlds (safari parks, if you like) feeding and taking photographs of Pocket Monsters. And that's pretty much it, although you can keep your favourite snaps in your virtual photograph album and show them to your mates.

Pokémon Snap is due for release in the summer. You never know, this might turn out to be the next big craze... but we doubt it very much.

CAPTION COMPETITION

CAPTION COMPETITION

Make us laugh and win a year's subscription to Total CONTROL! All you have to do is get a bit creative and send in a screenshot with a humourous/bizarre/ironic/stupid caption attached to it. Obviously it's fairly easy if you have a PC (most games have an option to screenshot) – just print it out or e-mail it to us. If you're a console owner then you can just write a caption to a screenshot we provide. This month it's the England manager, promoting *PM '99*.

Insert caption here _____

_____

_____

_____

_____

I'm taking off my belt... Start shaking

This month's winner: **Ian Brooke**
Haslemere, Surrey

MAY
BLOODSHOT ACCLAIM
SHADOWMAN ACCLAIM
SURVIVOR: DAY ONE KONAMI

SUMMER
SILENT HILL KONAMI

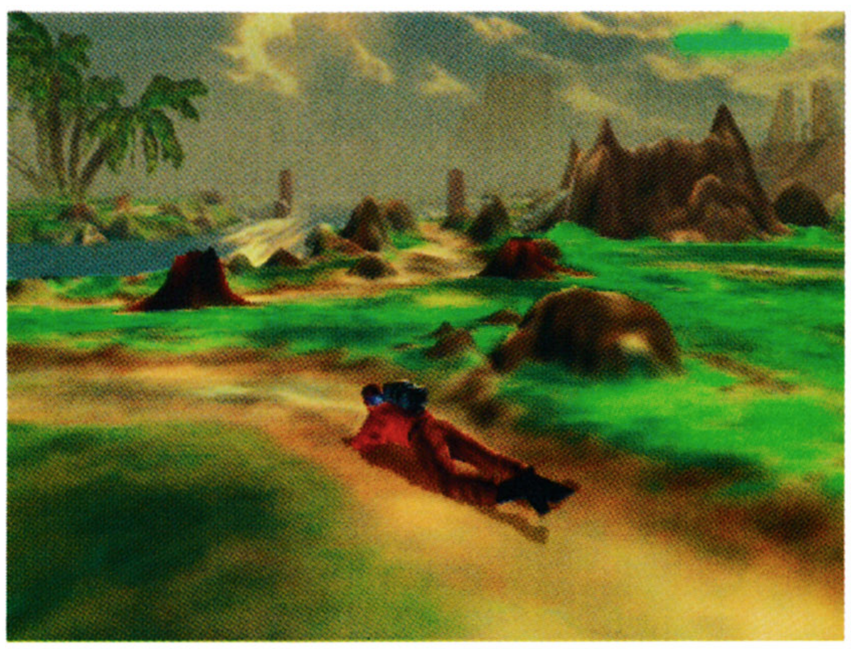
DECEMBER
ANIMANIACS
TEN PIN ALLEY ASC GAMES
FINAL FANTASY VIII SQUARESOFT

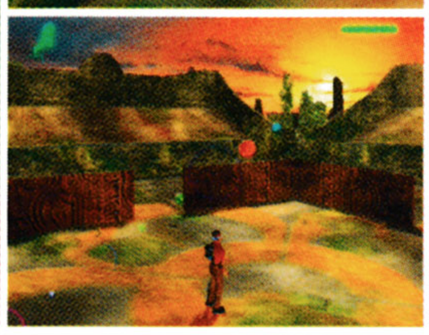
TBA
GEX 3 EIDOS

UPDATE: OUTCAST PC

With the release of Infogrames' revolutionary third-person game now put back until the summer, we are grateful to get our hands on anything relating to this game. A short demo of a video was enough to convince us that this will be one of the best games of the year – possibly even THE best.

The game centres around Slade Cutter, a US marine sent on a mission across dimensions. When things go wrong and Cutter is stranded, he has to use every ounce of his training to get back. This doesn't just include shooting stuff (although you can play the game this way if you want) but interacting with the in-game characters and learning their language. The environment is completely real-time. We can't wait.





FINAL FANTASY AT THE MOVIES

Details emerge on Square's box office outing

As reported in Issue 3's Reportage, Square USA are undertaking a massive project: the company's first ever outing in the cinema. The film, known only as Final Fantasy: The Movie, will be entirely computer generated, and it looks like it will put Disney's recent efforts in the genre to shame.

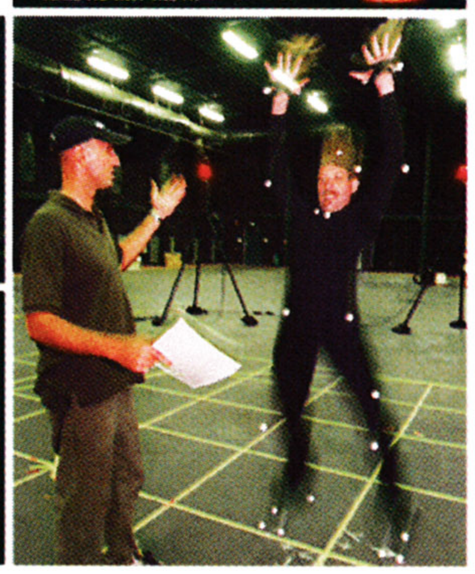
While not based directly on any of the existing *Final Fantasy* games, Final Fantasy: The Movie will take its inspiration from the highly popular series. The film is top secret and only a few details are known at the moment: it takes place on Earth in the year 2065 and it continues the theme of "a fantasy story about life and death".

In the world of Final Fantasy: The Movie, science has analysed life and death, with life expressed as a form of energy. Square USA President, Hironobu Sakaguchi, explains: "What does it mean to be alive? What does it mean to die? In life, all things and all people die, so we must all live with the knowledge that we will one day be separated from our loved ones."

Jun Aida, the film's producer, says the film sees human beings threatened by alien invasions, and science has advanced so far that it looks at both life and spirits in a very scientific way. "There are heroes like the special forces soldiers who try to save the world; there are scientists, and some love interests. The theme comes down to 'if we can't love one another, we can't solve this (problem) co-operatively to save the world.'"

These screen grabs from a recent trailer show that the film will be the most detailed ever seen in computer graphics – animation goes right down to individual hairs and skin.

There has been no official release date set for the movie, but it has been pencilled in for a 2001 release in the US.



INFORMATION	
FORMAT	PlayStation
PUBLISHER	Infogrames
DEVELOPER	Eden Studios
STYLE	Rally Sim
PLAYERS	1-4

V-Rally 2

This month **Total CONTROL visited Eden Studios** to take a look at one of the PlayStation's **biggest racing titles of '99**. Significantly improving on the **dated original**, ***V-Rally 2*** will almost certainly be giving Sony's *GT2* some **hefty competition** this summer.

The detail in the scenery is impressive, with excellent lighting as well. Many of the tracks even have roadside animations which bring the course to life

To the uninitiated, a rally game could easily be considered to be just like any other racing game. Flicking through your games mags, you may find reviews of both track and rally games, and it will be the score that ultimately becomes the deciding factor between the two. Yet to many others the genre is split prominently down the middle. Many recent racing games have tried to combine the two – *Max Power Racing*, for example – but while this may sway the so-called 'floating voters', I suspect many off-road fans will remain unconvinced. Dedicated professional rally fans aside, it's not difficult to see the attraction of basing a game on the off-road circuit. Games set along uninspired asphalt tracks struggle to maintain aesthetic interest – how long can you hold the average viewer's attention with wave after wave of houses, office blocks and the occasional bridge? The need for extravagant background animations or the infamous chasing helicopters becomes clear. In the open country the story is slightly different. The variation of the world is in the hands of the track designers, and with a keen sense of imagination, it can easily be used to much better effect. But it is not just the aesthetics of the off-road circuits that strives to sell the average rally game – the majority of the interest must ultimately be put down to a combination of both the control system and physics engine, the success of which often separates the good from the bad.

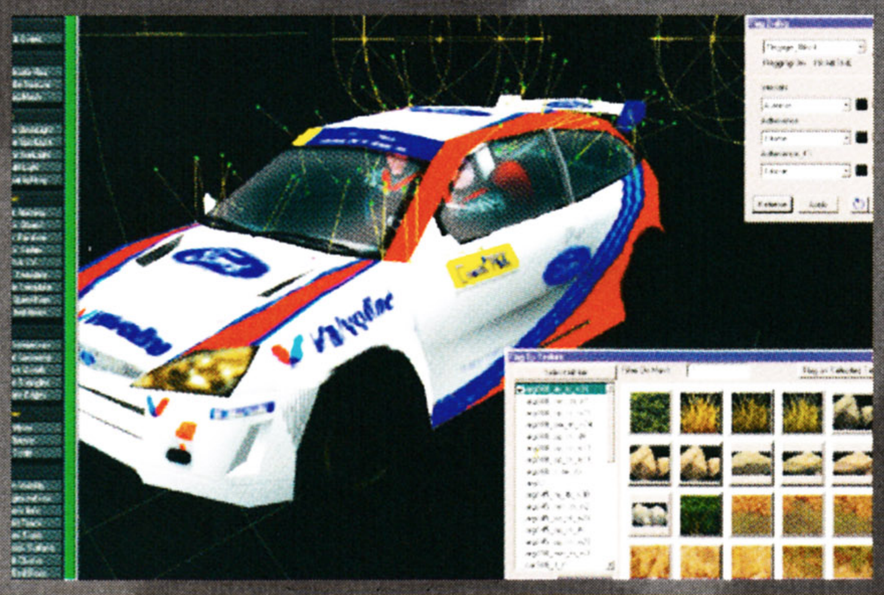
WITH AN INCLUSION THAT COMPLIMENTS THE FOUR PLAYER MODE PERFECTLY, V-RALLY 2 FEATURES PERHAPS THE MOST COMPREHENSIVE AND EASY TO USE TRACK DESIGNER EVER SEEN IN A CONSOLE GAME

Powerslides from lack of grip occur in all modern racing games, but in this part of the genre they are taken to the extreme; turn well before the bend and angle your car correctly, then, as the rate of turn picks up, you overturn back in the other direction to slow it down, then eventually straighten your car as you exit the bend. This is the basis behind the

The replays can all be saved onto a memory card

I LIKE DRIVING IN YOUR CAR

If you follow the professional rally scene, you'll know that there have been a number of new cars introduced to the competition this year. *V-Rally 2* sports eighteen officially licensed 1999 world rally cars, all of which are faithfully and authentically modelled around the real thing, using up to 650 polygons for the single player races and 125 for the models used in four player races (to increase speed etc.). Full customisation of suspension, tyres, etc. and advanced damage models are also in the game, which makes a nice change considering the official licenses. There are also ten classic rallying bonus cars that must first be unlocked in the single player game before they can be accessed.



The dust and snow trails are very well modelled and accurately follow the trajectory of your car

SMOOTH RIDE

The PlayStation continues to surprise us with new breakthroughs in technological achievement. The four-player racing here is easy competition with anything that the N64 has thrown up so far, and to make those after hours sessions more interesting, the track designer that also comes on the CD is superb – by far the most detailed and easiest to used so far – and there is an impressive track generator too. With four single player game modes and over 90 pre-designed tracks as well, this won't be a game that you'll allow to gather dust for too long.

turning system in almost every rally game. *Sega Rally 2* perhaps followed this to the extreme, in that for 90% of each race you were moving into the screen side on. It is a matter of principal: to grip or not to grip – that is the question – and if your answer is not, then you should be keenly awaiting the arrival of Infogrames' follow-up to the extremely successful *V-Rally*.

Out of the light

Hailed as the best racer on the PlayStation at the time of its release, *V-Rally* deserved the commercial success that followed. *Gran Turismo* has since taken that title away and *Colin McRae Rally* has also recently outdone it, but this summer the team behind *V-Rally 2* are hoping to reclaim that title. One unanimous feeling amongst the many journalists that attended the Infogrames press tour to Lyon-based developers Eden Studios was the impression of a stunning technical achievement.

Jumping to the chase with what is perhaps its biggest selling point, the four-player mode looks to be shaping up better than any of us could have hoped. At present, almost every N64 racing title has its own version of a four player race mode. Some are obviously more technically impressive than others, but as each new player is added to the screen, there are noticeable losses from either detail, frame rate or game speed, and what you usually have left is a basic looking but fun-to-play racing game that works pretty well. Most PlayStation racers have had a tendency to avoid the multiplayer game modes – often even two-player modes are criticised for having lost too much of the above – so after playing an as-yet-incomplete and unoptimised version of a high-detail, high-res and pretty high frame rate four-player *V-Rally 2* game, I was suitably impressed to say the least.

IT WILL ULTIMATELY BE THE HANDLING THAT DETERMINES THE SUCCESS OF V-RALLY 2 WHEN IT IS RELEASED EARLY THIS SUMMER – EVERYTHING ELSE IN THE GAME LOOKS SUPERB

Slow it may have been, but we've been assured that work is underway to up the speed of the four-player game to a similar level as the single player, while also keeping the frame rate as it is. With the level of detail that was retained plus the polished and realistic gameplay that has also been improved on many times from the original, this will surely be one of the best four-player games yet seen on Sony's machine. This alone is a very strong selling point in anyone's opinion, but in the words of Yoda, 'there is another…'

It's only during the replays that you can appreciate the driver and co-pilot animations. On bumpy courses they shake and move around as you would expect

The cars are well modelled replicas of the actual vehicles

Last ditch

We game journalists often complain about the lack of effort put into making a good racing game last – it's usually the below par games that get features such as track designers or generators. Things like these tend to be thrown in when the development team realise they've got a lame horse on their hands; if a game is good enough already, why bother? *V-Rally 2* bends the rules in this area too. After playing it for a few hours, there is no denying that this is a hugely polished and very playable racing game, but the team have not just stopped there, with an inclusion that compliments the four-player mode perfectly; *V-Rally 2* features perhaps the most comprehensive and easy to use track designer ever seen in a console game.

The pre-designed tracks on the game were created on a PC track designer, a piece of programming that Eden Studios are particularly proud of, and with good reason. Put simply, you draw either a line or a circuit on the screen, which is then converted by the computer into a number of traditional 3D blocks, each representing a particular section of the course. It can then be raised, lowered, tilted etc. The scenery is also randomly generated, but not in a straightforward occasional bush or spectator sense. Depending on the graphic set (determined by choosing one of the twelve available countries), huge banks, lakes and towns are thrown together and grouped at certain positions around the track – it has to be used to see how good the tool really is. On the PlayStation the detail is not quite as intense, but is certainly easy to use. Using the pad you can alter the angle of a bend to the nearest degree and then extend the course in that direction. The main limitation is the lack of a track crossover option, but that may have been asking too much. Once finished you work through it again, to raise or lower parts of the track, or smooth out some of the corners, and save. Up to 250 tracks can be crammed onto one memory card, and you can return to re-edit a

AFTER PLAYING V-RALLY 2 FOR A FEW HOURS, THERE IS NO DENYING THAT THIS IS A HUGELY POLISHED AND VERY PLAYABLE RACING GAME, BUT THE TEAM HAVE NOT JUST STOPPED THERE

The snow levels throw up a similar problem to the original in that it is difficult to tell the track from the verge

course, taking out a nasty corner or changing the scenery by switching to a different country. You'll probably have to be playing it for a while before you decide you need more tracks, though there are over 90 pre-designed courses in the game, many of which have crossroads and shortcuts. There are also double road super stages to be found in the single player game.

Apart from its obvious multiplayer appeal, the single player game also seems to have enough features to last you for a very long time. There are four separate game modes – Arcade, Rally Championship, *V-Rally* Trophy and Time Trial – which are all significantly different enough to warrant individual attention. There are also Standard and Expert game settings, both of which will progressively increase in difficulty as you advance through the game. Before this you can enter into the three track driving school, complete with co-pilot advice to help you learn the basics of the physic engine in the game

THERE ARE OVER 90 PRE-DESIGNED COURSES IN THE GAME, MANY OF WHICH HAVE CROSSROADS AND SHORTCUTS. THERE ARE ALSO DOUBLE ROAD SUPER STAGES TO BE FOUND IN THE SINGLE PLAYER GAME

Packing it in

Graphically *V-Rally 2* is as accomplished as they come on the grey box. Background animations, transparency and reflection effects have all been crammed in. All of the cars have full damage modelling, windows can crack and shatter, suspensions fail and bonnets crumple, all of which can affect the handling of your car in some way. The transparent windows allow you to see through into the interior of your car, where you can see both the driver and co-pilot getting thrown around after each bump or sharp turn. This is best viewed from the replays, which are also looking very nice. On the dry dust tracks you throw up streams of dust realistically from the rear, and like *Sega Rally 2*, the car will retain some of this over the course of the race, but it will be much more cumulative than Sega's arcade conversion, with multiple degrees of covering for dirt and snow. You'll also notice real-time lighting on

In the jungle levels it's often important to centre your car in the middle of the road as the low trees at the side of the track can impair your vision

the car. Going through tunnels, passing street lights and experiencing lightning all bring the appropriate change in colour on the car.

EFFECTS SUCH AS LIGHTNING, FOGGING (WHICH IS ONLY PRESENT WHEN INTENDED) RAIN AND SNOW ARE ALSO PRETTY GOOD AND MAKE REGULAR APPEARANCES

Rather than having a rotating strip for the background scenery, *V-Rally 2* places the course inside a scenery sphere that covers every possible angle. The advantages of this come across in some of the courses that have you racing along winding mountain roads – to the right you have a hanging overhead cliff face, while the left side has a convincing sheer drop down the mountain, allowing you to see all of the beautifully rendered backdrops. Background animations like water effects are present in the majority of the courses, and they help add to the realism already present. Other effects such as lightning, fogging (which is only present when intended) rain and snow are also pretty good and make regular appearances.

A lot of work has been put into the sound effects too – the high pitched whine from the engine is about as realistic as you could want. *V-Rally 2* also supports Dolby Surround Sound for those of you lucky enough to own a decent sound system. The speech from your co-pilot (either male or female) will advance in its technicality as you advance through the game, starting off with samples like "sharp right turn ahead", moving on to "80 degree right, 200 metres". Another nice touch.

A few final touches

The game's not finished yet – there's a long way to go, particularly with regard to the clipping on the scenery – but even at this stage the gameplay promises much. Sliding on all of the different terrain has been modelled well, though the cars are still a bit light, sometimes seeming to float back to the ground after a crash as if in slow motion, but in terms of the accuracy of the collisions, it is not that bad at all. Full customisation of all of the cars with an easy to use garage screen, including beginner's definitions, should make this option universal for all players and allow the preferred car handling for the individual user.

It will ultimately be the handling that determines the success of *V-Rally 2* when it is released early this summer – everything else in the game looks great – and with its superb four-player mode and track editor present, the lastability cannot be questioned. But then there is also the planned arrival of *Gran Turismo 2* not long after, which is also said to have off-road tracks, and while it may be unlikely that a four-player mode will also be included, we wouldn't want to rule it out at this stage. Infogrames may well be hoping that both games will appeal to two separate crowds, but any true fan of the racing genre should start saving for them both. It's certainly going to be an interesting title race this summer. **TC**

TOTAL CONTROL SUBSCRIPTION OFFER

UNBEATABLE SUBSCRIPTION OFFER

07

08

09

10

11

12

13

14

15

16

17

18

12 ISSUES OF YOUR FAVOURITE MULTI-FORMAT MAGAZINE FOR JUST £15

ONLY £15
FOR 12 ISSUES

STUNNING SUBSCRIPTION OFFER

The most up-to-the-minute news, previews and reviews for die-hard gamers direct to your door every month.

Subscribe to the UK's most informative and stylish multi-format magazine for just

£1.25
AN ISSUE

Normal Price £32.40

Subscribe NOW for £15

Save over £17

SUBSCRIBE TO TOTAL CONTROL QUICKLY AND EASILY BY CALLING THE FOLLOWING NUMBER

TC SUBSCRIPTION HOTLINE
01392 495155

SUBSCRIPTION FORM

07	08	09	10
11	12	13	14
15	16	17	18

YES! I would like to subscribe to TOTAL CONTROL magazine and receive the next 12 issues for £15 including delivery anywhere in the UK or £48 elsewhere in Europe

YOUR**DETAILS**

Name

Address

Postcode

Telephone

Signed

Date

Please send your completed form and payment to the following address:
Subs Department, Total CONTROL Magazine, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP

PAYMENT**METHOD**

☐ Cheque made payable to Rapide Publishing

☐ Visa

☐ Access/Mastercard

Card No

Expiry date

Signature

Date

Control Yourself LETTERS

Sony seem to be coming **in for a lot of stick on these pages at the moment, and** this month is no **exception. This month they are** joined by Windows, the appalling South Park **and female game characters in general.**

Without Atari who knows what state the games industry would be in today?

A HISTORY LESSON

Might I take this opportunity to congratulate Rapide Publishing on Total CONTROL. Not only is the content of the magazine up to such a high quality (hell, there are loads of others like that), but the writers for this magazine all seem to actually know where this industry came from. I feel that fact is important.

Atari were the company that effectively brought us the gaming industry. Without them we would not have N64s, PCs or PlayStations – and I only mention those because they are the industry leaders of the moment. The Jaguar is a very nice console which you can get your hands on through various companies still stocking merchandise (including a couple in your ads). The iMac is a very stylish and tempting platform, and with its recent success, prices are now low. The Milan is a new Atari compatible machine released in the UK last November, and it can give most PCs a run for their money (£400 isn't bad, is it?).

There's more to life than PlayStations and PCs; there are many minority platforms which are interesting too – it is just a matter of what's fashionable will sell. The N64 and the Jaguar have higher specs than the PlayStation, but the PlayStation is more fashionable. The Mac's system 8.5 (or whatever it is at now) is a far nicer OS than a PC's Windows (but then, that isn't hard to beat), but PCs sell more because they are "fashionable".

Okay, so Atari Corp is down the plughole (the chances of The Atari Preservation Society being able to buy up all Atari rights from Hasbro are pretty slim), but Atari Games are what many say is the 'true' Atari, being arcade developers. Your February issue is right in stating that Atari Corp's long slow and painful death stemmed from The Great Video Games Crash of 1984, whereby Warner sold to Tramiel, but year after year Atari still reported losses. More often than not, Atari would come up with ground-breaking technology at a knockdown price – but it didn't sell.

It is good to see a magazine that knows its history, rather than another one which doesn't stop talking about "next year's" technology and what could be "the game of 1999" – we'll see what that is when 1999 is over. But for now, think back to yesteryear, when Atari were a great company. THE company to work for. If you have access to the Internet, then go to the search engine of your choice and search for Atari. Hundreds of sites are available, from enthusiasts to companies selling merchandise. Just get all nostalgic for a couple of hours and think back to the days when games were good, then go and dust off that 2600 in the wardrobe in your room and realise just how bad some of the graphics were, but how playable some of the games still are.

'Stween'- Via email

All of us on the Total CONTROL team have been gaming for years and, unlike the staff on certain magazines we could mention, are passionate enough about the hobby that we still play games at home as well as in the office. It's nice to know that this hasn't gone unnoticed, as we are often irritated by journalists from other magazines (you know who you are) displaying a complete lack of interest or knowledge in the beginnings of this industry.

As for dusting off your old consoles, it's true that many of the older games still play very well, but we would warn anybody thinking of starting up their old systems that once you've taken off your rose-tinted glasses to play the games, it's very hard to put them back on again.

THERE'S MORE TO LIFE THAN PLAYSTATIONS AND PCS; THERE ARE MANY MINORITY PLATFORMS WHICH ARE INTERESTING TOO

According to Mr. Clifford, the PlayStation makes a great paperweight.

SONY ARE GREAT!

MAD LETTER OF THE MONTH

In answer to Mark Coyne's disgraceful letter a couple of issues ago, I think it's only fair to highlight all the great advances that Sony have brought to the gaming industry with the PlayStation.

- Analogue sticks as standard for more responsive and precise control: And I know Nintendo did this first, but Sony put two on their pad, so that must be better.
- Physical feedback from a game via the Dual Shock system: Okay, Nintendo may have invented it, but I'm sure the Sony version rumbles harder.
- Multiplayer gaming with four ports on the machine as standard: Alright, so the N64's got this and the PlayStation hasn't, but I bet Sony thought about doing it.
- Really original and innovative games: No *Goldeneye*, no *Zelda*, no Rare, no Shigeru... but who needs them when you've got *Metal Gear Solid*? That, by itself, keeps you going for a good two days.
- Sequels: Now, no-one can argue here. The PlayStation has more sequels than you can shake a Lara Croft at. Apparently a couple of them are even quite good.
- Adaptability: The PlayStation can be used as a makeshift stereo, paperweight, insomnia cure – anything but a games machine, in fact. Let's see Nintendo claim that about the N64.

But these are just a few of the many, many fantastic reasons to own a PlayStation. I'm just begging for the extra space so I can mention the delights of being one of the herd – why be a fox when you can be a sheep? And I wish I had time to describe that feeling of sheer gullibility I have when I'm faced by a slick marketing campaign. But, tragically, I don't.

So really it's just left to say that it is my sincere hope that Mr. Coyne will look at this and realise that his criticisms really are quite unfounded. Sony are a great company and the PlayStation is a great machine. He just needs to look at the evidence.

F. Clifford – Essex

Well, Mr. Clifford, you either have a great sense of irony or no sense whatsoever of reality. Assuming the former, we've decided to award you this issue's Mad Letter of the Month. You'll need to let us know which of the formats you own, though...

MAD FOR IT

These pages are sponsored by Mad Catz. Every letter printed in its entirety will win a joypad, and the 'Mad Letter of the Month' wins a steering wheel plus either a camera, a Walkman, or a Mad Catz Wrist Rumbler. Plus you get to see your name in Total CONTROL.

MAD CATZ

Mad Catz Peripherals – By Any Means Necessary

NEXT MONTH

Now that we have some prizes to give away, please don't forget to indicate your preferred format somewhere on your letter. You'll find that winning an N64 pad doesn't do you a lot of good if your only system is a PC. If you'd like to comment on this month's issue or raise some issues of your own, please don't hesitate to write to us at the following address:
Control Yourself
Total CONTROL
Rapide Publishing
1 Roman Court
48 New North Road
Exeter EX4 4EP

CHOICE CUTS

CHOICE CUTS

Thank you for actually giving the Neo Geo Pocket some real coverage in your magazine. I hope that you continue to make decisions of this quality in the future. David McIntosh – Via email

One of my friends wants to buy the N64 version of *South Park*. Try as I might, I can't make him change his mind. Matt Bright – Andover
Your friend is presumably a huge South Park fan, so he might really enjoy the game – for about twenty minutes. Show him our review in Issue 4, where the game was awarded a generous 24%. If that doesn't work, give up and laugh at him when he desperately tries to find a shop that will trade the game in for him.

**I am begging you not to put a cheat section in. I want magazines to help me decide which game to get, not how to complete ones I don't want.
J. Kotak – Via email**
Sorry.

**I think the best games companies are: Konami, Sega, Nintendo, Capcom, Square, Atari, Namco (maybe), Bullfrog, Maxis and Rareware, plus a few more I can't remember.
Matthew Wood – Denbighshire**
Err... thanks.

**Could you please help me out on *Turok 2*? It's on level 4 – you need a door key to go past a gate. I know where the key is (stand near where you put the key in, turn around, back facing the gate and look up) but don't know how to get it...
W. J. Brady – Manchester**
Wrong magazine – try Total 64 upstairs.

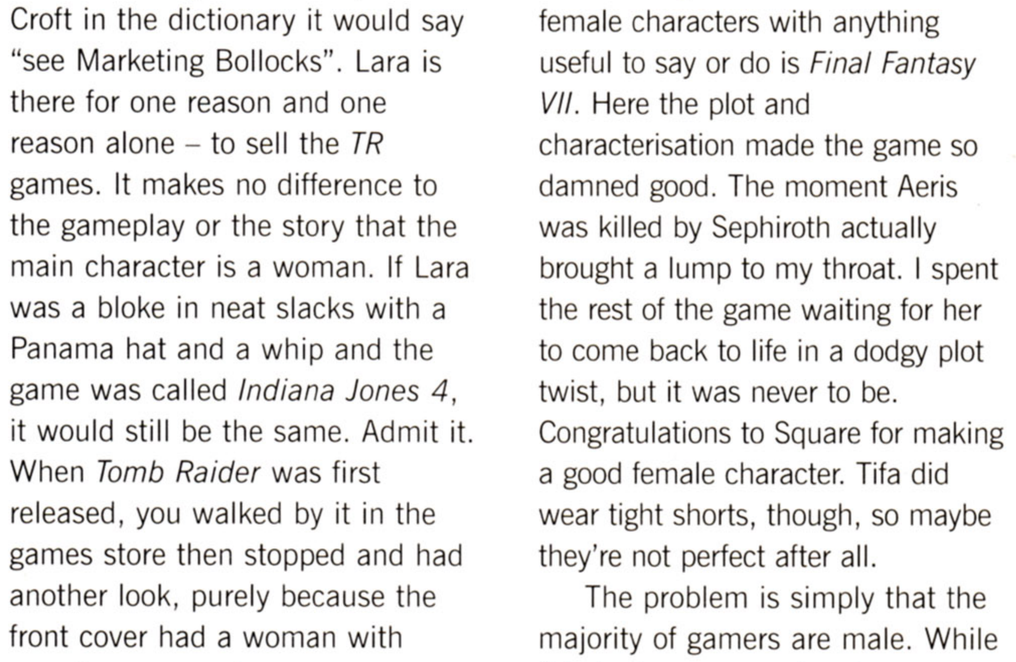
LIVING IN A DREAM WORLD

I have written not only to praise you on this masterpiece of a magazine that is cheap, good value for money and gives brilliant reviews on all formats. I would also like to say that until your mag was released I normally bought mags with cover CDs. But by reading your mag I have learnt never to judge a mag by its cover.

The way I see the gaming world: My story starts with me as a proud owner of a Sega MegaDrive, eagerly awaiting the arrival of the Sega Saturn. So the Christmas after it's release I received one of these so-called mega-consoles, only to find that after about a year all my mates had a PlayStation and that owners of Saturn just got laughed at. That was the end of that, then. So what was I going to spend all my hard-earned cash on? Simple: a PC – the games for which I am still buying now. However, the time has come to throw away those playthings and N64s as the Dreamcast is upon us. Or so I thought. As I was reading through your reviews on *Sonic Adventure*, *Sega Rally 2* and *Virtua Fighter 3tb*, I noticed that they all have slight faults such as glitches in 3D surroundings in *Sonic*, or *SR 2* and *VF3tb* not getting the upper hand over the PSX's *Gran Turismo* and *Tekken 3*. I am not knocking your marking system, but it seems that Sega are not quite managing to perfect these games. Is it me or are Sega rushing to put more games out for the release of the machine? I really hope that Sega take their time over the likes of *Shenmue*, *House of the Dead 2*, *Blue Stinger* and the many others, which are all set to be excellent games for the Dream Machine. All we can do now is pray that Sega pull together and show people what capabilities the Dreamcast has. Let's hope that the owners of PSXs realise the true power and buy the machine of the millennium. Or am I living in a Dream world?
'Kai' – Via email

ARE SEGA RUSHING MORE GAMES OUT FOR THE RELEASE OF THE MACHINE? I REALLY HOPE THAT SEGA TAKE THEIR TIME OVER THE LIKES OF SHENMUE

Quite possibly.



SEX SELLS

I read your article on women In video games in TC5 (March '99) and I felt I had to get my tuppence worth in. First of all, the chief offender – Lara Croft. In no way is Lara a – and I quote – "significant step forward for the fairer sex". If you looked up Lara Croft in the dictionary it would say "see Marketing Bollocks". Lara is there for one reason and one reason alone – to sell the *TR* games. It makes no difference to the gameplay or the story that the main character is a woman. If Lara was a bloke in neat slacks with a Panama hat and a whip and the game was called *Indiana Jones 4*, it would still be the same. Admit it. When *Tomb Raider* was first released, you walked by it in the games store then stopped and had another look, purely because the front cover had a woman with massive... appeal.

There are far too many examples of how women in games are there purely for sales purposes. Look at the PlayStation fighting game, *Dead or Alive*. The two female characters had breasts so large I'm surprised they didn't keep losing energy due to the way their chests bounced back in their faces. The options screen even had an option to turn off the breast bounce. Once again, sex sells.

Other fine examples include a little-known dodgy PC title, *Metal & Lace: Battle of the Robo-Babes*. The title says it all. Take a look at the *Resident Evil 2* review on page 47 of TC5. Is that a pair of really short shorts I see hugging Claire's butt? Oops, sorry. She's an "articulate, modern, woman... intelligent and optimistic". Not a cheap ploy to sell more to the male population then?

The only time I've ever seen female characters with anything useful to say or do is *Final Fantasy VII*. Here the plot and characterisation made the game so damned good. The moment Aeris was killed by Sephiroth actually brought a lump to my throat. I spent the rest of the game waiting for her to come back to life in a dodgy plot twist, but it was never to be. Congratulations to Square for making a good female character. Tifa did wear tight shorts, though, so maybe they're not perfect after all.

The problem is simply that the majority of gamers are male. While this is the case, and male programmers keep going the way they are going, women will never be treated fairly in games. Personally, I hope this changes in the future. Cheers, lads.
Paul Mitchell – Via email

We've passed your comments on to Simon, who wrote the feature, and have invited him to respond next month. If any other readers would care to comment on the topic of 'Women in Video Games', or as other magazines might like to call it 'Playing With Breasts', please feel free to write in at the usual address.

Dreamcast™

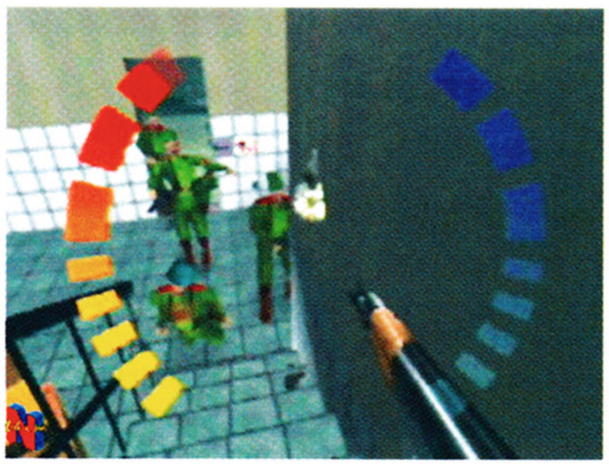
Alien 3 on the Sega Megadrive; a rare example of a great license that didn't go to waste

WASTED LICENSES

I felt I had to write in to tell you how annoyed I am. As a gamer, I am completely fed up of companies making rubbish games on potentially great licenses. As if you need to be told, I am referring to *South Park* and other games. I had great hopes for this game, and was really upset when I read your review. If Acclaim had put any effort into this game instead of just making a cash-in, it could have been great. I would expect these kind of games from Sony, but when I heard that Nintendo were making *Mario Party*, my heart sank. The cash-in bell in my head again started ringing. This may sound like a great game – for about three minutes. *Smash Bros.* is another. It may be fun at first, but I'm sure the lastability is rubbish, and I am sure it will not be another *Mario Kart*. We have always been stuck with these types of games (*ET* on Spectrum) and always will be (*Tomorrow Never Dies* on PSX, which is trying to cash-in on another game – *Goldeneye*). It's a good job that you're here and have the balls to give games such as *South Park* the ratings that they deserve.
Stephen Fusi – Dumfriesshire

Wasted licenses have been a part of the games industry for almost as long as the games themselves. Occasionally games such as Goldeneye, Alien 3 and Blade Runner *do their licenses justice, but for the most part I think it's fair to say that licenses are generally disappointing. You've possibly been a bit harsh on the two Nintendo titles and the as-yet-unfinished* Tomorrow Never Dies, *but* South Park *is definitely the most blatant cash-in to appear on any format in recent times.*

IT'S A GOOD JOB THAT YOU'RE HERE AND HAVE THE BALLS TO GIVE GAMES SUCH AS SOUTH PARK THE RATINGS THAT THEY DESERVE



How could anybody hate such an inoffensive machine?

DREAMCAST HATRED

The game itself stumped quite a few Dreamcast haters", from TC5's *Incoming* review, expresses exactly the sort of attitude that Ollie (Control Yourself, same issue) conceived as an "Ostrich-based affliction concerning Sega's machine". There is no real reason to hate a cheap, technically advanced two month-old machine now, is there? (Apart from the quote above which, sadly, is truthful.)

Total CONTROL is a great magazine. You are printing more DC coverage than any other multi-format magazine, and so deserve to be applauded. Keep it up. CVG's latest only managed *Shenmue* and *Sonic Adventure*, and *Sonic* was not a review – don't be so critical, Mr. Thom Airs. Mr. Paul Tuson, TC's very own Nostradamus, may be onto something, having just heard of devoted PlayStation owners turned N64 owners. Hope your DC forecast is as fruitful.

PS. Are there any Rapide staff preparing to bid for an official Dreamcast magazine? You could do it justice. Here's to a great Issue Six.
'Mark in Glasgow' – Via email

WHAT FISH?

May I start by complimenting you for an exceptionally good magazine. I used to read PC Gamer etc. and I was very surprised (in a good way) when I got hold of an issue of Total CONTROL. The layout, the writing, the way of handling the genre of games and peripherals, are just beyond what is otherwise presented to us readers.

Well, let's cut to the chase. I wonder, do you have a Web site? I've been scanning the Net, but I've come up with nothing. Perhaps you are working on it? Anyway, I would be very pleased to know if you do or will. I've bought every issue since the second – the first issue I had to order through the back issues. I still haven't got it, but I'm looking forward to it and issue number five. I hope you're making GOOD money and that your future will be prosperous and give us readers many hours of inspiration and entertainment. Have a good time... all the time... That's my philosophy. "So long and thanks for all the fish!"
Anders Sjoberg – Stockholm, Sweden

We have a Web site currently under construction, which will hopefully be up and running before the end of the millennium. As soon as there's anything worth looking at there, you can bet that we'll be advertising the fact as much as possible.

THE MISSING LINK

First saw your mag at Issue Three, now reading Issue Four – nice layout, and honest for a change. I notice in your information box for PlayStation you have omitted the link cable. Why? I think this option is well under-used by game developers; most people would prefer to play against a friend than a readable AI. Why then have half screen when you can have full?

I have two PlayStations in different rooms, linked by an eighteen foot cable that I made myself (I am told that eighteen feet is max). This is great for *C&C: Retaliation*. With second-hand PlayStations almost as cheap as a new game, why not? I was very disappointed when the N64 had no link option – does the Dreamcast have one? Will the PlayStation 2 have one? I hope so!
M. Shackleford – Leicester

We originally omitted the link cable because Sony had effectively stopped supporting it, along with the PlayStation mouse. Ridge Racer Type 4, *however, has a superb four player option making use of the cable and we, like you, are hoping that the link cable will be utilised by more developers in the future. It's true that carting your console and a TV round to a mate's house can be a bit of a hassle, but with games like* Wipeout 2097, C&C *and* Doom *all available reasonably cheaply, we reckon there's no better way to play. Look out for an extended PlayStation info box in future issues.*

The Dreamcast comes complete with a modem for multiplayer gaming, and we're reliably informed that Ethernet capabilities will become available in the future, meaning that anything up to eight of you might be able to compete with a screen each. As for PlayStation 2, everything we know about it is printed at the beginning of our Reportage section.

COMPETITIONS

Ubi Soft · INFOGRAMES · EIDOS INTERACTIVE · PSYGNOSIS

COMPETITION

CHAMPIONSHIP MANAGER 3

Win one of ten copies of Eidos' excellent Championship Manger 3 on PC. All you have to do is answer these three questions on the back of a postcard or sealed down envelope and mark it 'Champ. Manager 3 Compo'.

1 Who won this year's prestigious World Player of the Year award?

A Zinedine Zidane
B Michael Owen
C Ronaldo

2 Which team are the current European Champions?

A Real Madrid
B Juventus
C Man Utd

3 Who scored France's third goal against Brazil in the World Cup Final?

A Lillian Thuram
B Emanuelle Petit
C Zinedine Zidane

EIDOS INTERACTIVE

COMPETITION

ROLLCAGE

Win one of ten copies of Psygnosis' Rollcage on PlayStation. All you have to do is answer these three questions on the back of a postcard or sealed down envelope and mark it 'Rollcage Compo'.

1 Where are Psygnosis based?

A Liverpool
B Manchester
C Dundee

2 Who were the developers behind *Rollcage*?

A Dirty Monkey
B Reflections
C Attention to Detail

3 What special ability do the cars in *Rollcage* have?

A They can drive either way up
B They have cup holders
C Leopardskin seats

PSYGNOSIS

COMPETITION

MONACO GRAND PRIX

Win one of ten copies of Ubi Soft's Monaco Grand Prix on N64 (you can check out our review update in this month's Reportage to get an idea of how good the game is). All you have to do to win is answer these three questions on the back of a postcard or sealed down envelope and mark it 'Monaco Compo'.

1 Who was the winner of last year's Monaco Grand Prix?

A Mika Hakkinen
B David Coultard
C Michael Schumacher

2 Which Grand Prix did Damon Hill win last year?

A Hungarian
B Belgian
C Australian

3 Who won last year's Drivers Championship?

A Mika Hakkinen
B Michael Schumacher
C Ralph Schumacher

Ubi Soft ENTERTAINMENT

COMPETITION

MAX POWER RACING

Win one of five copies of Max Power on PlayStation and one of five copies of Bugs and Lola for Gameboy Color. All you have to do is answer these three questions on the back of a postcard or sealed down envelope and mark it 'Max Power/V-Rally Compo'.

1 *Max Power* is a license from what?

A A breakfast cereal
B A magazine
C A headache tablet

2 The 'V' in V-Rally stands for...

A Virtual
B Vegan
C Violet

3 Where are Infogrames' UK offices?

A Bristol
B Liverpool
C Manchester

INFOGRAMES

Rules and regulations

Please adhere to these rules or your entries will just end up in the bin! The rules are simple really – just make sure all entries are on the back of a postcard or sealed down envelope (any inside envelopes will be binned) and that we get them before the 14th May, 1999. No correspondence will be entered into and the Editor's decision is final. No employees of Rapide Publishing or their relatives are permitted entry into the above competitions.

Send entries to: **Total CONTROL • Rapide Publishing • 1 Roman Court • 48 New North Road • Exeter EX4 4EP.**

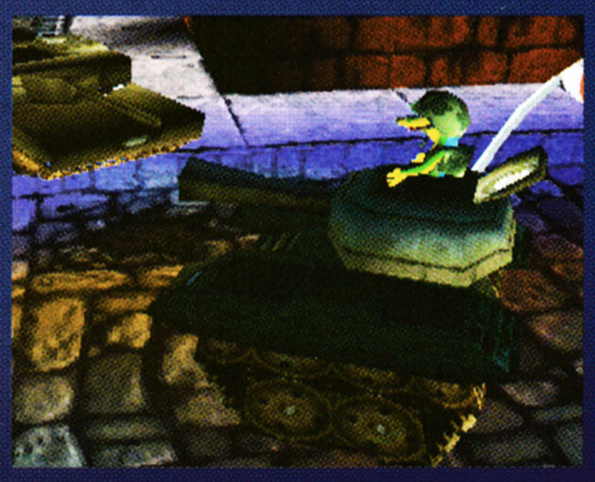
Eidos Gameography

Jet Fighter 3 April 96
Witchhaven II May 96
Chaos Overlord May 96
Total Mania June 96
Big Red Racing Oct 96
Flashback Oct 96
Rise of the Triad Oct 96
Street Fighter 2 Oct 96
Terminal Velocity Oct 96
Under A Killing Moon Oct 96
Virtual Golf Oct 96
Links LS Oct 96
Master of Dimensions Oct 96
Blam Machine Head Oct 96
Championship Manager 2 Oct 96
Johnny Bazookatone Oct 96
Orionburger Oct 96
Riddle of Master Lu Nov 96
Power F1 Nov 96
Tomb Raider Nov 96
Incredible Hulk Dec 96
Over the Reich Dec 96
Crimewave Jan 97
Champ. Man 2 Leagues Jan 97
Tek War Jan 97
Eradicator Jan 97
Thunderhawk 2 Feb 97
Cave Wars Mar 97
Duke Nukem Atomic Mar 97
Chitty Chitty Bang Bang Mar 97
James Bond Mar 97
Shellshock May 97
Blood Jun 97
Blood Shareware Jun 97
Duke Nukem 3D Jun 97
History of the World Jun 97
Machine Hunter

Making a Living

Eidos are **one of the biggest players** in the world's fastest **growing industry**, and they are growing right along with it. Although best known as the publishers behind the ***Tomb Raider*** **phenomenon**, they have a distinguished **pre-Lara history** behind them and a whole list of **great games due out during 1999.**

Jun 97 **Speed Demons**
Jun 97 **Swagman**
Jun 97 **Terracide**
Jun 97 **Test Drive: Off Road**
Jun 97 **All-Star Soccer**
Aug 97 **Atke Europa**
Sep 97 **Conquest Earth**
Sep 97 **Links LS 98**
Sep 97 **Shadow Warrior**
Sep 97 **Champ. Man 2 96/97**
Oct 97 **Chronomaster**
Oct 97 **Champ. Man 2 97/98**
Oct 97 **Tomb Raider II**
Nov 97 **Joint Strike Fighter**
Dec 97 **Myth**
Dec 97 **Flight Unlimited II**
Jan 98 **Chill**
Mar 98 **Fighting Force**
Mar 98 **Duke Killathon**
Mar 98 **World League Soccer**
Jun 98 **Commandos: Behind Enemy Lines**
Jun 98 **Deathtrap Dungeon**
Jun 98 **Dominion: Storm over Gift 3**
Jun 98 **Final Fantasy VII**
Jun 98 **Tex Murphy: Overseer**
Jun 98 **Olympic Games**
Jul 98 **Olympic Soccer**
Jul 98 **Ninja**
Oct 98 **Unholy War**
Oct 98 **Wreckin' Crew**
Oct 98 **WLS 99**
Nov 98 **Tomb Raider III**
Nov 98 **Links LS 99**
Nov 98 **Gangsters**
Nov 98 **Thief**
Nov 98 **Akuji the Heartless**
Feb 99



When I was asked to do a six page company profile feature for this month's issue, I groaned with despair. Six pages on one company? I was expecting to do maybe one page of interesting stuff, then five pages of padding and waffle. Most companies, either publishers or developers, barely have enough going on to fill a single page, let alone six. However, by the time I had finished looking at the Eidos catalogue for 1999, I began to wonder if six pages would be enough space to fit everything in. Let's start off with a brief look at the history of the company, then we'll get into the games themselves.

Eidos PLC

The game publishing arm of the company is just one of three groups within the parent company, Eidos PLC. The other two are Eidos Technologies and Glassworks. Eidos Technologies is the research and development division of the company, currently specialising in video compression techniques relating to CD-ROM, videophones and video editing software. They incorporate Eidoscope, a recently formed department working on Internet technologies and interface design, for both in-house and external clients.

Glassworks is Eidos' in-house digital production facility, creating spectacular computer graphics used in game intros and cut scenes, as well as doing external work on TV adverts and music videos. They have at their disposal state-of-the-art facilities for 3D rendering, motion capture and post-production. Their recent clients have included Nike, the National Lottery, George Michael and the Spice Girls.

Of course, the branch of the company in which we are most interested is Eidos Interactive, who develop and publish the games for which the company is justly famous.

Eidos Interactive

With offices all around the world, Eidos Interactive are a major presence in the international computer games market. They publish and develop games in all genres and for all major formats. Their major titles include (of course) the incredibly successful *Tomb Raider* series and the acclaimed *Championship Manager* football games. Recent hits have included *Commandos: Behind Enemy Lines* and the *Gex* platform games for the PlayStation. Eidos have also won the license rights to produce official products for the European football ruling body UEFA, and the Formula One racing organisation, the FIA, as well as movie licenses including the hit movie Braveheart, starring Mel Gibson. They have also signed a deal with Michael Owen, the talented young Liverpool and England striker, to endorse the *World League Soccer* game.

Their consistently high standard of output is maintained by the company's unique relationship with its developers, both external and in-house. Eidos have a stable of twenty-one different development teams, including such famous names as Core Design, Crystal Dynamics, Pumpkin Studios, Silicon Dreams and Ion Storm. Some are wholly owned, some are operated as share-owning partnerships, and others have long-term publishing deals covering three or four products. Whatever the financial relationship, the development teams are small, highly motivated and have a high degree of autonomy. Eidos supply secure financial investment but leave the day-to-day development of the games to the developers involved, and the result is one of the most impressive collections of new titles in the industry. Over the next few pages we'll take a look at what's coming up in the next few months.

THEIR CONSISTENTLY HIGH STANDARD OF OUTPUT IS MAINTAINED BY THE COMPANY'S UNIQUE RELATIONSHIP WITH ITS DEVELOPERS, BOTH EXTERNAL AND IN-HOUSE

Few companies can match Eidos for quality games

From the *Championship Manager* series to *Soul Reaver*, and from *Flight Unlimited II* to *Warzone 2100*, Eidos have published games in every genre

Being a soul-eating fiend from Hell has never been so much fun

INFORMATION

GAME	Soul Reaver: Legacy of Kain
FORMAT	PlayStation
DEVELOPER	Crystal Dynamics
RELEASE	March

SOUL REAVER: LEGACY OF KAIN

Soul Reaver: Legacy of Kain is a revolutionary game for the Sony PlayStation which features the adventures of Raziel, a vampire lord. Raziel has been cast out from the evil kingdom he helped build. Players must guide Raziel on his mission of vengeance to regain his lost powers, and to destroy the vampire king Kain and his evil court.

The game is played in the third person, with the camera following Raziel as he moves through the world, or rather worlds. As a supernatural being, Raziel is able to shift from the material plane to the spectral and back again, causing the entire playing environment to morph and twist into subtly different shapes. Bridges which were impassable in one plane might be no obstacle in the other.

The game uses some impressive techniques to get the most out of the PlayStation's limited resources. The immense levels are continuously streamed from the CD, eliminating long loading times and freeing up memory for other uses. As a result, the game runs in high-resolution mode, and employs some dramatic lighting effects which add to the atmosphere.

The character models are highly detailed, and the animations are made more realistic by the use of segmented skeletons and smooth skinning. The game features full dynamic lighting and architect designed levels. The gameplay carefully balances puzzle solving with combat action. Combat has been enhanced by the use of advanced enemy AI and an 'autofacing' mode which keeps Raziel facing his enemies.

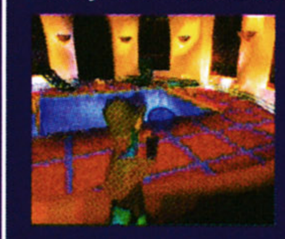
Soul Reaver: Legacy of Kain will be available in March on the PlayStation, and a PC version will be released some time later in the year.

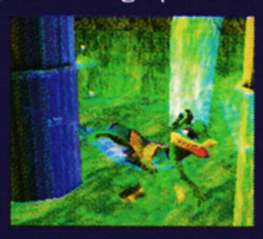
GEX: DEEP COVER GECKO

Gex is back, and he's cooler than ever! The world's only freelance lizard secret agent is on a mission to rescue the beautiful Agent Xtra, who is being held prisoner by Gex's arch enemy, Rez. In stunning 3D, Gex runs, jumps, climbs and rides his way through this all-new adventure from Crystal Dynamics. As always, humour has a big part to play in the game, and to make sure of that, the voice of Gex is supplied by the multi-talented Danny John Jules, better known as Cat in the comedy sci-fi series Red Dwarf. The script for the UK version has been completely re-written by a British comedy scriptwriter, and features over a thousand jokes and one-liners.

The game's twenty-four levels parody many recent films and TV series, as well as other cultural icons, including Private Ryan, Sherlock Holmes and Santa Claus. Gex has over twenty-five new disguises, including Gex Eastwood, Long John Gex and Gladiator Gex. Everything in the game is new and original, especially some of the character mechanics. Gex can now go scuba diving, gliding and snowboarding, and can ride camels, crocodiles, and even a tank!

Gameplay has been enhanced, with a new 3D camera system, two new secret characters and bonus rounds with ingenious sub-games. The levels are populated with over sixty new enemies, including special boss characters.



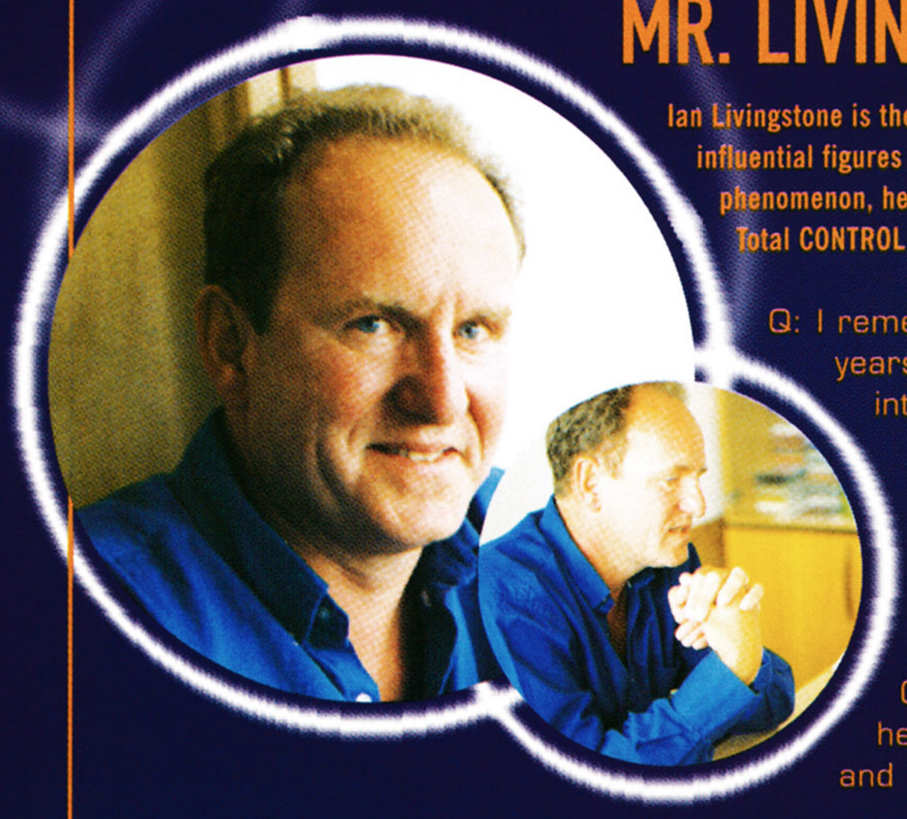


Who was that masked gecko?

INFORMATION

GAME	Gex: Deep Cover Gecko
FORMAT	PlayStation
DEVELOPER	Crystal Dynamics
RELEASE	April

MR. LIVINGSTONE, I PRESUME



Ian Livingstone is the Chairman of Eidos PLC, a company that I assume will need little introduction to many of our readers, and one of the most influential figures in the games industry. Famous for the original 'Fighting Fantasy' gamebooks and co-founder of the Games Workshop phenomenon, he seems to have the Midas touch when it comes to the business of games. He took time out from his busy schedule to talk to Total CONTROL during a recent visit to Dallas, Texas.

Q: I remember reading, or should that be playing, a few of your Fighting Fantasy gamebooks many years ago. Do you think that writing those books represented the start of your interest in interactive entertainment?

A: My interest in interactive gaming started in 1975 with Dungeons & Dragons. We used to play for endless hours, and I usually ended up being the Dungeon Master. Designing dungeons obviously contributed to writing Fighting Fantasy gamebooks, the first of which was Warlock of Firetop Mountain, which I co-wrote with Steve Jackson.

Q.: You founded Games Workshop with Steve Jackson, and you used to write with him. I think he now has his own company, Steve Jackson Games, but is he connected with Eidos in any way, and are you still friends?

A.: There are actually two Steve Jackson's in the games industry, one being my best friend with whom I founded Games Workshop. The other lives in Austin, Texas, and it is he who founded Steve Jackson Games

DAIKATANA

One of the most keenly anticipated games of the year, *Daikatana* is the latest production from Ion Storm, the company set up by John Romero, the creator of *Quake*.

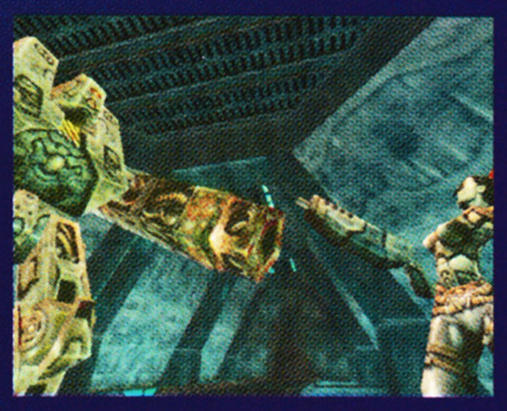
Daikatana is a 3D first-person adventure game based on an enhanced version of the successful *Quake II* graphics engine. You play Hiro Miyamoto, a Japanese scientist, on a quest to recover a sacred magical sword which has the ability to travel through time. The game is set in four different periods of history – ancient Greece, medieval Norway, post-apocalypse San Francisco and the distant future. In each location you must battle monstrous enemies with a variety of weapons. There are over sixty different enemies and more than thirty weapons. You are not alone in your quest, however. Accompanying you on your mission are Mikiko Ibihara, a beautiful and intelligent young woman, and Superfly Johnson, a tough and resourceful African American.

The game engine has been improved in numerous ways, including realistic weather effects and the use of distinct colour palettes for each historical period to give each a different look and feel. The use of realistic locations, such as Alcatraz prison and the Acropolis in Greece, gives the game a very involving atmosphere.

As with John Romero's previous games, you can expect plenty of spectacular action and gory battles, and just like *Quake II*, the game will also feature a multiplayer mode for deathmatch play over the Internet and local networks. A multiplayer demo should be available in March, and the full game is due to appear in June.

INFORMATION

GAME	Daikatana
FORMAT	PC
DEVELOPER	Ion Storm
RELEASE	June



BRAVEHEART

If you have seen the award winning film Braveheart, starring Mel Gibson, you will already know the story of this game from Scottish developers Red Lemon Studios. Set against the anarchic background of thirteenth century Scotland, the game places you in control of one of the many clans struggling to reclaim their freedom from the invading English. This is more than just a wargame. You must oversee the daily life of the villages under your control, allocating resources to farming, trade and commerce, building fortifications and raising troops. You must battle the other chieftains for overall leadership if you are to unite the clans and take on the English. Battles take place in full 3D using hundreds of AI-controlled polygon figures, animated using motion capture for total realism.

The game features a highly realistic 3D map derived from Russian satellite photographs (don't ask how they got hold of them) and covers the whole of Scotland and England in amazing detail. The developers claim that your character could walk from Lands End to John O'Groats within the game engine, and every hill and valley along the way would be modelled to an accuracy of just a few metres. If the map could be printed out, it would be over five hundred metres long.

There are many other accurate details in the game. Permission was granted by the Standing Council of Scottish Chiefs and the Clan Association of Scotland to use real clan tartans, and Mel Gibson has co-operated with Red Lemon so that his face can be mapped onto a 3D model in the game.

INFORMATION

GAME	Braveheart
FORMAT	PC
DEVELOPER	Red Lemon Studios
RELEASE	May

and designed *Car Wars*. The English Steve Jackson is still my best friend, although he is not connected with Eidos. He was one of the co-founders of Lionhead Studios with Peter Molyneux.

Q: The Fighting Fantasy books were amazingly successful, Games Workshop grew to over thirty shops around the country, and you are currently Chairman of Eidos PLC, I believe, which is undoubtedly one of the top computer games companies in the world. Do you have some sort of magical ability to make businesses flourish, or have you found the 'unlimited success' cheat code?

A: Since playing Diplomacy as a student in the late 60s, games have been a big part of my life. I have a collection of over 600 board games and a large collection of computer games. I've designed many board games and written many Fighting Fantasy books. I guess my passion and enthusiasm for games contributes enormously to my ability as a businessman. I've always tried to bring original ideas to people hoping they would like the stuff I enjoyed myself.

Q: Eidos seems to have not just a strong corporate identity, but a consistent corporate philosophy as well. How much of that is your doing, and to what extent do you think this has led to the success of the company?

A: Eidos is a publisher that has a very 'hands on' approach to development. We form very close links with our studios so as to maximise the potential of each title. It is a non-hierarchical company whereby from the chairman down, everybody has a passion for games. This has led to our publishing original titles like *Tomb Raider*, *Commandos*, *Gangsters*, *Warzone 2100*, *Championship Manager* and *Soul Reaver*.

CUTTHROATS

While most games publishers are concerned about software piracy, Eidos are publishing piracy software. *Cutthroats* is an action and strategy game set in the Caribbean between 1625 and 1725, when the area was rife with pirates keen to help themselves to Spanish gold. This is no arcade romp, however. The developers have done exhaustive research on the historical period, and the game is as accurate as possible within the boundaries of being fun to play.

Gameplay is open-ended, as the player interacts with a complex program which simulates the economics of the region, as well as other characters' reactions to the player. Combat takes place on a 3D isometric map, depicting more than a thousand enemy ships and eighty historically accurate ports with an impressive level of detail. The long-term aim of the game is to obtain bigger and better ships and amass sufficient treasure to retire and live a life of luxury on the ill-gotten gains.

INFORMATION

GAME	Cutthroats
FORMAT	PC
DEVELOPER	Hot House Creations
RELEASE	June

ABOMINATION

Abomination is a 3D-isometric action/strategy game in the same genre as *X-COM: Apocalypse* or *Syndicate*, but with the emphasis on fast-paced action. You control a team of highly trained combat operatives fighting against the Brood, an evil conspiracy bent on taking over the world. The Brood absorbs its enemies into a group mind, leaving their undead bodies to be used to make larger and more deadly creatures. There are twelve members in your combat team, but only four will enter each event site to counter the Brood threat. You may find yourself fighting inside buildings or out on the street, in subways and sewers – anywhere that the enemy attacks.

The single player game sounds impressive enough, but there are also options for playing against your friends either on a local network or via the Internet. Players can either compete to clear areas of enemy infestation or fight against each other head to head.

INFORMATION

GAME	Abomination
FORMAT	PC
DEVELOPER	Hot House Creations
RELEASE	June

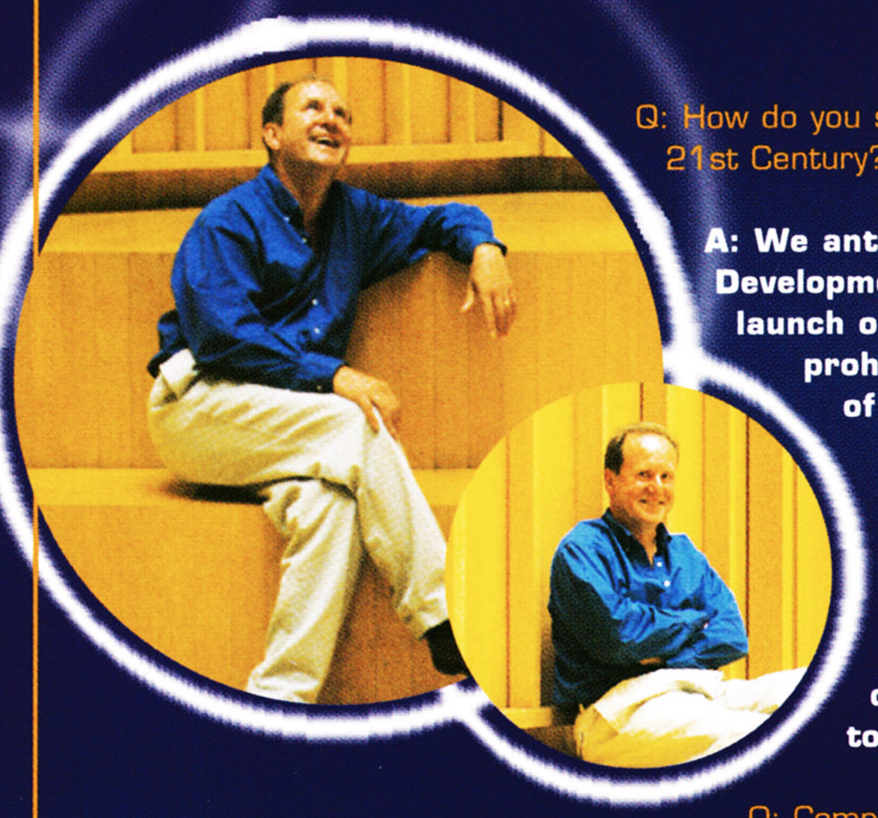
UEFA CHAMPIONS LEAGUE (SEASON 1998/1999)

There are a great many football simulators on the market at the moment, some good, some bad, and some indifferent, so it's going to take a really special product to make an impression on the market. In *UEFA Champions League*, Eidos have just such a product. Naturally the game includes all the stages, groups and ninety-five teams from this year's event, but also much more. For instance, the game contains a database of every UEFA team since 1960, and an arcade management mode which allows you to build the ultimate 'dream team' of historical players. Other playing modes include custom tournaments and scenarios taken from this season's games which put you in charge at a vital point in a real game and challenge you to re-write history.

The game engine is one of the most sophisticated ever seen in a sports title. The players are all accurately represented using fully skinned skeletal models with realistic weighting and motion captured animation. All the European stadiums are recreated in exact detail, with realistic looking textures for the crowds of spectators. Sound effects include sampled crowd noises appropriate to each stadium, the official UEFA Champions League theme by Tony Britten, and sixteen thousand lines of commentary from Bob Wilson, Ron Atkinson and Brian Moore.

INFORMATION

GAME	UEFA Champions League
FORMAT	PC/PlayStation
DEVELOPER	Silicon Dreams
RELEASE	April



Q: How do you see Eidos, and by inference the rest of the computer games industry, developing into the early 21st Century?

A: We anticipate that Eidos will be one of the few major publishers in the early 21st Century. Development costs, marketing and publishing costs are certain to increase rapidly with the launch of next generation consoles, and the costs of entry into the market will be too prohibitive for some companies. Budgets on titles will be much higher, and the consequence of this is that there will be less titles.

Q: The technology of computer games is very much cutting edge stuff and takes advantage of the latest developments. Can you foresee any technological advances that will make a difference to the way we live and play in the coming years?

A: The Internet will obviously be the thing that most changes our lives next century. From communication to shopping, and not least gaming, our lives will change. I'm looking forward to it, if I live that long!

Q: Compared to most people who have achieved your level of success, you are still fairly young. Do you think that with Eidos you have found your place at last, or do you still have plans for any more business ventures in the future? Let me know now, so I can buy shares early.

SABOTEUR

Saboteur is a new kind of 3D adventure game coming out this summer for the PC and PlayStation. Combining elements of third-person puzzle solving games such as *Tomb Raider* with the full-on beat-'em-up action of games like *Soul Blade*, the game promises to be an enthralling experience. You play a highly trained ninja warrior named Shin, who is accompanied on his adventures by his faithful dog Shiro. The storyline for the game is pure Bruce Lee, with a murder to avenge and a kidnapped sister to rescue.

Shiro the dog is a computer controlled character, but you can command him to perform certain tasks, such as pinning down enemies or crawling into tight spaces to operate levers. This gives the puzzle solving angle of the game an extra dimension, as there are some problems which can only be solved with Shiro's help.

The game boasts many technically advanced features such as smooth skinned character models, full motion capture animation and accurately modelled object dynamics. The combat system is as good as anything seen in a dedicated fighting game, with a variety of special moves and weapons.

INFORMATION

GAME	Saboteur
FORMAT	PC/PlayStation
DEVELOPER	Tigon
RELEASE	June

OMIKRON: THE NORMAL SOUL

Omikron: The Nomad Soul is a stunning new 3D role-playing game set in the alternate world of Phaenon, in the atmospheric cyberpunk environment of the domed city of Omikron. The design of this sci-fi world is reminiscent of the vision of a future Los Angeles seen in the classic Ridley Scott movie Blade Runner. Glowing neon signs, flying cars and seedy, smoke-filled strip clubs give the real-time 3D world of *Omikron* a truly captivating atmosphere. The plot involves a thousand-year-old demon called Astaroth, who is stealing souls for his own foul purposes. Your mission is to take over the bodies of characters in the game and foil his plan.

Omikron features some ground-breaking technology, including real-time facial motion capture. For the first time in a game, characters will have realistic facial expressions, including lip movement synchronised to speech. The 3D engine powering the graphics is one of the most advanced ever seen, with full Gouraud shading to simulate curved surfaces and multi-coloured real-time dynamic lighting.

This is one game I am really looking forward to.

INFORMATION

GAME	Omikron: The Normal Soul
FORMAT	PC/PlayStation
DEVELOPER	Quantic Dream
RELEASE	March

URBAN CHAOS

Eidos aren't giving much away about the plot of *Urban Chaos* at the moment, except to say that it involves some predictions about the end of the millennium which come true with devastating results. The technical details we have been able to unearth are also a bit sketchy, but some of the features sound impressive. Realistic wall-hugging shadows, shimmering reflections in water and volumetric fog should give the game an unparalleled realism, while something called 'atomic matter simulation' ensures accurate real-time modelling of object collisions.

The gameplay features total freedom of movement in a realistic 3D city environment, and a free-form approach to game objectives in which the player decides how the plot progresses. The fast-paced action includes martial arts, hand to hand combat, a selection of realistic weapons and driveable vehicles. The exploration and puzzle solving elements include physical acrobatics and stealthy movement. If you imagine a combination of *Tomb Raider III* and *Thief* set in the present day, you may be halfway to *Urban Chaos*.

INFORMATION

GAME	Urban Chaos
FORMAT	PC/PlayStation
DEVELOPER	Mucky Foot
RELEASE	June

A: I'm not looking beyond Eidos at the moment as I am really enjoying my work. Computer gaming is still a relatively new industry, and as technology advances the potential to make totally realistic simulations of real life becomes attainable. Look at the difference between games of today and those of only five years ago – I'm only just starting!

Q: I've asked a lot of people this question, and the answers are always unexpected, even if the question is not. If you had never started down the road you are now on, if you had never written a gamebook and never heard of Dungeons and Dragons, what do you imagine you would you be doing right now?

A: I've never been able to work for an employer, and so if I'd been unable to turn my hobby into a business, I would probably have sold everything I had, bought a boat and sailed around the world. After a long stint in the tropics, I would have eventually turned to writing a book entitled 'Growing Coconuts for Fun and Profit'.

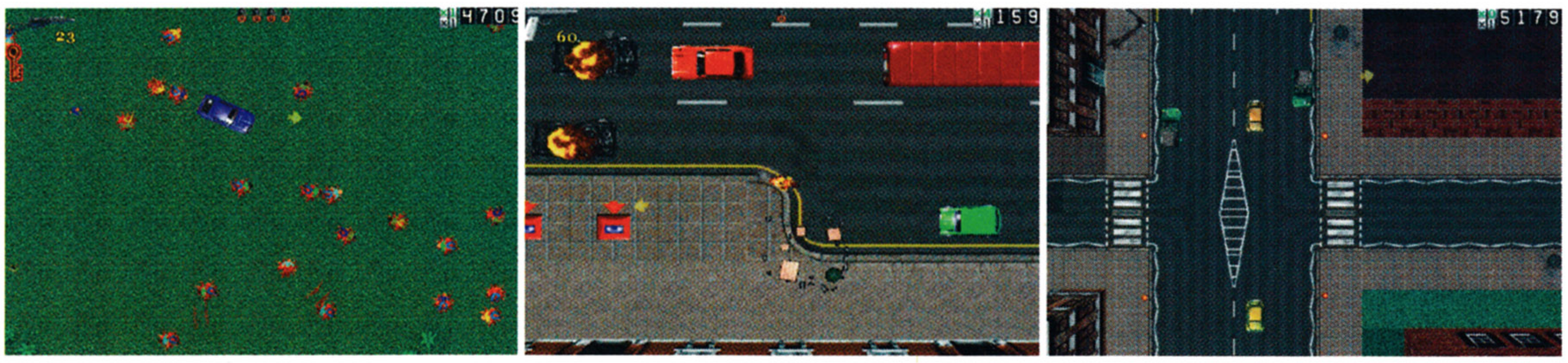
T.C.: Ian Livingstone, on behalf of our readers, thank you very much indeed for taking the time to talk to us.

GTA: London 1969

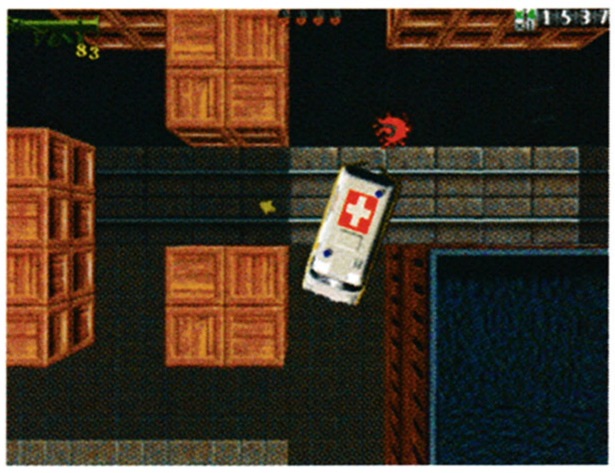
One of last year's **more inspired games** is back. But this time it's ***Grand Theft Auto*** with a **special London chic** and a lot of people "givin' it all that"...
Become as **notorious as the Kray twins** with *GTA: London 1969*.

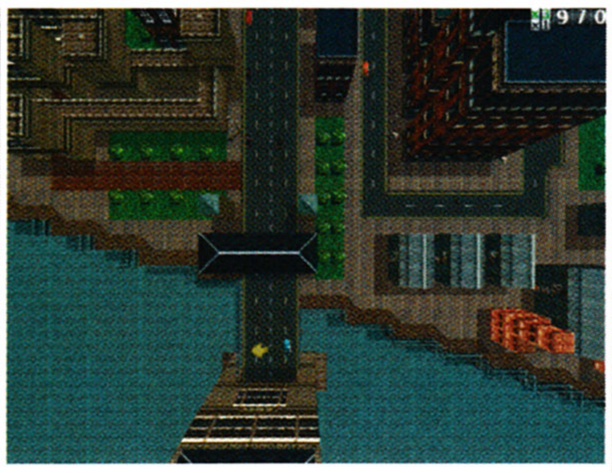
INFORMATION	
FORMAT	PlayStation
PUBLISHER	Take 2 Interactive
DEVELOPER	Rockstar
STYLE	Action Adventure
RELEASE	April
PRICE	£TBA
PLAYERS	One
ANALOGUE	TBA
DUAL SHOCK	TBA
MEMORY CARD	One Block

When the original *Grand Theft Auto* was released, it caused quite a stir in the mainstream press. The Daily Mail and co. jumped on the 'video games are corrupting our youth' bandwagon – it was a whole load of fuss over nothing. Instead people should have been focusing on what was (and still is) a gloriously playable and original game. And although *GTA* does require the player to steal a huge number of cars, I've not heard of anyone blaming a simple video game for inner city crime since.



It's amazing how quickly it all comes flooding back! *GTA* is a game that you can have fun playing just for the sake of it





The idea of *Grand Theft Auto* was simple: present the player with a living, breathing city and give him points for committing crimes. Now give him a few loose guidelines such as missions to perform, given via phone boxes, and the ability to steal and drive any car that he sees, and you have one of the best games of 1998.

Anyway, *GTA: London 1969* is an add-on pack for that game and, as the name clearly states, it is set in London in 1969. The reason why is obvious: however cool you think London is today, the sixties were easily the capital's most glamorous period; think of the mini skirt, the Mini Cooper, think of Michael Caine in Alfie and The Ipcress File, think of Emma Peel in The Avengers... hell, even the London underground (the crime scene, not the rail service) had a certain amount of glamour thanks to the Kray twins. And so this is the world that you'll be transported to as the newest and brightest member of the underworld – an eager and wide-eyed wannabe gangster trying to make it all the way up the ranks to become London's most notorious villain. The idea and setting are so great, it's hard to imagine why someone hasn't thought of it before...

A right awkward ponce

GTA: London 1969 doesn't stray too far from the original game's wonderful gameplay, but it offers thirty new multi-staged missions that are far more challenging than before – we've heard that one involves kidnapping the Queen... As you'd expect, there are a whole load of new cars from the period. We are promised sixty or so, and they include Mini Coopers, Jaguars (the discerning villain's choice of automobile), London buses, taxis and all manner of English sports cars for you to 'jack.

Every aspect of London has been represented in this massive city map (it's bigger than any of the other *GTA*'s maps), from the posh parts of town such as Knightsbridge and Chelsea to the dirty, crime-infested Docklands, to London's famous West End and all the tourist attractions such as the Houses of Parliament, Buckingham Palace and the Tower of London. It's all here and the game's brilliant art and use of red London buses and black cabs gives the game a great 'Smoke' feel.

There's also a cool soundtrack which is said to be more that sixty minutes long. This features not only takes on some of the famous pop music of the day, but also film soundtrack-inspired tracks (think John Barry and Roy Budd and you'll have a good idea of what this will be like) and classic reggae and ska from the Trojan Records back catalogue.

Givin' it all that

A proper story has also been implemented into the game for the first time, and this chronicles your rise upwards (or is that downwards?) through the ranks of the underworld – you'll eventually work exclusively for the 'Crisp Twins', a couple of psychopathic gangsters who are losing the plot. Each of the three main chapters has ten multi-stage missions, along with a series of secret missions, as you steal the cars of well-known secret agents desperate to save the world from nuclear apocalypse, lewd photographers and notoriously disgraced members of the aristocracy. This story aspect is there to give the player a sense of progression through the game and is also a great opportunity to present some gloriously cliched characters that appear and disappear as you play (sometimes because of you).

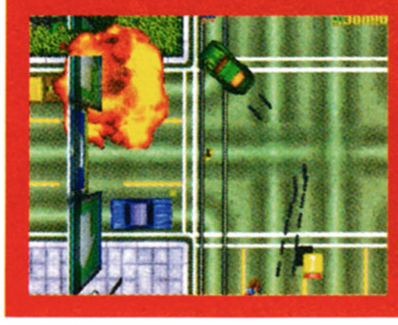
EVERY ASPECT OF LONDON HAS BEEN REPRESENTED IN THIS MASSIVE CITY, FROM THE POSH PARTS OF TOWN SUCH AS KNIGHTSBRIDGE AND CHELSEA TO THE DIRTY, CRIME-INFESTED DOCKLANDS

Of course, because *GTA: London 1969* is a mission pack it will require you to own a copy of the original game, and for the first time ever, this will also be true of the PlayStation version. It is the first game that uses some new technology that allows the swapping of discs. It is basically an additional game for fans of the original (I bet you wish you hadn't traded your copy of *GTA* in now, don't you?), but anyway, you should be able to pick up the first release for under twenty quid now, and we suggest that you do, because *GTA: London 1969* is likely to be one of the more enjoyable PlayStation games of the year. **TC**

The top-down view is essential to the gameplay

GRAND THEFT AUTO – ORIGINAL STYLE

As you can see, not a lot has changed from the previous game, although we think that the setting is great deal cooler. You'll need *GTA* in order to play this version and as it's out on Platinum, you'll be able to get it for £19.99 or less.



SUMMING UP

+

- Brilliant setting – 1960s London. Totally unique, we think.
- A great sixties inspired soundtrack.

–

- You'll need a copy of the original game.

=

A great addition for fans of *GTA*.

Homeworld

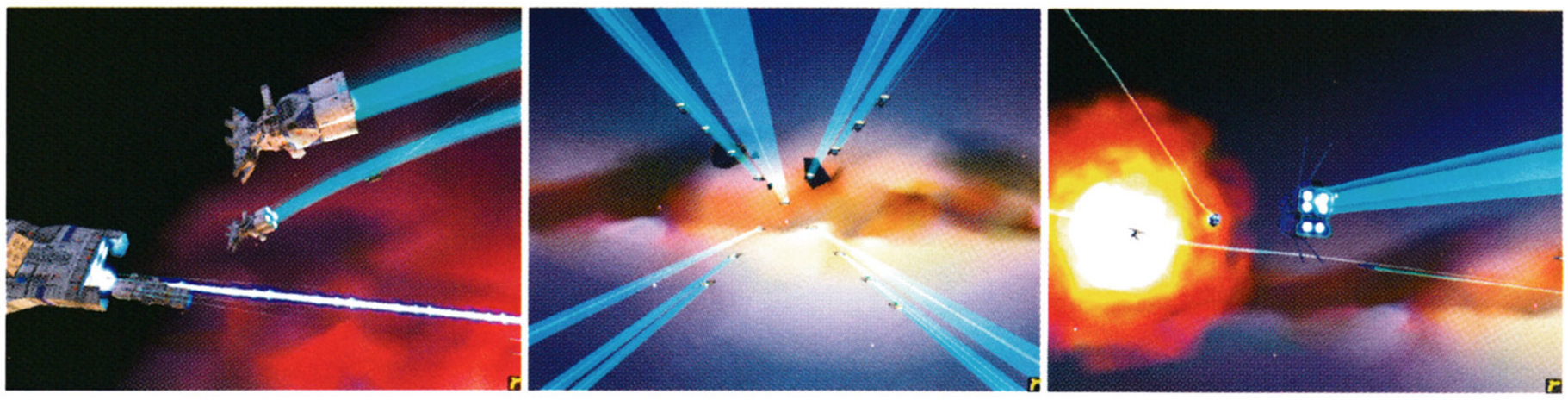
In the **cold depths a space**, a rag-tag **fleet of ships** brave unknown dangers on the **long journey to a forgotten place** called... home. Cue theme music.

INFORMATION	
FORMAT	PC
PUBLISHER	Sierra
DEVELOPER	Relic
STYLE	Space Strategy
RELEASE	June
PRICE	£39.99
PLAYERS	1-8
PROCESSOR	P166 P266
MEMORY	16MB 32MB
DISK SPACE	TBA
3D ACCELERATOR	Optional

About a year ago, you couldn't move round here for real-time strategy games. We had huge piles of them around the office, cluttering up shelves and falling out of cupboards. The damned things were breeding like Tribbles and threatened to take over the whole building. Fortunately, we were able to beam the whole lot into the engine room of a rival magazine, just before they went into warp, and we've heard almost nothing about them ever since.

The problem was that you just couldn't tell them apart. They were all played from an overhead view, with high-res landscapes, lots of little soldiers and tanks running about, and the usual selection of factories and missile turrets. The genre became completely saturated with almost identical products, and like any species which fails to evolve, it finally died out.

Recently, however, the real-time strategy genre has begun to re-emerge, transformed like a butterfly breaking out of its chrysalis into something quite wonderful. The developers have discovered 3D and hardware acceleration and are starting to use it to enhance the gameplay of their titles. There are games like *Warzone 2100* from Eidos, which uses 3D landscapes and detailed models, and *Shogun*, from Creative Dimensions,



Those bright-coloured nebulae aren't just there for decoration, they are 3D objects which you can process for resources

which features huge maps and sophisticated AI, but the most radical 3D strategy game of all is *Homeworld*, developed by Relic Entertainment and published by Sierra Studios.

A long time ago...

Homeworld takes the resource management and unit construction themes of a traditional RTS game such as *Command & Conquer* and combines them with a 3D space combat setting, wrapping up the bundle in some of the most impressive graphics you have ever seen. As with all the best sci-fi stories, the game is set in a galaxy far, far away, where a peaceful and technologically advanced civilisation are attacked and conquered by a warlike enemy. They are forced to retreat to the cold and barren worlds on the edge of their galaxy, and over the following centuries, their ancient culture declines until their original home is just a distant memory. Just one relic of their former greatness remains; a crystal bearing a single message – the course through space that will take them home. Mustering their resources, the refugees launch a vast spaceship on the long journey back to the centre of the galaxy, and thus the game begins.

Mothership

The mothership with which you start out is a huge flying factory capable of constructing a variety of smaller vessels. As you set off on your journey, the first craft you should build is a resource collector – a ship designed to process asteroids and other space debris for raw materials. You must also build research vessels to develop new technologies, allowing the production of yet more ships and new systems such as engines, weapons and sensors. Before long you will have a substantial fleet of spacecraft on your hands, and the elegant complexity of the game begins to show itself.

The designers deserve congratulation for the control interface. Controlling dozens of ships in three dimensional space could have been horribly complicated, but the way it is handled in *Homeworld* makes you wonder why NASA make it look like such a big deal. Courses are set using a circular graphic which the in-game tutorial calls the Pizza Dish, with heading, elevation and range all controlled with one mouse movement and one keystroke. If it were any simpler, it would do it all for you.

Fighting for space

Naturally, combat is an important part of the game, and to ensure you get the most out of it, your warships can be ordered into half a dozen pre-set battle formations, some better for taking on large ships, some better for fighting squadrons of small fighters. You can also set up your own formations to suit the configuration of your fleet. The result is huge three-dimensional space battles which look terrific but are relatively easy to control. All the options are available on context-sensitive menus accessed by right-clicking on the ship you wish to move.

All the controls in *Homeworld* are that easy to use, and this level of refinement is carried throughout the game. The graphics engine is superb, allowing the viewpoint to be zoomed in so that one ship can fill the entire screen or zoomed out so that your fleet appear as just a series of dots against the background of stars and colourful nebulae. Those gas clouds aren't just for decoration either; they are giant 3D objects which can be used in the game. *Homeworld* supports a range of 3D accelerator cards, but the software rendering engine is very powerful, delivering a high frame rate on my P233 even with a lot of ships on screen.

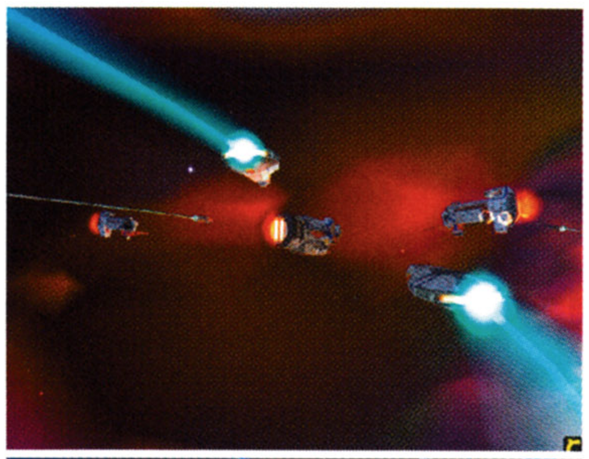
THE GRAPHICS ENGINE IS SUPERB, ALLOWING THE VIEWPOINT TO BE ZOOMED IN SO THAT ONE SHIP CAN FILL THE ENTIRE SCREEN OR ZOOMED OUT SO THAT YOUR FLEET APPEAR AS JUST A SERIES OF DOTS

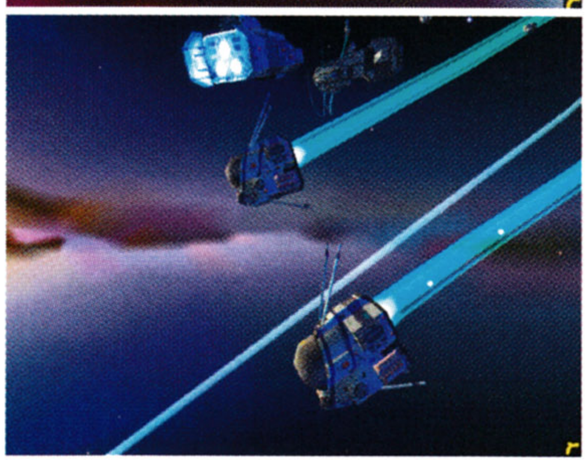
Homeworld has the potential to become one of the hit games of the year. It has open and addictive single player action and can support up to eight players over the Internet or a local area network. The real-time strategy idea might not be a new one, but it has never been done like this before. With the level of inventive originality and clever design that has gone into *Homeworld*, it deserves to do well. **TC**

Stunning visual effects and original spaceship designs make this a beautiful game to watch

OUR OWN HOMEWORLD

If you're interested in space flight, there is a huge amount of information published on the Internet, including official sites from many of the agencies who are building our future in space. One of the most interesting is the Web site of the Johnson Space Centre (JSC) at www.jsc.nasa.gov/pao/. Apart from finding information about the agency, you can download a huge selection of photographs taken in space. The JSC is NASA's main facility for design, development and testing of new spacecraft and space systems, the training of astronauts and the planning of deep space missions. When we are living between the stars in the distant future, like the population of *Homeworld*, it will be the work going on now at the JSC that we will have to thank.





SUMMING UP

+

- Superb original graphics, well-designed control interface and highly addictive gameplay with plenty of options.

–

- 3D orientation can be confusing at first.

=

A superb game which will knock your socks off as soon as you see it running.

REQUIEM: Avenging Angels

Fans of **first-person shoot-'em-ups** will already be **drooling** at the prospect of this year's **PC line-up**. UbiSoft would like to **draw your attention** to another piece of **potentially** very hot property.

INFORMATION	
FORMAT	PC
PUBLISHER	UbiSoft
DEVELOPER	3DO
STYLE	First Person Shooter
RELEASE	April
PRICE	£TBA
PLAYERS	TBA
PROCESSOR	P166
MEMORY	32MB
DISK SPACE	TBA
3D ACCELERATOR	Optional

Whether you believe in the Bible or not, it's impossible to argue with the epic scale of the whole thing. Books and films have frequently drawn inspiration from it, but there are very few games that have done the same. *Requiem* may not be a game for the strictly religious, but the spiritual realm is certainly in there somewhere. As the battle between good and evil escalates, the Earth has become a battleground between the forces of Heaven and Hell. You play the role of Malachi, a loyal angel of the side of good, sent to a futuristic Earth to wreak havoc on the demonic hordes that have been pressing ever-onward across the planet. As Heaven's chosen, you are the lone soldier that stands between Hell and Earth.

Angels, angels...

As you will already have noticed, *Requiem* is a first-person shooter that perhaps draws most heavily from

It's the Quake II engine, but some of the locations are nothing short of stunning

WATCHA GOT?

The free look option has definitely established itself as the leading control system for first-person shooters, but this still leaves you needing to use loads of keys to access inventories etc. One way around this is to purchase a wheel-mouse for your PC; another is for games to adopt *Requiem*'s inventory system. When holding one key, a menu is overlaid on screen, and by using the mouse, items, weapons and spells can be easily selected, which saves you from wasting your time cycling through separate menus with the keys.

Quake, at least as far as the style of the game is concerned.

Playing the role of an angel has many advantages you would not normally expect. There are eight weapons available in total, from standard pistols and shotguns to rocket launchers and sniper and rail guns, but at the same time as your choice in the tools of destruction increases, so does your magical power. As an angel you will eventually master many of God's gifts to you, which range from Blood Boil to the most impressive (visually, anyway) Turn to Salt spells. There are another seven aggressive spells that you will learn during the course of the game, which brings the total to a very reasonable figure. You will also master many different non-aggressive spells that range from Walk on Water and Flight to the most interesting of all, Possession. Using the possession spell will allow you to leave your body for a very limited period of time and enter that of another. Much like the *Abe's Oddworld* series, you will gain complete control over that character with access to his weapons and unique abilities. Other enemies will not notice any change – that is until you start shooting at them, at which point some form of retaliation cannot be too far away. The flipside to the Possession spell is that you must leave your soulless, vulnerable body where it is until you can return.

The version demonstrated to us was said to be 70% complete. The AI routines were not present, but we are promised that a lot of focus has been placed on this particular aspect of the game. Character interaction is often vital to progress in the game and communication between yourself and many of the innocent bystanders is a frequent occurrence. Obviously as a Heavenly soldier you are not supposed to go around shooting them all in the head – any attempt to do so will bring up a number of warnings. Carry on anyway and God himself will respond with lethal force.

HEAVY ARMOUR WON'T BE WORN DOWN BY PISTOL FIRE AND SOME OF YOUR GUNS MAY BE COMPLETELY USELESS AGAINST CERTAIN PARTS OF THE ENEMY

Kick-ass angels

The enemies take on a variety of forms, but in general they are humanoid. As the game is set in the future, you may notice a lot of them are heavily armoured. Location-specific targeting means that shots to the head will usually take them down in one, but some of the enemies may have seriously armoured helmets. Unlike many other first-person shoot-'em-ups, heavy armour won't be worn down by pistol fire, and some of your guns may be completely useless against certain parts of the enemy – your holy magic may also have to hit flesh if it is to have any effect. Of course, with a weapon such as the rocket launcher, you can afford to be far less exacting.

Having been shown only separate sections of the game, it's difficult to see exactly how it will all come together. There's certainly a lot of very strong competition coming around the corner (*AvP*, *Kingpin*, *Quake III*, *Team Fortress*, etc.), but *Requiem* looks as if it could have enough depth to make a name for itself. The emphasis has been placed primarily on the single player game, and we'll have to wait until next month to see how that part of it holds up. **TC**

Possessing characters such as this beast will obviously open up plenty of new gameplay opportunities

SUMMING UP

+

- **You're an angel from heaven, with loads of big guns...**
- **Inclusion of Holy Spells such as Possession could make this a very involving game.**

–

- **There's a lot of competition on the way, and *Requiem* may not have enough new features to place it that highly up the list.**
- **It's that same old *Quake II* graphics engine again. Maybe we should be moving on?**

=

***Requiem* has everything it needs to make it a very good game, but, just like *SiN* before it, it could fall short of the standard of the imminent competition.**

Alien Vs Predator

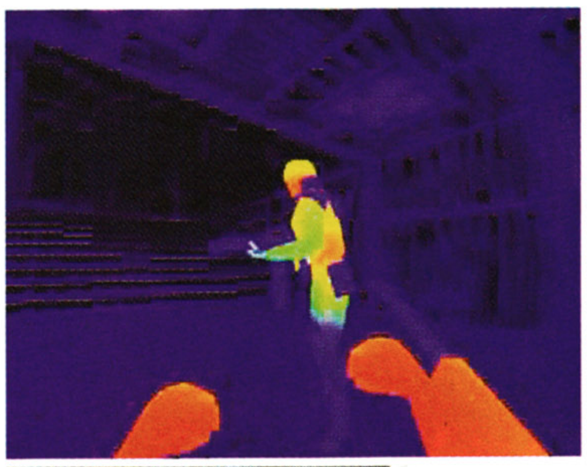
In the words of **Sergeant A. Apone**, "Okay, **marines**. We come here, **we gonna conquer** and we gonna get some. Is that **understood**? We gonna get some."

INFORMATION	
FORMAT	PC
PUBLISHER	Fox Interactive
DEVELOPER	Rebellion
STYLE	First-Person Shooter
RELEASE	April
PRICE	£TBA
PLAYERS	TBA
PROCESSOR	P200
MEMORY	32MB
DISK SPACE	TBA
3D ACCELERATOR	Required

I'd like to start this Beta Look with a small confession. As a huge fan of both the Aliens and Predator films, I feel slightly biased towards this game – a game that I have been eagerly awaiting for some time now. All of the best games ever created share one very big thing in common – atmosphere. And this is one of the advantages of basing games around movies or other already established themes; because you already know the background, it's far more easy to get drawn into the game. Star Wars titles such as the recent *Rogue Squadron* could be compared to *AvP* in this respect; fans of the films will obviously take a lot more from the game than those who do not like or have never seen the movies. One thing that *Alien Vs Predator* pulls off spectacularly is replicating the atmosphere from the films. The dynamic soundtrack, taken direct from the films, responds to the on screen action brilliantly, and the electronic beeping of motion scanners, Alien screams and Predator gurgles are all authentic samples that come together to create a very tense atmosphere that fans will lap up.

ALIEN SCREAMS AND PREDATOR GURGLES ARE ALL AUTHENTIC SAMPLES THAT COME TOGETHER TO CREATE A VERY TENSE ATMOSPHERE THAT FANS WILL LAP UP

As you may already know, this is not an original release. The developers, Rebellion, had already released the game on the ill-fated 64-bit Atari Jaguar. Spectacular though it was for the time, it never took off, largely because of the machine. The PC is an obvious choice for a remake, and it has been done very well indeed. The first-person engine is thankfully entirely original, giving the game a very fresh



The combined total of each creature's equipment is greater than any other shooter

look. It's ridiculously fast – at times bordering on the unplayable if you don't learn how to use the walk button properly – but it's an amazing technical feat, especially when you consider the detail, lighting effects and in-game video on the monitors. You'll want a pretty quick PC to get the best from it, but the specs are not much higher than that of *Half-Life*, so this should include the majority of you.

Want some candy?

Aliens Vs Predator is three completely separate games in one. You have the option of playing the role of either a Colonial Marine, Alien or Predator, and the only thing shared between all three is the setting. The three games all take place inside the same area and the levels are shared, but each species begins in a different place, has different objectives and, because of the different abilities, each will have access to parts of the level unreachable by the others. It may not sound it on paper, but there is a big difference to the gameplay depending on the character you choose.

As a Colonial Marine, the game is perhaps the most standard. Landing in the Pandora Research Station, you are the last survivor of your squad and must find and retrieve five data tapes containing the base's research records and then destroy the base. Your view is very similar to that of *Quake*. There are a number of weapons available (eight in total) that all have both primary and secondary fire, whilst armour, health, ammo and new weapons can all be found around the levels. One big advantage is the motion tracker that bleeps away in the bottom corner of the screen when enemies are near, but you also have an image intensifier for use in dark areas, plus a limited supply of flares. The Marines are the weakest and slowest species.

We're in some real pretty shit now, man...

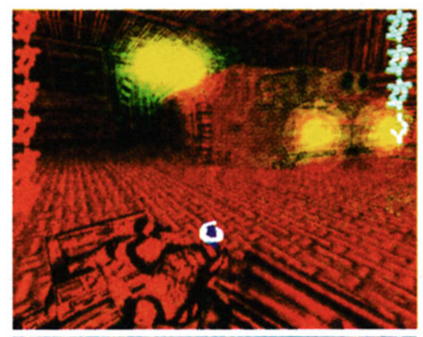
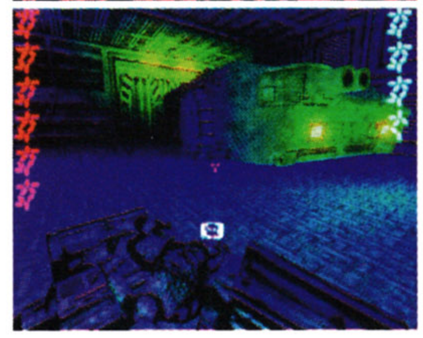
As the Alien, you begin with the task of alerting the rest of the hive to the presence of intruders. The positioning of the Alien eyes is manifested in the game by a fisheye viewpoint, giving you a greater sense of your surroundings. Despite being unable to use high-tech weaponry, you have close-range claw, tail, jaw and acid spit attacks. The alien won't find health pick-ups but can eat its victims, though you must be quick to do so before the body disappears – eating live prey enhances your health far more than dead prey, but at the same time it is far more difficult to do. The Alien's strength increases after each level, and eventually you can find an experimental tonic that will mutate you into a Xenoborg, the most powerful creature in the game. The Alien can also scale walls and roofs, can pounce on its victims from a large distance, and is by far the fastest species to use.

As the Predator you are the only member of your crew to escape capture and must free your crew and ship before leaving. The majority of the Predator's long-range weapons draw power from a limited supply in its environment suit, but its high armour means that if this runs out you can take on the Alien in close-range combat. Power can also be used to replenish health at any time and cloak yourself (only effective against the marines). You also have a number of different zoomable views such as the thermograph and, to begin with at least, the biggest health in the game.

Alien Vs Predator looks as if it will certainly be capable of rivalling *Kingpin* and *Quake III* following their respective releases, and fans of the movie or the genre should start saving now. A full review will feature next month. **TC**

STOP YOUR GRINNIN' AND DROP YOUR LINEN

The new engine on show here is definitely the most impressive seen so far, with certain features that are hugely innovative. At one point you find yourself in a room partially covered in water with debris on top. Moving forwards creates a ripple in the water which actually moves the floating debris around realistically. This is, as far as I can tell, the first time such an effect has been used, and even if it has no specific purpose or use in the game, it does look spectacular and deserves a special mention.

True to the films, the Predator has the greater variation of view modes, the best of which depends on the lighting and prey

SUMMING UP

+

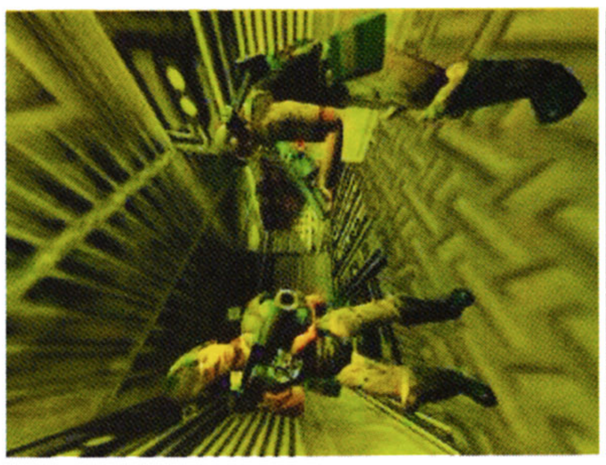
- **Excellent game engine, blisteringly fast, very smooth, with loads of great effects.**
- **Follows the films brilliantly and has three very different modes of play.**

–

- **It's pretty tough, at least to start with, which can lead to frustration.**
- **The Predator's weaponry is not as powerful or spectacular as it should be and at this stage is not up to the standard of the other species'.**

=

Any fan of the film with a PC fast enough to run it will love the game, but the depth in each species and frantic, tense gameplay means that this will be a truly universal shoot-'em-up.



The detail on show is incredible, especially on the other characters, but sadly the game is so quick that you often won't notice it

Tanktics

DMA are renowned for **original** and **highly entertaining** games, but this **bizarre version** of real-time strategy could be **their best one yet**.

INFORMATION	
FORMAT	PC
PUBLISHER	Gremlin
DEVELOPER	DMA Design
STYLE	Action/Strategy
RELEASE	April
PRICE	£39.99
PLAYERS	One
PROCESSOR	P166 P200
MEMORY	16MB 32MB
DISK SPACE	TBA
3D ACCELERATOR	Not Supported

Tanktics is, broadly speaking, a single player real-time strategy game, although that describes it about as well as describing *Grand Theft Auto* as a driving game. Let's see now; the Evil Tanks have taken over the world and enslaved all the Good Tanks, and you have to go time travelling to the distant past and into the future to try and set them free again. That's good as a summary, but it doesn't really explain where the sheep come into it. Allow me to elucidate.

Tanktics is a bizarrely humorous take on the real-time strategy genre which pits the player against an army of computer controlled tanks armed with an array of weapons and a rudimentary grasp of tactics. The player (that's you) controls a hovering crane carrying a big magnet, with which you can pick up rocks, sheep and tank parts, carry them from place to place, and use them to build a victorious army of good tanks.

Back to the past

As I mentioned, time travel plays a big part in the plot. The game is divided into four distinct ages –

The graphics may look simplified, but the physical dynamics are accurately modelled and the terrain map is true 3D

prehistoric, medieval, present day and the future – each more difficult that the last. There are eight levels in each age, and in each level, the object of the exercise is the same: to build tanks and use them to defeat the enemy. Tanks are made up out of several simple components which must be assembled into a working vehicle. We aren't talking about a military-grade simulator here – this is strictly cartoon world stuff– but the standard of the animation and behind-the-scenes game mechanics are no less sophisticated for that.

When you start the game, you have a selection of tank parts; a few engine blocks, a few chassis and a couple of guns and radars, and you have your flying crane which you use to put the parts on top of one another. You can pile up as many as ten components in a variety of combinations. If you use several engine blocks, you get a faster tank; if you stack up several gun turrets, you get a lot of firepower. As long as your tank has a set of tracks to get about on and a radar 'brain' to control it, anything in between is up to you. Once you have built a tank you can always dismantle it and start again, but if you keep a successful tank together it can be promoted in rank and become a more powerful fighter.

Mix and match

The core of your war effort is your base, and in your base you have a Part-o-Matic, a machine which builds tank parts out of things found around the environment. You use the flying crane to drop raw material into the recycling hopper, and parts pop out of the other end. These raw materials include rocks, damaged tank parts, and even sheep.

Those poor sheep play many different roles in *Tanktics*. You can drop them on the conveyor belt of your Part-o-Matic, where their frantic scampering will speed up production. You can set fire to them and drop them on inflammable enemy tanks – you can even soak them in water and use them to extinguish your own fires. Truly, a sheep is a tank's best friend.

THERE ARE EIGHT LEVELS IN EACH AGE, AND IN EACH LEVEL, THE OBJECT OF THE EXERCISE IS THE SAME: TO BUILD TANKS AND USE THEM TO DEFEAT THE ENEMY

The enemy also have a base of their own, and in their base they have a Receiver which allows them to teleport in reinforcements. Your objective is to destroy all the Receivers so the Evil Tanks cannot control that area any more. Other features found dotted around the landscape include around a dozen different power-ups, instant promotions, trees, rocks, quicksand and sheep. The landscape and all the features on it are fully polygon-rendered in 256 colours, with highly original designs and superbly detailed animations.

You have to keep your Part-o-Matic fed or you won't get the parts

Not so simple

As well as the campaign game there is an eight-part boot camp tutorial to help you understand the game, and also eight time-trial challenges. These may sound easy, like 'squash ten black sheep in forty-five seconds', but wait till you try them – they are tougher than they first seem. There are no plans for a multiplayer game at present, since the designers considered that it would detract from the gameplay of the title as it stands.

The tone of *Tanktics* may be strictly tongue-in-cheek, but there's nothing cheesy about the game mechanics. As with most DMA games, the emphasis is quite firmly on gameplay, but this has not been achieved at the expense of looking good. The game engine has been designed to run on relatively low-spec machines without the benefit of hardware 3D acceleration, and will run quite happily on a P166 with just 16MB of memory. There is also a PlayStation version in the pipeline at the moment, which should be ready for release in May. **TC**

You'll need a hovercraft chassis to get across all that water

TANKNOLOGY

As you visit the different time periods in the game, the design of the tanks changes from age to age. In the prehistoric setting, your tanks are made of logs and stone and are big and clunky. Their weapons throw boulders and they trundle about quite slowly. Once you progress to the medieval world, you find tank parts made of wood and metal, with spears and siege weapons. The present day scenarios give you machine guns and shells and tanks made of steel with caterpillar tracks. The future holds tanks which hover about on force fields and destroy their targets with energy weapons and missiles.

Your flying magnetic crane changes from age to age as well. In the distant past, it is disguised as a pterodactyl, while in the Middle Ages it changes to resemble a dragon. The present day gives you a small helicopter, while your future crane is a silvery flying saucer.

SUMMING UP

+

- Highly addictive gameplay, simple to learn, strong on humour, runs well on low-end systems.

–

- No multiplayer option, may be a bit simplistic for hard-core strategy fans.

=

An enjoyable single-player tank-based romp with more laughs than a pack of stoned hyenas.

Le Mans 24 Hour

When you get the **chance to go to** one of the **most famous racetracks** in the world, you're hardly going to turn your nose up at it. Well, neither did **Infogrames** for their **upcoming racer, *Le Mans 24 Hours***.

INFORMATION	
FORMAT	PlayStation
PUBLISHER	Infogrames
DEVELOPER	Eutechnyx
STYLE	Racing Sim
RELEASE	April
PRICE	£TBA
PLAYERS	1-2
ANALOGUE	Yes
DUAL SHOCK	Yes
MEMORY CARD	One Block

What's the world's most famous motor race? You'd be forgiven for thinking it was the Monaco Grand Prix, or even the Indy 500, but I beg to differ. As far as prestige and tradition goes, it has to be the Le Mans 24 Heures at the, er... Le Mans circuit in France. It's a wonder that such a grand race has not attracted more video game attention before; there's only been one other – *WEC Le Mans*, a rather good (at the time) arcade racer from Konami. Obviously standards have improved since the time that that game was king of the arcades, and our expectations of racing games have changed significantly with the likes of *Sega Rally*, *Ridge Racer* and, more recently, Sony's *Gran Turismo*. With so much competition around, can *Le Mans 24 Hours* offer us that special something?

Well, for starters, the game has given itself a good head start on the competition by its very nature. As any racing fan will tell you, the Le Mans circuit is one of the most demanding in

Because *Le Mans 24 Hours* is based around a single track, the developers have taken great care to map it accurately

The computer AI is one of the most impressive aspects of *Le Mans*. Cars aren't simply there to pass – each one is there genuinely trying to win the race

the world. Great care has been taken with this game to accurately recreate the Le Mans track in every detail. This meticulous modelling even stretches as far as simulating the varying qualities of tarmac between the private part of the course and the sections that use public highways. Here the road is obviously more worn, and as a result your car jumps around and is generally more difficult to control.

Round and round in circles

You might think that basing a game around a single course has its disadvantages as well, namely that it only has one track. Eutechnyx have thought their way around this one and promise at least five tracks in the final game, mostly using the *Ridge Racer* idea of opening up extensions on the track, different routes and mirrored tracks. Nevertheless, there will be tracks that are not related to Le Mans and will be specially designed by Eutechnyx – the one in place at the time of the demo was a cityscape affair not too dissimilar to *Ridge Racer*.

ONE OF THE MOST IMPRESSIVE ASPECTS OF LE MANS IS THE COMPUTER AI. UNLIKE MANY OF LE MANS' RIVALS, THE OPPONENT CARS WILL ACTUALLY RACE AGAINST YOU

However, the most important part of any driving game has got to be the way that the actual cars handle. The version we were shown – admittedly only 30% complete – was very much still in an arcade style, somewhere in-between *TOCA Touring* and *Ridge Racer*, leaning more to *Ridge Racer*. This is all set to change, though, and we are promised that handling will take on a different feeling altogether by the time of release; the difficult thing is to get the blend between simulation and arcade just right. We think that such a famous race deserves to be made as close to the real thing as possible.

Weather also plays an important part in the race, and something called 'simulated real-time' allows the player to play a 24 hour race with all the climatic changes you might expect. This varies from clear and sunny to downpours, and as this is a 24 hour race, night-time conditions also come into play.

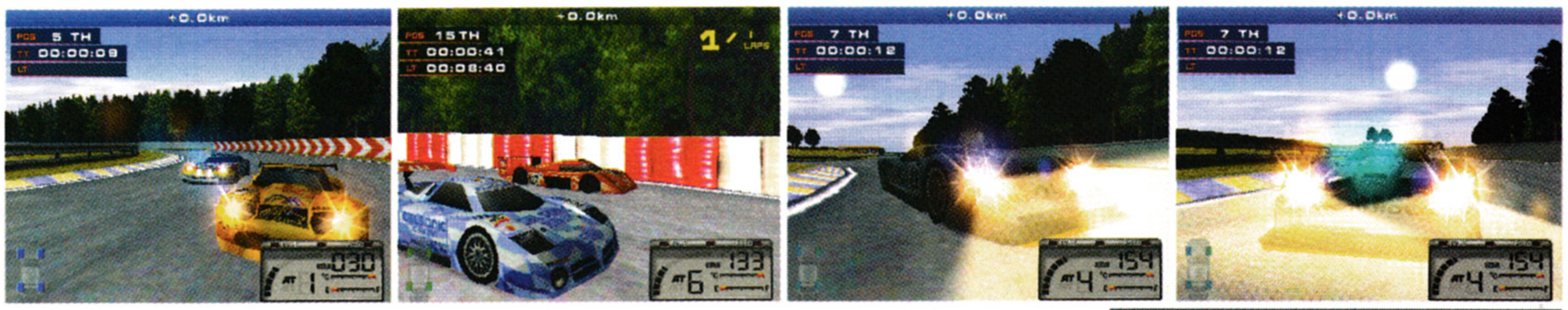
Think like a man, act like one

One of the most impressive aspects of *Le Mans* is the computer AI. Unlike many of *Le Mans*' rivals, the opponent cars will actually race against you and are as likely as you are to make mistakes. In one particular race featuring stormy weather, a couple of the computer cars lost it going around a bend and the following cars reacted too late – the resulting pile-up was very impressive to say the least. This is not an isolated incident, and you'll often see cars spinning out and colliding as they would in a real race.

There will of course be real life racing teams to choose from, and these include Dodge, Toyota and last year's winners, Porsche. Not only are the cars modelled on their real life counterparts using team data, but players will have the option to play around with various settings to alter the cars' handling and performance.

Le Mans 24 Hours is due to be released just before the next Le Mans race, around about April time. This should give the developers enough time to implement those all-important changes (when we saw the game, Eutechnyx were busy sampling real car engine noises for that authentic feel) that the game needs to compete with *Gran Turismo* et al. If this done correctly, *Le Mans 24 Hours* could turn out to be one of the best games in this genre on the PlayStation. **TC**

Of course you'll be able to choose between all of the main teams that compete at Le Mans



THE OTHER LE MANS

To our knowledge, there has only ever been one other Le Mans based game, Konami's *WEC Le Mans* in the arcade. It was basically an *Out Run* rip-off, but a good one at that. Take a look at these screens to judge how far things have come in the last ten years. (Spectrum shots shown).

Television-style replays complement the presentation of *Le Mans 24 Hours*

SUMMING UP

+

- Accurately recreates the most demanding racing circuit in the world – bar none.
- Real-time weather adds that realistic element to it.

–

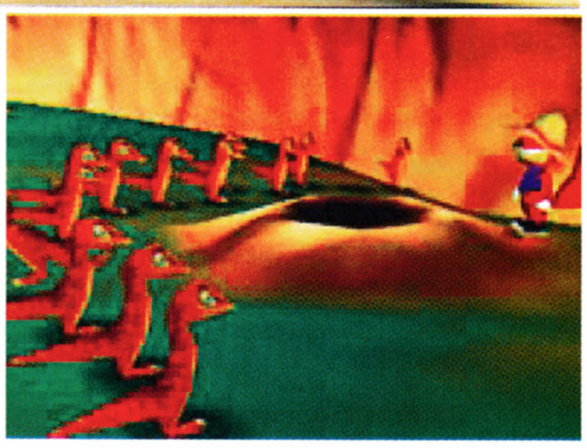
- Could turn out to be too much of an arcade experience and not challenging enough.

=

The potential is there for this to be a superb racing game.

Twelve Tales: Conker 64

Once again **Rare step out briefly** into the world to show us what they've **been up to** over the last few years.
And the computer game **press fall over themselves** to get a bet-a look.



INFORMATION	
FORMAT	N64
PUBLISHER	Rare
DEVELOPER	Rare
STYLE	3D Platform
RELEASE	TBA
PRICE	£TBA
PLAYERS	1-4
RUMBLE PAK	TBA
MEMORY PAK	TBA
EXPANSION PAK	TBA

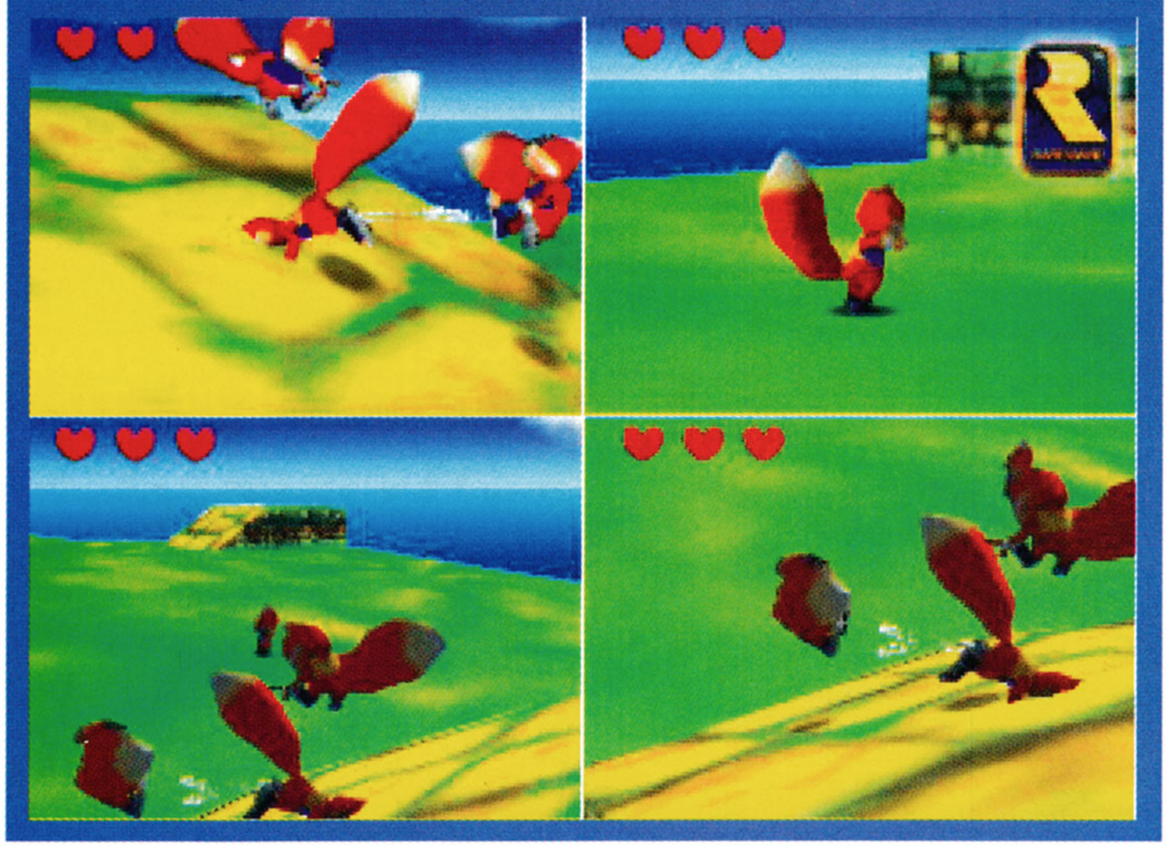
As much as we all get a little bit tired of Nintendo and Rare's persistence in creating cute 3D platformers, there is no denying that they make them better than anyone else. The partnership is arguably the best in the industry, with titles like *Donkey Kong Country*, *Diddy Kong Racing* and *Banjo-Kazooie* brilliantly expanding the horizons of their associated genres. While other companies try, their attempts inevitably fall short. The message is clear: Nintendo and Rare dominate the 3D Platform genre. So when *Twelve Tales* finally arrives on the shelves of our high street shops, it will surely be the only 3D platform game to own.

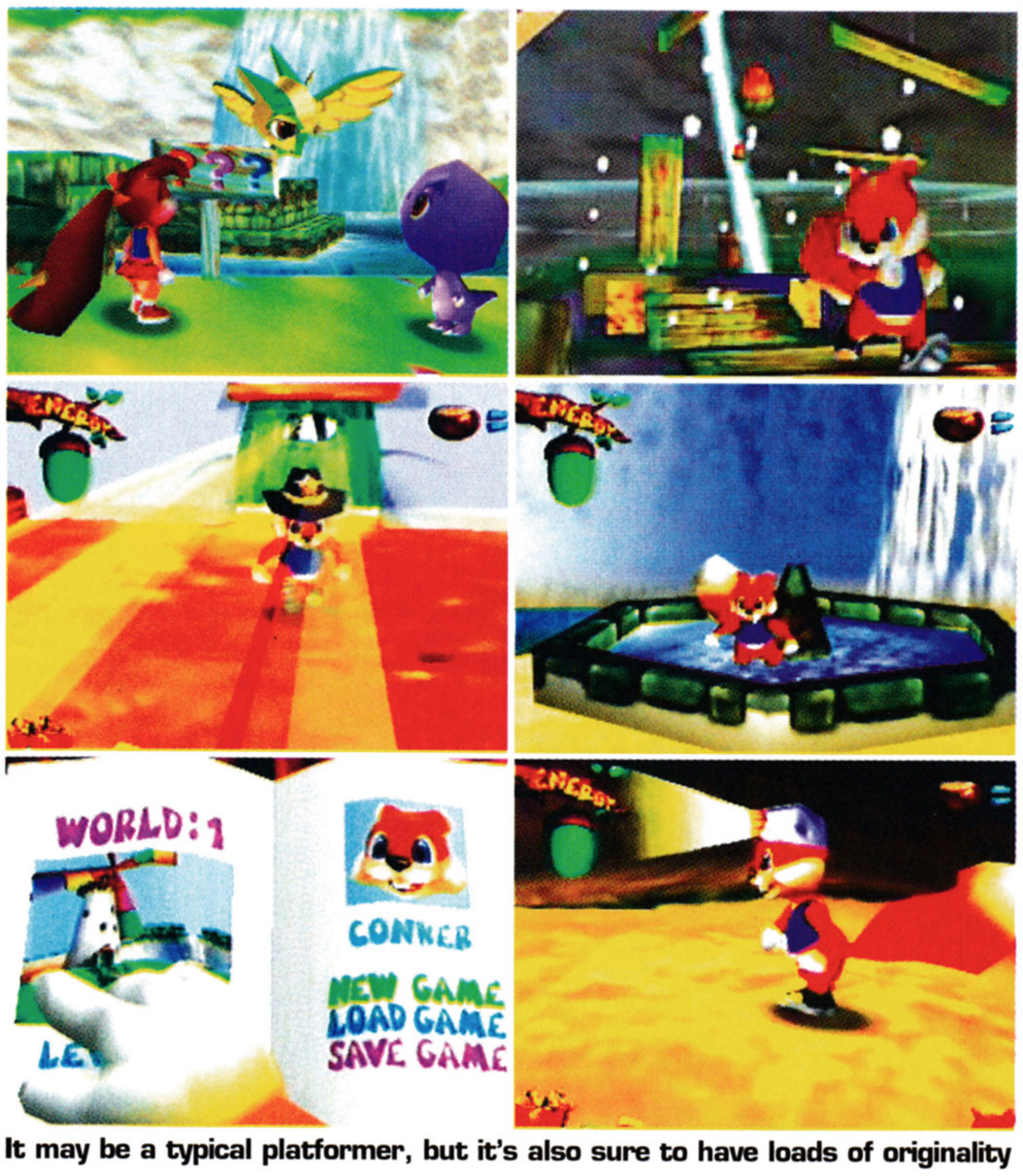
A wolf in sheep's clothing?

Like *Banjo-Kazooie* before it, *Twelve Tales: Conker 64* shares the same cute, brightly coloured clothing – indeed, it is being billed as an interactive cartoon – but underneath there is much promise of a game suitable for people of all ages. One of the many new innovative features to the genre is the introduction of character moods and emotions. Your character will respond to the surroundings emotionally, and this can be read by the player by looking at the character's facial expressions; in certain situations you will need to judge emotions and steer the game accordingly. How it's all going to come together and how much of an effect on the game this will have remains unclear, but the interpretation is that you should be able to control the entire mood of the game. Characters with emotional awareness of their surroundings is a big step forward in computer game AI – it certainly sounds

FIGHTING FOR PEANUTS

Don't be fooled into thinking this game won't appeal to you by the brightly coloured screenshots around this page. As many of you will have discovered with *Banjo-Kazooie*, it's the gameplay that counts. But even if you found that game a little too 'nice', *Conker*'s multiplayer mode should grab your attention. Platformers with any form of multiplayer options are pretty rare (no pun intended), but it's even more uncommon for them to have a deathmatch option. Judging from the screenshots and the press blurb, it's set to play a bit like a multiplayer *Zelda*, with slingshots locking on to the other characters etc. We are certainly looking forward to sampling it in the near future.





It may be a typical platformer, but it's also sure to have loads of originality

impressive – but at the same time, perhaps we are being a bit too eager in raising our expectations. Still, I find myself returning to the well-worn phrase: 'If anyone can...'

Tell-tail

So apart from this and a colourful story book setting, what else can we expect from Rare's latest? *Conker 64* will feature over fifty enemies that will all utilise the same kind of emotion-based AI. There will also be support for up to twenty different characters on screen at once, an example of which was the meerkat scene from the video shown to the press at last year's E3 and ECTS which was singled out by almost every N64 game journalist as looking particularly cool. You'll also have a ridiculous amount of moves at your disposal – not the most surprising fact considering Rare's history – with various jumps, corkscrews and tail attacks present, all of which should be easy to use. By holding the Z button, Conker will move down to all fours, and thus the entire move list is effectively doubled. As you may have heard, you can assume control of either Conker or his female companion Berri, and each is dramatically different, not just from the point of view of their moves, but the game takes a totally different angle depending on who you choose to play as. Conker will be the more adventurous and typical character of the genre, battling enemies head-on and directly, while Berri plays a far more tactical game, not getting involved in the action too much, she defeats her enemies indirectly by calling upon another character in the game. This monstrous friend must be kept healthy and content and can then be used to do battle with any enemy you may encounter. Obviously the two different systems mean that both characters will take entirely separate routes through the game.

YOUR CHARACTER WILL RESPOND TO THE SURROUNDINGS EMOTIONALLY, AND THIS CAN BE READ BY THE PLAYER BY LOOKING AT THE CHARACTER'S FACIAL EXPRESSIONS

Item eyes

As well as the multitude of moves to learn, there are several items to use such as mining hats with flashlights, shovel, umbrella and slingshot for which you must find nuts, either on the ground, in crates or by shaking trees. It has also been announced that there will be at least seven very different vehicles to use at selected points in the game – there is certainly a lot to discover.

As if all this did not provide enough of a challenge, *Twelve Tales* also has a remarkable two-player co-operative mode. One player takes control of Conker and another uses his owl companion, much like *Banjo-Kazooie*. The two characters can combine their moves to access certain areas or split up and achieve their objectives separately. With a four-player deathmatch option as well, it could prove to be one of the better multiplayer games on the N64 at the moment.

Rare have been the best third-party developer for some time. Surely sooner or later they must release an under par game, but I very much doubt that that game will be *Twelve Tales*. **TC**

SUMMING UP

+

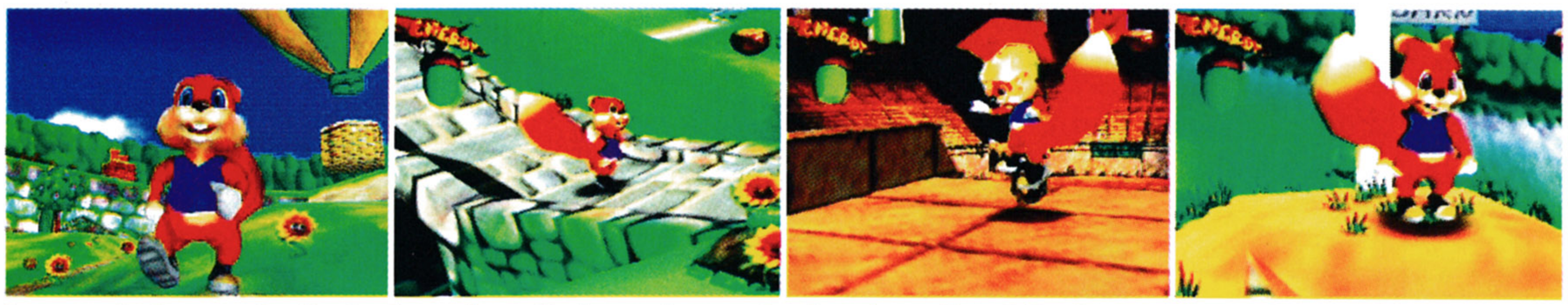
- **The game is huge, with loads of moves, items and vehicles and enough game modes to keep any platform fan off school or work for months.**
- **Stunning graphics with loads of typical Rare touches, revolutionary emotion-based gameplay – the detail seems incredible.**

−

- **Just another cute 3D platformer? We'll have to wait to see how different it is from the rest of the genre.**

=

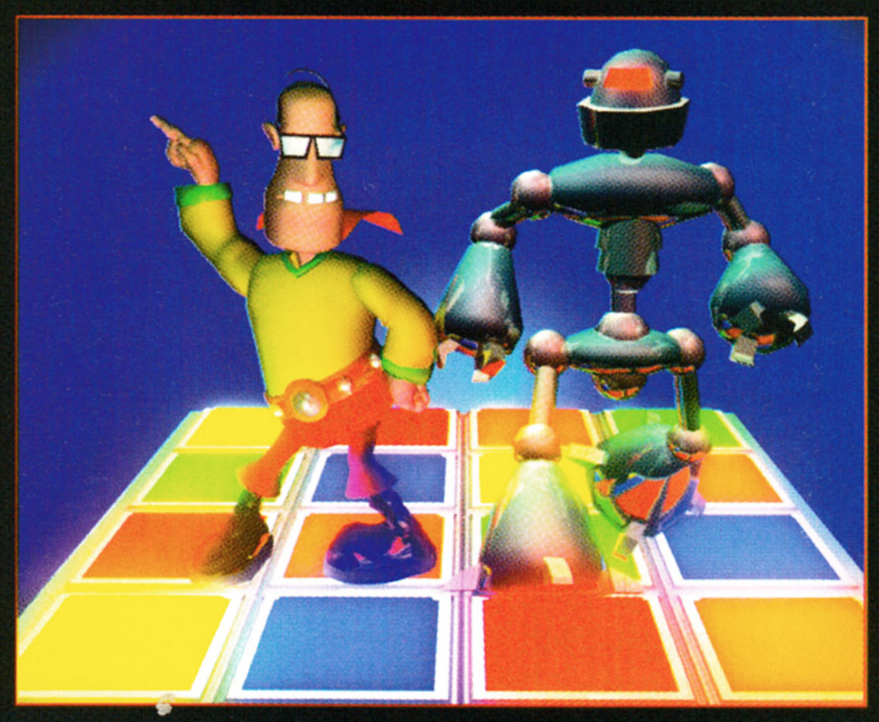
As far as we're concerned, *Twelve Tales* will be the game to take *Banjo-Kazooie*'s crown, which should be enough to put across how big this release will be.

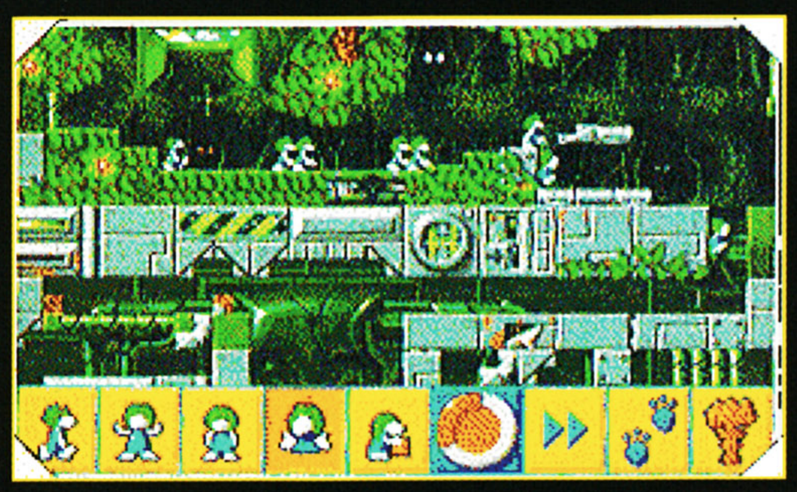


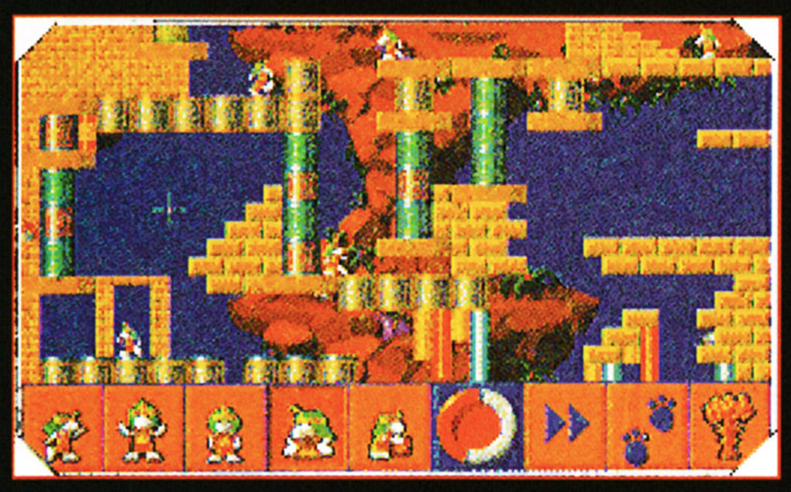
In true platform style, Conker's outfits will change in certain situations. Hopefully the camera angles won't be intrusive

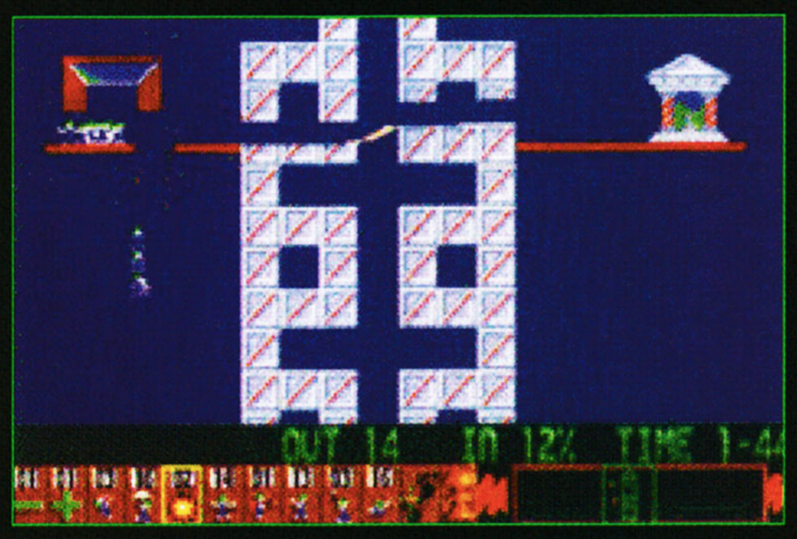
NORTH OF THE BORDER

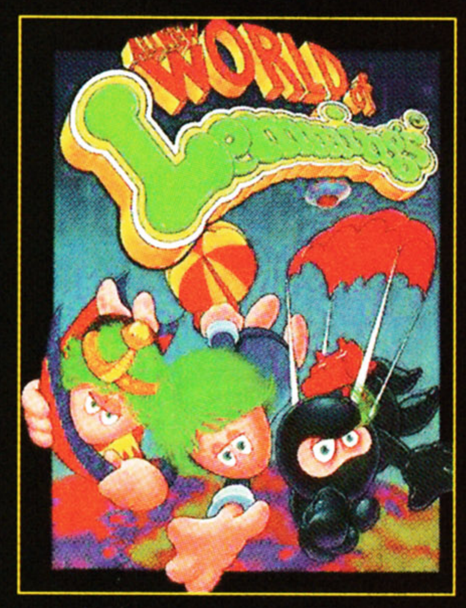
DUNDEE-BASED GAMES DEVELOPERS DMA HAVE MADE A NAME FOR THEMSELVES WITH SOME EXTRAORDINARY GAMES. STRONG ON ORIGINALITY AND GAMEPLAY, THEY HIT THE BIG TIME WITH THE UNFORGETTABLE *LEMMINGS* ON THE AMIGA, AND THEY HAVE CARRIED THAT WINNING STREAK ON TO THE PRESENT DAY.











DMA Design have a long history of producing highly original and addictively playable games on many formats

In 1988, David Jones was a student at what is now Abertay University in Dundee. In his spare time he liked to write games programs on his Commodore Amiga. One game in particular, a side scrolling shoot-'em-up in the style of the popular *R-Type*, was sufficiently good to secure David a publishing deal with Psygnosis. The game was called *Menace*, and it was later released on the Atari ST and the PC as well. Impressed by the game's reception in the press, David and some friends started work on a follow-up game. When *Blood Money* was released the following year, it proved to be even more popular than *Menace* had been, and was enough to convince David that he had found his calling in life. That year he abandoned his college course and started his own software development company, called DMA Design.

In 1991, the new company scored its first major hit with the legendary *Lemmings*, originally released on the Amiga platform by Psygnosis. *Lemmings* was an unprecedented success and is undoubtedly one of the real classics of the computer games world. It was converted onto more than twenty different computer systems. Further success for DMA followed in 1993 with the release of *Walker*, an innovative and stylish shoot-'em-up, again published by Psygnosis. The same year saw the release of the critically acclaimed *Hired Guns* and the sequel to *Lemmings*, *Lemmings Tribes*.

FURTHER SUCCESS

The following year, DMA were approached by Nintendo, who asked them to develop a title for the Super Nintendo (SNES). The result was *Uniracers*, a wild high-speed racing game the like of which had never been seen on the console. It was published by Nintendo in 1994 in the USA, and 1995 in the UK. *Lemmings 3* was released in the same years on the PC and then the Amiga 1200 platforms.

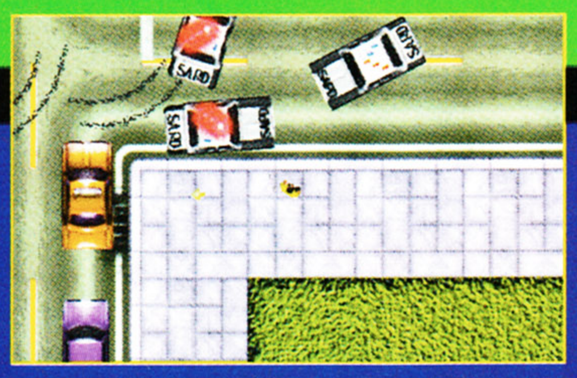
In 1997 Take 2 Interactive published *Grand Theft Auto* on the PlayStation and PC. The game was a commercial success and received good reviews in games magazines but stirred up a wave of controversy in the more hysterical sections of the tabloid press due to its theme of organised crime. This criticism did nothing to harm DMA's reputation, and the company's future was secured when it was bought by the leading UK developer and publisher, Gremlin Interactive. In conjunction with Gremlin they now have the biggest motion capture studio and game audio studio in Europe.

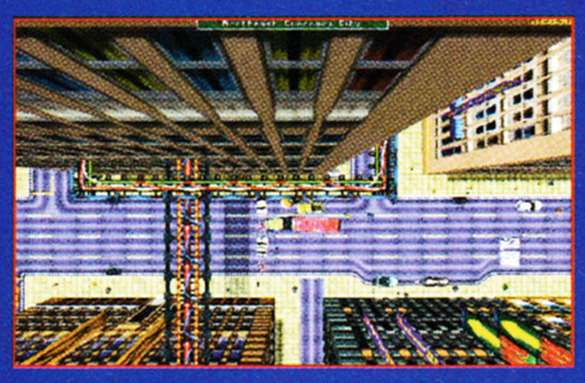
DMA have also done more work for Nintendo, with the release last year of *Body Harvest* and *Space Station Silicon Valley* for the N64 console. The future continues to look bright for DMA Design, and the new games they have in development at the moment show their continued commitment to high quality, supremely playable games. We've got a Beta Look on their latest creation, *Tanktics*, elsewhere in this issue, but let's take a look back at past glories and future successes from north of the border.

IN 1991, THE NEW COMPANY SCORED ITS FIRST MAJOR HIT WITH THE LEGENDARY LEMMINGS, ORIGINALLY RELEASED ON THE AMIGA PLATFORM BY PSYGNOSIS

***Blood Money* was a critically acclaimed side-scrolling shoot-'em-up**

GRAND THEFT AUTO



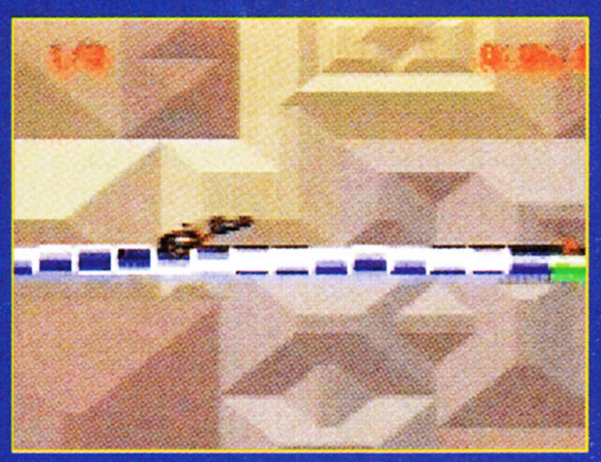


When BMG Interactive published *Grand Theft Auto* for the PlayStation in 1997, they probably didn't realise how much controversy the game was going to generate. Because of its content, the game was given an 'eighteen' certificate by the British Board of Film Censors (BBFC), which is the statutory body with responsibility for setting age limits on films, videos and computer games. However, playable demos of the game were made available on the coverdisks of some PlayStation magazines, and were bought by children under the age of eighteen. This led to a lot of slightly hysterical ranting in the more reactionary sections of the tabloid press, and even to a debate in the House of Lords. However, this sudden notoriety did nothing to harm the sales of the game, which was later also released on the PC.

The reason for all the controversy was the theme of the game. As a small-time crook out to make an impression on the local organised crime bosses, you were asked to undertake a series of missions, usually involving car theft, drug dealing or some other such nefarious activity. The game was set in three huge top-down viewed cities, complete with other drivers, hapless pedestrians, and of course the police, who would do everything in their power to try and bring your crime spree to a sudden stop.

Despite its content, or perhaps because of it, *GTA* is a superbly playable game, and a sequel is in the pipeline.

UNIRACERS

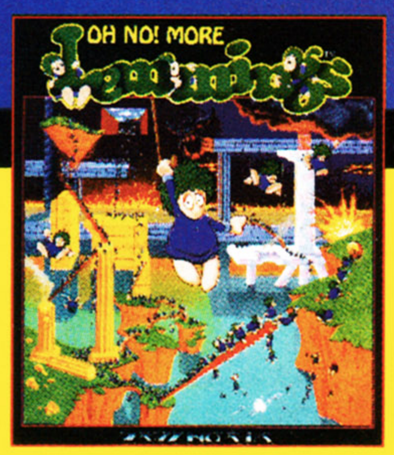


In 1993, DMA were approached by Nintendo and asked to develop a game for the popular Super Nintendo console, and they duly obliged. *Uniracers* was the result, and the game was published by Nintendo in 1994 in the United States and 1995 over here. *Uniracers* soon became known as the fastest racing game on the SNES, attracting a wide following.

Set in a world inhabited by a race of sentient unicycles, basically the idea of the game was to race these living machines around a series of utterly devious tracks, performing wild stunts and trying to clock up as many points as possible. The game consisted of eight tours, each named after an animal, with the slowest 'crawler' stage being sponsored by a snail. After training, you could race against the mysterious 'ghost' racers or play a two-player match against a friend. In the single player game, the aim was to increase your skill until you could take on the Anti-Uni, the end of game boss and the fastest unicycle in the world. The secret to winning was to pull off as many stunts as possible. You could combine stunts into huge combos, and the better the stunt, the more speed you picked up.

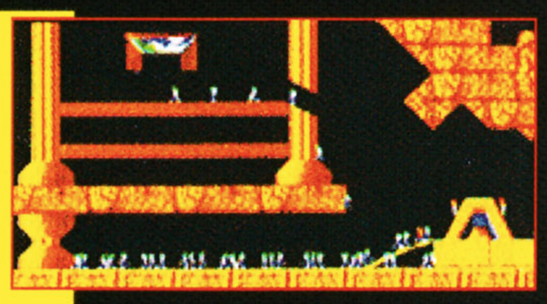
This is every inch a DMA game, with the emphasis on originality and supreme playability rather than flashy graphics. The backgrounds may have been a little bit bland, but the game was so fast and involving that you simply didn't notice its shortcomings.

LEMMINGS



If you ask anyone who has been playing computer games for a few years to list their all-time favourite games, I'd wager a pint or three that nine out of ten of them will have *Lemmings* near the top of their list. One of the undisputed classics of all time, *Lemmings* was first released in 1991 on the Commodore Amiga, and rapidly established itself as a favourite. It was converted to over twenty other formats, including the Atari ST, ZX Spectrum and even the Philips Cdi system. Two sequels were to follow in 1993 and 1994, and the game is still played by many people to this day.

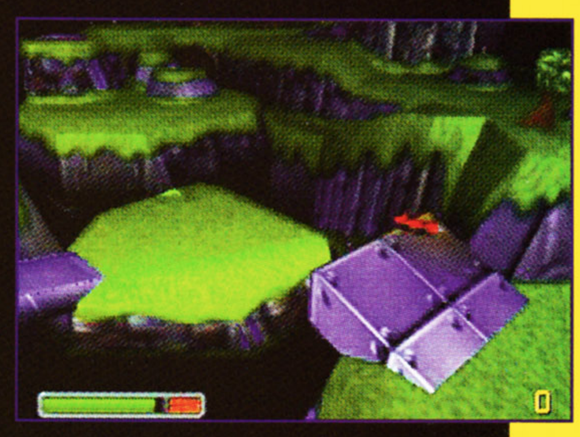
The basic idea of *Lemmings* was deceptively simple: A trapdoor at the top of the screen would open and a hundred suicidal lemmings would begin to drop through onto the obstacle course below. The courses were a series of 2D platforms, and the idea was to get the lemmings from one side to the other with as few casualties as possible. This was achieved by ordering selected lemmings to build bridges, dig tunnels or simply stand and stop their fellows from plummeting to their doom over the edge of the platform. Simple enough, but each of the fiendishly designed levels was more difficult than the last, and you just had to keep coming back for more. The game was, and still is, totally addictive.



THE NINTENDO 64

Last year DMA released their first two games for the Nintendo 64 console. *Space Station Silicon Valley* was a madcap 3D platform puzzle game set on the long lost space station of the title. The station is populated by a bizarre menagerie of robotic animals, such as a two-litre racing mouse, a rocket-powered fox, a dog on wheels with a built-in rocket launcher and a rat with exploding turds. And sheep, which DMA seem to include in a lot of their games, for some reason. The space station is on a collision course with planet Earth, and you have to solve a series of increasingly difficult puzzles in an attempt to take control of it and prevent a disaster. There are fifty incredibly diverse levels in the game, and more than enough totally original gameplay to satisfy anybody.

The other N64 title is *Body Harvest*, a time travelling adventure in which you seek to save the world from an invading horde of giant insects who have attacked four different locations on Earth at four different periods during the past century. The game levels are completely open for you to explore and are absolutely huge, pushing the boundaries of what the cartridge-based system is capable of. DMA estimate that it would take one hundred hours to complete the game. This is not just a shoot-'em-up, however, with elements of role-playing and adventure mixed in for good measure. Top features include interactive characters, dozens of driveable vehicles and a complex series of puzzles that will keep you hooked for weeks.



From giant insects to rocket-powered foxes, DMA's Nintendo 64 games, *Body Harvest* and *Space Station Silicon Valley*, are full of bizarre adventures

THE FUTURE'S BRIGHT, THE FUTURE'S TARTAN

DMA are also working on two or three new projects for publication later this year. For a Scottish company to make a game set in Scotland seems only natural, so the lads from Dundee are working on just such a project. *Clan Wars* is a violent PC action strategy game set in the Scotland of William Wallace and Robert the Bruce. It was described by one of the programming team as making the film Braveheart look like a tea party. The game will combine elements of arcade action and real-time strategy, complete with siege warfare and huge 3D battles. The only thing we've seen so far is a few brief segments of utterly brutal motion capture, but if they are anything to go by, this one's going to be a lot of fun.

Even more secret is *Attack*, described by the team as being "like Millwall supporters let loose in Jurassic Park". The game will be released on the Nintendo 64, the PlayStation and the PC. Featuring a manic cast of dinosaurs and cavemen, this will be one of the big games to watch out for in 1999.

Of course the game we are all waiting to see is *Grand Theft Auto 2*, but DMA are saying nothing about this one at the moment, other than to confirm that there will be a sequel in due course. Gary Penn, Creative Manager of DMA, would only say that it would be "more of the same, only more so". Watch this space for more news when we get it.

AN INTERVIEW WITH GARY PENN

CREATIVE MANAGER, DMA DESIGN LTD.

Gary Penn is the Creative Manager of DMA Design Ltd. He kindly took time out from his busy schedule to have a few words with Total CONTROL.

T.C.: DMA's games are always very original and contain some pretty wacky concepts – for example, the inflammable sheep in *Tanktics*. Who comes up with these ideas? Is it a team effort or do you have some mad genius locked in the cellar?

G.P.: Both – except the mad genius runs free.

T.C.: Although most of the DMA games that I have seen would appeal to a wide audience, some are obviously more mature than others. When planning a new game, to what extent do you aim it at a specific age range?

G.P.: We just do what we do best and leave the demographic considerations to the people who think they know best, i.e. the publishers.

T.C.:On a more serious note, *Grand Theft Auto* has generated a lot of controversy in the popular press due to its theme of crime and violence. Were you particularly surprised by this reaction?

G.P.: Not at all. Above all the choice of theme helped ensure that an immensely playable game was as accessible to as many 'real' people as possible.

T.C.: Do you think that the press attention adversely affected sales of the game, or was it a case of 'no such thing as bad publicity'?

G.P.: I think there can be such a thing as bad publicity – a point where the extreme becomes mundane and people grow bored with the monotony.

T.C.: Do you think that the moral minority have a point when they claim that films and games depicting violence 'desensitise' viewers to violence in real life?

G.P.: I can only speak from personal experience. In the past 25 years, I have tortured and killed thousands – millions – of digital forms, but I have never come close to feeling compelled to cause harm to anyone in the real world, no matter how much they may piss me off.

T.C.: Since DMA games are released all over the world, do you find that different countries often have varying attitudes towards game content?

G.P.: There certainly is a big difference in attitudes towards games around the world. As far as I can tell (and generalise): the French are in search of aesthetic excess; the Germans above all demand detailed rules and sincerity; the Americans want maximum reward for minimum effort; the Japanese are insane in the best possible way; the British are some twisted mish-mash of all the other countries – also in the best possible way.

DMA'S GAMES ARE ALWAYS VERY ORIGINAL AND CONTAIN SOME PRETTY WACKY CONCEPTS – FOR EXAMPLE, THE INFLAMMABLE SHEEP IN TANKTICS

T.C.: If you had a completely free reign to make a computer game designed just to entertain Gary Penn, what would that game be like?

G.P.: It would certainly be 'physical' – a solid feel is paramount. Its toyset would be tight and efficient and allow for considerable compound interaction and personalisation in the way it was used. It would be messy – involve making a mess. It would be noisy (which is effectively making more mess). I can't be any more specific than that.

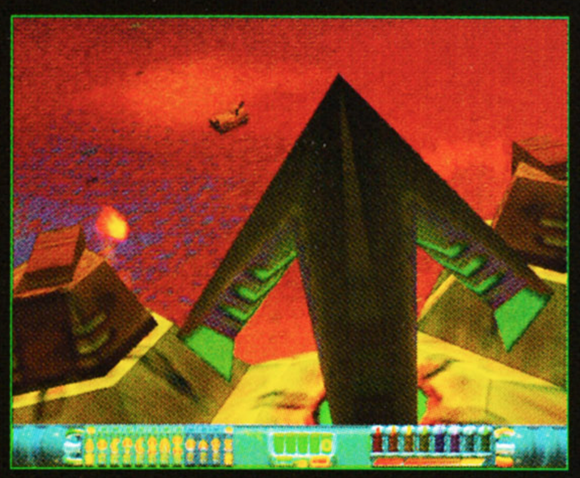
T.C.: So, what is *GTA2* going to be like? Different locations, more cars and bigger crimes, or will you go for a full-on 3D first-person approach?

G.P: .All I'm prepared to say is: *GTA2* is more of the same, only more so.

T.C.: Gary Penn, thank you for talking to us, and we look forwards to seeing DMA's new games soon.

The creative process at DMA Design is a team effort – and what a team! You don't come up with games like *Silicon Valley* without serious talent

WILD METAL COUNTRY



Wild Metal Country is the title of DMA's next big release, due out in the next couple of months. It is set in a distant star system in the far future, where an advanced civilisation destroyed themselves in a cataclysmic civil war. The only remnants of this long-vanished people are the sophisticated artificially intelligent war machines they created to do their fighting for them, the very machines that caused their downfall. Over the years these machines have evolved behaviour patterns that mimic the animal life they destroyed in the war, and now live wild on the surface of the planets once occupied by their masters, jealously hoarding the mysterious Power Cores that are the source of all their energy. These Power Cores are the ultimate energy source, and other races have long sought a way to capture them, only to be defeated by the living machines that guard them. Your mission is to pilot a single advanced tank in an attempt to take on the machines one at a time and hopefully recover the Cores.

TAKING CONTROL

The controls of your tank are different from any other game but allow a unique degree of manoeuvrability. Both tracks are controlled independently, so you can have one go forwards while the other is in reverse, spinning the tank on its axis. The turret is steered separately, and the main gun elevated to give howitzer-type shots which can fire over obstacles. There are a vast range of weapons available in the game, many of which use the amazingly accurate physics modelling to produce their effects. There are bouncing shells, magnetic shells, cluster bombs and guided missiles, amongst others, as well as a selection of mines which can be dropped from the back of your tank. Learning to use these weapons effectively is the key to winning the game, as well as surviving in the hectic multiplayer option. Up to eight players can fight each other using all the weapons from the single player game in one of five different tanks, each with unique characteristics.

SOUNDS GREAT

The game utilises DMA's proprietary 3D graphics engine, called 3DMA, to generate huge landscapes with varied terrain, realistic weather, dynamic lighting and accurate physics. You are completely free to explore the landscapes, and it is possible to follow and even identify the enemy tanks by the tracks they leave. Any object that is not part of the landscape can be moved or destroyed, or used for clever tactics. Advanced AI routines control the enemy vehicles, giving each type a distinct and recognisable behaviour pattern.

DMA'S PROPRIETARY 3D GRAPHICS ENGINE, CALLED 3DMA, CAN GENERATE HUGE LANDSCAPES WITH VARIED TERRAIN, REALISTIC WEATHER, DYNAMIC LIGHTING AND ACCURATE PHYSICS

Just as important to the overall feel of the game is the use of sound. DMA are the only game company other than LucasArts to employ dedicated audio programmers. For *Wild Metal Country* they have created a 3D world of sound involving multiple samples for each vehicle and weapon which change depending on range and direction, complete with Doppler effects as shells fly overhead. The sound effects simulate a 3D world just as effectively as a 3D accelerator card does for graphics. *Wild Metal Country* uses more processor time on sound effects than any other game.The result is a compelling and extremely playable game that combines stealth, firepower and tactics. The game is not just going to be available on the PC either – *Wild Metal Country* has been chosen as one of the European launch titles for the Sega Dreamcast.

Expect to see *Wild Metal Country* on the Dreamcast this September

***Wild Metal Country* exemplifies DMA's philosophy of putting gameplay above all other considerations, but the graphics are still utterly beautiful**

GAMES ARENA

THE BEST GAMES AT THE LOWEST PRICES!

MASSIVE SAVINGS ON STREET PRICES!

£31.99

£22.99

CALL US ON OUR LOCAL CALL NUMBER

0845 6012503

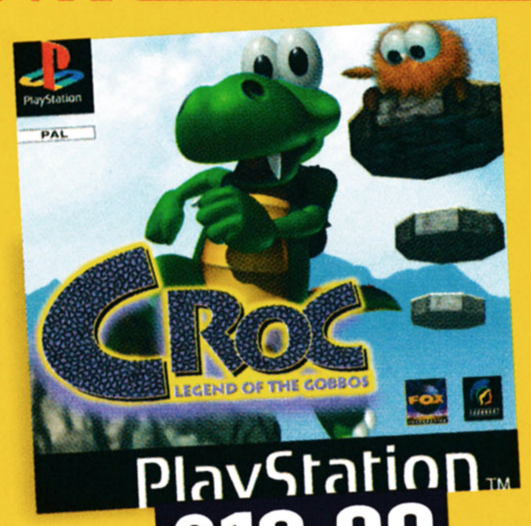
Abe's Exoddus	£31.99
Actua Golf 3	£29.99
Actua Soccer 3	£29.99
All-Star Tennis '99	£32.99
Apocalypse	£30.99
Big Air	£32.99
Blasto	£31.99
Breath of Fire 3	£33.99
Brian lara Cricket	£34.99
Bugs Life	£32.99
Bust-a-Groove	£29.99
Centipede	£32.99
Cool Boarders 3	£29.99
Colin McRae Rally	£32.99
C&C: Red Alert	£24.99
C&C: Retaliation	£31.99
Constructor	£30.99
Crash Bandicoot 3	£33.99
Croc	£18.99
Destruction Derby 2	£18.99
Die Hard Trilogy	£18.99
FIFA '99	£29.99
Fifth Element	£29.99
Final Fantasy VII	£35.99
Formula 1 '98	£35.99
Forsaken	£25.99
Future Cop LAPD	£32.99
Global Domination	£34.99
Gran Turismo	£32.99
Grand Theft Auto	£18.99
International Superstar Soccer '98	£31.99
Knockout Kings	£32.99
Libero Grande	£28.99
Live Wire	£22.99
Lost World: Jurassic Park	£18.99
Medievil	£31.99
Mega Man Legends	£29.99
Megaman X4	£29.99
Metal Gear Solid	£32.99
Michael Owen's WLS '99	£33.99
Monaco Grand Prix	£CALL
Moto Racer	£18.99
Moto Racer 2	£32.99
Motorhead	£18.99
NASCAR '99	£32.99
NBA Live '99	£32.99
Need for Speed III	£24.99
Need for Speed IV	£32.99
NFL Blitz	£25.99
NFL Extreme	£32.99
NHL Hockey '99	£32.99
Ninja	£34.99
O.D.T	£33.99
Overboard	£25.99
Pandemonium	£18.99
Parrapa the Rapper	£18.99
Pocket Fighter	£32.99
Pool Shark	£31.99
Premier Manager '99	£31.99
Pro Pinball: Big Race USA	£CALL
Psybadek	£34.99
Quake II	£28.99
Rayman	£18.99
Rayman 2	£CALL
Resident Evil	£18.99
Resident Evil 2	£32.99
Rival Schools	£32.99
Riven	£38.99
Road Rash 3D	£32.99
Rushdown	£32.99
SCARS	£32.99
Sensible Soccer: European Edition	£32.99
Shadow Gunner	£32.99
Small Soldiers	£32.99
Soul Blade	£18.99
Soviet Strike	£18.99
Sports Car GT	£32.99
Street Skater	£32.99
Tekken 3	£35.99
Tenchu	£34.99
Test Drive 4x4	£32.99
Test Drive 5	£32.99
Theme Hospital	£24.99
Theme Park	£18.99
Tomb Raider	£17.99
Tomb Raider 2	£24.99
Tiger Woods '99	£32.99
Triple Play Bsaeball 2000	£32.99
Unholy War	£34.99
Victory Boxing 2	£32.99
VIVA Football	£32.99
Wild Arms	£29.99
Wipeout 2097	£18.99
X-Men Vs Street Fighter	£32.99
Z	£29.99

GAMES ARENA also stocks PC and Nintendo 64 products. For more information on prices, release dates and stock availability please call our local call rate hotline – 0845 6012503. All orders recieved before 4pm are sent the same day, subject to stock availability. Otherwise, most orders are despatched within 2 –3 working days.

BUDGET BARGAINS CLASSIC GAMES AT GREAT PRICES!

£18.99

Crash 'n' burn with this thrilling racing game where ou play the bad guy! Over 18's only



£18.99

Classic platform action with the charismatic Croc and his furry friends

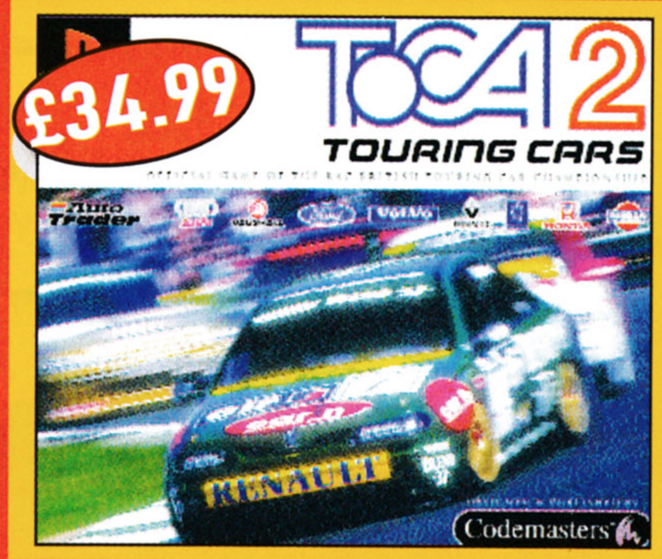
£18.99

John Maclean is in the wrong place at the wrong time, but you can't go wrong with this!

Croc	£18.99
Destruction Derby 2	£18.99
Die Hard Trilogy	£18.99
Grand Theft Auto	£18.99
Lost World: Jurassic Park	£18.99
Moto Racer	£18.99
Motorhead	£18.99
Pandemonium	£18.99
Parrapa the Rapper	£18.99
Porsche Challenge	£18.99
Rayman	£18.99
Resident Evil	£18.99
Soul Blade	£18.99
Theme Park	£18.99
TOCA Touring Cars	£17.99

FIFA '99

The best just got better! With hundreds of club teams from around the world and gorgeous graphics nothing on the PlayStation compares with Electronic Art's superlative arcade football simulation, FIFA '99. Now you can own this classic title for just £29.99.



TOCA 2

The Number 1 PlayStation hit is back with more cars, more tracks and improved graphics. Easy to play, yet hard to master, TOCA 2 is the ultimate racing game and you can experience all the thrills and spills for just £34.99. Can you take the chequered flag?

BARGAIN OF THE MONTH!

TOMB RAIDER III

This month we've slashed the price on Tomb Raider III. You can now get a copy of Lara's latest adventure for the unbelievable price of just £32.99!

Commitment

Games Arena Ltd has been set up with the goal of providing you with the very best games at the lowest possible prices. All orders within the UK mainland are dispatched by first class post. We have a large quantity of games in stock and delivery is usually achieved within 2-3 working days. Delivery for games not in stock may take a little longer.

Quality Assured

If you receive faulty goods we will be happy to replace it completely free of charge.

SALES LINES ARE OPEN 10AM – 6PM MONDAY TO SATURDAY

ORDER TODAY BY PHONING THE SPECIAL GAMES ARENA HOTLINE

0845 6012503

CUT OUT ORDER FORM AND SEND TO:
Games Arena, 11 Clifton Rise, Paignton, Devon. TQ3 3LF.

GAMES ARENA

**ALL PRICES SUBJECT TO CHANGE.
ALL OFFERS SUBJECT TO AVAILABILITY.
PLEASE CALL FOR LATEST DETAILS.**

GAME TITLE	PRICE
Postage is FREE on all deliveries within the UK. Postage is available to all European destinations at an additional £3.00 per item. **TOTAL**	

Name .....
Address .....
..... Postcode .....
Signature ..... Telephone .....

Cash ☐ Cheque ☐ Cheques payable to 'Games Arena'. Postal Order ☐ Card ☐
No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Expiry Date. ☐☐/☐☐ Issue No. (SWITCH ONLY) ☐☐

QUALITY CONTROL

GAMES TESTED

070 . . . . . Silver

074 . . . . . Rollcage

076 . . . . . Beetle Adventure Racing

078 . . . . . Civilization II

080 . . . . . Uprising 2

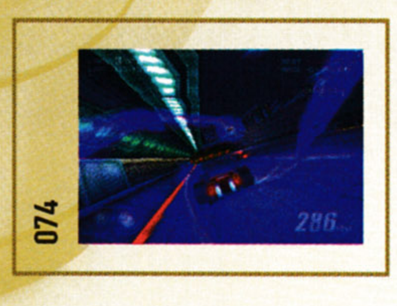
082 . . . . . Superbike World Championship

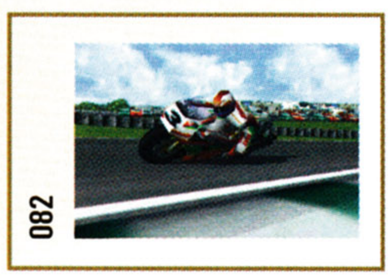
084 . . . . . KKND: Krossfire

086 . . . . . Worms Armageddon

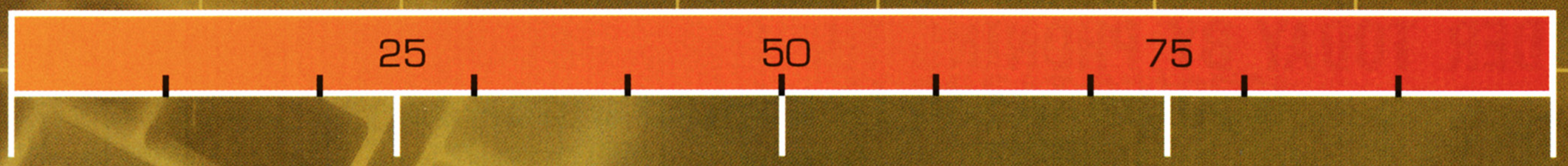
088 . . . . . Resident Evil 2

090 . . . Fighter Squadron: Screamin' Demons over Europe





VERDICT RATINGS



0 – 25

Generally speaking the games falling into this category are so pig ugly that not even their own mothers could care less about them. Perhaps the problem is that the programmers felt the same way? Please consider any game receiving a rating this low to be hazardous to your mental health – we're not scoring it this badly for fun you know! You wouldn't believe the grief we get from publishers for giving out these scores, but we're here to serve you, nobody else.

26 – 50

A below average game, but one which at least has some redeeming features. Certain aspects of these titles might be on a par with those scoring more highly, but if a game scores below 50% you can assume that it is flawed when seen as a complete package. Die-hard fans of a particular genre might still enjoy these games, but as a general rule you'll be better off saving your money. We might get sent games for free, but you don't, and we won't forget that.

51 – 75

Any game that achieves a score of over 50% should be considered an above average title worthy of your attention – especially if you're a fan of the genre. Most of these titles will not disappoint, they probably just lack that certain something that separates a good game from a great game. Please note that as our method of scoring is different to those in other magazines, a similar score in another publication might not represent a product of comparable quality.

76 – 100

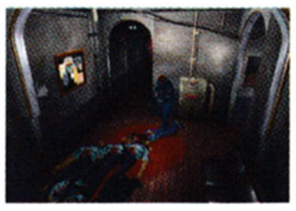
These are the games that make buying the systems they appear on worthwhile. A lot of games players have access to more than one format nowadays, and these games are the reason why. Games achieving scores of 90% and above in particular can be considered highly recommended. We won't be giving out scores that high too often, so if you're thinking of purchasing a game that we've seen fit to endorse in this way, what are you waiting for?

FORMATS

90+ AWARD

Be sure to look out for our prestigious 90+ award, but don't expect to see it on every other review. We don't endorse games in this manner unless they really warrant it.

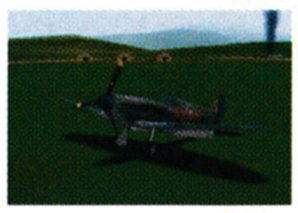
088



070

Silver
Infogrames' long awaited RPG is set to receive much critical acclaim. We give them our contribution.

090



074

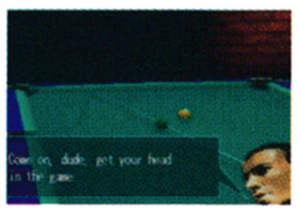
Rollcage
Psygnosis' latest has surpassed expectations. The drive-anywhere racer rolls onto the PlayStation.

092

078

Civilization II
One of the best selling PC games of all time makes its way to the PlayStation. How will it fare?

092



TOTAL CONTROL CHARTS

Your chance to check out who has been signing out what from the Total CONTROL cupboard of delights. Guess which game we're still playing on the network then...

Justin

1. Half-Life (PC)
2. Championship Manager 3 (PC)
3. Tenchu: Stealth Assassins (PlayStation)
4. Wave Race (Nintendo 64)
5. Tekken 3 (PlayStation)

Will

1. Half-Life (PC)
2. Silent Hill (PlayStation)
3. Rollcage (PC)
4. Silver (PC)
5. The Legend of Zelda (PlayStation)

Nick

1. Getter Love: Panda Love Unit (Nintendo 64)
2. Civilization II (PlayStation)
3. Silent Hill (PlayStation)
4. Aliens Vs Predator (PC)
5. Syphon Filter (PlayStation)

Cliff

1. Half-Life (PC)
2. Uprising 2 (PC)
3. Worms: Armageddon (PC)
4. Tekken 3 (PlayStation)
5. Thief: The Dark Project (PC)

INFORMATION

INFORMATION	
PLATFORM	PlayStation
PUBLISHER	Sony
DEVELOPER	Namco
STYLE	Beat-'em-up
RELEASE	£34.99
PRICE	Out Now
PLAYERS	1-2
ANALOGUE	No
DUAL SHOCK	Yes
MEMORY CARD	One Block

This is where you can find out everything you need to know about the game reviewed. The information box is different for each format and includes everything from the release date and price to more specific details such as how many blocks it will take up on your PlayStation memory card or whether the game takes advantage of your Nintendo 64 Rumble Pak. Note that the PC version of the box will occasionally contain both the minimum and recommended specifications required to run the game.

TAKING CONTROL

TAKING CONTROL

You need only watch the intro sequence to understand just how special *Tekken 3* really is. With all the style of a Hollywood blockbuster, it grabs you by the throat and draws you in to the whole experience. The first play is equally satisfying; silky smooth animation, plenty of impressive moves and a great selection of very different characters. Everything here has been polished until it shines.

What did we think of the game after 20 minutes or so? Needless to say there are games which might seem like a waste of time for the first hour or so but which reward perseverance. By the same token there are those that seem great when you test them for ten minutes in your local software emporium but can disappoint once you've played them at home for a longer time. This is our way of warning you about games where your first impressions may not be reliable enough to base your purchasing decision on.

OTHER FORMATS?

OTHER FORMATS?

PC ●○○○○

Namco have not released a game on the PC to date. We would love to think that *Tekken 3* could be the game to buck the trend, but it's extremely unlikely.

N64 ○○○○○

Although a few of Namco's minor titles have made it to the N64, Sony's deal means that there is as much chance as no chance of *Tekken* appearing on the N64.

The review you are reading may not be for a game currently confirmed for release on your machine. However, Total CONTROL is a genuine multi-format magazine. This means that at every opportunity we will be keeping you fully informed of any developments affecting you and the machines that you own. The Other Formats boxout is a prime example of this, a probability rating of 1-5 indicates what we consider to be the likelihood of the featured game ever appearing on your machine, while the accompanying text explains our reasoning or that of the company concerned.

VERDICT

VERDICT

GAME NAME	Tekken 3
GRAPHICS	95
SOUND	92
PLAYABILITY	95
OVERALL Out of 100	94

With scores given in three categories before arriving at a final score you can see exactly where the game's strengths and weaknesses lie. Don't necessarily expect the overall score to be a mathematical average of the other three though, the playability rating will generally carry a lot more weight than the other two. And how important the scores for sound and graphics are will vary according to the style of the game reviewed. It's also important to note that we at Total CONTROL have different ideas about percentages than many of our competition; see the diagram and explanations on the left for a breakdown of exactly how scores are awarded in Total CONTROL. Ignore the verdict box at your peril!

Silver

Hailed as the **PC's answer to *Final Fantasy VIII***, *Silver* certainly has a **lot to live up** to. Will **Infogrames' latest** prove as **precious** as the name suggests?

Total CONTROL 90+ AWARD

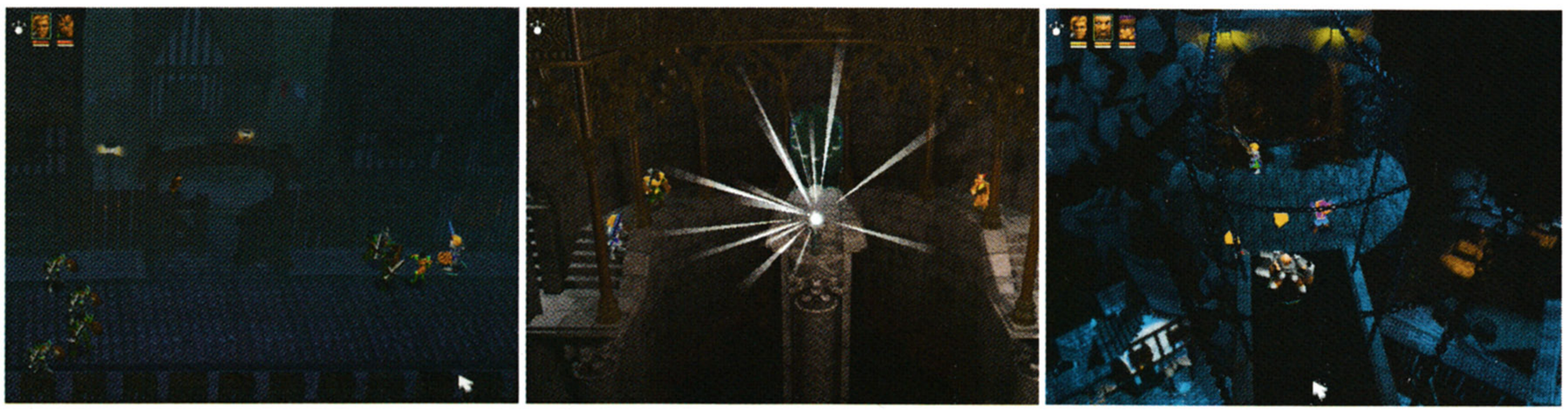
TAKING CONTROL

Having played no early code for *Silver*, I have to say this was not the game I had excepted it to be – full real-time combat in an RPG? The idea at first was cumbersome, but as you learn to master the controls, it quickly becomes instinctive and you feel much more involved in the outcome of each battle. The game begins strongly, yet you never feel drowned by it all, and the learning curve is spot on.

INFORMATION

FORMAT	PC
PUBLISHER	Infogrames
DEVELOPER	In-House
STYLE	RPG/Action Adventure
RELEASE	Out Now
PRICE	£39.99
PLAYERS	One
PROCESSOR	P166
MEMORY	32MB
DISK SPACE	140MB
3D ACCELERATOR	Optional

The RPG title is becoming a very broad classification. In 16-bit days past, any game that featured control of more than one character, each with a range of stats, attributes and experience points, would be labelled an RPG, but things have changed a lot since then. *Final Fantasy VII* was the first hugely commercial game to contain all of the above but portrayed the story using a completely different method. No isometric or jump forward first-person views and an emphasis on story and plot over combat and statistics, and suddenly RPGs hit the mainstream market. What is perhaps the most favoured genre of the Japanese spread effortlessly over America and Europe. Moving away from traditional Dungeons and Dragons themes, these games focused on the sci-fi and mind power ideas that were (and are) so popular in post-industrial Japanese culture. *Silver* pushes the genre, defining the boundaries of the RPG yet further – indeed so much that I found it hard to give the game a pure RPG classification. Whilst it features the team and character progression that we have used to define many games as RPGs in the past, it also bears much in common (as did *FFVII* to a



Even though *Silver* does not require a 3D accelerator, it features an abundance of superbly realised lighting effects

OUTWARD BOUND

Getting the perfect balance between having a big enough screen area but making sure that you retain enough detail is a difficult one. At times some of the pre-rendered backdrops in *Silver* make your characters appear a little too distant. It can be frustrating when you undergo combat like this, especially when facing multiple enemies, but it never gets bad enough to change your opinion of the game.

The backgrounds are pretty diverse, as are all of the characters that you can meet in the game. Luckily, there are plenty of both to be found on your journey

certain degree) with point and click adventure games, and, likewise, *Silver* relies on real-time, fully player-controlled combat, as seen in many of today's 3D action games. This kind of hybrid is, as far as I can tell, the first of its kind, but the game's use of the best and most valued parts of different genres is a superb mix that you can expect to be copied many more times in the future.

Western promise?

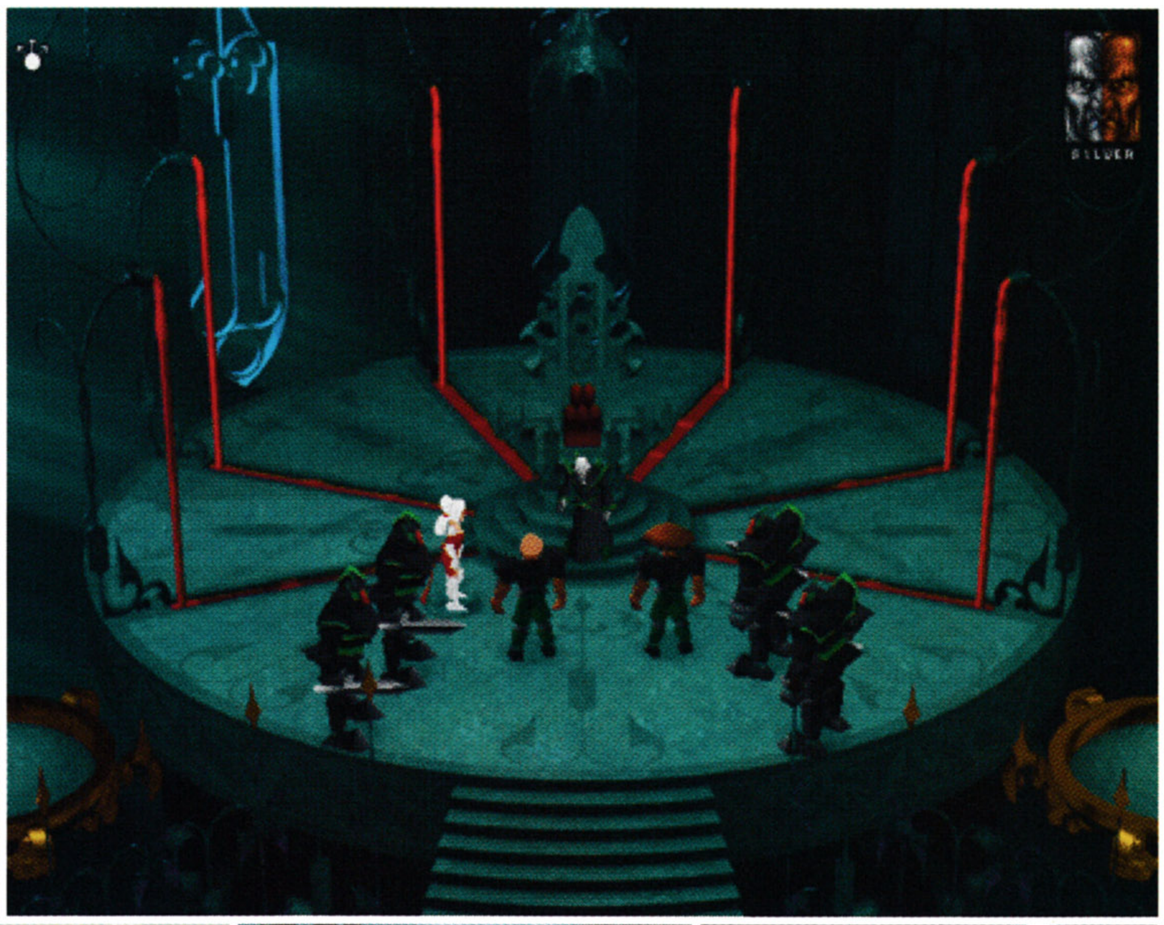
Obviously, though, *Silver* is a European game, and this is a feature that is more than evident throughout. The dialogue in the game is clear and comprehensive, and the plot is simple yet engrossing. The land of Jarrah has been long savaged by the evil sorcerer Silver and his powerful associates. Following a long-standing feud with his wife that resulted in her murder, Silver begins to round up the remaining women throughout the land. You play David, a victim of Silver's new decree, who takes it upon himself not only to find and bring home his wife, but also to put an end to Silver's reign. The game begins just before the capture of David's wife, with you learning the essentials of combat from his grandfather. As mentioned before, the combat in *Silver* bears no resemblance to any other style of RPG in that it is completely real time; all of the game is – even accessing inventories etc.

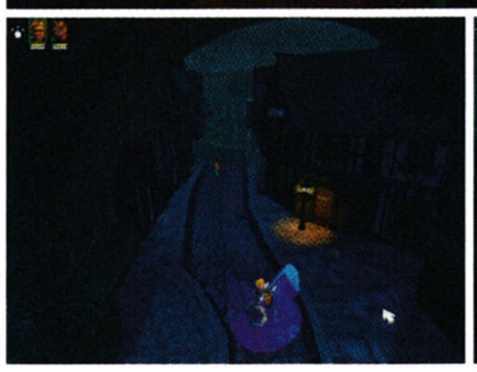
The control system for the game is quite revolutionary; you need use only the two mouse buttons and the Ctrl button on the keyboard to work your way through the game. The left mouse button is an intelligent mouse cursor. It changes depending on the object it is positioned over, but is most commonly used for walking and talking, while the right mouse button opens a quarter-screen pie chart-style inventory from which you can set weapons, drink potions etc. When holding Ctrl, the left button becomes allocated to aggressive moves, the style of which depends upon the direction in which the mouse is moved (move the mouse forwards for a front thrust, to the left for a

It can be easier to control only one character at a time instead of all three

THE GAME'S USE OF THE BEST AND MOST VALUED PARTS OF DIFFERENT GENRES IS A SUPERB MIX THAT YOU CAN EXPECT TO BE COPIED MANY MORE TIMES IN THE FUTURE

The speech in the game is of a very high quality and, for a change, it's all European. The script can become a bit childish at times, but it always holds your interest





In general the background locations are brilliantly drawn. Most feature some form of background animation, but there are some that seem slightly empty

Screens can occasionally appear confusing because of the perspective

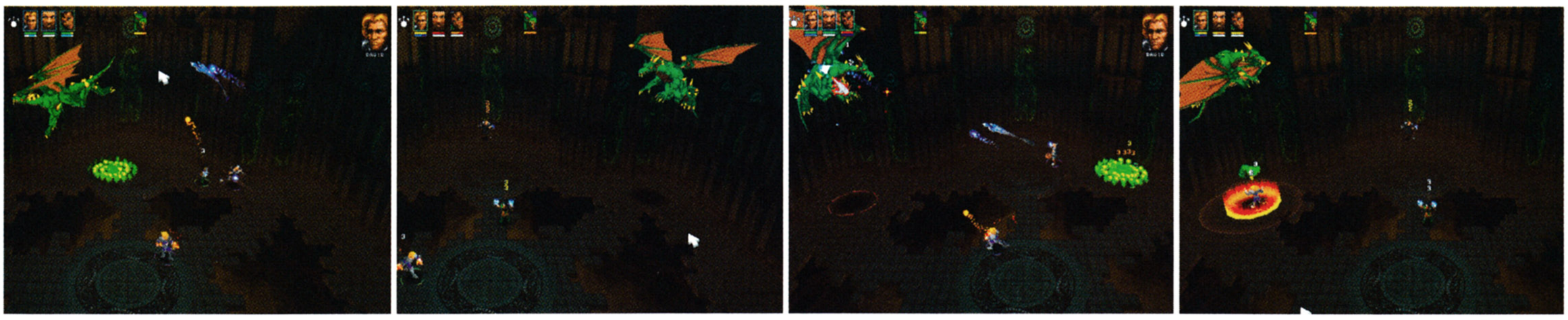
left swipe etc.). This system has been designed to give the illusion of the player's mouse hand having control over the character's weapon. For example, as you swipe to the right, so will the on screen character. The effect is not quite as spectacular as it could have been; you only have four defined moves, and you are left wondering whether if the game took the speed of the mouse and 360° motion into account (as in another PC adventure game, *Die by the Sword*) it would have worked any better or not. As it is, though, it's a highly innovative method that works very well.

Character building

As the game develops, a number of other characters may want to join your cause. You are only allowed up to three characters on screen at any time, and the combat control system often makes this a slightly awkward proposition. When in a battle you can either select all characters and use projectile weapons, or use one character and leave the others to fend for themselves. When doing the latter you'll notice the AI routines, which differ drastically depending on the intelligence of the specific character. Later on in the game you meet Trasque, a martial arts expert, who is best left unequipped so that he can make full use of his kung fu techniques. He is one of the most intelligent members of your team, and when left alone in combat you may notice him running around avoiding projectile fire and performing flying kicks at every available opportunity.

To begin with your grandfather leads you through your quest, but the game eventually opens up and you gain complete freedom to go where you like. The map of Jarrah can be accessed at any time, and by clicking on a city or other site of interest you travel directly there – a welcome and user-friendly shortcut. It soon becomes apparent that to defeat Silver you need to collect eight magic orbs that have been lost in the far corners of the realm. This search unfortunately takes up the main substance of the game. I say unfortunately because it is this search that forms the primary objective of the game, giving it a slightly repetitive and predictable foundation. The fabulous plot behind *FFVII* constantly twisted and turned yet always continuously grew stronger. *Silver*, by comparison, falls short of rivalling Square's epic. While you can choose your route through

THE ORCHESTRAL STYLE CHANGES TONE AND PACE DEPENDING ON THE ACTION ON SCREEN. IT'S A MASSIVE CONTRIBUTION TO THE GREAT ATMOSPHERE THAT THE GAME CREATES



There are many different boss characters that appear throughout the game. They usually follow some form of pattern, so finding the right tactic is vital

The real-time combat adds a lot to the game, but when all three of your characters are on screen the controls can become more difficult to master

the game to a certain degree, and it never appears to be too linear. The huge game takes place inside a world smaller than most RPGs, and you are encouraged to return to sites visited previously. One other problem is that although characters may direct you to certain sites, if you forget the name they will not repeat it and you are left to wander around the game world as if it is on pause until you find a place or character that will trigger the game off again. Because of this there are not too many areas that will be left undiscovered, and as you progress you feel as if you have seen everything the game has to offer.

The hills are alive...

What *Silver* does pull off to far greater effect then any other RPG is a totally absorbing soundtrack, the best I have heard for some time. The orchestral style changes tone and pace depending on the action on screen. It's a massive contribution to the great atmosphere that the game creates. Every conversation is also fully voiced and the speech is of an exceptionally high quality.

Almost matching the soundtrack are the visuals. Each of the 200+ beautifully rendered locations are packed full of the smallest details. The water effects are as good as you could want, the magic and other associated special effects also look great, and this is all achieved on a P166 without the need for 3D acceleration (though a 3Dfx Card will help smooth them off). At the same time, however, there are frequent occasions throughout the game that seem to be crying out for fancy effects such as reflections or other background animations.

Happy daze

If forced to compare *Silver* and *Final Fantasy VII* from a purely RPG perspective, *FFVII* wins by a noticeable margin. However, to do that would be unfair. *Silver* takes many of the best qualities from a wide range of genres, and the result is a game that is as precious as the title suggests. It has its faults and may not be quite the epic that it should have been, but it is a game with true universal appeal that will keep you engrossed for ages and prove a valuable and treasured addition to your software library. **Will**

OTHER FORMATS?

PlayStation ●○○○○

Infogrames have stated that they are not considering a PlayStation conversion because it would be difficult to squeeze in the AI routines and complex game engine, but there is an outside chance.

N64 ○○○○○

Silver is far too big to fit onto an N64 cartridge, so there's as much as no chance of a conversion.

Dreamcast ●●●●○

Apparently the Dreamcast is currently being considered as a possible platform for a *Silver* game, though we do not know how similar it would be to the PC version.

THE TOOLS OF MASS DESTRUCTION

The choice of weaponry is exceptionally good. As well as a multitude of swords, hammers and clubs, you also have a number of long-range weapons such as crossbows, catapults and throwing knifes. Each type of aggressive magic can be used in a variety of ways, and there is also magical weaponry such as rune swords and staffs which, while not being as powerful as the others, have the advantage of being able to be used in short-range combat and still have long-range magic projectile fire.

VERDICT

GAME NAME	Silver
GRAPHICS	90
SOUND	95
PLAYABILITY	92
OVERALL Out of 100	91

TAKING CONTROL

This game is probably about as disorienting as it could possibly be for the first few minutes or so. It takes a while to get to grips with the controls as you spiral through tunnels trying to hit every speed-up. As with every racing game, getting used to the handling of the cars also takes a while, but after about fifteen minutes you won't be able to put it down.

INFORMATION

FORMAT	PlayStation
PUBLISHER	Psygnosis
DEVELOPER	Attention to Detail
STYLE	Futuristic Racing
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-2
ANALOGUE	Yes
DUAL SHOCK	Yes
MEMORY CARD	One Block

TOTAL CONTROL 90+ AWARD

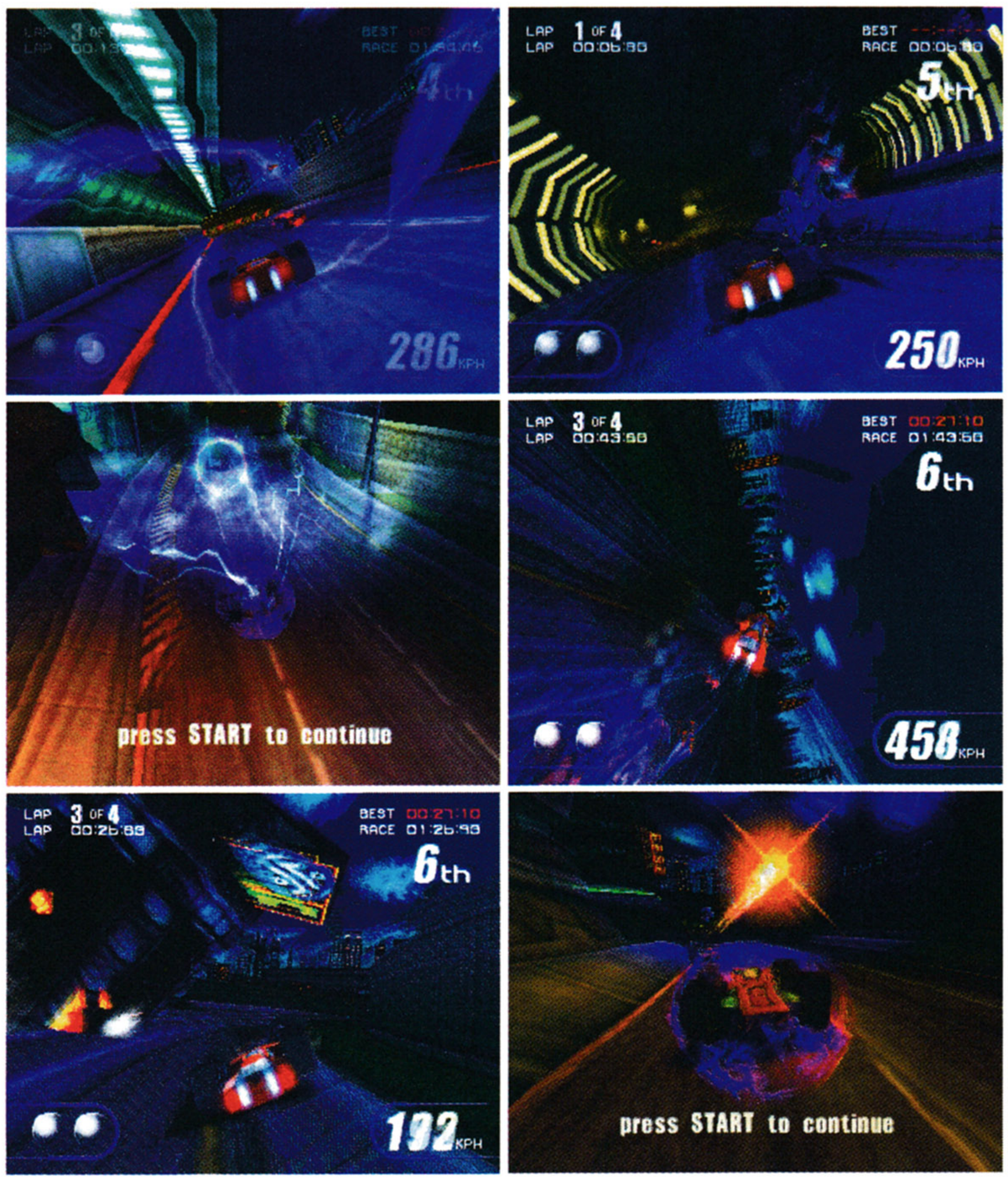
Rollcage

Before we get too excited about ***Wipeout 3***, **Psygnosis** have been **showing off *Rollcage***, their **alternative futuristic racer**.

Every major company has a kind of flagship series of games for which they are most well-known. *Wipeout* is Psygnosis' leading game series. It has gone from strength to strength and platform to platform in its four-year lifetime. Having already confirmed the second sequel, *Wipeout 3*, for a late '99 release, the series shows no sign of slowing down. Meanwhile, a similar formula has been used to create another potential Psygnosis classic, *Rollcage*. Both are futuristic, high speed racing games with some well-designed and extremely detailed courses, a wide range of weapons and pick-ups, and both boast some of the most frantic and hectic gameplay to grace the genre.

Rat in a cage

Wipeout and *Rollcage* share much in common, but they play very differently. The car that you drive in *Rollcage* is capable of scaling vertical walls and even travelling upside down on the roof of a tunnel. This is achieved by driving at a very high speed so that you are pulled against the wall by the high G-forces. Although this is not usually a requirement of the course, it can prove immensely helpful; often you may find speed boosts or weapon pick-ups on the ceilings of tunnels, and when travelling on a busy road or facing an oncoming obstacle, moving onto the wall can help you avoid a crash. However, the cars do not stick to the walls, they are only held there, which means that if you are driving along a wall on the right-hand side of the road as it bends to the right, you will fly off sideways onto the middle of the road. The shape of the vehicles means you can also land upside down and continue as normal, so even if you do crash badly, there is still a fair chance of regaining control, providing you land facing in the right direction. The physics engine is one



SIDE SPLITTING

The split screen option in many PlayStation racers often proves to be disappointing, but *Rollcage*'s two-player mode is superb. Despite a small drop in speed (still leaving it pretty quick), it's very nearly as detailed as the single player version. The game draws miles into the screen and it plays very well. There are also a number of deathmatch levels that can be unlocked by finishing single player leagues with maximum points.

***Rollcage* is great to look at, even if you're not playing – there's always something happening on screen. Not being distracted by the pyrotechnics helps a lot**

of the better ones I've seen; rebounds and crashes appear to be very realistic, whilst smashing into other cars or getting your wheels interlocked with your competitors can send either you or them spinning off the track. Their momentum and speed sees you ride alongside them for a while before eventually pulling away – with some of the more spectacular crashes it can look superb. The weapons have similar but far more extravagant effects.

Many of the rockets are capable of blowing cars miles into the air, and because the cars have no damage this can occasionally be used to your advantage. One weapon creates a wormhole in front of your car which will usually be used to swap places with the nearest car. Firing a rocket through this will result in you being hit from behind, and if the shot is straight this can hurl you forwards without sending you into a spin, thus allowing you to land smoothly. Buildings can also be destroyed either by crashing into them, shooting them or by driving through their supporting structures. This usually results in huge explosions and leaves the track showered in debris that can disrupt the chasing pack. You will also notice the extremely impressive AI of the opposition; gun fights between enemy cars are frequent occurrences, and if they are leading you'll have to cope with the consequences, be it on track debris, falling structures or cars spinning out of control in your general direction. They also make their fair share of mistakes –

IT MAKES A NICE CHANGE TO SEE AN CPU-CONTROLLED CAR ATTEMPTING TO OVERTAKE, ONLY TO FIND IT DRIVING UP THE SIDE OF A WALL AND FLYING OFF OUT OF CONTROL

it makes a nice change to see an CPU-controlled car attempting to overtake, only to find it driving up the side of a wall and flying off out of control into the distance.

Boy racers

Rollcage is a superb game, and for me it is by far the superior futuristic racer on the market at the moment. The fast paced nature of the game won't suit everyone – it can be a bit disorientating at first, and the jump in difficulty from easy to hard is pretty steep – but it is one of the most frantic, thumb-numbing racing games money can buy. It looks superb, runs both smoothly and quickly, and any fans of the genre should mark this very highly on their spring wish list. **Will**

OTHER FORMATS?

PC ●●●●●

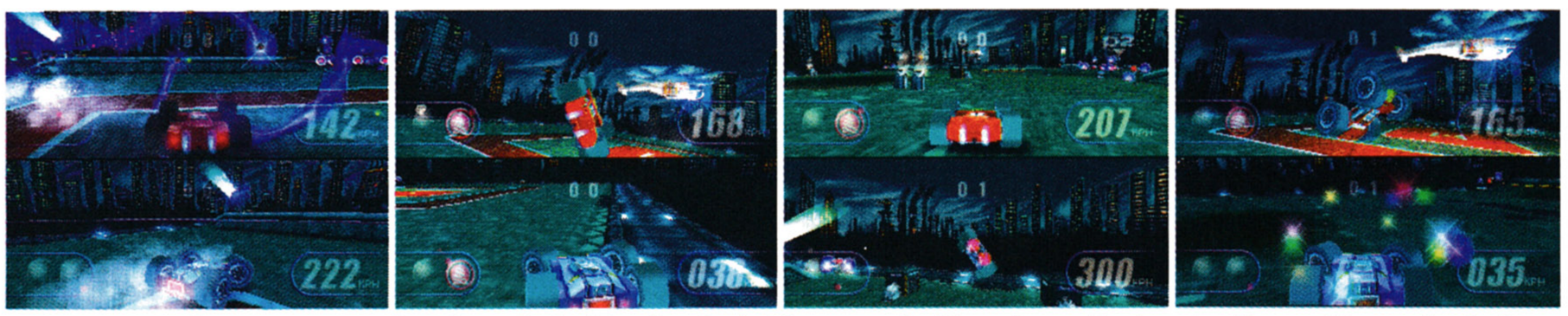
The PC version will be released simultaneously with the PlayStation game at the end of this month. Apart from an improved multiplayer game and far superior 3D accelerator enhanced visuals, it remains very similar.

N64 ●●○○○

Although there are no plans at the moment, if *Rollcage* takes off there's no reason why it shouldn't follow in the footsteps of *Wipeout*.

Dreamcast ●○○○○

Perhaps if the game proves a success we'll see a conversion, but by the time the Sega console is out over here Psygnosis will probably be concentrating more on *Wipeout* 3.



The deathmatch arenas must first be unlocked in the single player mode. Though small, there's plenty of fun to be had

VERDICT

GAME NAME	Rollcage
GRAPHICS	92
SOUND	86
PLAYABILITY	90
OVERALL Out of 100	90

Beetle Adventure Racing

Some might say that **releasing any racing game** on the **N64 is a bit adventurous**, and EA's latest tries to prove **them all right**.

TAKING CONTROL

After recovering from the horribly cheesy 'Action, Adventure, Excitement…' intro, the first play was very good, with loads of side roads and potential shortcuts everywhere. The car handling takes some getting used to and the small screen was disappointing, but it's immediately apparent that this is not a game for serious racing fans. It's fun, gripping and difficult to put down.

The sensitivity could be a little higher; the sides of your car will often take quite a beating.

It's been several years now, and still we find ourselves saying that the N64 has a distinct lack of decent racing games. You could argue the case with *Formula 1 World Grand Prix* and games like *V Rally* and *Top Gear Overdrive* having successful tours of the Nintendo mags, but we are still looking for one game that N64 owners can be as proud of as PlayStation fans are of *Gran Turismo*. Perhaps they never will. Rare's rumoured *GT* beater is unlikely to be on sale by the time *GT 2* rears its head, but still, even if there are no masterpiece racing games around at the moment, there are a lot of high quality pretenders to the throne, such as EA's *Beetle Adventure Racing*.

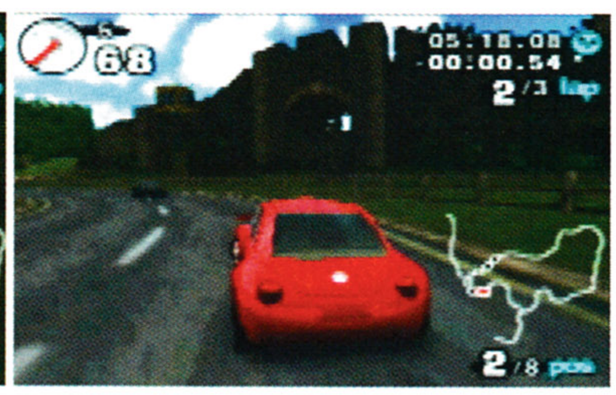
As perhaps one of the bigger promotions to the launch of their new Beetle range, Volkswagen have made a deal to get an entire N64 game based around their new range of cars. I doubt it will sell purely for that reason, but luckily the rest of the game is certainly good enough to earn EA a reasonable profit.

Gear change

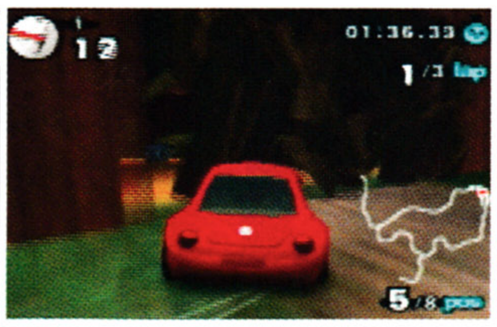
The first thing you notice about the game is the look. There is a very big similarity between this and Kemco's *Top Gear Overdrive*; the backgrounds are very detailed and have been smoothed down well, the cars look good and the animations both in the back and foreground add a lot of life. What you may also notice, however, is that there seems to have been a bit of trouble in trying to keep the pace of the game up. As it is it's not that quick, and there are huge borders around the screen, obviously included to prevent it from appearing

INFORMATION

FORMAT	N64
PUBLISHER	Electronic Arts
DEVELOPER	In-House
STYLE	Racing Sim
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-4
RUMBLE PAK	Yes
MEMORY PAK	Yes
EXPANSION PAK	No



The tracks on offer are incredibly varied, particularly if you take advantage of some of the stranger shortcuts on offer



You'll usually find that the more adventurous short cuts have the most interesting settings

ridiculously slow. After witnessing the speed and detail in Psygnosis' recent *Wipeout 64*, questions have to be raised. Still, apart from this and somewhat limited AI on the other cars, that's about as bad as it gets.

The adventure part of the title has been added for a reason– there is definitely a hint of *Diddy Kong Racing* here, though the exploration element is not nearly as prominent. Every race consists of a starting track that joins onto the main course, from which you must race a number of laps before exiting on a separate route, only opened up on the last lap. Along the main course there are literally dozens of hidden routes, though not all are shortcuts and instead they may contain a number of Nitro boosts that (if hit) will make that the faster route, though they cannot be reused. There are some hugely imaginative levels which keep up the interest – you drive through ice tunnels, volcanoes, waterfalls, rickety piers and town streets – and there are loads of great touches everywhere. For example, driving through a jungle section on one level, you move through two huge concrete gates and notice high voltage electric wire to either side. Eventually a T-Rex bursts out through the gate, nudging the cars on his side of the road a la Jurassic Park. There are also several crates full of bonus points on each level, which, if all are found, will earn you a secret bonus or at least a continue if only half are discovered. This must be done by straying from the set course to discover all of the secret areas and then taking a different route around every lap – certainly not the sort of thing you'll manage to do after only a few attempts.

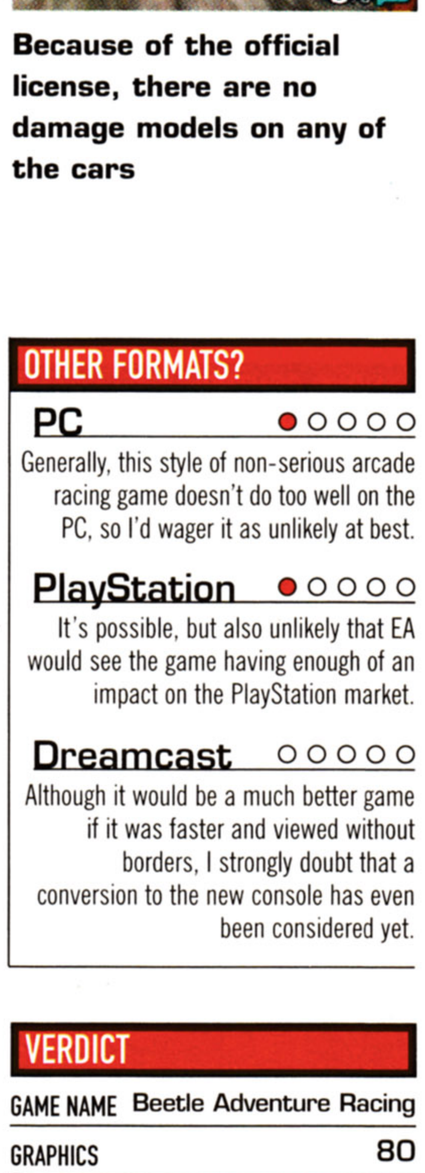
AS IT IS IT'S NOT THAT QUICK, AND THERE ARE HUGE BORDERS AROUND THE SCREEN, OBVIOUSLY INCLUDED TO PREVENT IT FROM APPEARING RIDICULOUSLY SLOW

Get a grip

The handling is slightly touchy, though. In an attempt to reduce the amount of slide that has plagued the majority of N64 racers, they seem to have gone too far in the other direction – not only do you stick to the road like a dead hedgehog, but the cars only seem to turn about fifteen degrees to either side, so you end up smashing the side of your car into each bend unless you brake – if the CPU cars have no apparent need to do this, why should you? The music is also pretty good, at least for about fifteen seconds, at which point it seems to repeat itself over again (or at least it may as well do), but this is never too annoying.

Beetle Adventure Racing is superb value for money, the multiplayer mode (see box out) is one of the best on the machine and finding all of the bonuses will last you forever (whether you want to do this is a different question). It can be very frustrating at times, and it has a fair share of minor faults, but it's nothing major.

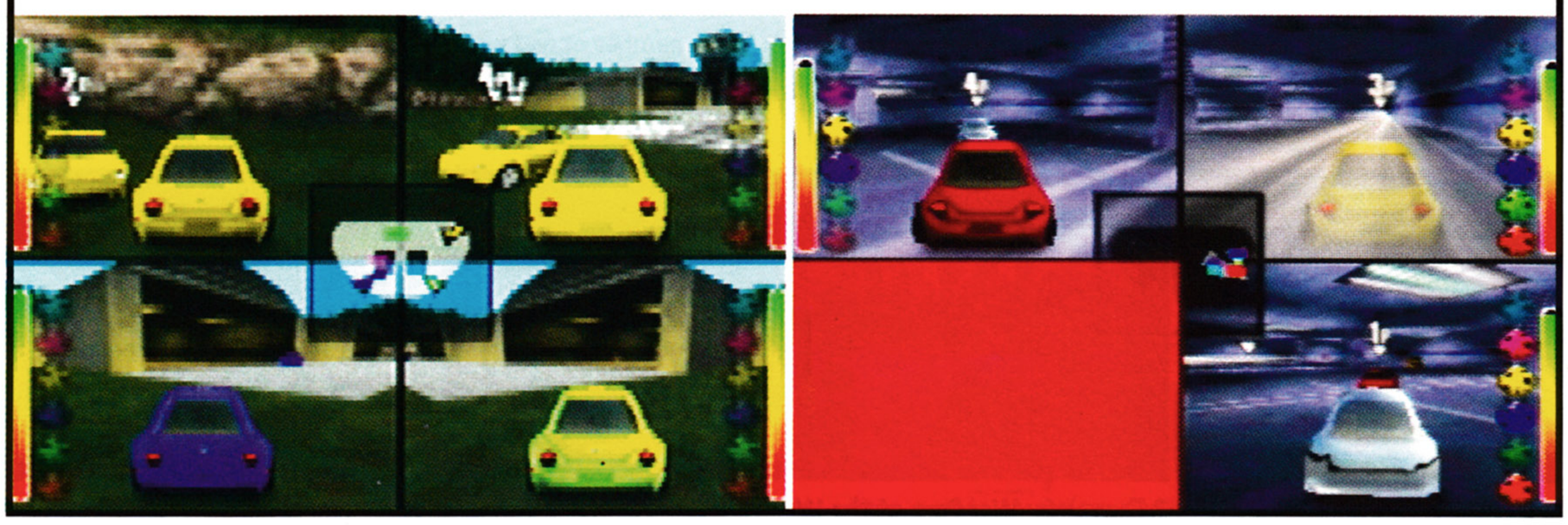
This is certainly one of the better N64 racers. It's not about to change the image of the genre on the machine, but it is full of variation, humour and neat little touches, and overall it's a very enjoyable title. **Will**



Because of the official license, there are no damage models on any of the cars

BATTLE CARS

As well as a pretty good two-player race mode, there is also a four-player battle option. You start with only a choice of three arenas such as airport or parking lot, but success in the single player championship can open up more. The aim is to collect six differently coloured beetle symbols and then reach the exit grid, but to do so you'll need to avoid desperate attempts to stop you from your competitors. The track is covered in power-ups such as rockets and shields, and all cars have a health bar which, if diminished, results in you losing all items gained so far. It's a well-put-together feature that should stop this cartridge from gathering too much dust in the cupboard after it is bought.



OTHER FORMATS?

PC ●○○○○

Generally, this style of non-serious arcade racing game doesn't do too well on the PC, so I'd wager it as unlikely at best.

PlayStation ●○○○○

It's possible, but also unlikely that EA would see the game having enough of an impact on the PlayStation market.

Dreamcast ○○○○○

Although it would be a much better game if it was faster and viewed without borders, I strongly doubt that a conversion to the new console has even been considered yet.

VERDICT

GAME NAME	Beetle Adventure Racing
GRAPHICS	80
SOUND	71
PLAYABILITY	82
OVERALL Out of 100	79

Civilization II

One of the most **popular PC games in history** gets a conversion to the PlayStation. How will the **in-depth strategy** of Sid Meier's masterpiece **translate to a console**?

TAKING CONTROL

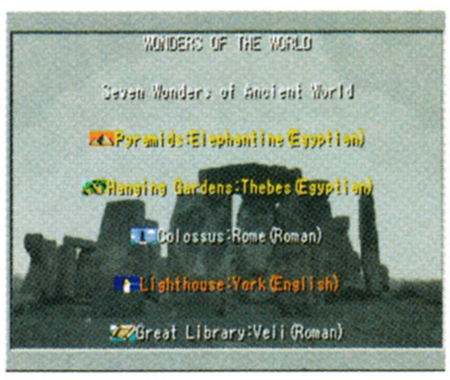
Civilization II **is an interesting prospect on the PlayStation. One of the biggest selling games of all time, appearing on the biggest, most mass market console of all time. It will be interesting to see how this PC title fares...**

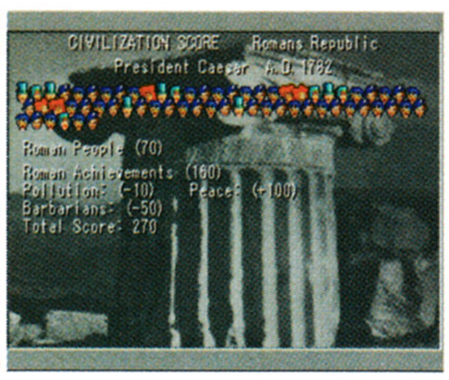
INFORMATION

FORMAT	PlayStation
PUBLISHER	Activision
DEVELOPER	In-House
STYLE	Strategy
RELEASE	Out Now
PRICE	£39.99
PLAYERS	One
ANALOGUE	No
DUAL SHOCK	No
MEMORY CARD	One Block

Sid Meier's *Civilization II* is one of the biggest selling and most influential games on the PC and, I have to admit, until now I hadn't seen why; basic, isometric graphics and gameplay that is more to do with history than any strategic ability and fun. Well, I was wrong. And as this PlayStation conversion proves, *Civilization II* is one of the best strategy games ever made.

The basic premise of *Civilization II* is to nurture and lead an ancient civilisation from its humble beginnings of bronze axes and farming right the way through to space travel. This is, of course, a very brief outline of what the game has to offer. The depth of *Civilization II* is one of the game's strong points, but the beauty of the game is that it can be played in any number of ways and you don't have to play it at its most involved level to get enjoyment from the game. You will eventually get sucked in, of course, but to begin with the





How successful is you civilisation? From left: Wonders of the World, your advisors, population stats and how others treat you

IF YOU LIKE THIS KIND OF THING...

Civilization II is only the latest in a long line of great PC strategy games to be converted to the PlayStation. If you like this, or vice versa, you'll love the games below...

Command and Conquer
(Virgin/Platinum £19.99)

Theme Park
(EA/Platinum £19.99)

Populous: The Beginning
(EA £39.99)

The beginning of a civilisation on the left, with just a group of settlers. After about 5000 years, however, you'll learn how to get to the stars and beyond

game allows you to get loads out of it without putting to much work in.

Tribal markings

The main objective in *Civilization II* is to eventually lead your civilisation to the stars and to Alpha Centauri (the title of Sid Meier's latest PC game). Things aren't quite that straightforward, as you might expect, and you will have to compete with anything up to seven tribes over six thousand years. You can set your desired parameters and make the game as easy or as challenging as you want; the better you get at the game, the more involved you can become and the bigger the challenge you can take on.

Although the main objective is the stars, there are other ways to play *Civilization II* if you desire. One of the most appealing is world domination. This takes you down a war-like path and will inhibit your development of science and social ideas, but then it's down to you how you want your civilisation to develop.

Development of ideas and the speed at which you gain access to technology is a key to your success against rival tribes. This is achieved by researching basic technologies such as writing and mathematics – this will eventually allow you to research things like industrialisation and nuclear fission. The order in which you research things will also have a strong bearing on your culture.

As a leader of a great society, there are other things to worry about. Apart from the constant relationship changes with other civilisations (peace treaties, exchange of technology, trade and war) you will have to pay great attention to the people who inhabit your land. It is important to keep them happy, well-fed and amused with 'great projects'. This is the part of the game that becomes complicated – here you have to balance taxes, farming, transport and 'luxuries' to keep the people happy.

Learn while you play

On top of everything else, *Civilization II* is also an educational title. Included in the options is a 'Civilopedia' which explains all of the terms used in the game, and it is advantageous for the player to learn about all the different systems of government, technologies and so forth.

The only real disadvantage that the PlayStation version has over the PC *Civilization II* are the SNES-like graphics and the speed of the game. Processing time can get laboriously slow as the game becomes more complicated (as time goes on), and there are times when you are left twiddling your thumbs. The graphics are functional to say the least, but then *Civilization II* isn't a game that really takes place on the screen – it takes place in your head, just like all great games.

IT WAS DIFFICULT TO SEE HOW A COMPLEX GAME LIKE CIVILIZATION II WOULD TRANSLATE TO THE PLAYSTATION, BUT THIS PROVES THAT GREAT GAMES WORK ON ANY FORMAT

It was difficult to see how a complex game like *Civilization II* would translate to the PlayStation, but this proves that great games work on any format. This version of *Civilization II* lacks a few things from the PC game – high-res graphics and the control interface – but then the PlayStation's pop-up menu system works fine. *Civilization II* is still is one of the best games of its and any other genre. The fact that this game is initially easy to get into and pulls you into the complexities of ruling a nation makes it extremely addictive. The ability to change the difficulty setting is also a great plus for the game and should ensure that, once played, *Civilization II* will give you hours and hours of enjoyment. **Nick**

OTHER FORMATS?

PC ●●●●●

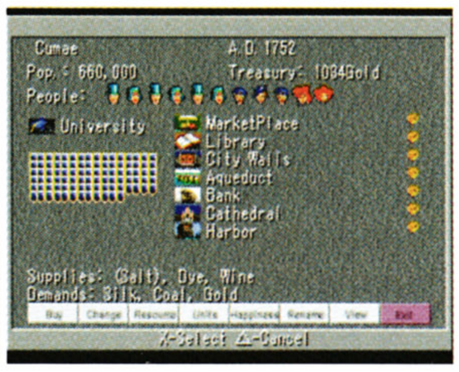
Yes, it's been available for the PC for nearly three years now.

N64 ●○○○○

It is difficult to see the N64 market warming to this game.

Dreamcast ●●○○○

There will definitely be a *Civilization* game on the Dreamcast in the future – probably *Alpha Centauri* – but *Civilization II* is unlikely to be converted.



Scientific discoveries are the most important aspect of the game – they enable you expand you knowledge and ultimately win

VERDICT

GAME NAME	Civilization II
GRAPHICS	30
SOUND	30
PLAYABILITY	84
OVERALL Out of 100	83

Uprising 2

A century after the first Uprising, **Humans are still fighting** Aliens across galaxy. It's time to get back in your Wraith **and take up** where you left off

TAKING CONTROL

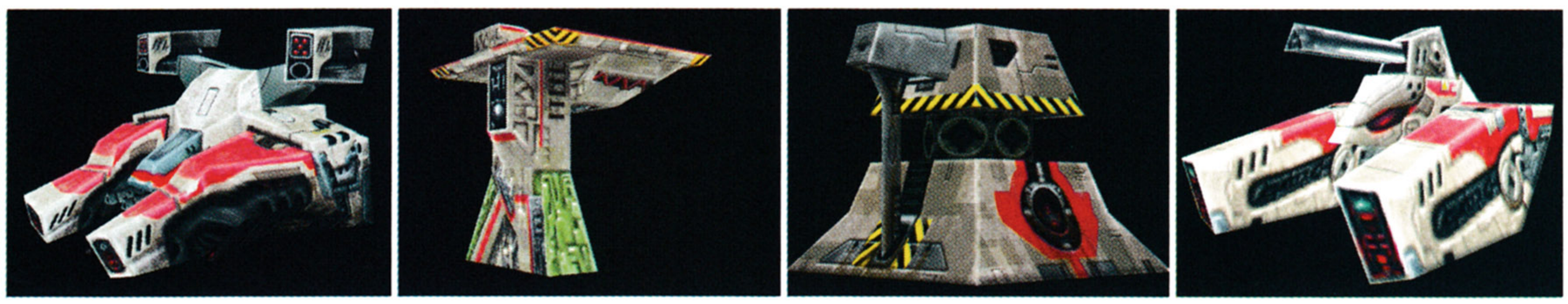
The training missions are well structured, and take you step by step through every aspect of the game. They segue smoothly into the first campaign missions, which are simple mopping up operations. The graphics are gorgeous and the game is easy to get hooked on, but the early missions do get a bit repetitive, and the sound effects are not all they could be.

INFORMATION

FORMAT	PC
PUBLISHER	UbiSoft
DEVELOPER	Cyclone Studios
STYLE	3D Action/Strategy
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-8
PROCESSOR	P166 P200
MEMORY	32MB 48MB
DISK SPACE	300MB
3D ACCELERATOR	Optional

There is a trend amongst games developers at the moment to produce cross-genre titles, games which combine elements of one or more different styles of play. This is, in general terms, a Good Thing, partially because it encourages developers to approach problems in new ways, but mostly because it results in games which are hopefully greater than the sum of their parts.

One of the first and best examples of this trend was the original *Uprising* game, released in December 1997 by UbiSoft. It was a synthesis of first-person shoot-'em-up and real-time strategy, two genres which were then at the height of their popularity. The result was a superb game which had both depth and action, combined with a good software rendered 3D graphics engine. The developers of *Uprising*, California-based Cyclone Studios, have also released a PlayStation version, called *Uprising X*, as well as a downloadable patch which adds Voodoo accelerated graphics to the original PC game.



The imaginative use of low-polygon models help to keep the game's frame rate high even in the heat of a major battle

RIDE THE WHIRLWIND

Cyclone Studios is part of the 3DO group of companies, although they started out in 1994 as a two man company operating out of a garage in San Mateo, California. They have now grown to employ over forty people, including some of the most talented designers and programmers in the games industry. They have developed a range of titles for both the PC and the PlayStation, including *Uprising*, *Uprising X*, *Uprising 2* and the forthcoming *Requiem: Avenging Angel*, a stunning first-person adventure game for the PC loaded with dark overtones and a distinctly apocalyptic feel. You play Malachi, an angel with the task of defeating hell's legions, using a range of divine powers. *Requiem* is due for release next Christmas, and if Cyclone's other games are anything to go by, it should be a cracker. See page 50 this month for the full *Requiem* Beta Look,

Particle system effects, specular lighting, lens flare, it's got the lot

Next time around

As with all successful games, the time eventually came for a sequel, and here it is. I liked the original game a lot, and I was keen to see what improvements would be made for the MkII version. I previewed the game last month, so I knew what to expect, and there have been very few changes made for the review version apart from optimised loading times.

The most obvious improvement in the sequel is the appearance of the game. The original had nice graphics considering that they were rendered in software, but today's gamers expect hardware accelerator support as standard. *Uprising 2* supports Voodoo accelerator boards, generating screen resolutions up to 800 x 600.

The game has a superb landscape engine, producing rounded hills and excellent water effects, as well as amazing lakes of translucent heavy gas. The draw range (the distance from the viewpoint to the edge of the drawn 'world') can be altered in the options menus, so you can optimise the game to get the best out of your PC. On slower machines, you may have to put up with hills suddenly popping up out of nowhere, but if your system can handle it you can double the viewing range to an impressive distance with no loss of speed.

War Pigs

The style of play is virtually unchanged from the first version of the game, but then if it ain't broke, why fix it? The basic idea is this. You have been specially chosen for your skills as a pilot and gunner and assigned to the powerful Wraith hovertank. The Wraith is more than just a fighting machine, it is also a mobile command centre capable of controlling an entire battlefield. You establish your control by building fortified bases on special sites called command bunkers. These bases are made up of Citadels, the central brain of the base, a power building and several Unit Production Facilities. Once you have secured a command bunker, you call in dropships which deliver the buildings you have ordered.

These buildings are the source of your troops, but rather than just have them roll out the door, your Wraith can teleport available units straight into the thick of battle, as and when you need them. This aspect gives the game its strategy element, because without the right combination of buildings to keep you supplied with forces, you are going to have a hard time against the formidable enemy AI. You have to ensure that your bases are well-defended and kept in good repair. The Wraith tank may be the most powerful weapon on the battlefield, but without back-up you won't last long.

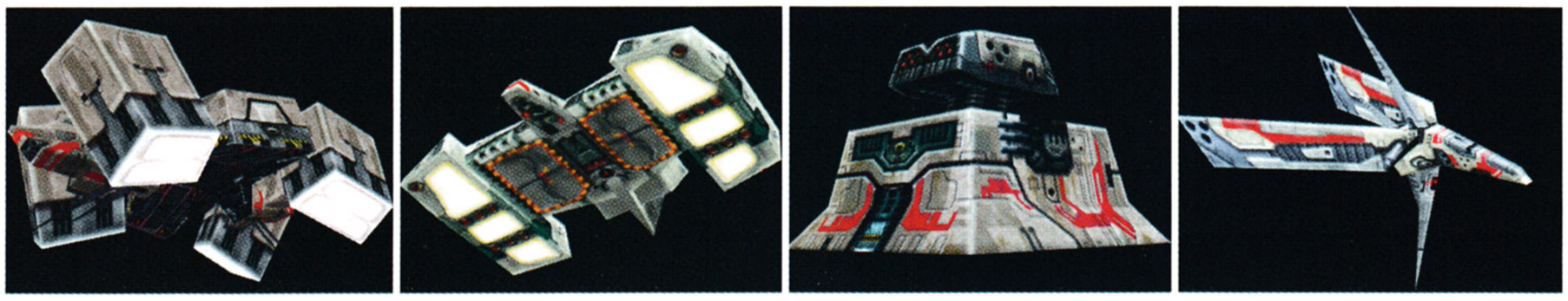
Going through changes

There are a number of detail improvements in gameplay of the new title, and these have mostly been made in the control interface. The system for deploying your troops has been simplified by the addition of an AI system which makes recommendations about what should go where, requiring only a single keystroke to carry out an appropriate action, such as mending buildings, placing defences and calling troops into battle.

The head-up display has also been improved, displaying more information but with less clutter. The little in-screen radar scope has three levels of zoom, and the alternative top-down dropship surveillance view has also been cleaned up, making it much easier to keep track of what is going on.

The versatility of the game has been enhanced by the addition of a scenario editor which allows you to make up your own maps and mission profiles. This option has the look of something which was designed by the developers solely for their own use. The interface is crude and ugly, but it certainly works. You can use these custom maps to challenge others in network or Internet games for up to eight people. Multiplayer options include normal scenarios, where each player controls their own forces and the last one alive is the winner. There are also tank racing and Wraith-on-Wraith deathmatch options. In fact, there is so much in this game that I've totally run out of room. Buy it for yourself and see why. **Cliff**

CYCLONE STUDIOS HAVE ALSO RELEASED A PLAYSTATION VERSION, CALLED UPRISING X, AS WELL AS A DOWNLOADABLE PATCH WHICH ADDS VOODOO ACCELERATED GRAPHICS TO THE ORIGINAL PC GAME



The ships may look plain and simple, but the artificial intelligence controlling them is as sharp as a cut throat razor

OTHER FORMATS?

PlayStation ●●○○○

The original *Uprising* was adapted for the PlayStation, so you never do know for sure. Maybe it will appear on the PlayStation 2?

N64 ●○○○○

I think it is unlikely that *Uprising 2* will find its way onto the N64, but it is at least a technical possibility.

Dreamcast ●●●○○

If this game was going to appear on another format, it would be the Sega. It seems every other PC game is being ported, so why not?

VERDICT

GAME NAME	Uprising 2
GRAPHICS	77
SOUND	62
PLAYABILITY	82
OVERALL Out of 100	79

SUPERBIKE World Championship

It's been **delayed and undergone** a publisher change, so will ***Superbike World Championship*** be as **good as we hoped** it would back in the **summer of '98?**

INFORMATION	
FORMAT	PC
PUBLISHER	Electronic Arts
DEVELOPER	EA Sports
STYLE	Racing Sim
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-18
PROCESSOR	P133 P333
MEMORY	16MB 32MB
DISK SPACE	144MB 402MB
3D ACCELERATOR	Optional

Superbike World Championship has had a turbulent life. Born into the world through Virgin Entertainment, EA gained the rights to the title through their deal involving the purchase of Westwood Studios. This game was originally planned for a summer '98 release, but EA saw otherwise, and during its nine month delay a number of improvements have been made to what they initially saw as an average racing simulation. By holding off from the scheduled release they also missed what would have been, and perhaps still is, the game's only real competition. The similarly-titled *Castrol Honda Superbike World Championship* was a disappointing summer release,

The tracks are accurate replicas of the real thing, so none of them are particularly easy to learn on your first few races

A VIEW TO A THRILL

Superbike may not be the fastest racer you'll buy for your PC, but it more then makes up for this in realism. The standard third-person view is the easiest to use, but for a better sense of speed there are two first-person perspectives. One is fixed above the dials, while the other realistically moves around the bike as the player's head would in real life as the bike swerves around corners, which, although often confusing, looks very nice.

The third-person view gives you a greater sense of your surroundings, definitely advantageous when learning the courses

TAKING CONTROL

Racing games are always difficult to get to grips with, and PC simulation games are traditionally the hardest of them all. It takes a while to learn when to lay off the acceleration, but even at this stage of the game, *Superbike Word Championship* shows its potential. It's graphically good, very detailed, and even though you're soon spinning off at every corner, it's still an enjoyable game.

The crashes are very realistic – more so than the miraculous recoveries

OTHER FORMATS?

PlayStation ○○○○○

EA are already planing a follow-up which will be released on PC and PlayStation. They have stated that there are no plans for a conversion of this game in the meantime.

N64 ○○○○○

It's very unlikely, but N64 fans may want to hold out for a conversion of the already announced follow-up.

Dreamcast ○○○○○

Superbike will be over six months old by the time the Dreamcast is released in the UK. It's pretty unlikely, methinks.

VERDICT

GAME NAME	Superbike World Champ.
GRAPHICS	83
SOUND	78
PLAYABILITY	79
OVERALL	80
Out of 100	

using both an outdated graphics engine and a game engine adapted from that of a standard four-wheeled vehicle sim. Its only saving grace was a wealth of garage options for your bike, though the differences they made to the game were fairly negligible. There have not been many games released over the last year that could be compared to *Superbike World Championship*, but that in itself does not make the game worth buying. What does is the fact that this is a top-notch simulation that is not particularly lacking in any area.

Double trouble

There are two main modes of play. Fans of the more arcade-style racer will not be splashing out on this, but EA have stuck a dedicated action mode on the CD anyway. It is becoming a regular feature of simulation games to include an arcade-style game mode, but although EA would claim otherwise, in my opinion the differences to the general gameplay between simulation and arcade modes could be replaced by a more detailed realism option page. Essentially arcade is the quick start option. You are whisked quickly through the options screens onto the track, where (assuming you've already played the simulation mode) you may notice a much more generous control system. You can lean much further without losing grip on the track, and do it at higher speeds. The grass verges will only slow you down, never throw you off your bike, and wheelies and other hazardous stunts are kept to a safe minimum. You gain points depending on your position, and if you win enough races you're given a medal. This is hardly in-depth *Gran Turismo* quality arcade racing, but it's a good start for the novice nonetheless.

FEATURES LIKE BRAKING ASSISTANCE, WHICH LIMITS YOUR SPEED AS YOU APPROACH EACH CORNER, ARE INVALUABLE UNTIL YOU LEARN THE TRACKS FULLY

The best sims come to those who wait

The simulation mode is a different and much prettier kettle of fish. The detailed championship options are laid out authentically, allowing you to do pretty much everything a professional biker would. Before a race you are allowed to test the track for as long as you want, race qualifiers for up to an hour, enter warm up races etc. The options for bike customisation are equally as impressive. The simulation setting screen is pretty important for the uninitiated – features like braking assistance, which limits your speed as you approach each corner, are invaluable until you learn the tracks fully. The game makes few allowances for mistakes, so at least to start with the majority of you will find it very beneficial. Unlike *Castrol Honda*, *Superbike* has its own unique game engine which feels about as realistic as it could. Keeping on the road is obviously vital for traction, but should you stray off course, your chances of staying on the bike depend entirely on speed and angle. Misjudge a corner at high speed and allow your wheels to hit the grass when your bike is almost horizontal and you can feel the grass pulling the bike out from under you.

Each track in the game is a detailed replica of the world's actual Superbike race circuits – the racers and bikes are equally as authentic. The graphics, too, are superb, with excellent detail on shadows, textures and the players, which actually look as if they are not glued to their seat.

Personally I'd sooner take home a copy of *Redline Racer* – the frantic and fast paced nature of Ubisoft's classic is much more to my tastes – but this is about as good a simulation of Superbike racing as you could ask for, and simulation fanatics will not be disappointed. **Will**

KKND: Krossfire

Not **well-known for its strength** in the real-time **strategy genre**, the **PlayStation stage** is set for Infogrames' **latest PC conversion**.

TAKING CONTROL

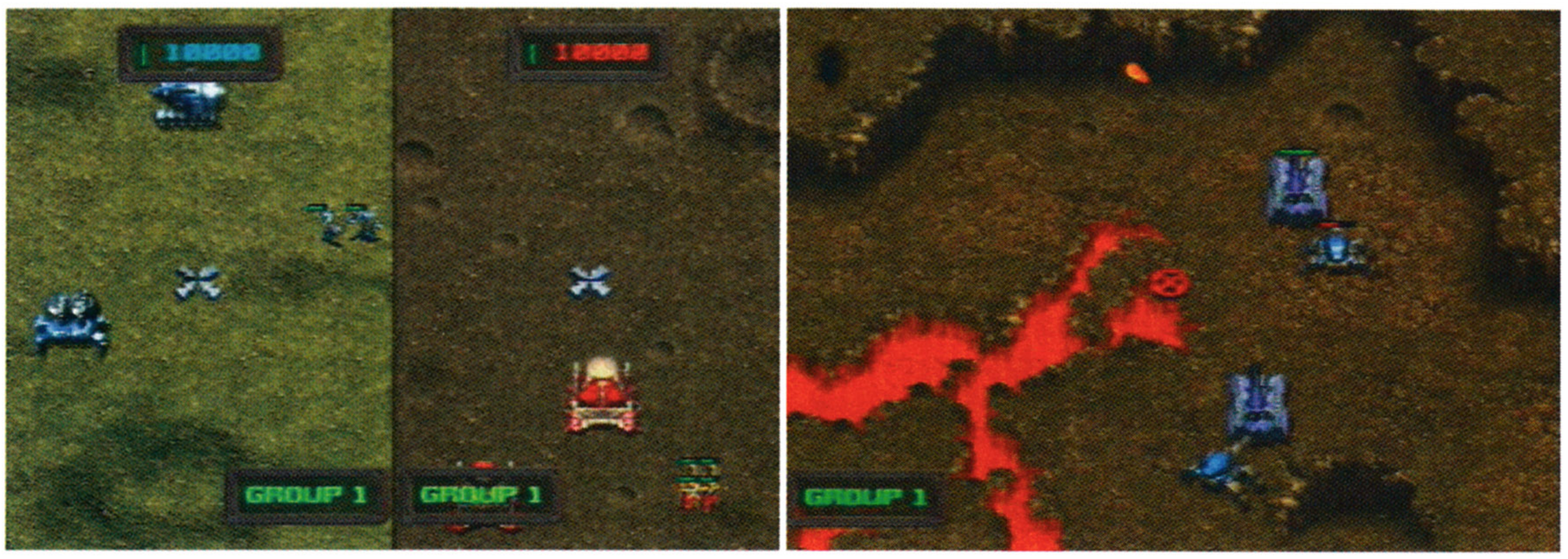
The intro sequence, now extended from the PC version, remains one of the better pieces of pre-rendered CGI, setting the tone of the game perfectly. After spending a fair bit of time with the PC version last summer, I was optimistic for a good conversion. But, eh? No mouse option? The first 20 minutes gameplay hammers home exactly why the genre is so weak on the PlayStation, and also makes you wonder what exactly the point was in releasing the redundant mouse accessory all those years ago.

INFORMATION

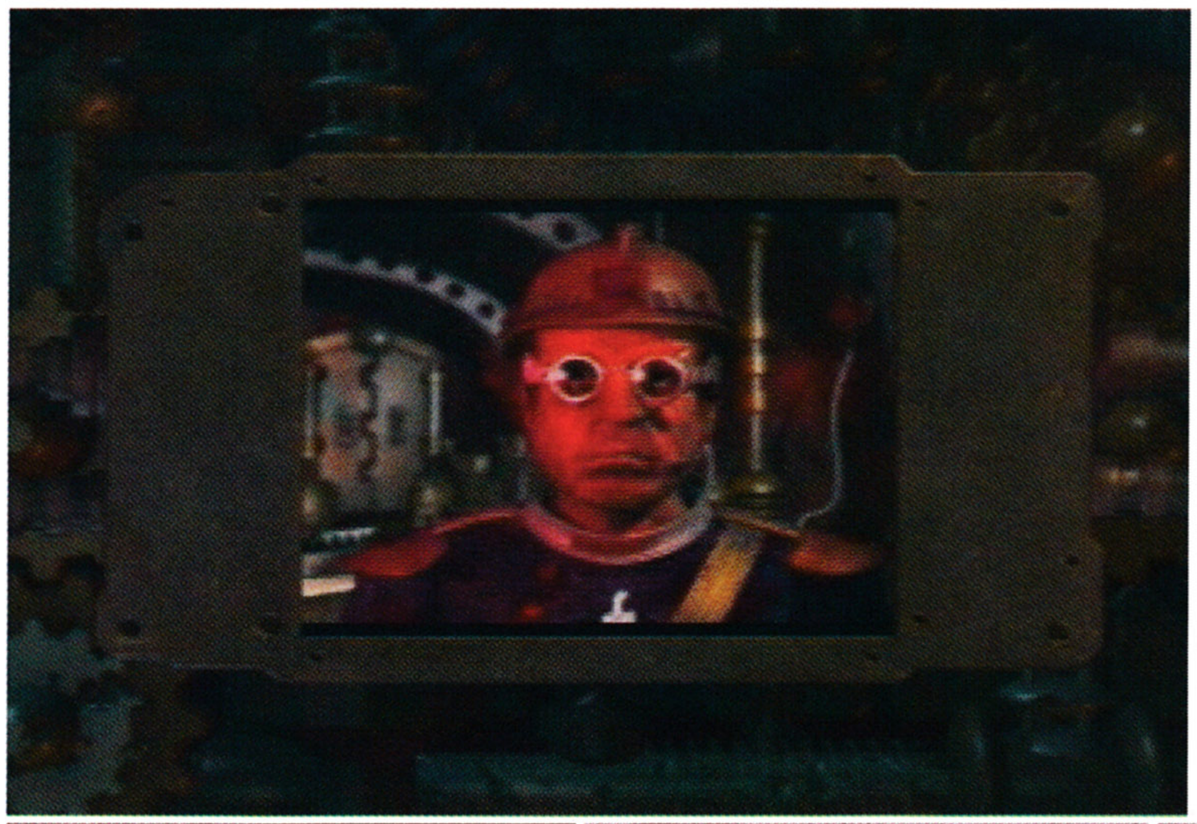
FORMAT	PlayStation
PUBLISHER	Infogrames
DEVELOPER	Melbourne House
STYLE	Real-Time Strategy
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-2
ANALOGUE	Yes
DUAL SHOCK	Yes
MEMORY CARD	One Block

KKND (or *Kill, Krush 'n' Destroy*): *Krossfire* is a conversion from the PC title of the same name, the second in the *KKND* series. On the PC the title fell some way short of the competition that was around at the time, mainly due to the fact that there were so many high quality PC releases in the real-time strategy genre last year. But, in all honesty, and viewed apart from the competition, it was not a bad game at all. On the PlayStation it looks set for a much smoother ride; the genre remains pretty much untouched save for the dated *C&C* games, and with no planned versions of *Tiberian Sun* to come, it looks to have a competition-free ride.

The first game took place after a nuclear holocaust. The technologically advanced and military minded survivors from the war, hidden away in government bunkers until resources dictated otherwise, came out into a new world to find that they were not alone. Some other humans had survived, but over the course of time and due to huge radiation levels, they had become aggressive and resourceful mutants. A long and bloody war that almost wiped out both the 'survivor' and 'evolved' clans predictably ensued. Few from both groups lived through



The split screen mode, although less than ideal for this sort of game, at least offers the chance of some human opposition



WE'RE GOING TO WAR

One of the game's biggest redeeming features is the two player split-screen mode. It's about as good as you could hope for, with loads of different maps and the option of playing with player one, player two and the computer as well; let three-way havoc commence. If you want you can also play co-operative against the computer or let your mate join up with it to give him a helping hand. You can even play one player against two computer opponents, which can be very good practice.

The maps certainly aren't lacking in eye candy, but unfortunately that's all it is. High terrain often merely providing obstacles rather than strategic vantage points

it, but forty years later they meet again to continue on from where their ancestors left off. This time, though, a new group is introduced: the Series 9 agricultural robots, who survived both wars and decided that the only way to save the planet was to wipe out all organic life.

Two's company...

You begin the game with the choice to command any of the three clans as they enter a three-way war. There are fifteen or so missions for each, all of which are fairly detailed and take place over quite a large game area. They all have their own individual units too, at least by name and shape – in actual fact many of the units from each side are very similar, though there are still a number of vehicles unique to each clan. After progressing from the earlier missions you will be able to begin construction of a new base. Around the levels there are usually a few oil drilling sites which, with the help of a mining platform and tanker, can be taken back to your refinery and converted to valuable construction points. These can then be used either to build new buildings or to upgrade existing buildings, allowing for either greater efficiency or a more technologically advanced output. You will also need construction points to build all units and carry out repairs etc. Depending on the clan you have joined, resources can be stretched to different degrees. For example, the Series 9 robots are very expensive to build and maintain, but the resulting products are superior to the competition. Using groups is very important. Instead of having units that range from bad to good in quality with price, some of the cheaper units such as infantry can be far more effective against other larger units than a tank squad of the same value. There is a fine question of balance that often needs to be found in every level.

Three's a crowd

KKND falls down because of its control system. It seems amazing to me how a mouse option that would allow the same control system as the PC has been overlooked or deemed a bad idea. Instead you must cycle through the groups of units and buildings using the shoulder buttons on the pad. The problem is that you have virtually no control over the structure of your groups. Sure, you can split them all up, mix and combine different factions – even control them individually if you want – but using the shoulder buttons to select the next group is far too confusing and awkward to use. In battles you must rely entirely on the computer's ability to move your pieces effectively. Anyone who has ever played a game like this with a mouse will lose patience with this system very quickly.

USING THE SHOULDER BUTTONS TO SELECT THE NEXT GROUP IS FAR TOO CONFUSING AND AWKWARD TO USE. IN BATTLES YOU MUST RELY ENTIRELY ON THE COMPUTER'S ABILITY

Although well-presented, with the spectacular PC intros and briefings faithfully converted, the brilliant in-game backdrops are let down by poorly animated and badly drawn units and structures (particularly the mutants). The game is also pretty tough after a few missions, which can be very frustrating (though you do usually have a choice of missions). Basically *KKND: Krossfire* could have been a PlayStation *Red Alert* beater, but the terrible control system destroys all that. It is still a good game and will certainly last you a long time, but it has let itself down in the worst possible way. **Will**

OTHER FORMATS?

PC ●●●●●

Yep, already available with the obvious control system advantage and 'fog of war' feature that was cut from this version. Definitely superior.

N64 ○○○○○

I really would like to see a real-time strategy on the N64, but on the basis of this conversion, perhaps it would be better to hope Westwood have a change of attitude.

Dreamcast ○○○○○

Well... it could happen, but I don't see how it would be improved to meet 'Dreamcast standard', so it would probably be a bit of a waste of time. *Tiberian Sun* maybe?

VERDICT

GAME NAME	KKND: Krossfire
GRAPHICS	77
SOUND	67
PLAYABILITY	63
OVERALL Out of 100	68

Worms Armageddon

Grab your **ninja rope** and **spark up the dynamite** – the ***Worms*** **are back** and **arm-a-geddon** out of here!

TAKING CONTROL

If you've played *Worms* before you'll have no problem getting straight into *Armageddon*. The controls are the same and the gameplay is still unchanged from the classic we all love. If you haven't played *Worms*, then you've led a deprived and sheltered life.

INFORMATION

FORMAT	PC
PUBLISHER	Microprose
DEVELOPER	Team 17
STYLE	2D Strategy
RELEASE	Out Now
PRICE	£34.99
PLAYERS	1-18
PROCESSOR	P100 P150
MEMORY	32MB 64MB
DISK SPACE	70MB
3D ACCELERATOR	Not Supported

Whenever four of you are gathered together in the presence of the computer, there shall be one amongst you who shall say the Holy words "Anyone for a quick game of *Worms*?" And there shall be much rejoicing.

I don't think I'll get fired for claiming that *Worms* is one of the best-loved computer games of all time. It has been seen on pretty much every type of games machine since 1991, from the Amiga right through to the PlayStation and, with the release of *Worms 2* in November 1997, it finally found a home on the PC. Even after the appearance of the sequel, Team 17 still kept receiving requests and suggestions for improvements and upgrades, and for the new game to be ported to other formats, especially the PlayStation. The result of all this is *Worms Armageddon*, the definitive *Worms* game and, according to Team 17, the final incarnation of the game as we know it.

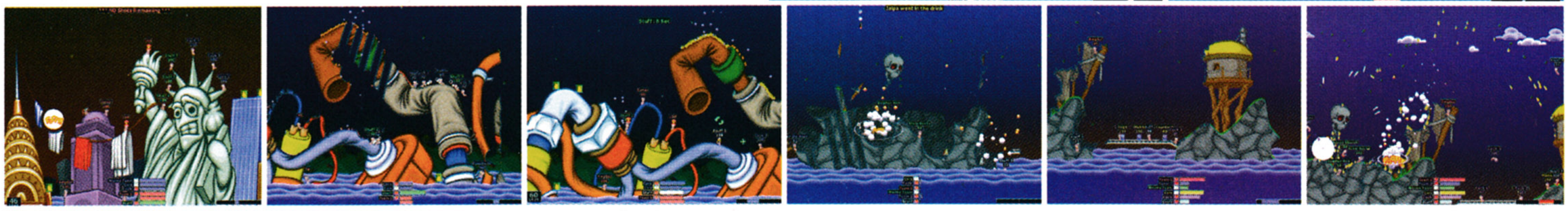
The final curtain

If this is really going to be the last version of *Worms*, or at least the last version with the classic 2D gameplay of the original, then at least it goes out with a bang. This is the best version of *Worms* ever, with more player options, more bizarre weapons and more sheer madness than ever before. It is still

WORMSTATION

When *Worms 2* was first shown at ECTS in 1997, the most popular question put to the developers was "When are you releasing it on the PlayStation?" However, due to the resolution of the graphics, the screens took up more than the PlayStation's two megabytes of memory, so the conversion was impossible.

Worms Armageddon uses an improved version of the *Worms 2* graphics software, and one of the improvements has been in the use of memory. A conversion of *Armageddon* to the PlayStation is not just possible, it is being created even as we speak. Team 17 are also looking into the possibility of releasing the game on other console formats, so N64 and Dreamcast owners had better watch out!



***Worms Armageddon* is the final version of *Worms* as we know it. It is the end of an era, but at least it goes out with a bang. A lot of bangs, in fact**

recognisable as the same game, but everything that could be improved has been, without losing any of the playability that has made the game so popular. The new game uses the same graphics engine as *Worms 2*, but it has been tweaked and tuned to improve performance and playability. The invisible borders at the edge of the playing area are now optional, and the animations of the worms themselves have been improved to include some sixteen thousand frames of sprite animation. The graphics use 256 colours and no 3D acceleration, so even lower spec PCs will run the game quite adequately. The target spec is a P200 with 32MB, but the minimum spec is a lot lower than that.

The best till last

If you are coming to *Worms Armageddon* as a veteran of *Worms 2*, the main changes you will notice are in the layout of the 'front end', the initial user interface with the options menus. The whole player interface has been simplified and tidied up to make the game more accessible and user-friendly, whilst at the same time increasing the flexibility of the game. Setting up your own custom teams is very easy. You can choose your own names for your team of worms or let the computer select random names for you. You can choose from dozens of sample banks for the noises your worms will make or import and edit your own samples using the built-in sample editor. You can even choose the gravestone that will mark the spot where one of your brave worms paid the ultimate price. All of these options can be used in both the single player game and the newly enhanced multiplayer game.

Last blast

Naturally, no new game of *Worms* would be complete without a batch of new weapons with which to cause mayhem and destruction. All of your favourites from *Worms 2* are in there, including the Little Old Lady and the Holy Hand Grenade, and they have been joined by the Handgun and the Super Sheep. Other additions to the weapons menu are utilities like the jet pack, the laser sight and low gravity. These do pretty much what you would expect them to and are handy for getting out of tight spots. The girders now come in packs of five, so you can construct an entire bridge or box yourself into an impenetrable fortress – not that you'd want to do that of course. Such cowardly tactics are a sure sign that the player is turning to the Dark Side!

We'll meet again

Multiplayer options for *Worms Armageddon* include the usual LAN and Internet play options, but also include WormNet, an IRC-style network set up by Team 17 to promote Internet play. It aims to make access to on-line Wormage easier and more accessible. The site will include world-wide rankings in three different skill categories.

For those without access to the Net, there are more single player options to choose from, including sheep racing, turkey shoot and euthanasia modes. All these extra options are well thought out and are easy to use.

The whole game comes across as being a labour of love. Team 17 have done well out of the *Worms* games over the years, and it is nice to see a classic product being handled with the care it deserves. It would have been easy to knock out some cheap and nasty '3D' version just to cash in on the name, but instead they have produced a game of simple quality which is a delight to play. I don't for one moment believe that this is the last we will ever hear of the *Worms*. Team 17 have hinted that they may produce a 3D version if they can find a way to make it as playable as the current 2D game, and I for one have confidence in their abilities. This may be the end of the road for 2D *Worms*, but it is a fitting finale to one of the classics of computer gaming. **Cliff**

ALL OF YOUR FAVOURITES FROM WORMS 2 ARE IN THERE, INCLUDING THE LITTLE OLD LADY AND THE HOLY HAND GRENADE, AND THEY HAVE BEEN JOINED BY THE HANDGUN AND THE SUPER SHEEP

This cow has just become an endangered species

OTHER FORMATS?

PlayStation ●●●●●

A PlayStation version of *Worms Armageddon* is already in the pipeline, so expect to see it here soon.

N64 ●●●○○

Team 17 are being quiet about what other consoles they might do conversions for, but why the hell not?

Dreamcast ●●●○○

Worms has appeared on just about every other console and computer format, so a Dreamcast conversion is not unlikely.

VERDICT

GAME NAME	Worms Armageddon
GRAPHICS	73
SOUND	81
PLAYABILITY	94
OVERALL Out of 100	86

Resident Evil 2

The **stunningly successful** PlayStation horror follows the **bloody footsteps** of its prequel onto the PC. We shed some light on this **very dark game**.

TAKING CONTROL

Sadly there was no resolution mode higher than 640x480, but the rest of the game remains faithful to the PlayStation. It's a game that is immediately engrossing, and if you've never seen the game you'll discover very quickly how and why it became such a popular title with press and public alike.

INFORMATION

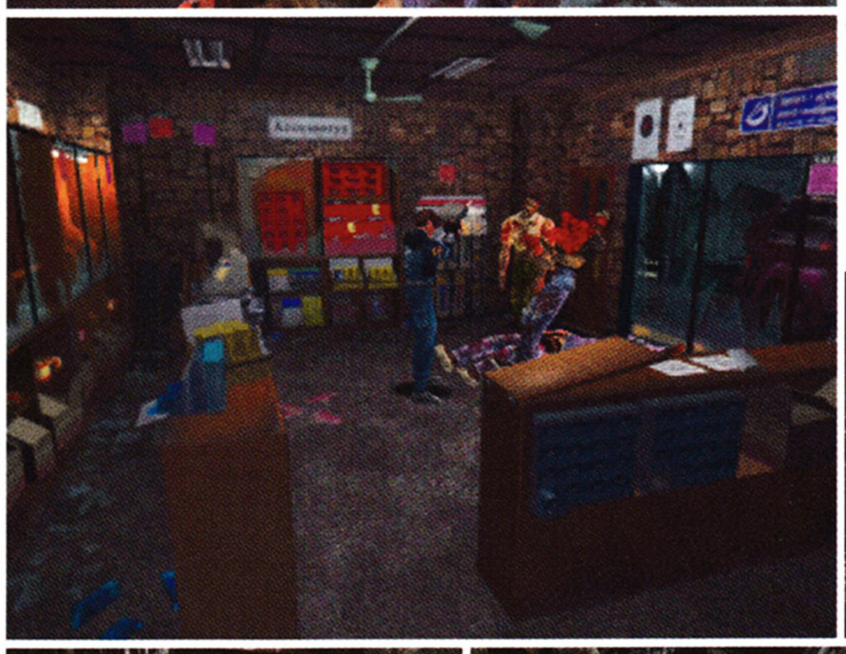
FORMAT	PC
PUBLISHER	Virgin Interactive Entertainment
DEVELOPER	Capcom
STYLE	Horror Adventure
RELEASE	Out Now
PRICE	£39.99
PLAYERS	One
PROCESSOR	P166 P200
MEMORY	24MB 64MB
DISK SPACE	1MB 450MB
3D ACCELERATOR	Optional

We all know the idea behind *Resident Evil 2* – it is one of the most notorious games ever created – and whether or not you like it, it needs little introduction. The pre-rendered movie intro introduces Leon, a newly appointed member of the Elite S.T.A.R.S. police unit as he rolls into Racoon City for the first time. Before his arrival he is stopped by a body in the road, and then falls victim to an attack by a band of zombies. At this point you are introduced to the other main character in the game, Claire, in town on a mission to find her boyfriend. Deciding to travel to the police station for help, a car crash results in the two being separated along the way, and it is at this point that you assume control of either one.

The episode and character-based story was one of the outstanding features from the PlayStation version. The character that you choose enters the first episode of the game. Starting on one side of the car wreck, either character will take slightly different routes through, and the plot unfolds accordingly – you also meet up with the other character at odd points throughout. At the end of the game you can save your progress and begin episode two as the other character,

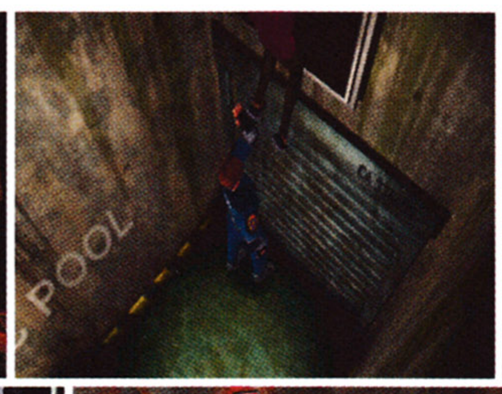
SUBTLE TOUCHES LIKE MONSTERS MOVING OUTSIDE WINDOWS AND CHANGES IN THE TEMPO OF THE SOUNDTRACK CREATES A SUPERB ATMOSPHERE

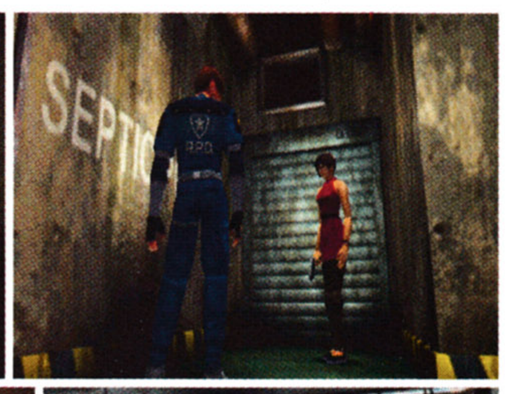
beginning on the other side of the explosion. This time, although some of the puzzles will be the same, you do take a very different route and see the story from another side, and you will also get the proper ending upon completion. What this all means is that there are four different ways of playing through the game, using either character in either episode; the game has been criticised by some for being too short so this goes a long way towards adding some lastability. There are also several cheats to find in the game (extra uniforms etc.) that extend the life yet further.



BEEN RATING TOO LONG?

Strangely, the PC version of the game has been awarded a BBFC 15 rating, a step down from the Cert 18 version on the PlayStation. Both games, however, are identical in style and content, so you shouldn't worry about parts of the game being cut. Whether this is a result of PC/console owner prejudice, an admission of an error on their part or something entirely different, we don't know, but it does seem to reflect the problems that the BBFC have been having with computer game censorship recently.





The detail on the other characters is superb. It's especially noticeable in the real-time cut scenes, which now look much better than the PlayStation version

House of pain

Resident Evil 2 is scary, and not just by reputation. It takes on an old B-movie idea, and even with the generic plot will manage to make even the most hardened horror fan jump. It doesn't really penetrate, though, and I doubt that there will be many owners having nightmares over this, but the way in which the game generates tension is an impressive feat. Like a lot of horror films, if it were stripped of its soundtrack *Resident Evil 2* would be like a shark without teeth; all the way through the game you find yourself trying to work out when the next jumpy moment will occur. Subtle touches like monsters moving outside windows and changes in the tempo of the soundtrack create a superb atmosphere, and every now and again you realise that the music has actually stopped and that you are only listening to the sound your footsteps, which can also be very unnerving. But the scary moments are immediate and always unexpected; they are designed to make you jump, and usually even if you have played it before and know exactly what to expect, it's still difficult not to throw your shoulders back. Because of its jumpy nature, the game goes through both scary and calm phases. The slow-moving zombies and many of the other enemies are never quick enough to brown your pants – you only jump at cut scene-style interventions. The effect would not be the same with too many such moments, and when the action gives way to exploration and (often bizarre) puzzle solving, it can appear to be dragging on.

The static backgrounds from the PlayStation version have been copied exactly and have not been touched up. This results in them looking somewhat pixelated on a monitor capable of displaying 1600x1200 resolutions. The characters do look superb, though – noticeably improved, being much smoother and more detailed than before. The set-up option is also pretty good, allowing a games player with a medium spec PC to choose exactly which parts of the game (shading, sounds etc.) should be sacrificed for the greater good.

Moving on

The control system in the game is well-known – 'Up' to run forwards, no matter what direction you are facing – but strangely you can no longer turn while running, only when walking. Unless you use a gamepad or stick this is not too intrusive, but a fault nonetheless.

This was always designed as a console title, and it seems strangely out of place on a PC with high-res monitor and keyboard, but the copy is authentic and there is no reason why PC fans would enjoy the game any less than the console owners. *Resident Evil 2* is a superb game. While being essentially a straight rehash from the first with different settings, it is the better title, has a universal horror appeal, looks pretty good and is one of the most atmospheric games PC owners can buy. **Will**

OTHER FORMATS?

PlayStation ●●●●●

So where have you been? The PlayStation version is already available and is almost identical, faulted only by the excessive loading times.

N64 ●●●●●

Capcom have stated that they are in the process of converting *Resident Evil 2* to the N64, complete with 'improvements'. How it will compare after the censorship is anybody's guess.

Dreamcast ○○○○○

You won't be seeing this on Sega's machine, but as the majority of Dreamcast faithfuls will already know, *Resident Evil: Code Veronica* will be a machine exclusive.

VERDICT

GAME NAME	Resident Evil 2
GRAPHICS	78
SOUND	94
PLAYABILITY	84
OVERALL Out of 100	88

FIGHTER SQUADRON:

Screamin' Demons Over Europe

The past year has seen a whole **squadron of WWII flight sims** aiming for the game charts, and one by one **we've shot them out of the sky**. Every single one has had its faults, but maybe **Activision** have got it right at last. Just maybe.

TAKING CONTROL

The initial impressions of this game are very good. The menu screens are plain and simple, and with the 'scramble' option you can be flying in seconds. With a 3D accelerator, the scenery and the plane look terrific. The level of detail in the fully animated cockpit is impressive, and all the dials and levers move. It's not until you start looking for the enemy planes that you start to have doubts.

When I was shown an earlier version of this game at Activision's Activate '98 event in Dublin last year, I had high hopes for it. The developers were very enthusiastic about the highly realistic flight model and were keen to demonstrate how the various aircraft obeyed aerodynamic laws even when damaged. They shot bits off enemy aircraft and we watched wing fragments fluttering away in the slipstream in a very picturesque manner. They were also very happy about the terrain model and all the buildings and ground forces included in the game.

There is no doubt that this is a superb looking simulator, and for once I am satisfied with the mix of aircraft. This is, unless I am mistaken, the first flight simulator in which you can fly not only Spitfires, but Typhoons, Mosquitos and Lancaster bombers as well. Unlike the usual American offerings, there are four British planes but only three each of the German and

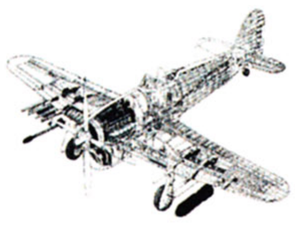
INFORMATION

FORMAT	PC
PUBLISHER	Activision
DEVELOPER	Parsoft Interactive
STYLE	Flight Sim
RELEASE	Out Now
PRICE	£39.99
PLAYERS	1-6
PROCESSOR	P200 P266
MEMORY	32MB
DISK SPACE	600MB
3D ACCELERATOR	Optional

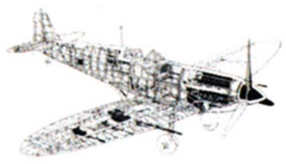
The aircraft featured in *Fighter Squadron* have been painstakingly recreated in exact detail, right down to the rivets

FLYING HISTORY

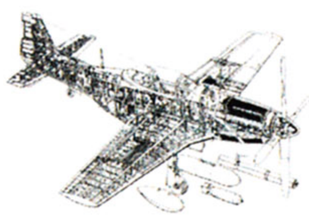
The historic aircraft featured in *Fighter Squadron* are all significant aircraft in their own right, but for a variety of different reasons...



With four 20mm cannon, 2000lb of bombs and eight rockets, the Hawker Typhoon could destroy virtually any target in seconds.



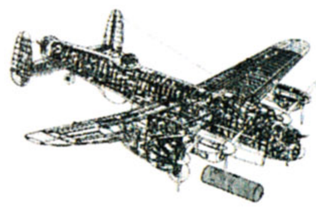
The legendary Supermarine Spitfire became a symbol to the British people of their fight against the Nazi menace.



Powered by the same Rolls Royce Merlin engine as the Spitfire, the North American P-51 Mustang destroyed more enemy aircraft than any other fighter in Europe.

The Focke-Wulf Fw-190 was the mainstay of the German fighter force, and could out-perform both the Spitfire and the Mustang

The Junkers JU-88 was the Luftwaffe's most versatile aircraft, serving as long-range bomber, night fighter and reconnaissance plane.



The Avro Lancaster was the RAF Bomber Command's main long-range high altitude bomber, and carried a heavier payload than any other aircraft of WWII.

The airframe of the fast DeHaviland Mosquito bomber was made entirely of wood to save on scarce raw materials.

American machines. This is fine with me. Let's be honest, if you're going to buy a WWII flight sim, you want to be able to fly the historic planes you've seen in all those classic war movies like The Dambusters, Mosquito Squadron and The Battle of Britain, not some plug-ugly American kite you've never even heard of.

Running up a score

Fighter Squadron has some superb features. I have already mentioned the Scramble option which puts you straight into the air in a randomly chosen mission. There are a selection of training missions tailored to each kind of aircraft, which are probably more in-depth than real pilots were getting towards the end of the war. There is no career mode as such, but you can give your pilot a name and he will steadily build up a list of kills and decorations. The scoring system is player-based, as your pilot can move to other aircraft when he gets shot down, even moving from fighters to heavy bombers. This may not be entirely realistic, but it is a way of keeping score.

The missions are well thought out and extremely varied. There are thirty scenarios in the game, and a total of ninety individual missions. Perhaps the toughest are the high altitude bombing missions in the Avro Lancaster, the American B-17G Flying Fortress or the German Junkers Ju88A4. In these aircraft you can switch between any of the crew positions, alternately flying the plane, aiming the bombs, navigating and trying to fend off attacking fighters. This is the first time I have seen this attempted in a game with any degree of realism, and I have to say it does work reasonably well. It takes a thorough read of the manual and a couple of runs on the training missions before you get the hang of it, but perseverance pays off in the end.

THE SIMULATION OF G-FORCE EFFECTS IS A BIT ON THE HARSH SIDE, WITH THE MOST INNOCUOUS MANOEUVRES CAUSING TERMINAL BLACKOUTS OR REDOUTS

However...

Persian carpets are renowned throughout the world for their incredible perfection, but legend has it that each one contains a tiny deliberate flaw, because nothing is allowed to be perfect except Allah.

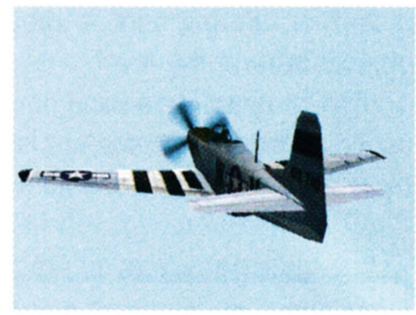
Fighter Squadron is not perfect, but it is very good. However, it does have a few major problems in the playability department. The first is that even in the maximum screen resolution of 800 x 600, enemy aircraft are all but invisible until you are practically on top of them. There is of course no radar in the aircraft, but there is no in-game help with finding the enemy either. Other games have a subtle pointer indicating the direction of the nearest enemy target, but not this one. Some might argue that real WWII pilots had to rely on keen eyesight to spot enemy planes, but I would counter by pointing out that WWII pilots weren't watching the action on a fifteen inch monitor screen.

You tend to end up flying around for several minutes until you spot a pixel-sized speck in the distance. You then spend another few minutes chasing it, all for two seconds worth of frantic blasting. If you miss, the enemy will have disappeared into the screen resolution by the time you have turned around. Realism be damned, this is supposed to be fun.

Rush of blood

Another problem is the cockpit. The views are just too limited. You can look up, left and right, but if you try to look back from the cockpit of your fighter, all you see is the headrest of your seat. This is a real problem, because if an enemy plane is on your tail, you need to know where he is in order to get away from him. While I'm on the subject, the simulation of g-force effects is a bit on the harsh side, with the most innocuous manoeuvres causing terminal blackouts or redouts. If you want to have any fun at all, you have to turn these off.

As I have said, this is a great looking game, and a lot of attention has gone into many aspects of it. Unfortunately it has some major playability problems. In comparison to some of its peers, such as Microsoft's *Combat Flight Simulator*, it starts to show some ragged edges which let it down badly. Its saving graces include the superb flight modelling, the excellent 3D terrain and cloud graphics, and the range of historic aircraft on show. It also boasts some good multiplayer options, including a hectic sixteen player network mode. It's just a shame it isn't less of a simulation and more of a game. **Cliff**



Those black and white stripes mark these aircraft as part of the D-Day invasion force

The terrain graphics engine is superb, with mission areas based on real wartime locations in Europe and North Africa

OTHER FORMATS?

PlayStation ○○○○○

Requiring 600MB of hard drive space and 32MB of RAM, this massive game would squash a PlayStation as flat as a very flat thing.

N64 ○○○○○

If you could make an N64 cartridge about the size of a house brick, the machine itself might just handle the graphics, but I doubt it.

Dreamcast ●●○○○

There's got to be a reasonable chance that this title will make its way onto the Sega machine in due course.

VERDICT

GAME NAME	Fighter Squadron
GRAPHICS	86
SOUND	54
PLAYABILITY	66
OVERALL	68
Out of 100	

QUANTITY CONTROL

BUGS BUNNY AND LOLA BUNNY

Platform: **Game Boy** Publisher: **Infogrames** Developer: **In-House** Style: **Platform** Release: **Out Now** Price: **£19.99** Game Boy Color: **Optional**

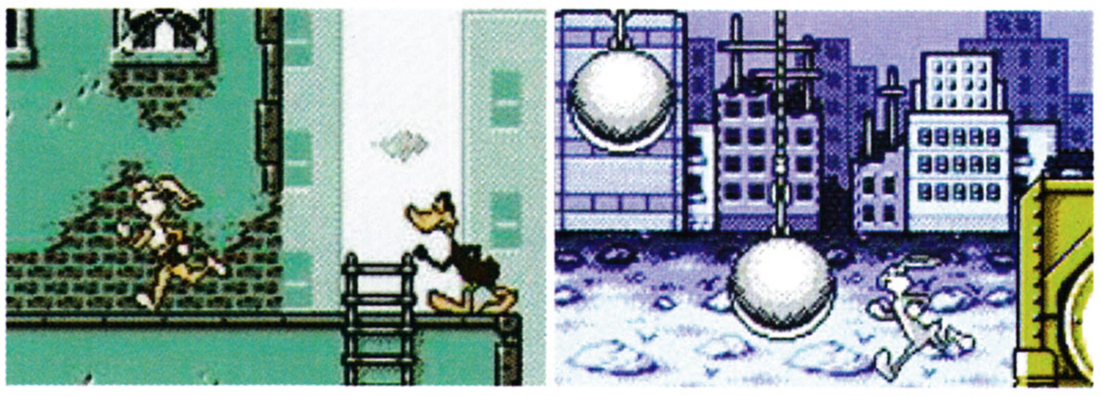
This is actually one of the best games that I have played on the Game boy for a long time. As either Bugs or Lola, you must complete five levels in order to return the lost carrots to their patch. Although it may initially seem formulaic, it borrows many of the better features from platformers past and ties them together well.

The game makes good use of the Game boy Color's capabilities. It's bright and colourful, and there are a number of good effects such as animated backgrounds and multi-layered parallax scrolling. At any point in the game you can change your character; both Bugs and Lola have abilities that will suit different situations. For example, if she jumps off a cliff, Lola will gently float down not injuring herself, though she will not be able to push crates and other objects around the level.

The programmers have obviously gone to the effort of making each level as varied as possible; there are loads of objects that can be interacted with, like barrels to cross lakes and cannons to fire yourself into the air. There are also multiple bonus levels to be discovered throughout the game.

Bugs and Lola is a superb little game. It looks excellent, and with the honourable exception of *Tetris,* it is by far the best game with which to show off your new Game Boy Color to your friends.

Will VERDICT: **88%**



POOL HUSTLER

Platform: **PlayStation** Publisher: **Activision** Developer: **Sunsoft** Style: **Pool Sim**
Release: **Out Now** Price: **£39.99** Players: **1-2** Analogue: **Yes**
Dual Shock: **No** Memory Card: **One Block**

Computer games based around pool have never exactly been well-received by the gaming press. No matter how good the game, it's difficult to recommend that anyone should to the lengths of splashing out £40 on a game that will always be inferior to the commonly available real thing. *Pool Hustler* is a game that is moderately entertaining to play – far more so than was at first expected – but it goes without saying that I would rather have been enjoyed a real game down at the local pub.

The one outstanding feature of the game is its unique story mode. Starting off with £300, you work your way around the local pool halls, hustling your way to the top. At various points during a game you may be offered to put money on individual shots, though this is not compulsory.

The game plays well enough. After a bit of practice the controls are very easy to use and judging angles, spins and power is easy to do, but there are several features that should have been included. You often find that you are able to hit the cue ball in impossible places – for example, adding back spin when up against the cushion. The analogue controls are far too sensitive for a game that requires extreme accuracy, but worst of all is the speed at which the game takes place; if there is one advantage of playing computer pool it's that you should not need to wait for ages while your opponent thinks over their shot.

Still, *Pool Hustler* remains a nice little title that will keep fans of the game reasonably happy.

Will VERDICT: **68%**

BIOSYS

Platform: **PC** Publisher: **Take 2 Interactive** Developer: **Jumpstart Solutions**
Style: **Survival Sim** Release: **Out Now** Price: **£39.99**
Players: **One** Processor: **P100 P150** Memory: **16MB** Disk Space: **123MB**
3D Accelerator: **Not supported**

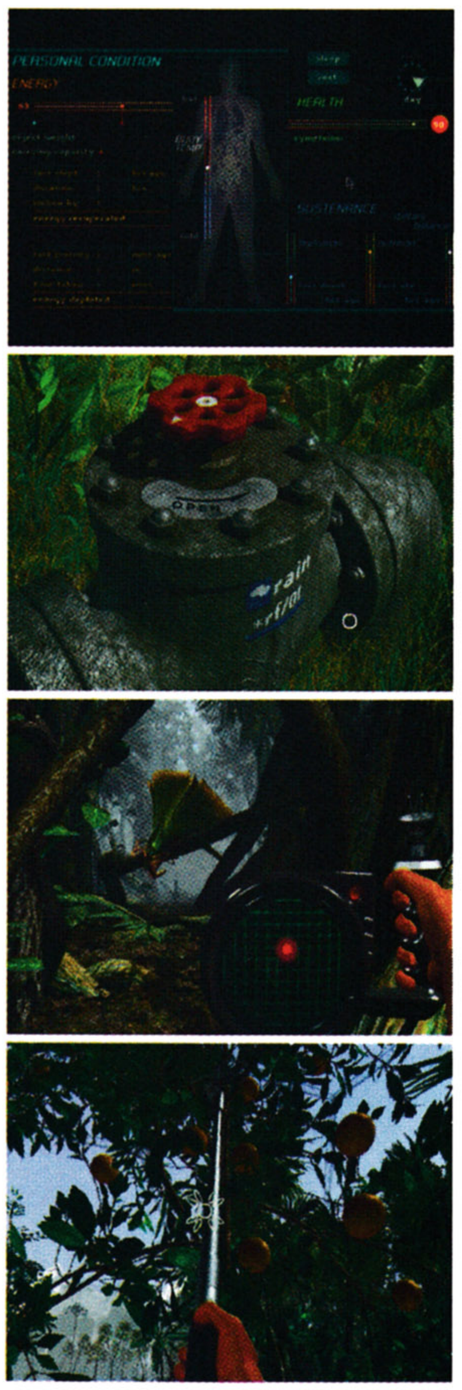
There aren't many games like *Biosys* around at the moment. It has the initial look of a 3D graphic adventure in a similar style to *Myst* or *The X-Files*, but in actuality it's a vastly different game.

The idea behind this is game is simple: survive. You find yourself trapped inside a series of completely self-contained biospheres with no memory of how or why you arrived there. The game attempts to accurately model the environments around you, so by raising the humidity, rainfall, temperature settings and so on, the plants, animals and you can flourish.

Your own health can be kept in balance by eating the right plants, drinking the right water and getting the right amount of sleep – failure to do so results in bad health. Your character suffers from malnutrition, heat stroke, nausea etc., but every illness has an associated remedy – you just need the strength to find it.

Biosys suffers for its far too weak plot. Although you are directed around the game to a certain extent, the gameplay generally involves finding the odd item and using it in a different part of the level, ultimately it's a little bit too lame and there's not enough to really hold your interest. *Biosys* is a pretty good idea, poorly implemented, but still worth a look for the adventure game fans out there.

Will VERDICT: **60%**



V-RALLY

Platform: **Game Boy** Publisher: **Infogrames** Developer: **In-House**
Style: **Racing Sim** Release: **Out Now** Price: **£19.99**
Game Boy Color **Optional**

Infogrames' support for the Game Boy Color has been immense, and Nintendo have a lot to thank them for. With the majority of the Game Boy titles being platform-orientated, *V-Rally* makes a nice change to the norm.

Obviously none of us will be expecting stunning 3D graphics, but it does look very nice, using an old-fashioned Lotus-style game engine. Although you may easily notice that instead of modelling the car around the scenery, the scenery moves around the car, it is still very well done – you get the illusion of powerslides as you career around the corners etc.

It is a pretty simple game; running off the edge of the track will usually result in hitting the scenery and flipping over, while hitting another car will only reduce your speed (even if it hits you from behind). The familiar warning signs that depict the extent of each corner are still there, but this time (again) it's a lot simpler. Small signs mean you can take the bend without letting off pressure on the accelerator; if it's a medium turn you let go of the accelerator, while a sharp turn demands a slight use of the brake. You don't have very long before you need to react, but it makes the game that little bit more challenging.

It may not fit well into the current racing genre – it is perhaps better considered to be a game that involves avoiding other obstacles rather than wrestling with the controls as you struggle around each corner– but *V-Rally* is about as good as racing games come on the Game Boy, and it will be a while until it is beaten.

Will VERDICT: **80%**

TANK RACER

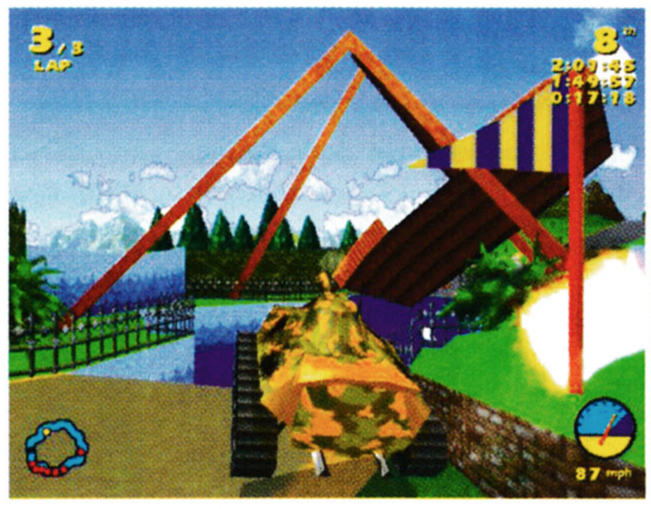
Platform: **PlayStation** Publisher: **Grolier Interactive** Developer: **Glass Ghost**
Style: **Arcade Racing** Release: **Out Now** Price: **£39.99** Players: **1-2** Analogue: **Yes**
Dual Shock: **Yes** Memory Card: **One Block**

You can well imagine the scene in the meeting where the idea of creating *Tank Racer* came about. 'Hey, let's make a racing game... with tanks!' Followed by a few murmurs of agreement. Then... 'What shall we call it?' '*Tank Racer*!' 'Hooray!' It seems clear that the original idea never amounted to anything more than this. You drive a tank and race around – it's simple. And this is the argument both for and against the game.

There are eight novel, but ultimately simple, courses, a number of varied tanks and a selection of just over five weapon pick-ups to find. You can rotate your turret and fire at your opposition, drive through a few fences, and if you do well enough you can unlock a couple of new tanks or secret bonuses such as *Asteroids* games. I actually enjoyed it quite a lot to begin with; it's easy to pick up and play, moderately entertaining and the sort of game you could imagine yourself coming back to to cut down your lap times. But after a fair amount of time it became very dull, and only the average multiplayer game held any amount of attraction.

It's hard to understand what the unique selling point of this title is. There is nothing new, outstanding or vaguely interesting about it, but at the same time there are not that many negatives either. The game has achieved what was presumably intended: to become yet another, run-of-the-mill, bog standard release. Basically, it's very, very average.

Will VERDICT: **50%**



ROLLER COASTER TYCOON

Platform: **PC** Publisher: **Hasbro Interactive** Developer: **Chris Sawyer** Style: **Theme Park Sim** Release: **Out Now** Price: **£34.99**
Players: **One** Processor: **P133** Memory: **16MB** Disk Space: **170MB** 3D Accelerator **Not Supported**

I had some preconceptions about this game, and I'm sorry to say that not all of them were terribly flattering. I've had low expectations of Hasbro games for some time, and I didn't expect this one to be much good. However, I'm happy to report that I was pleasantly surprised. *Roller Coaster Tycoon* is a highly enjoyable game which can get quite addictive given half a chance.

You start the game with ten thousand pounds and a large plot of land, and at the end you hope to have a thriving amusement park full of exciting rides and happy people, and lots more money. The engine powering this game is superficially similar to *Sim City* in appearance. The terrain is divided up into squares of different heights and slopes, but you can alter the shape of the landscape, add lakes and plant trees, and build roads. You can also build a variety of amusement rides, most notably roller coasters, which are depicted in great detail.

You have to run your theme park well if you are going to make a profit, and this will require careful planning and a steady hand. You need to consider maintenance, pricing, operating rules and everything. You can even change the colours of the rides. If you get it right, then once you have four or five attractions in your park, you'll be fighting punters off with a stick. If you get it wrong then the long road into bankruptcy beckons.

Roller Coaster Tycoon is a well-made game, although some aspects take a bit of getting used to. Nonetheless it will provide many hours of harmless fun, and may well keep you coming back for more.

Cliff VERDICT: **80%**

THE LEGEND OF ZELDA DX: LINK'S AWAKENING

CONTROL 90+ AWARD

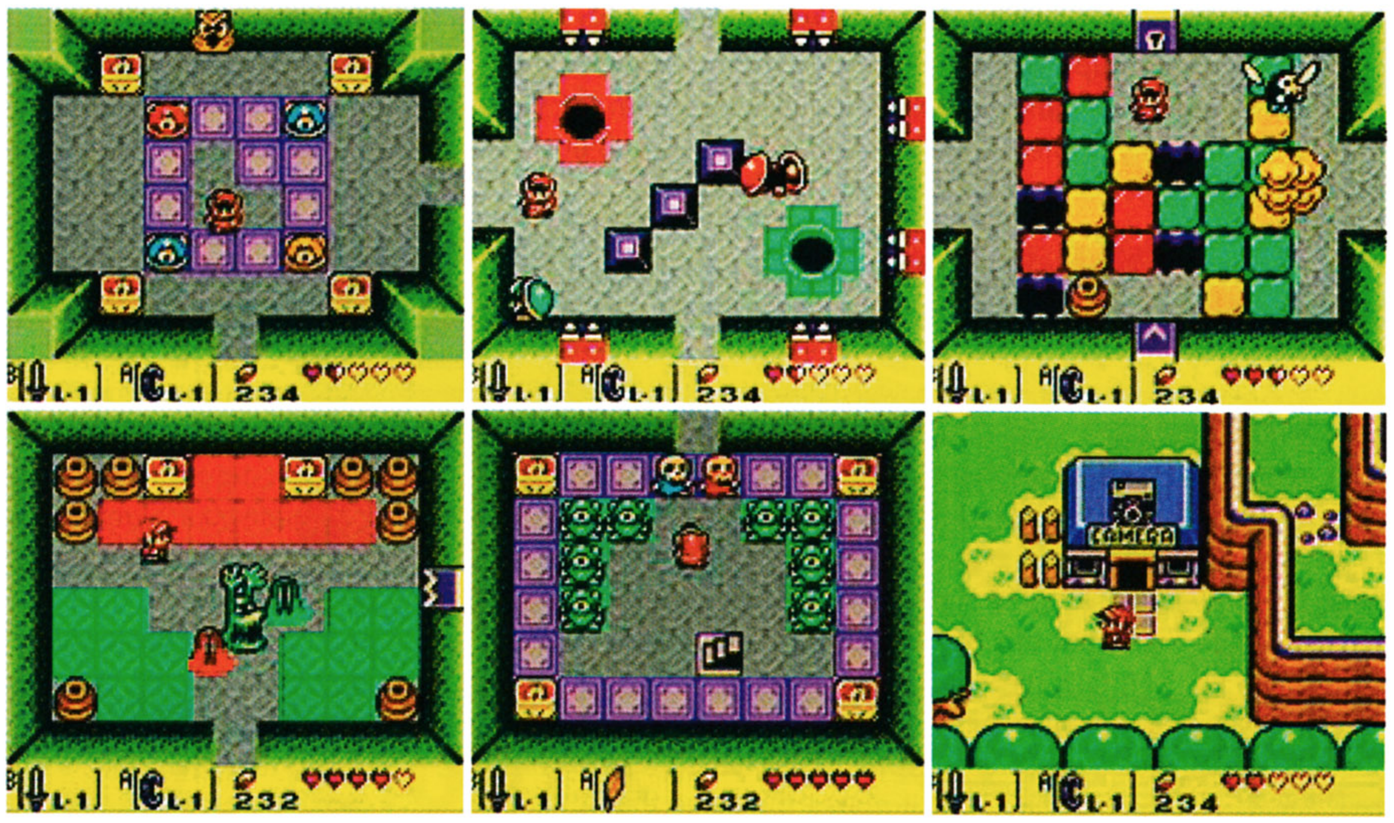
Platform: **Gameboy** Publisher: **Nintendo** Developer: **In-House** Style: **RPG** Release: **Out Now** Price: **£19.99** Gameboy Colour **Optional**

After the massive success that was *Zelda 64*, it seems appropriate that Nintendo should do the honours for the Game Boy. However, if you are expecting anything on the scale of that title, you'll be sorely disappointed.

This is old school *Zelda*, with a top-down viewpoint and 'flip screen', at that. Gameplay doesn't go far beyond the SNES *Zelda*, but then that's no bad thing – and there's more. This *Zelda* has a charm and playability that is rarely seen in video games these days. It's traditional stuff from Nintendo – fighting, exploring and puzzle solving as only Nintendo can do it – and that's fine by us when the game has been as lovingly crafted as this has.

The biggest release so far for Game Boy Color, *Zelda DX* is little more than a repackaged version of the ordinary Game Boy title, albeit with an extra dungeon. It's great to play this game in colour, which almost puts it on par with the SNES *Zelda* in the looks department. As far as gameplay goes, this is as good as the SNES game, and if you haven't played the black and white version then we strongly advise that you buy this immediately. Superb.

Nick VERDICT: **90%**



BOMBERMAN FANTASY RACE

Platform: **PlayStation** Publisher: **Hudson** Developer: **In-House** Style: **Racing**
Release: **Out Now** Price: **£39.99** Players: **1-2** Analogue: **No**
Dual Shock: **Yes** Memory Card: **One Block**

With the popularity of *Bomberman* (certainly within the younger demographic), it is perhaps surprising that Hudson haven't used the character more to their advantage. That is, until now, with the release of this, *Bomberman Fantasy Race*, Hudson's first attempt at entering the cute/bizarre/racing game market – that is if such a thing exists.

In a nutshell, *Bomberman Fantasy Race* is a cross between *Mario Kart* and the Dreamcast's *Pen Pen Trilcelon,* and indeed, if this were a perfect world, then that's exactly where I'd end this review. But then, as always, there's more to it than that...

Take Bomberman, and few of the bit part players from the previous games, throw them on top of oversized bunnies and lizards (or is it the characters that are undersized?), give them a few race courses with obstacles and power-ups, and you have yourself a game. The control of the animals is the part that separates this game from anything else in the genre. It feels like you are trying to control a wild animal rather than you're the wild animal (if you see what I mean).

Typically for this kind of game, it is good wholesome fun, great in two-player mode (where betting can take place) and is a decent enough game. Just don't expect *Mario Kart* for the PlayStation, though.

Nick VERDICT: **70%**

SYLVESTER & TWEETY

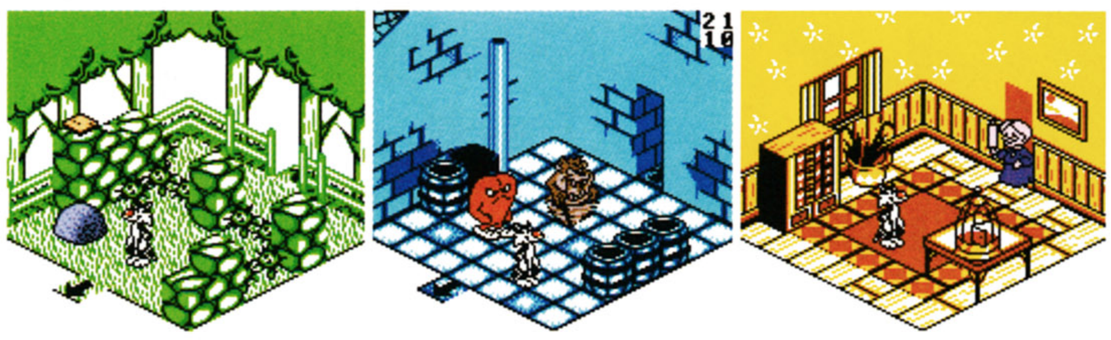
Platform: **Game Boy** Publisher: **Infogrames** Developer: **In-House**
Style: **Adventure** Release: **Out Now** Price: **£19.99** Game Boy Color **Optional**

Infogrames' milking of their new Warner Bros. license has not been slow to start – there are a huge number of games on both upcoming and already released. Unsurprisingly, the majority of these take the form of 2D sideways scrolling platform games – hardly an undiscovered genre on the format, but at least the quality has been kept high so far.

Sylvester and Tweety strays a little off the beaten track that has been followed by so many others. It is essentially an isometric 3D-puzzle adventure whereby you, as Sylvester, attempt to catch the slippery Tweety. True to the cartoon there are a number of obstacles standing between you and your goal which you must overcome by solving various puzzles, usually in the form of finding, collecting and using a number of items around the house. There are frequent appearances from Grandma, her dog and a number of other characters that occasionally featured in the cartoon, usually trying to slow you down.

Despite its isometric view and puzzle solving elements, *Sylvester and Tweety* is about as close as the Game Boy could get to a 3D platform – progress far enough and you'll also find a number of two dimensional levels to face as well. The game looks good, sounds okay and plays equally well. There's nothing particularly special about it, but if you're looking for a Game Boy game with a bit more brain involvement, this is certainly worth a look.

Will VERDICT: **79%**



LOONEY TUNES

Platform: **Game Boy** Publisher: **Infogrames** Developer: **Sunsoft**
Style: **Platform** Release: **Out Now** Price: **£19.99** Game Boy Color **Optional**

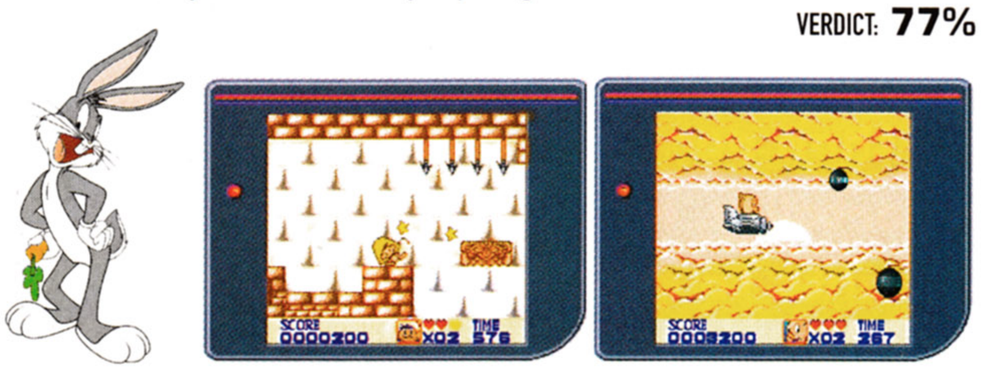
This is yet another addition to Infogrames' Warner Bros. series of Game Boy Color games, but rather than focusing on just a few characters such as Sylvester and Tweety or Bugs and Lola, *Looney Tunes* features almost all the well-known WB characters you can think of.

Split into eight levels, you inhabit one of the many different characters and work your way from left to right. Not every character has a platform level associated to them, though: The Porky Pig level takes the form of a shoot-'em-up; while the Tasmanian Devil is about speed and destruction – you must collect as many items as possible by crashing through countless blocks within a strict time limit.

The majority of the game does take the form of a platform, though, but at least you are using a different character from level to level. All having their own unique moves, there's a lot of variation.

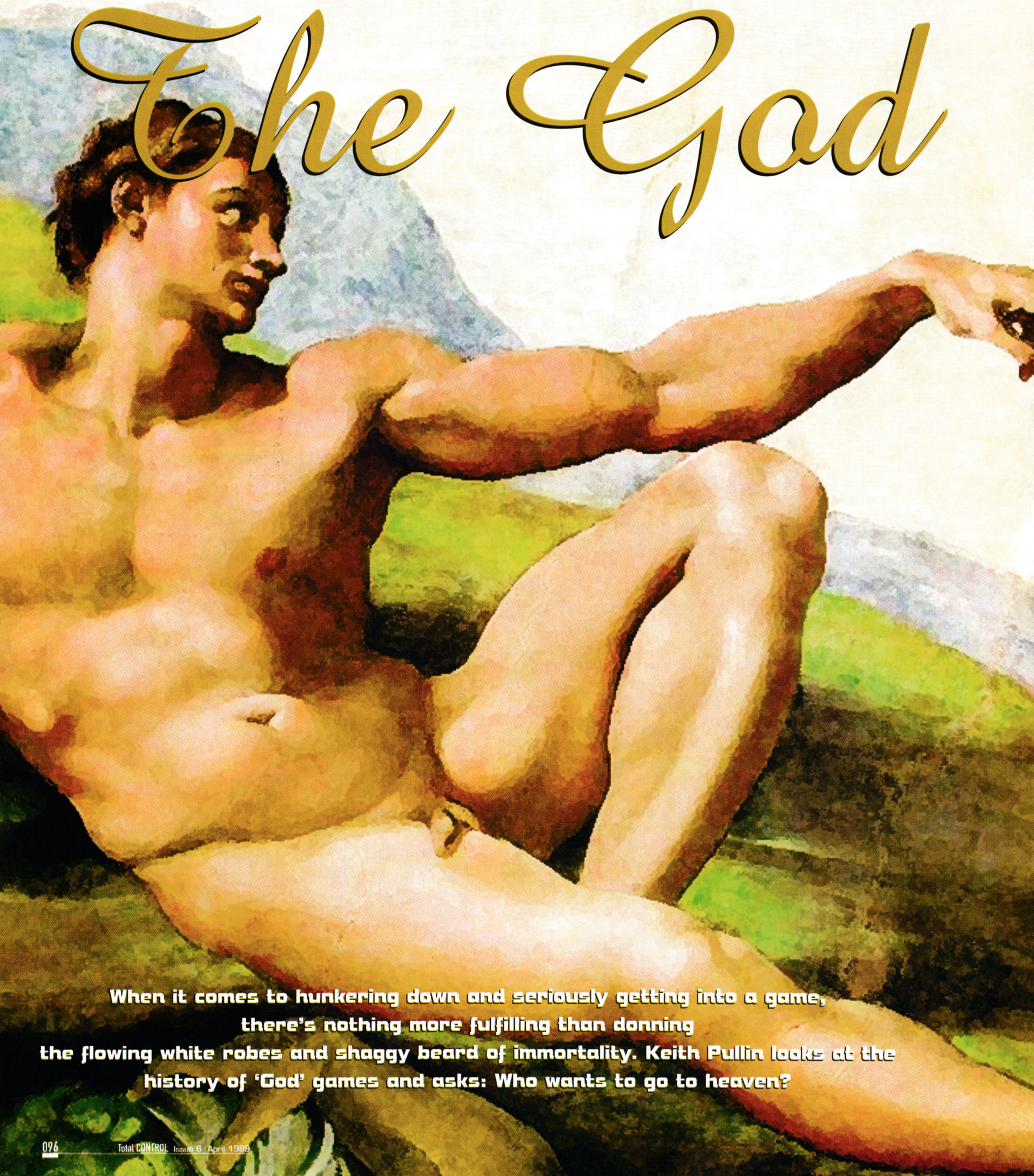
Looney Tunes is a very reasonable platform game. It's not as polished as *Bugs Bunny and Lola Bunny*, which I'd recommend over this, but it looks good, is bright, colourful and will be very well received by a younger audience.

Will VERDICT: **77%**



The History of...

The God



When it comes to hunkering down and seriously getting into a game, there's nothing more fulfilling than donning the flowing white robes and shaggy beard of immortality. Keith Pullin looks at the history of 'God' games and asks: Who wants to go to heaven?

God Game

God games have a unique feel of their own. Whether you're shaping divine worlds, inflicting terrible earthquakes on unsuspecting communities or just bellowing words of damnation upon those who stray from the path of righteousness, the level of control you have over proceedings is unparalleled. So...

What the hell is a God sim anyway?

Good question. I mean does God actually exist? If not, how can we simulate him? Purists would argue that in fact every game is a God sim. Whether you're building a city, flying the Starship Enterprise or throwing Lara Croft around Venice, the fact remains that it is you who is in control, and you who is wholly responsible for the direction these computer-generated creatures' lives take. Is this not the tell-tale sign of divine intervention? Therefore, how can we properly define a God game?

Generally speaking, we're talking about games where you, from your lofty, unassailable perch, try to improve the lives of followers who scuttle about like ants beneath you. You can alter the landscape, give them more food, create homes for them, order them to breed like Viagra-fuelled rabbits or, alternatively, just let the poor fools suffer under your malevolent regime. Basically the idea is to correctly manage the resources available to ensure the survival of your populace. In short: Resource management is the name of the game.

Over the following pages we take a look at the games that have helped shape this contentious genre. We begin with the instigators and end with a glance into the future. So sit back, relax and witness immortality itself...

The Bullfrog Connection

The genesis of God games came courtesy of Peter Molyneux, Les Edgar and a game called *Populous*. The surprising thing is, it almost never appeared at all; publishers just weren't interested in Bullfrog's offbeat white elephant and predicted nothing but doom and gloom for the little game with the big brain.

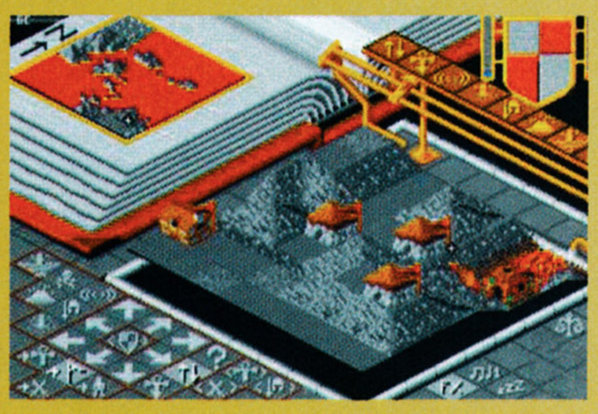
But Molyneux would have none of it. Eventually, after considerable door-knocking, Electronic Arts put their faith in the fledgling Bullfrog outfit. They were not to be disappointed. *Populous* turned out to be a massive international hit, and publishers everywhere ate humble God pie. The game nobody wanted to touch had single-handedly created a sophisticated new genre. The floodgates had opened...

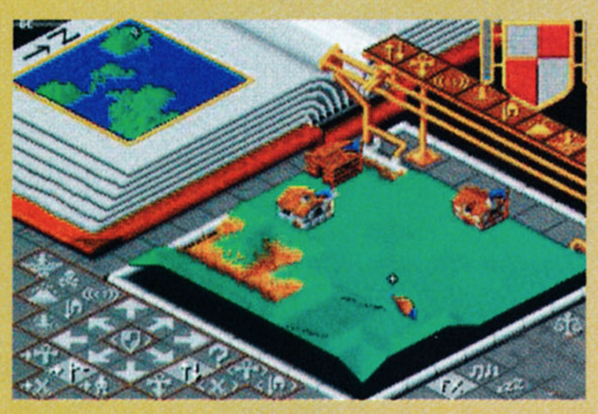
Is this man God? Of course not, but he is the creator of the God game genre, and probably one of the most influential game designers of all time

Populous

Publisher: **Electronic Arts** *Year:* **1989**
Formats: **Amiga/PC/ST/Macintosh/Archimedes/Sega Master System/Sega Megadrive/Gameboy/SNES/NEC/PC Engine**
Judgement: **9/10 Straight to heaven**

The very first God game, and a title that still sells today. The mere fact that it has been released on over ten different formats says it all really. You play the part of – you guessed it – God, and attempt to guide your tribe of miniature marvels across hundreds of landscapes outwitting other gods and eliminating all heathens who get in your way. Without doubt this is one of the classic games of our time.



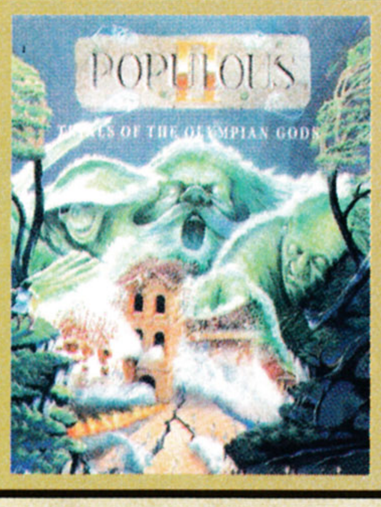


Populous: Did for games what the wheel did for transport

Populous 2

Publisher: **Bullfrog/Electronic Arts** *Year:* **1992**
Formats: **Amiga/PC/ST/Macintosh/Sega Megadrive/SNES**
Judgement: **9/10 Heavenly as ever**

The second game of the trilogy manages the impossible and improves upon the first. With more spells, better graphics and a supreme user interface, *Populous 2* is undoubtedly one of the best God games around. The only criticism that can be levelled at it is that the subtle differences are hardly worth the asking price if you already have the original. On the other hand, if for some inexplicable reason you missed *Populous*, purchasing this is one of life's great necessities.

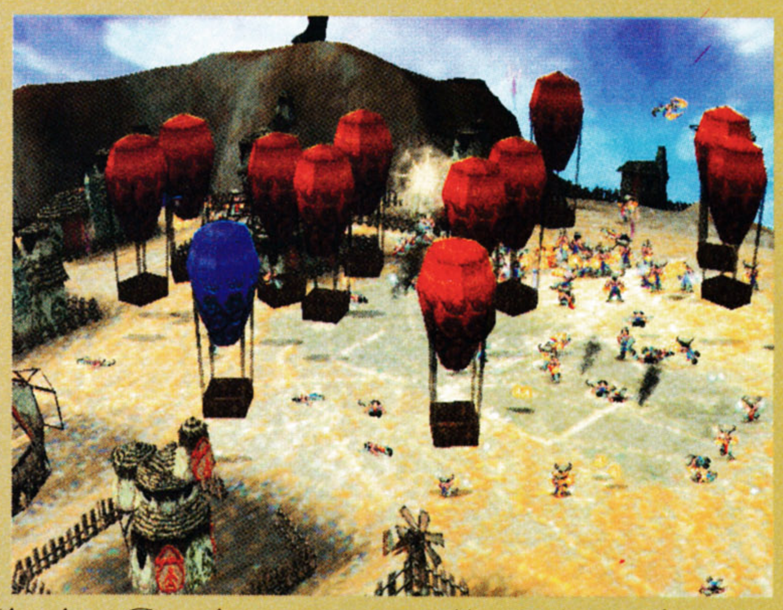


Another multi-format mega hit

Populous: The Beginning

Publisher: **Electronic Arts** *Year:* **1998**
Formats: **PC** *Judgement:* **9/10 Hat trick heroine**

An oddity insofar as the story to the third instalment is actually set before the first two games. Also, you don't get to play a god this time. Instead you play a female Shaman who advances through twenty five increasingly difficult worlds with the ultimate aim of become immortal, thus leading us nicely onto the first two games. If all this is too confusing for you, don't worry – all you really need to know is that as a mixture of real-time strategy and God sim, *Populous: The Beginning* is one of the most involving and original games around right now.



The third Populous game is really the first. Does this mean that Populous 4 will really be the third?

Theme Park

Publisher: **Bullfrog/Electronic Arts** *Year:* **1994** *Formats:* **Amiga/PC/Mac/Megadrive/SNES/3DO/Jaguar/NEC/Saturn**
Judgement: **9/10 A real roller coaster of a ride**

Control every aspect of running a profitable amusement park from hiring employees to developing new rides. The whinging hordes of fun-seekers constantly tell you what they want in their fun fair, and when there's over 40 competing parks all vying for a slice of the fun market, you better damn well listen. If you don't it's back to the pier, and fruit machine misery for eternity.

Theme Park is another creation from the inspirational brain of Peter Molyneux, and proves that if you put enough care into a product, even the most bizarre aspects of life can be converted into gripping computer entertainment. Without doubt this is an essential purchase, especially as it's now available on budget.

So God does have a sense of humour then...

Theme Hospital

Publisher: **Electronic Arts** *Year:* **1997** *Formats:* **PC/PlayStation** *Judgement:* **8/10 God is a doctor**

The sequel to *Theme Park* is initially quite difficult to get into, but don't be put off. What begins as a fairly dull simulation eventually transforms into a hugely satisfying experience. Decisions range from staffing and patient health to exceptionally mundane matters such as the size of the waiting rooms.

Theme Hospital also manages to convey an amazing sense of humour that goes so far as to show the Grip Reaper wandering around the hospital popping into various wards and doing his stuff.

As well getting to grips with everyday management decisions, an overriding factor in *Theme Hospital* is that you have to make a profit. Playing this should be an integral part in the syllabus of all NHS trainees.

The PlayStation and PC versions of Theme Hospital are virtually identical. Ooooh, nurse!

Powermonger

Publisher: **Bullfrog/Electronic Arts** *Year:* **1991**
Formats: **Amiga/PC/ST/Mac/Megadrive/Mega CD/SNES**
Judgement: **8/10 As good as God**

Though adhering to the *Populous* theme, *Powermonger* is more of a war game than anything else. Still, there's no ignoring the overriding theme of world domination, and many strategists believe the depth of *Powermonger* eclipses that of its godly forebearer. Once again we have a game that's travelled from format to format and is still an important ambassador of the God sim genre. The many posters and awards adorning Bullfrog's Guildford HQ are a testament to its success.

More power-hungry antics from the Surrey based 'frog

The Holy City

Some might argue that *Sim City* spawned another genre entirely. But when you consider the facts, it seems fairly clear that a game where you control the lives of millions of computer generated citizens can only really fall into one category...

Sim City

Publisher: **Maxis** *Year:* **1989** *Formats:* **Amiga/PC/Macintosh/SNES/Megadrive** *Judgement:* **9/10 A wondrous gameplay utopia**

1989 was certainly an important year for the games industry. As well as *Populous*, Will Wright's *Sim City* made an appearance and confounded players everywhere by focusing on totally drab subject matter and transforming it into a work of art so utterly addictive you could literally lose months of your life to it. Who would have thought governing a city complete with traffic jams, tax problems, pollution and other dilemmas associated with your average urban sprawl could be so riveting? *Sim City* offers the general public a better understanding of the problems a local council has, and there aren't too many games that can boast that particular attribute.

The world went mad over this? Looks can be deceiving

Sim City 2000

Publisher: **Maxis/Electronic Arts** *Year:* **1993** *Formats:* **PC/Mac/PlayStation**
Judgement: **8/10 Divine and sublime**

This update of the '89 classic barely differs in terms of gameplay, but features vastly improved 3D graphics. Like the original, it's a case of planning the ultimate utopia and then maintaining your city by ensuring taxes are tolerable, crime is low and fire departments reach towering infernos on time. There's also the added bonus of watching various natural disasters wreak havoc upon the populace, and there's even an appearance by Godzilla herself.

Extra scenarios can be purchased or downloaded from the Internet, so if you want a long lasting venture into the world of city management, *Sim City 2000* is just the ticket.

I know I left the car around here somewhere...

Sim City 3000

Publisher: **Electronic Arts** *Year:* **1998** *Formats:* **PC**
Judgement: **7/10 Mortality creeps in**

Maxis' latest SC incarnation has split the gaming world asunder; some love it to pieces, whilst others resent its overcomplication of the original theme. Needless to say the graphics are absolutely stunning, and the sound is equally as impressive. If you want a deeper city experience, *Sim City 3000* delivers unequivocally. However, if you want something you can instantly pick up and play, you'd be advised to steer clear.

God sim or separate genre altogether? You can argue until you're blue in the face – the fact is you control the lives of millions. Scary thought?

Roman Gods

Of all the recent seekers of immortality, the *Caesar* series of games seems to have sparked considerable interest. Here's why...

Caesar II

Publisher: **Sierra** *Year:* **1997**
Formats: **PC** *Judgement:* **7/10 Italian Stallion**

The game begins in the early days of the Roman Empire and gives you the chance to oversee its rise to glory. Excellent 3D graphics allow a detailed view of each city, and a smooth interface makes the whole thing as enjoyable as raiding a small Gaulish village. Strictly speaking your role as Emperor is not quite the same as being God (obviously Caesar would have disagreed), but the flexibility of the options allow such freedom it's hard to believe you aren't immortal. A worthy addition to the God sim library.

Last one to the Coliseum is a Christian...

Cities On The Web

You may want to check out these useful Web sites to find out more about the *Sim City* games...

Sim City homepage
The official *Sim City* homepage containing information on every *Sim City* game. www.simcity.com

SimElite Club
A directory of Sim sites recognised by Maxis with the Web Feats Award for quality. www.simelite.home.ml.org

Peter's Place
One of the first *Sim* sites on the Web. Contains everything you need to know. www.borg.com/~naughton/simcentral.html

Total Theory Of Evolution
Over the years the God game genre has evolved considerably. Shortly after *Populous* came an Amiga game called *Mega-lo-mania* from Sensible Software. This drew on many ideas from Bullfrog's seminal masterpiece but also included the hitherto unknown concept of research. As you know, since then a multitude of strategy games have appeared along similar lines. Westwood Studios' *Command & Conquer* springs to mind first, and while this title is generally considered to be the grand daddy of all RTS games, its roots lie firmly in the God genre.

There are literally dozens of other RTS offerings to choose from, and no matter whether they are set in the past, present, future or some bizarre fantasy world full of elves, pixies, goblins and orcs, the fact remains that these games are a variant on the God simulation.

Command and Conquer: Evolution of the God sim or just a war game? Answers on a postcard please

The Ten Commandments of the God Game

I am the Lord thy God, which have brought thee out of the land of shoot-'em-ups, and out of the house of football...

1. **Thou shalt have no other game before me.**
2. **Thou shalt not take the name of the God game in vain.**
3. **Thou shalt not make unto thee any bad screenshots, or any likeness of anything that is in computer above, or that is in the console below, or that is in the controller under the carpet. Thou shalt not bow down thyself to them, nor serve them.**
4. **Remember thy day off work, to keep it holy.**
5. **Honour thy father and thy mother: that thy gaming sessions may be long.**
6. **Thou shalt kill.**
7. **Thou shalt commit adultery.**
8. **Thou shalt steal.**
9. **Thou shalt not bear false witness against thy local games retailer.**
10. **Thou shalt not covet thy neighbour's copy of *Populous: The Beginning*, thou shalt not covet thy neighbour's wife, nor his manservant, nor his maidservant, nor his ox, nor his ass, nor anything that is thy neighbour's. And thus the Lord did speaketh.**

Caesar III

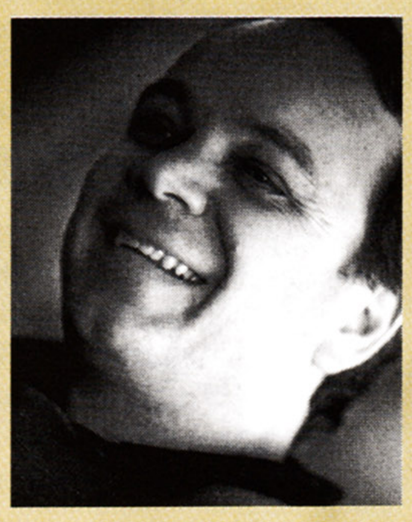
Publisher: **Sierra** *Year:* **1998** *Formats:* **PC** *Judgement:* **8/10 Roman god of gaming**

Caesar III **is not massively different to *Caesar II* but improves upon its predecessor in a number of ways. First of these is the inclusion of a comprehensive tutorial, making it instantly playable and enjoyable. The second is a refined interface allowing easy movement of troops and placement of buildings. Last of all is its reluctance to stray from historical fact. Overall *Caesar III* is a highly polished piece of software easily conveying the omnipotent power of Roman Emperors.**

Sim City meets Populous with a hint of Roman opulence

Sid is God

Sid Meier has been around for a while, and there's no denying his positive influence on this most holy of genres. When it comes to God games, *Civilization* certainly has its dedicated followers.



Civilization

Publisher: **Microprose** *Year:* **1990** *Formats:* **PC/SNES**
Judgement: **9/10 Welcome to paradise**

This ground-breaking piece of software was way ahead of its time, and even now is a game that dedicated strategists fall back on again and again. The aim, quite simply, is to explore an empty world, start a civilisation and then attempt to rule said world by either destroying or buying the allegiance of your enemies. There's only one reason to stop playing *Civilization*, and that reason is its sequel.

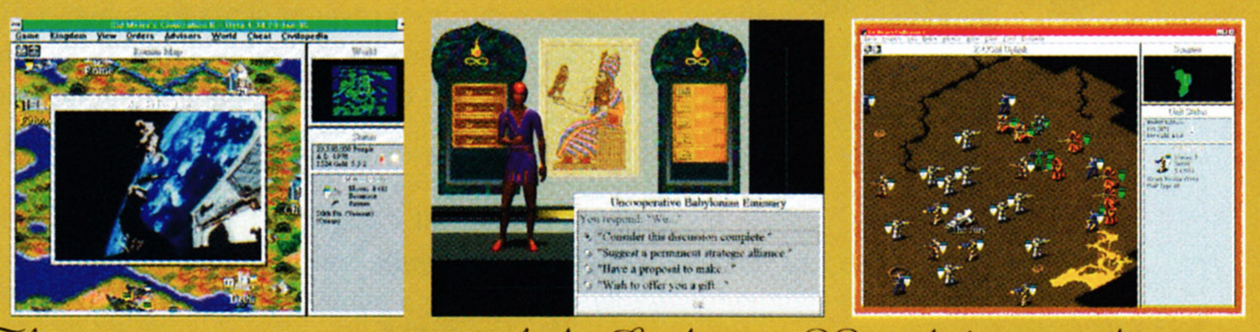
Welcome to the New World – it's a bit on the small side though...

Civilization II

Publisher: **Microprose** *Year:* **1996** *Formats:* **PC/Macintosh** *Judgement:* **8/10 Taking immortality to the limits**

Generally speaking, *Civilization II* is a vast improvement on *Civilization*, although, as is often the case with God sim sequels, some aspects have been overcomplicated. But that's hardly a reason to hate it, and to be fair you would expect these kind of expansions anyway.

There is an argument stating that it's not a God sim at all, but more a glorified turn-based strategy – and it's a fair point. But when you take into account the overbearing feeling of power experienced whilst immersed within *Civ II*'s realms, it slides easily into the God sim category.



There are now many expansion packs for Civilization II, including a sci-fi version

Bright Future

So where to now? It seems the God sim is branching out in all directions. Even *Populous: The Beginning* is more of a real-time strategy than a God sim, and as for games such as *Sim Safari*, *Sim Island* and *Sim Town*, well, it's a terrifying thought to think that these will be the future. Interactive Magic's *Capitalism* may be an interesting slant on proceedings, but is God really interested in fiscal revenue and budgetary boards? This is somewhat doubtful.

What we need are more games that concentrate on manipulating the ground beneath us. We need more floods, earthquakes, volcanoes, pestilence and disease. Bring on the plagues, exploding worlds and mass starvation. Maybe Peter Molyneux's new development team, Lionhead Studios, can help out. They're feverishly tweaking *Black and White* as we sit here now, and the latest reports indicate it's likely to be a bit of a stonker when it's released later this year. So here's to you, Mr Molyneux.

And on that note, dwell upon these parting words: May your God be with you – always.

Is Black and White destined to become another chapter in the Peter Molyneux success story? Find out this summer

Having words with... AMY CURTIN

This month our victim **is the lovely Amy Curtin,** PR manager at Take 2 **Interactive. Amy is a regular** visitor to the Total CONTROL offices, and despite the fact that **she generally refuses to spend the night** with us (so to speak), **the quality of the products** that she's representing **ensure that** she's always welcome.

AMY CURTIN

Q: Your job is obviously one that most virile young women would die for; being paid top dollar to spend time with strapping young games journalists and play video games all day long (stop me if I'm wrong).

What else, if anything, does this dream job entail, and how did you first get started in 'The Industry'?

A: Yeah, right. Where the hell are all of these strapping young game journalists you're referring to? In that respect, this is a job that most women would probably die in, not for...

The best thing about this job is that I am in the privileged position of watching games progress from scratch right through to the finished product, and I'm playing an active role in the complete process.

Q: Occasionally your job requires you to 'entertain' journalists when promoting a new game. How would you honestly describe a typical night out with members of the specialist press, without naming any names and embarrassing the guilty?

A: A typical night out with those 'strapping journalists' you were referring to always entails a few drinks, then a few more drinks, then maybe a spot of dinner, a quick chat about the product and then, well, it's time for more drinks!

Q: Like most PR people in the industry, a lot of your time is spent telling us how great your new games are and why we should put them on our front cover or score them highly. Have you ever been given a game so bad that you refused to take it out to magazines, or when confronted by a group of despondent journalists have you used the classic "I know it's not going to win any awards but it's a solid little game" line?

A: It's always a bit difficult if you find yourself trying to sell something that you don't quite believe in, but when you're professionally representing a publisher, you just go in and do it.

I've never really had to present a game that's totally crap (Well, she would say that, wouldn't she!), but it's always very handy to have the product managers and producers on hand to give the technical support, which sometimes makes all the difference.

A TYPICAL NIGHT OUT WITH THOSE 'STRAPPING JOURNALISTS' YOU WERE REFERRING TO ALWAYS ENTAILS A FEW DRINKS, THEN A FEW MORE DRINKS, THEN MAYBE A SPOT OF DINNER

Q: What is your first memory of playing a video game?

A: My first memory I suppose is playing the eternally brilliant *PacMan* during the eighties in some arcade.

Q: Do you play games in your, dare I say it, spare time, and if so, what are your favourite three games at the moment (not including any Take 2 Interactive titles)?

A: Spare time? I don't really have any after getting pissed most nights. I suppose my favourite games at the moment would have to be *Tekken 3*, *Spryo the Dragon* and *Crash Bandicoot 3* – not necessarily in that particular order.

Q: Do you, like most of us, encourage your friends and family to get into games so that you can take care of the majority of your Christmas shopping without opening your wallet? And if not, why?

A: Even though I'm certainly tight enough to pull a dirty stunt like that, I have never really used my job as a cheap gift shop for hapless relatives birthday or Chrimbo presents.

Most of my family are sick to death of me going on about various new releases anyway, apart from my Nan who's eighty. Although I couldn't see her playing on a PlayStation, but you never know...

Q: What do you think of the Sega Dreamcast? I understand that a few of your successful PC titles will be putting in an appearance when the console is launched in the UK later this year...

A: On a personal level the initial impression of the Dreamcast is that it's a very exciting prospect. However, we have yet to see the software line-up which will go with the launch. Obviously the quality and originality of the products available when the console is launched will be critical to its success.

Q: Finally, if you could trade places with anybody in the world, who would it be and why?

A: A beauty pageant queen. This would mean that I would probably be blonde and a size eight. Either that or the Iron Lady. The difference is in the comparison – both of these female icons have or have had loads of men in their power.

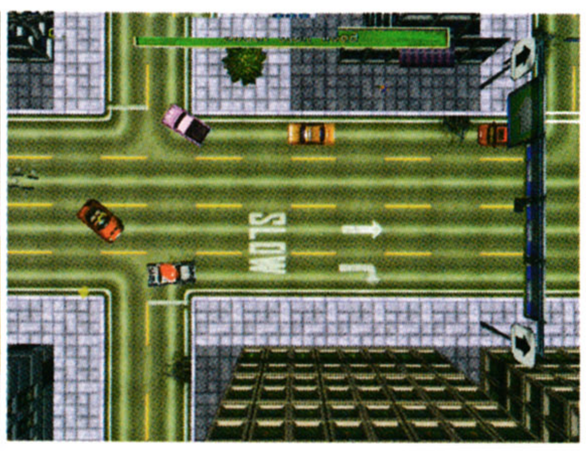
And on that unexpected bombshell, we left Amy to her regular nocturnal activities...

TAKE 2'S TOP TITLES

Lula: The Sexy Empire

Rainbow Six

Silicon Valley



Grand Theft Auto

GAMESAREUS

all the games @ the keenest prices!!!

Fast Delivery With 3 Working Days! (subject to availability)

Order Online 24hrs at: www.gamesareus.com Or Fax Your Orders On: 0181 539 6825

£95.99

Playstation

With Dual Shock Pad +1mb free

Playstation Games

ABE's Exodus	£32.99
Actua Golf 2	£17.99
Actua Golf 3	£29.99
Actua Ice Hockey	£27.99
Actua Soccer 2	£17.99
Actua Soccer 3	£29.99
Actua Tennis	£31.99
Adidas power soccer 98	£33.99
All Star Tennis 99	£30.99
Alien Trilogy	£17.49
Alundra	£24.99
Atari Greatest Hits	£17.49
Atari Greatest Hits 2	£27.99
Akuji The Heartless	£35.99
Apocalypse	£30.99
Assault	£29.99
Azure Dreams	£28.99
B-Movie	£30.99
Batman and Robin	£33.99
Boxing 99	£31.50
Breath Of Fire 3	£32.99
Brian Lara Cricket	£35.99
Brunswick Bowling	£28.99
Buggy	£30.50
Big Air	£31.99
Bust A Groove	£29.99
Bust A Move 2	£17.99
Bust A Move 3	£24.99
Bomberman World	£30.99
Bubble Borbble	£17.99
Burning Road	£17.99
Bubsy 3D	£17.49
Breath of Fire	£42.99
Broken Sword 2	£28.99
Bushido Blade	£26.99
Cardinal Sin	£33.99
Casper	£24.99
Circuit Breakers	£28.99
Colin McRae Rally	£33.50
Colony Wars	£19.99
Colony Wars Vengeance	£34.99
Command &Conquer	£18.99
Command &Conquer Red Alert	£25.99
Command &Conquer Retaliation	£32.99
Cool Boarders 2	£24.99
Cool Boarders 3	£29.99
Crash Bandicot Platinum	£17.89
Crash Bandicoot 2	£29.99
Crash Bandicoot 3	£33.99
Crime Killer	£19.99
Croc Platinum	£18.99
Constructor	£32.99
Dark Forces	£37.99
Dark Omen	£37.99
Dead Ball Zone	£19.99
Dead or Alive	£29.99
Deathtrap Dungeon	£19.99
Destruction Derby 2 Platinum	£18.99
Devil Dice	£28.99
Diablo	£30.99
Die Hard Trilogy Platinum	£17.99
Disk World 2	£27.99
Duke Nukem 3D	£19.99
Dynasty Warriors	£14.99
Earthworm Jim 3D	£34.99
Everybody's Golf	£29.99
Fantastic 4	£18.89
Fighting Force	£24.99
Fifth Element	£29.99
FIFA Soccer '99	£31.99
Final Doom	£17.99
Final Fantasy V11	£35.99
Formula Karts	£14.99
Formula 1	£18.99
Formula 1 '98	£34.99
Forsaken	£24.99
Future Cop LAPD 2100	£32.99
G-Darius	£28.99
G-Police	£23.99
Grand Theft Auto	£17.99
Grand Turismo	£33.99
Hard Core 4x4	£17.89
Heart of Darkness	£27.99
Help	£38.99
Hercules	£18.99
Hexen	£17.89
ISS Pro '98	£32.50
ISS Pro Platinum	£17.89
Int'l Track and Field Platinum	£17.99
Int'l Superstar Soccer Pro '98	£31.99
Klonoa	£29.99
Knock out Kings	£32.99
Legend	£30.99
Lemmings Compilation	£22.99
Lethal Enforcers 1 & 2	£24.99
Libero Grande	£29.99
Lost World: Jurassic Park 2	£18.99
Madden NHL '99	£32.50
Marcro Machine V3	£17.89
Marcro Machine V3 Platinum	£17.89
Marvel Super Heroes	£24.99
Master of Teras Kasi	£39.99
Machwarrior 2	£17.49
Max Force	£17.99
Max Power Racing	£32.99
Medievil	£33.99
Men In Black	£31.99
Metal Gear Solid	£32.99
Michael Owen's W.L.S	£31.99
Monopoly	£33.99
Mortal Kombat Trilogy	£18.99
Mortal Kombat 4	£31.99
Motorhead	£17.89
Moto Racer	£24.99
Moto Racer 2	£32.99
Music	£29.99
Nascar Racing'99	£31.99
NBA Live '98	£24.99
NBA Live '99	£32.99
Need For Speed 3	£24.99
NHL Face Off '98	£24.99
NHL Hockey '99	£32.99
Nightmare Creatures	£29.99
Ninja	£28.99
Onside Soccer	£33.99
O.D.T	£33.99
Pandemonium Platinum	£18.89
Parappa The Rapper	£18.99
PGA Tour '98	£31.80
Pitfall 3D	£19.99
Point Blank	£29.99
Porsche Challenge Platinum	£18.99
Pool Shark	£30.99
Power Moves wrestling	£18.89
Premier Manager '98	£19.99
Premiership Manager '99	£31.99
Psybadek	£33.99
Rascal	£33.99
Rayman	£17.99
Rebel Assault 2	£38.99
Resident Evil	£18.99
Resident Evil 2	£29.99
Ridge Racer Platinum	£18.89
Risk	£28.99
Road Rash	£18.49
Road Rash 3 D	£32.99
Rayman 2	£17.99
Rogue Trip	£30.99
Rush Down	£32.99
R/Types	£31.99
Snow Racer	£19.99
Soviet Strike	£17.99
Space Jam	£17.99
Small Soldier	£31.99
SCARS	£31.99
Spyro The Dragon	£33.99
Spice World	£17.99
Street Fighters Collection	£37.99
Street Racer	£17.99
Super Match Soccer	£29.99
Super Sonic Racer	£17.99
Sensible Soccer Club Ed.	£29.99
Sentinel Returns	£33.99
Shadow Gunner	£32.99
Tekken 2	£18.99
Tekken 3	£34.99
Tenka	£17.99
Tenchu	£29.99
Tennis Arena	£17.49
Test Drive 4x4	£33.99
Test Drive 5	£32.99
Test Drive Off Road	£31.99
Theme Hospital	£24.99
Theme Park	£18.99
Three Lions	£33.99
Thunderhawk 2	£18.99
TOCA Touring Cars Platinum	£17.99
TOCA Touring Cars 2	£34.99
Tomb Raider Platinum	£17.99
Tomb Raider 2	£24.99
Tomb Raider 3	£34.99
Tommi Makinen Rally	£17.99
Time Crisis	£18.99
Tiger Woods '99	£32.99
Vigilante 8	£21.99
Virtual Pool	£17.99
V Rally Platinum	£17.50
V2000	£24.99
Viva Football	£32.99
Victory Boxing 2	£32.99
Warhammer	£23.99
WCW Nitro	£37.99
Wipeout Platinum	£17.99
WWF In Your House	£17.49
WWF Warzone	£29.99
World Cup 98	£17.99
Worms	£17.99
Wild Arms	£29.99
X-Men	£37.99
Xenocrasy	£37.99

Playstation Accessories

1 MB Memory Card	£7.99
2 MB Memory Card	£11.99
4 MB Memory Card	£18.99
Xplorer Cheat Catridge	£23.99
Scorpion Gun	£17.99
Erazer Light Gun (Uzi Style) With Recoil	£22.99
Erazer Light Gun Basic	£17.99
VRF-1 X-CelleratorSteering Wheel With Pedals	£55.99
Stereo Scart Cable With Guncon Adaptor	£8.99
Standard Scart Cable	£3.99
System Link Cable	£6.99
Xtender Cable	£6.99
RF Unit	£11.99
Infra Red Controller	£27.99
G-Con AV Adaptor	£6.99
NTS-PAL RF Converter	£17.99
Cybershock Twin Analogue Rumble Joypad	£18.99

PC Games

1943 European Air War	£28.99
3 D Ultra Mini Golf	£13.99
3 D Ultra Pinball 3	£14.99
3 rd Millennium	£17.99
7 Legion	£17.99
ABE'S Exodus	£27.99
Actua Golf 2	£14.99
Actua Soccer 2	£14.99
Actua Soccer 3	£25.99
Actua Tennis	£25.99
Addiction Pinball	£13.99
Ages of Empire	£22.99
Amiga Emulator CD	£14.99
Army Men	£26.99
Atomic Bomberman	£17.99
Balls Of Steel	£20.99
Battle Ground Eastern Front	£18.99
Battle Ground Western Front	£24.99
Battle Isle 4 Incubation	£21.99
Battlezone	£17.99
Black Dahlia	£21.99
Blade Runner	£21.99
Brian Lara Cricket	£20.99
Bridge Master Classic With Omar Sharif	£26.99
Broken Sword 2	£19.99
Bunswick Bowling	£14.99
Bust A Movie 2	£18.99
Caesar 3	£25.99
Carmageddon	£12.99
Carmageddon 2	£26.99
Catz	£7.99
Catz 2	£14.99
Chessmaster 6000	£27.99
Civilisation 2 Multi player	£13.99
Close Combat 2: A Bridge too Far	£21.99
Cluedo	£18.99
Colin McRae Rally	£21.99
Command and Conquer (Win '95)	£13.99
Command and Conquer Covert Ops	£19.99
Command and Conquer Red Alert	£17.99
Combat Flight Sim (Microsoft)	£30.99
Commanche 3 Gold	£24.99
Commandos: Behind Enemy Lines	£27.99
Conflict Freespace	£26.99
Constructor	£20.99
Creatures 2	£24.99
Croc	£28.99
Crusader No Regret	£18.99
Daikatana	£27.99
Dark Colony	£18.99
Dark Forces 2 Jedi Knight	£19.99
Dark Omen:Warhammer 2	£19.99
Diablo	£21.99
Die Hard Trilogy	£13.99
Dogz	£7.99
Dogz 2	£14.99
Duke Nukem 3D	£12.99
Duke Nukem In The Carribean	£15.99
Duke Nukem Kill-A Ton Collection	£17.99
Dune 2000	£29.99
F16/MIG-29	£29.99
F-18 Hornet	£22.99
FA-18 Korea	£17.99
FA Premier League Football Manager	£29.99
Falcon 4.0	£28.99
Fallout	£22.99
FIFA Soccer '99	£29.99
Fifth Element	£28.99
Flight Unlimited 2	£19.99
Flying Corps Gold	£17.99
Formula 1 '97	£19.99
Forsaken	£19.99
Fragile Allegiance	£14.99
Fun And Till	£14.99
Gangsters: Organised Crime	£28.99
Gex 2	£25.99
Global Domination	£28.99
Goosebumps	£26.99
Goosebumps: Attack Of The Mutant	£25.99
Grand Prix 2	£17.99
Grand Prix Legends	£27.99
Grand Theft Auto	£17.99
Grim Fandango	£28.99
Guts N Garters	£12.99
Half-Life: Team Fortress	£16.50
Half-Life	£28.99
Hardball 6	£29.99
Hardcore 4X4	£9.99
Harvest of Souls	£9.99
Hardwar	£25.99
Heart Of Darkness	£27.99
Holiday Island	£21.99
Incoming	£19.99
Independence Day	£14.99
Industry Giant	£26.99
International Cricket Captain	£22.99
Ipanzer 44	£22.99
I War	£19.99
Israaeli Air Combat	£32.99
Jazz Jack Rabbit 2	£16.99
Jimmy White's Snooker 2	£29.99
Jo Guest Love Bytes	£16.99
Joint Strike Fighter	£13.99
Journeyman Project 3	£19.99
Kings Quest Collection	£18.00
Land Of Lore 2	£23.99
Last Express	£19.99
Lego Island	£19.99
Links LS '98	£19.99
Links LS '99	£28.99
Lords Of Magic	£25.99
Lords Of The Realm 2 Royal Edition	£25.99
Lucas Arts Archives 1	£19.99
Lucas Arts Archives Vol. 4	£32.99
Lula -The Sexy Empire	£19.99
Lula-Virtual Babe	£10.99
M1 Tank Platoon 2	£18.99
Manx TT	£23.99
Men In Black	£16.99
MIA	£22.99
Michael Owen's World League Soccer '99	£28.99
Micro Machines 3	£19.99
Microsoft Return Of Arcade	£17.99
Microsoft Revenge Of Arcade	£17.99
Microsoft Motorcross Madness	£29.99
Might And Magic 6	£26.99
Monaco Grand Prix Racing Sim	£28.99
Monkey Island 3	£22.99
Monopoly	£21.99
Monster Trucks	£14.99
Monster Truck Madness 2	£33.99
Monty Python Double Pack	£22.99
Mortal Kombat 4	£24.99
Moto Racer 2	£28.99
Motorhead	£17.99
Myst	£18.99
Myth The Fallen Lords	£17.99
NAM	£19.99
NBA Live '98	£14.99
NBA Live 99	£29.99
NHL '98	£14.99
NFL Madden '98	£14.99
NFL Madden '99	£29.99
Need For Speed: Hot Pursuit	£29.99
Nightmare Creatures	£18.99
ODT	£28.99
Of Light And Darkness	£27.99
Operational Art Of War	£26.99
Outlaws	£9.99
Outwars	£33.99
Pacific Generals	£18.99
Pandemonium 2	£22.99
Panzer General 2	£26.99
PGA Tour Pro	£17.99
Pharaoh	£29.99
Police Quest SWAT	£14.99
Police Quest SWART 2	£27.99
Politika (Tom Clancy)	£19.99
Pool Shark	£25.99
Postal	£15.99
Premiership Manager '98	£15.99
Pro 18 World Tour Golf	£28.99
Pro Pinball: Big Racer USA	£24.99
Pro Pinball: Timeshock	£14.99
Quake 2	£25.99
Queen The Eye	£24.99
Quest For Glory 5: Dragon Fire	£24.99
Quest For Glory :Anthology	£28.99
Rainbow 6	£26.99
Reah	£26.99
Red Baron 2	£19.99
Redneck Rides Again	£27.99
Resident Evil-3DFX Version	£22.99
Resident Evil Power VR Version	£22.99
Rising Lands	£14.99
Risk	£19.99
Riven (Myst 2)	£24.99
Rogue Squadron	£28.99
Scrabble	£27.99
Sensible Soccer World Cup Clip '98	£22.99
Sentinel Returns	£26.99
Settlers 2 Gold	£17.99
Settlers 3	£26.99
Shadow Of The Empire	£12.99
Shanghai Dynasty	£19.99
Sim City 3000	£29.99
Sim City 2000	£18.99
Streets Of Sim City	£28.99
Sin	£28.99
Soldiers At War	£24.99
Sonic R	£23.99
Starcraft	£24.99
Starship Titanic	£30.99
Starsiege	£28.99
Star Trek: Birth Of The Federation	£29.99
Star Trek: Borg	£16.99
Star Trek: Captain's Chair	£26.99
Star Trek: Encyclopaedia	£26.99
Star Trek : Generations	£11.99
Star Trek: Klingon Honor Guard	£28.99
Star Trek: Omnipedia	£12.99
Star Trek: Star Fleet Academy	£25.99
Star Wars: Monopoly	£27.99
Star Wars: Supremacy	£22.99
Steel Panthers 3	£25.99
Sunday Time Crossword Puzzle	£16.99
Team Apache	£27.99
Test Drive 4x4	£29.99
Test Drive 5	£29.99
Theme Hospital	£19.99
The Golf Pro	£19.99
Thief: Dark Project	£28.99
Tiger Woods '99 Golf	£29.99
Toca Touring Cars	£19.99
Toca Touring Cars 2	£21.99
Tomb Raider 2	£19.99
Tomb Raider 3	£28.99
Top Gun 2	£24.99
Total Air War	£28.99
Settlers 2	£24.99
Total Insanity 2	£24.99
Trespasser	£29.99
Ultima : Collection	£19.99
Ultima: Online	£32.99
Ultima Online Second Age	£29.99
Ultimate Soccer Manager '98	£23.99
Unreal	£26.99
Urban Assault	£29.99
V2000	£26.99
V-Rally	£26.99
War Games	£29.99
Wargasm	£28.99
Warhammer: Final Liberation	£25.99
War Lord 3	£22.99
Wetrix	£19.99
Wing Commander Prophecy	£17.99
Wipeout 2097	£22.99
World Cup '98	£18.99
World Of Combat 2000	£29.99
World Rally Championship (Network Q)	£15.99
Worms 2	£18.99
Worms Armageddon	£24.99
X Com Interceptor	£27.99
X- Files: The Game	£33.99
X-Files : Unrestricted Access	£18.99
X Wing V Tie Fighter	£18.99
Zork Grand Inquisitor	£26.99

PC Accessories

Hyper Joypad	£11.99
VRF1 Steering Wheel With Pedals	£45.99
Analogue Pro Joystick 4 Fire Buttons	£19.99
Black Hawk Joystick 4 Fire Button	£24.99
Firebird 11 With 23 Programmable Buttons/Throttle	£39.99
Gamepad With 4 Fire Buttons	£12.99
Gamepad Pro With 10 Programmable Fire Bottons	£29.99
Thunderbird Joystick With 4 Fire buttons/Throttle	£29.99
Cyborg 3D Digital Stick	£47.99

N64 Games

£94.99

N64

Console with Golden Eye + Free N64 Key Ring

1080 Snowboarding	£33.99
All Star Baseball '99	£36.99
Banjo-Kazooie	£38.99
Bio Freaks	£38.99
Body Harvest	£34.99
Bomberman	£32.99
Buck bumble	£39.99
Bust A Move 3	£34.99
Chopper Attack	£37.99
Cruising USA	£25.99
Cruising World	£34.99
Diddy Kong Racing	£26.99
Doom	£22.99
Duke Nukem 3 D	£25.99
Extrem G	£25.99
Extrem G 2	£34.99
F 1 Pole Position 64	£29.99
F 1 World Grand Prix	£32.99
FIFA '99	£32.99
Forsaken	£25.99
F Zero X	£32.99
G.A.S.P	£38.99
GEX 64	£33.99
Goldeneye	£28.99
GT Racing 64	£29.99
Holly Magic Century	£40.99
International Superstar Soccer 64	£23.99
Iternational Superstar Soccer '98	£31.99
Killer Instinct Gold	£32.99
Knife Edge	£34.99
Iggy Wrecking Balls	£34.99
Lamborghini 64	£19.99
Mace	£23.99
Madden NFL 64	£28.99
Madden NFL '99	£33.99
Mario Kart 64	£33.99
Mission Imposible	£32.99
Mortal Kombat 4	£43.99
Mortal Kombat: Mythology	£30.99
Mortal Kombat: Trilogy	£38.99
Mystical Ninjas	£43.99
Nagano Winter Olympics	£29.99
NBA: Hangtime	£44.99
NBA: Courtside	£25.99
NBA: Jam '99	£36.99
NBA: Pro '98	£39.99
NFL Blitz'99	£38.99
NFL Quarterback Club '98	£26.99
NFL Quarter back club '99	£36.99
NHL Breakaway '99	£39.99
NHL Hockey '99	£35.99
Off Road Challenge	£39.99
Olympic Hockey	£47.99
Pilot Wings	£34.99
Quake	£26.99
Rakugakids	£39.99
Rogue Squadron	£35.99
Robotron X	£29.99
Snowboard Kids	£33.99
Shadows Of The Empire	£34.99
South Park	Please call
Space Station Silicon Valley	£32.99
Starshot Space Circus	£39.99
Super Mario 64	£36.99
San Francisco Rush	£49.99
Top Gear Overdrive	£36.99
Top Gear Rally	£34.99
Turok 2	£34.99
Turok Dinosaur Hunter	£32.99
V Rally '99	£32.99
Wipeout 64	£34.99
Wayne Gretzky's Hockey	£25.99
Wayne Gretzkys '98	£35.99
WCW V NWO: Revenge	£35.99
WCW V NWO: World Tour	£38.99
WWF Warzone	£37.99
Duke Nukem	£24.99
MK Trilogy	£34.99
Zelda 64	£41.99
Zelda 64 Collectors Edition	£44.99

N64 Accessories

Hyper 64 Controller	£18.99
Jolt Pack	£7.99
Jolt Pack with 1 MB Memory	£13.99
256K Memory	£7.95
1 MB Memory	£9.95
8 MB Memory	£18.99
SCART Cable	£6.95
SCART Converter	£22.95
VRF1 X-Cellerator Steering Wheel with Pedals	£44.99
N64 Joypad Key chain	£2.50
N64 Joypad Key chain with Clock	£3.50
N64 Console With 6 Seconds Voice Memo Facility	£5.50

Neo-Geo

Neo-Geo Pocket console (6 Colours)	£47.99
King Of Fighters Round 1	£28.99
Samurai Spirit	£28.99
NeoGeo World Cup	£23.99
Pocket Tennis	£23.99
Baseball Stars	£23.99
Neo Cherry Master	£23.99
NeoGeo Puzzle	£23.99

Gameboy Colour Games

Colour Tetris DX	£18.99
Game and Watch Gallery	£22.99
Harvest Moon	£18.99
NBA Jam '99	£23.99
Pocket Bomberman	£18.99
Quest For Camelot	£22.99
Sylvester and Tweety	£18.99
Turok 2	£23.99

Gameboy Accesories

Gameboy	£39.99
Gameboy Colour	£62.99
Gameboy Printer	£46.99
Gameboy Camera	£36.99
AC AC Adaptor	£6.95
AC Adaptor With Battery Pack	£10.99
Power Pack	£12.95
Battery Pack	£8.95
Protector Case	£6.95
Multiboy	£14.95
Link Cable	£5.95

NINTENDO 64

Please cut this order form and post it to:

GAMESAREUS

Games House, 72 Park Grove Road, London E11 4PU

Postage and packaging

Software over £30	Free
NeoGeo and Gameboy	Free
Software £30 and Below	£2.99
Steering Wheels	£2.99
Playstation and Nintendo Consoles	£4.99

Items	Cost (£)
P&P	
Total	

Names.....

.....

Address.....

.....

.....

.....

.....

.....

Postcode.....

Tel.....

Email.....

I am paying by ☐Cash ☐Cheque

*please send cash by recorded delivery

☐Mastercard ☐Delta ☐Switch ☐Visa

Card No_____ Expiry Date:

Cardholder Signature _____

TTC01

Tel: 0181 556 0750 / 07970792597 Fax: 0181 539 6825 Email: sales@gamesareus.com

Our game prices are the lowest in the UK (guaranteed) If you find a cheaper price we will refund the difference

EASY WAY OUT

Another month, another **selection of** tips and **cheats we've carefully** dug up for some of the **biggest games** around.

NINTENDO 64

MISSION: IMPOSSIBLE:

If you want to get through this disappointing title a little bit more quickly, the following codes may help you out. All need to be input at the level select screen.
Add Gun – R, L, C-down, C-up, C-down
Add Silencer Gun – C-up, L, C-right, C-left, C-down
Add Uzi – C-right, C-left, C-right, C-down, C-down
Rocket Launcher – C-up, L, C-left, C-right, C-down
Unlimited Ammo – C-up, Z, C-left, Z, C-left
Unlimited Health – R, Z, C-down, R, R
Big Arms Mode – C-down, R, C-right, C-up, L
Big Feet Mode – C-down, R, Z, C-right, Z
Big Head Mode – C-down, R, C-up, R, C-left
Very Big Head Mode – C-down, L, C-up, C-right, Z
Silly Mode – C-down, C-down, Z, C-Up, L
Small Dwarf – C-down, Z, R, R, C-up
Big Dwarf – C-down, C-up, R, C-left, Z
Benny Hill – C-down, R, C-up, R, C-left

BODY HARVEST

Use this key to enter the codes:
A and B buttons = A, B
D-pad (Up, Down, etc.) = U, D, R, L
Camera buttons (North, South, East, West) = N, S, E, W
Now enter the following codes:
Surreal – Turns everything to jelly
Durable - Gives full health (+ fuel if you are in a vehicle)
Arsenal – Gives you all weapons

GLOVER

Need an extra hand? Enter the game and pause it, then slowly enter any of the following codes using the yellow camera keys and you should get confirmation of the cheat:
Open Portals – U, R, R, D, L, D, U, R
All Cheats Off – D, D, D, D, D, D, D, D
Locate Garibs – L, U, R, D, L, U, L, L
Infinite Lives – U, U, U, U, U, R, D, R
Infinite Energy – R, R, D, R, R, R, U, L
Powerball – U, D, U, D, U, D, L, U
Control Ball – L, R, L, R, U, D, R, R
Enemy Ball – L, D, U, R, L, L, D, D
Low Gravity – L, L, U, L, R, U, U, U
Big Ball – D, D, U, D, D, L, R, D
Fish Eye – L, R, L, R, L, R, L, R
Mad Garibs – D, R, D, U, L, D, L, U
Frog Spell – D, L, D, D, L, D, U, L
Hercules – D, D, D, L, L, D, R, L
Speed-Up – L, L, R, U, R L, D, D
Boomerang Ball – R, U, U, U, U, L, L, D
Froggy – U, R, D, R, U, L, L, U

GT64

To access all of the mirrored tracks go the 'Backup Delete' option in the option menu. Select this and answer 'yes' a total of thirteen times. The reversed course will not be saved, so you'll need to repeat this each time you restart your machine.

PC CD-ROM

HERETIC II

It's not the trickiest game in the world, but if you're having trouble, bring up the console and enter the following:
playbetter – God mode
kiwi – No clipping (walk through walls)
victor – No target
suckitdown – All weapons and offensive and defensive spells
two weeks – Power-up
meatwagon – Destroys all monsters apart from boss characters
crazymonsters – Crazy monsters

POPULOUS: THE BEGINNING

Press and hold both Tab and F11 keys to access the text entry screen. Type 'byme' to activate the cheat mode. Exit and then press:
Tab and F3 to give you all spells
Tab and F4 to give you all buildings
Tab and F5 to give you all mana

RAILROAD TYCOON II

When in the game, pressing the tab key will bring up a small cursor. From here enter any of the following codes to give you a hand:
Bigfootgold – Win with a gold victory
Bigfootsilver – Win with a silver victory
Bigfootbronze – Win with a bronze victory
BoBo – Lose the scenario
King of the hill – Awarded with $100,000
Powerball – Gives you $100 million
Let me in – Access to all denied territories
Speed Racer – Doubles the maximum train speeds
AMD103 – Makes all engines AMD103s
Show me the trains – Access all engines
Viagra – Bigger city sizes

O.D.T.

On the main menu type the following to help you get a less risky escape:
SOPHIA: Add Sophia to the playable characters
KARMA: Add Karma to the playable characters
From the game press Escape and then enter the following for some more bonuses:
XUL: Full energy
BOZ: Full Mana
JBB: Full capacity in weapons
GRABO: Increase armour, weapons and spirit
MUMU: Increase experience to maximum
ALEX: 50 lives
RIK: All spells
CACHOU: All cheats enabled

PLAYSTATION

BUST-A-GROOVE

To play as an alternate character, hold Select and press O when on the character select screen. Once the game has been completed with any character, hold L2 and Select at the beginning of a song to skip to the next level. Lastly, hold O after winning any stage to get a close-up view of your winning pose.

MEDIEVIL

There are two hidden cheat menus in this game. To access them all you need to do is pause it and hold L2 while you type in the following codes:
DUST TO DUST
TO TOOT LOUD ROLL TROLL TO DOOR
To do this, associate each letter with a button on the pad e.g. T = Triangle, D = Down etc.

ACTUA SOCCER 3

To access 24 bonus teams, type in the code 'PREM CLUBS' at the team creation screen
To access a further 24 joke teams, enter the code 'TFF TEAMS' at the same screen

APOCALYPSE

If Bruce looks like he's been having too much of a hard time, you can help him along by pausing the game, holding L1 and entering the following:
Level Select (Triangle,) Up, X, Down
Infinite Lives: (Triangle) O, X, (Square)
All Weapons: (Square) O, Up, Down, X, O
Refill Health: Square, X, (Triangle), O

SMALL SOLDIERS

Level Passwords:
Gorgon – X, X, (Triangle), (Square), (Square), X, O, X
Dimensional Temple – (Square), X, (Triangle), (Square), (Square), (Triangle), X
Floating Fortress – O, X, O, (Triangle), (Square), (Square), O, O, O, X
Spirit Bog – (Triangle), X, (Triangle), (Square), (Square), (Triangle), O, X
Canyon Village – X, (Square), (Triangle), (Square), (Square), X, (Triangle), X
Creepy Cavern – (Square), (Square), (Triangle), (Square), (Square), (Square), (Triangle) X
Space Ship – O, (Square), (Triangle), (Square), (Square), O, (Triangle), X
Hall of Patriot – (Triangle), (Triangle), (Square), (Triangle), (Square), (Square), (Triangle), (Triangle), X
Graveyard of War Machines – X, O, (Triangle), (Square), (Square), X, X, (Square)
Nuclear Mine – (Square), O, (Triangle), (Square), (Square), (Square), X, (Triangle)
Launch Centre – O, O, (Triangle), (Square), (Square), O, X, (Square)

www.projectk.com Email: info@projectk.com

PROJECT K

TEL: 0181 508 1328
0973 139 144
FAX: 0181 508 3845

PLAYSTATION IMPORTS

POCKET STATION

REPLACEMENT PSX LASER

R4 RIDGE RACER TYPE 4

POCKET STATION	CALL
Action Replay	£19.99
PSX Replacement Lasers	CALL
NTSC to PAL Booster	£19.99
Video CD Cartridge	£39.99

JAP Ridge Racer 4	£52
JAP Street Fighter Zero 3	£52
JAP Ehrgheiz (Squaresoft)	£52
JAP Final Fantasy 8	CALL
JAP Beatmania 3rd mix	£42
JAP Parapa the Rappa 2	March
JAP Beatmania	CALL
JAP Tenchu Ninja 2	£49
USA Tales of Destiny Namco RPG	£45
USA Bushido Blade 2	£45
USA Parasite Eve	£47
USA Brave Fencer (FFV8 DEMO)	£47
USA Silent Hill	CALL
USA Xenogears	£47
USA Soul Reaver	CALL
USA Busta Groove	£45
USA Lunar Silver Star Story	March
USA Clock Tower 2	£45
USA Syphon Filter	CALL
USA Marvel vs Streetfighter	£47
USA Shogun Assassins	March
USA Messiah	March
USA WCW vs NWO Thunder	£39

USA FINAL FANTASY VIII PLAYABLE DEMO WITH BRAVE FENCER

BEATMANIA PORTABLE
5 Arcade buttons
Scratching deck
4 modes of play
4 arcades tunes
Built in Loud Speaker
£29.99

NINTENDO 64 IMPORTS

Hi Res Pak	£30
Quake 2	CALL
Star Wars: Rogue Squadron	£55
F Zero X	£49
Hybrid Heaven	CALL
Smash Brothers	CALL
South Park	CALL
Castlevania	£52
Mario Party	CALL
FOLLOWING N64 games	£20 EACH
Off Road Challenge	GASP
Duke Nukem	WCW vs NWO

PROJECTORS & DVD IMPORTS

100inch LCD Projector	£995
Codeless Pioneer DVD Player	£399
BLACK BOX NTSC to PAL Convertor	£70

SEGA SATURN IMPORTS

USA Magic Knight Rayearth	£45
USA Shining Force 3	CALL
JAP Metall Slug	CALL
JAP Princess Crown	£45

DREAMCAST IMPORTS

CALL FOR PRICES

Arcade Sticks
Light Gun
Racing Controller
S VHS LEADS
Virtual Memory System
Sonic Adventure
Virtua Fighter 3
Sega Rally 2
Tetris 4D
Incoming
F1 Monaco GP
Power Stone
Marvel vs Capcom
Psychic Force(March)
Blue stinger (March)
Cart (March)
House of the Dead 2
Get bass (March)
Buggy Heat (april)

MERCHANDISE...MUSIC CD'S...POSTERS IMPORTS

SOUTH PARK SET OF 4 £10

South Park Set of 4 on Springs	£10
South Park Shaking Soft Cuddlies	£12
Totoro Shaking Soft Cuddly	£12
Final Fantasy VII Music CD'S EACH	CALL
FFVII CD Set, Poster & Model	
Final Fantasy 5" Models (listed below)	
Aerith Tifa Vincent (EACH)	CALL
Parasite Eve Movie	£16
20" x 14" Final Fantasy VII Posters	£6
Tobal 2 Models Set (Pack of 3)	£12
Xenogears Music CD	£19
Final Fantasy Tactics Music CD	CALL

3inch Tekken 3 Models	£15
Fist of Northstar Models	£25
Rockman Models	£10
9" FULLY PAINTED MODELS	£59
Mai Ryu Ken Chun Li Gouki Barrett	
Diddy Kong Keychain Models	£9
Pokemon Cuddly Small	£8
Pokemon Walking Toy	£9
SNK Models (5 different Sets)EACH	£10
City Hunter Music CD	£16
Dragon Ball Z Music CD	£16
Evangelion Music CD	£19
Ghost in the Shell Music CD	£16
Laputa	£19
Sakura Wars Music CD (free Model)	£26

FINAL FANTASY MODELS £6

3inch FFVIII Keychain Models (£6 EACH)
Barrett Wallace Cait Sith Chocobo
Cid Highwind Red XIII Tifa Lockheart
Vincent Valentine Aerith Yuffie

EUROCARD VISA MasterCard For a free price list of imported games, accessories and merchandise send a SAE to PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

SWITCH DELTA

win games! win accessories! win prizes!

Competition

CALL & WIN!

WIN!
ZELDA 64
CALL 0906 960 2213

METAL GEAR SOLID
CALL 0906 960 2214

TEKKEN 3
CALL 0906 960 2215

ISS PRO '98
CALL 0906 960 2216

TOCA 2
CALL 0906 960 2217

F1 '97
CALL 0906 960 2218

COLONY WARS: VENGEANCE
CALL 0906 960 2219

TUROK 2
CALL 0906 960 2220

COLONY WARS
CALL 0906 960 2221

GUESS WHO?

WIN!

CALL 0906 960 2222

WIN!

A MOBILE PHONE
CALL 0906 960 2223

WIN!

A NINTENDO 64
PLUS 3 TOP GAMES OF YOUR CHOICE
CALL 0906 960 2226

WIN!

A PSX 002 & WHITE PSX WORTH £300
CALL 0906 960 2224

WIN!

COLOUR GAMEBOY CAMERA & PRINTER
CALL 0906 960 2225

WIN!

PLAYSTATION DRIVING SEAT
BRING A NEW DIMENSION TO YOUR DRIVING GAMES
CALL 0906 960 2227

WIN!
1080° SNOWBOARDING
CALL 0906 960 2228

BANJO KAZOOIE
CALL 0906 960 2229

TOMB RAIDER 3
CALL 0906 960 2230

BODY HARVEST
CALL 0906 960 2231

V RALLY
CALL 0906 960 2232

MIDI EVIL
CALL 0906 960 2233

FUTURE COP LAPD 2100
CALL 0906 960 2234

WIPEOUT 64
CALL 0906 960 2235

TOMB RAIDER 2
CALL 0906 960 2236

CALLS CHARGED AT £1 PER MIN - MAX COST OF CALL £3
ASK PERMISSION FROM THE PERSON RESPONSIBLE FOR PAYING THE PHONE BILL. COMPETITION CLOSES ON 30th JUNE '99 AFTER WHICH THEY MAY BE REPLACED BY A SIMILAR SERVICE ON THE SAME NUMBERS.
WINNERS WILL BE PICKED RANDOMLY FROM CORRECT ENTRANTS.
FOR RULES OR WINNERS NAMES SEND S.A.E TO:
I.I.N SERVICES, P.O. BOX 107, KNUTSFORD, CHESHIRE WA16 6AG

HELPLINE 0870 740 1002 (HELPLINE CALLS CHARGED AT NATIONAL RATE)

Hard Stuff

Everything from multi-region DVD players to headgear from **the film Tron this month.** Is there no end **to our silver** gadget obsession?

Union Reality Headset

Company: **UR Gear** On Sale: **Out Now** Price: **£99.99** Format: **PC**

It's easy to see the potential with infra-red technology. VR has been out of the public eye recently, but eventually it could make a big breakthrough into the home. Sadly, the UR headset won't be the peripheral to do this. Apart from making you the laughing stock of any spectators that may be around, it's disorienting and far too inaccurate to ever be of any use.

The big problem is the fact that your eyes are always fixed on one position. If you want to look to the left on the screen, you turn to the left. But the more you turn, the more your eyes must look to the right – it can be very disorientating. The other big problem is that you must move your head in one direction and then snap your head back straight to stop the screen turning. In the heat of battle on a game like *Half-Life*, it's a very stop-turn-your-head-turn-back-straight-move situation, with no potential for any skill to be learnt.

You can use it at the same time as another joystick and keyboard, but it also comes with a hand controller to access various other commands that you can set. When a headset like this is created with its own high-res display built in and a light gun accessory designed to be played on a swivel chair is released, then we really have a cause for excitement. As it is, the UR headset is awkward to use, does not (and is unlikely to ever) have any dedicated software support, and is far too overpriced to be recommended for even novelty value.

1 OUT OF 5

ASCII Arcade Stick

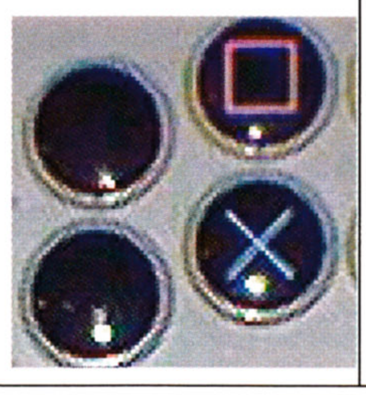
Company: **ASCII** On Sale: **Out Now** Price: **£29.99** Format: **PlayStation**

For the dedicated *Tekken* fan, a good, solid arcade stick is as deadly as Gun Jack's wind-up punch, and this product from ASCII is a very solid example indeed. It is built on a steel chassis to survive the kind of pounding it will undoubtedly receive, and the big chunky buttons look like they have been borrowed from an arcade cabinet, which they probably have.

The joystick is a bit loose for my liking, and the microswitches feel a little bit tinny, but that's just me. Other people said they liked it like that. There's no problem with the general layout of the thing – it feels comfortable and the buttons fall naturally under the fingers. The only real problem I found was that the whole thing tends to slide around on smooth tabletops as soon as you start giving the joystick a serious whipping. The device is not very heavy, and the rubber feet on the underside could grip a bit better. It depends on your playing style, but it's still worth mentioning.

This is a fine controller which is built to take a lot of use. It's not quite in the same league as the military-grade Dreamcast arcade stick we featured last month, but definitely one of the best third-party PlayStation peripherals you can get.

4 OUT OF 5



Labtec LCS 1040 Speakers

Company: **Labtec** On Sale: **Out Now** Price: **£59.95** Format: **PC**

If you've bought a PC recently, you may have noticed a couple of small slots on the back, about half an inch wide, with a funny symbol next to them, and you may have wondered what the hell they were. Well, they are USB ports. USB stands for 'Universal Serial Bus', and it is supposed to be a new and easy to use standardised connection for computer add-ons. There aren't many gadgets that use it yet, but they are coming. The Apple iMac uses USB for most of its external connections, so there must be something in it.

These PC multimedia stereo speakers from Labtec are the first that I have seen which use USB rather than the usual PC sound card socket, and they appear to work adequately well. If you are running Windows 98, connecting them is easy. Just shut down your PC, plug the speakers in and restart your machine. Windows detects them as a plug-and-play device and installs the appropriate drivers from the Windows 98 disk.

In terms of audio quality, these speakers are no more than average. They lack bass response and overall power, and for sixty quid, I'd expect rather better. They have just two controls, volume and treble, and a headphone socket. They also have an on/off switch, but this is a bit redundant as the USB connection shuts them down automatically when you switch off your PC.

2 OUT OF 5

PSX-001 Video CD Card

Supplied by: Max Games

Company: **Gamars Taiwan** On Sale: **Out Now** Price: **£64.99 (with 1 VCD)** Format: **PlayStation/VCD**

If I was to tell you that you could watch all of the latest Hollywood movies on your PlayStation, before they were available on VHS, you'd probably think I was talking through the wrong orifice. Well, I'm pleased to say that you'd be wrong, because with the aid of this great looking gadget that's exactly what you can do. Basically you plug the card into the back of your PlayStation, boot up a black disk, wait for the on screen instructions to appear, swap the black disk for your chosen Video CD, and you're away.

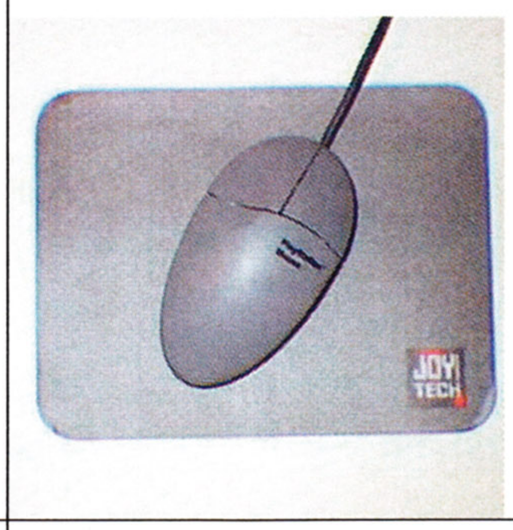
VCDs aren't readily available in the UK and should not be confused with the relatively new and far superior DVD format. Apparently the picture quality of the movies can vary greatly, but judging by the few that we had at our disposal I'd have to say that generally it's not as good as VHS. So why would you even think of buying such a gadget? Well, if I tell you that two of the movies we had to watch were Lethal Weapon 4 and Armageddon, and that this was around two months before either of these films were available even on DVD in the UK, you might start to understand the appeal.

If you're big on films and would be happy to get all of your movies by mail order, you could do a lot worse than the PSX-001. It's worth noting, however, that with this particular model you'll need either a chipped or NTSC PlayStation as well as a decent telly to use it. Later versions (PSX-002 and PSX-003) incorporating extra features are now available at a slightly higher cost, and we'll be reviewing them over the next couple of months.

4 OUT OF 5

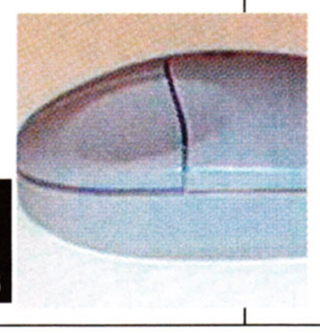
Joy Tech Mouse

Company: **Joy Tech** On Sale: **Out Now** Price: **£14.99** Format: **PlayStation**



What can you say about a PlayStation mouse? The latest offering from Joy Tech is a very reasonable piece of kit but suffers through no fault of its own – software that supports the mouse accessory is few and far between. The official version that began its life adding a lot of enthusiasm to what was a new machine at the time has had to come to terms with being outdone by the analogue controller. The recent arrival of games such as *Populous: The Beginning* and *KKND Extreme,* both opting against a mouse option, should be proof enough that the peripheral is on its way out. That does not stop the device from being a well-made piece of kit though. Despite its small size, best suited to younger players, it's comfortable, easy to clean, seems reasonably durable and provides heavy competition to Sony's over-priced peripheral.

It also comes with a miniature mouse mat that provides a better surface than the carpet or ash-strewn tabletop. If you are looking for an accessory to accompany an existing game then this mouse is certainly as good as any other you may find, but it won't be a worthwhile accessory for the general games player, purely because of the lack of decent software support.



3 OUT OF 5

Saitek PC Dash

Company: **Saitek** On Sale: **Out Now** Price: **£49.99** Format: **PC**

4 OUT OF 5

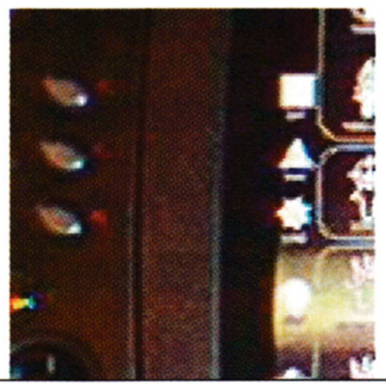
There have been many ingenious attempts to make a universal games controller. Saitek have been behind more than their fair share of them, and to be brutally honest, not all of their inventions have worked. The PC Dash is one of the most ingenious of them all, and there is nothing else even remotely like it.

This clever gadget has been around for a while now, and it has slowly dawned on people that this is actually the most versatile controller you can get for your PC. It works well and can be adapted to almost any game.

The unit consists of a thirty-five button pressure-sensitive keypad with a hinged transparent cover. Overlay cards are available for a range of games, and these slip in between the keypad and the cover. On the back of the overlays are barcodes, which are scanned by a built-in reader, thus configuring the controller for that particular game. There is also a D-pad and three program buttons.

If you wish to use the PC Dash with a game for which there is no card available, you can program the unit manually and then print your own overlay using software included with the device.

The unit comes complete with cards for a number of popular games, including *Tomb Raider*, *Quake*, *Civilization II* and *Microsoft Flight Simulator*, and since most games publishers support it, there are many more available.



Sony DVP M35

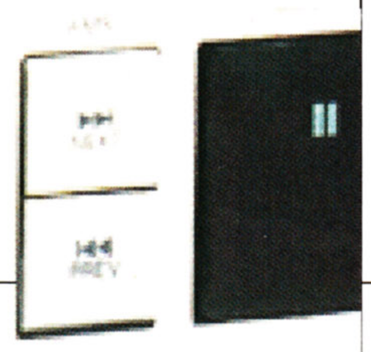
Company: **Sony** On Sale: **Out Now (Import)** Project K Price: **£480** Format: **DVD**

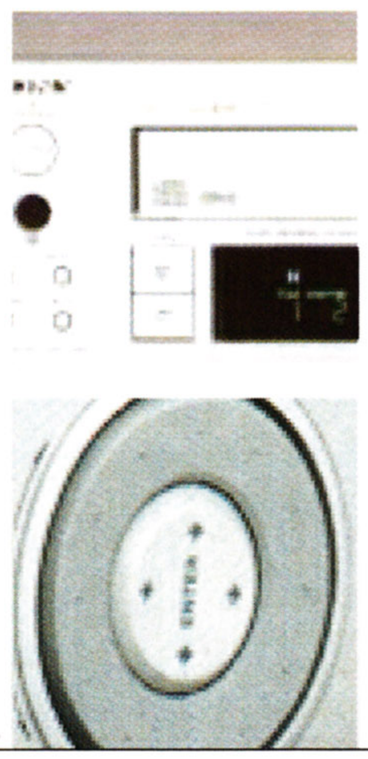
5 OUT OF 5

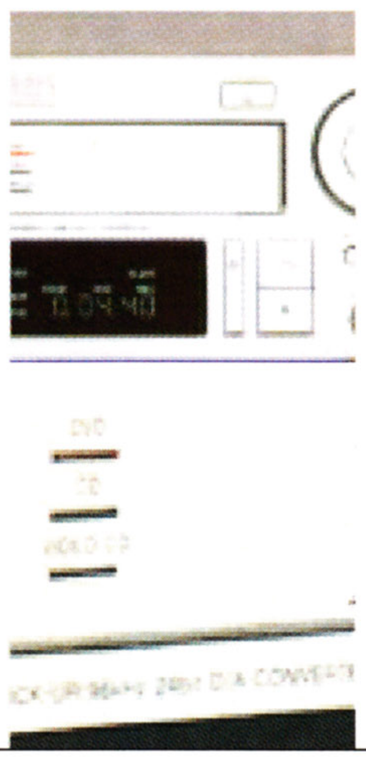
With the UK DVD scene taking off at last (no thanks to the format's ambiguous release), it is somewhat disheartening to see that foreign DVD players are now way ahead of their UK counterparts. That is something of a slight overstatement, but this new player from Sony shows that we are some way behind.

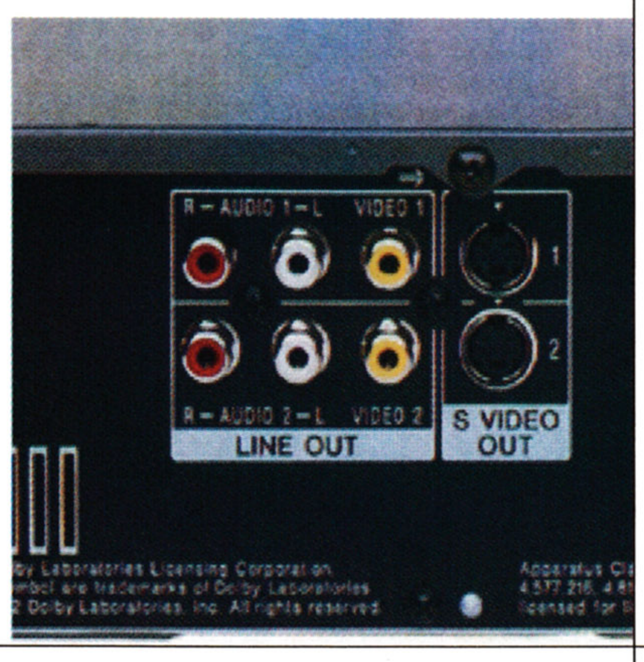
The main advantage that the player has over UK machines is that it is multi-regioned – it will play DVDs from any of the six coded regions – even DVDs which have been specially coded to avoid such machines and hacking. The DVP M35 performs this function with aplomb and will automatically switch between PAL and NTSC according to the disk. The picture quality is also something of a slight improvement as well, although the machine has no SCART connection – with S-Video, though, there is no difference to speak of.

Everything else you could want from a DVD player is here, from the multiple audio options (a choice between PCM and Dolby Digital) and an excellent jog shuttle function. All this, and the machine looks absolutely gorgeous: silver finish and about half the size of a normal DVD player. If you get the opportunity to buy one of these then don't hesitate. The Sony DVP M35 is one of the best players on the market.









Sony SRS-PC45 Speakers

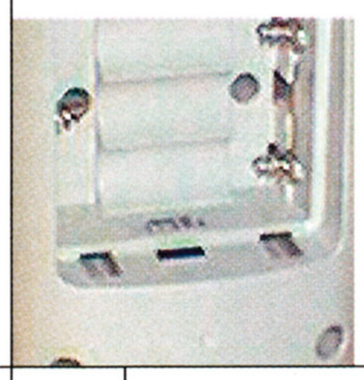
Company: **Sony** On Sale: **Out Now** Price: **£42+VAT** Format: **PC**

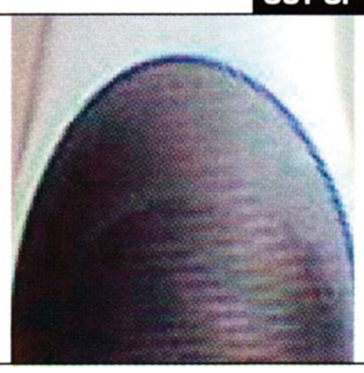
Our second set of PC multimedia speakers up for review this month come from Sony. These are conventional PC speakers which plug into the speaker socket on your sound card. They have a built-in 5w/channel amplifier and a bass boost system which gives them a surprising amount of oomph for such small speakers. Playing a few samples for test purposes, I was impressed by their range and clarity. The surround-sound feature works as well as these things ever do; in other words, no match for an extra pair of speakers behind you. The do give the stereo effect a pleasing sense of spatiality, but that's about it.

One unusual feature is that they can run off either the supplied mains transformer or from six AA batteries which slot into the back of the right-hand speaker. I don't know how long they would run using the batteries, but if you are running out of mains sockets (as every PC owner is bound to do) it may be a selling point. Since they also have a second eighth-inch stereo input jack, you could use them to amplify a personal stereo.

For the price you could certainly do a lot worse. They fill the middle ground between cheapo budget speakers and serious multi-speaker systems.

4 OUT OF 5





Spaceorb 360

Company: **Spacetec IMC. Corp.** On Sale: **Out Now** Price: **£17.99** Format: **PC/PlayStation**

This bizarre looking creation is designed to be a 3D controller, specifically for games like *Quake II* or *Half-Life*. The idea is that by twisting and pulling at the rubber ball attached to the pad, you can have six degrees of movement in all three dimensions with just one control, which sounds like a really good idea until you try it.

The manufacturers claim (of course) that it gives a natural feel to moving in 3D, but in fact it is just plain awkward. The sensors inside the thing which detect the movement of the ball are far too sensitive, and the shape of the pad itself is about as hand-friendly as a splinter under your fingernail. The movement of the ball is difficult to gauge with any accuracy, especially the kind of accuracy you need to survive more than ten seconds in one of our office *Half-Life* matches. The whole thing looks like a design flaw, and the rubberised texture of the ball feels clammy and unpleasant. I know some people like that sort of thing, but not me.

Spaceorb controllers are available for the PC and the PlayStation, but they both work in exactly the same way, i.e. badly. I gave the Spaceorb a fair trial, then unplugged it and threw it in the back of the cupboard where the misbegotten things lurk, and there it will remain forever.

1 OUT OF 5

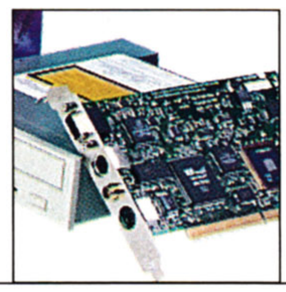
Maxi DVD Theater

Company: **Maxi Gamer** On Sale: **Out Now** Price: **£179.99** Format: **PC**

As you may have noticed, there is a bit of a DVD revolution building up. The new data storage medium (see feature: Issue 4) is capable of storing over 17 Gigabytes – pretty impressive considering a normal CD can hold just 660MB. The potential effect of this on the gaming industry is pretty colossal, but, as of yet, there have been no commercial DVD games, and it's unlikely that there will be any of sufficiently high quality to warrant excitement until the rumoured PlayStation 2 with DVD capability is released. In the meantime, though, you can stick both a drive and an MPEG 2 decoder board in your PC to watch your pick of the rapidly-growing list of movie releases.

Although you have to use a manual colour configuration, the device was easy to set up and install and comes with a decent software package that includes a selection of clips from Star Trek: First Contact. The five speed DVD is exceptionally crisp on your monitor (especially when running in a windowed mode), there are easy screen grabbing options and all the advantages of a £350+ home DVD player. If you want you can use it as a normal 24 speed CD-ROM (and pretty much every other form of CD player). The MPEG 2 card can also be hooked up to a normal PAL or NTSC TV.

It's a pretty good package at a very reasonable price, and it's certainly a better deal than the stand alone movie players, but from a gaming perspective it's a little bit of a waste of time at the moment. By the time a piece of software makes it worthwhile, the price should be significantly more reasonable.



4 OUT OF 5

BACK ISSUES

BACK ISSUES ORDER FORM

Prices/Copies Ordered:

Please indicate how many copies of each issue you would like:

Issue One: £2.50 (inc. p&p) ☐

Issue Two: £3.50 (inc. p&p) ☐

Issue Three: £3.50 (inc. p&p) ☐

Issue Four: £3.50 (inc. p&p) ☐

Issue Five: £3.70 (inc. p&p) ☐

Total Price: £.....

Name .....

Address .....

Postcode..... Tel No .....

Method of Payment

☐ Cheque (made payable to Rapide Publishing)

☐ Postal Order

Please charge my credit card: ☐ Visa ☐ Access

Card No: .....

Expiry Date: .....

Signature: ..... Date:.....

Send all back issue requests to:

Back Issues, Total CONTROL, Rapide Publishing,
1 Roman Court, 48 New North Road, Exeter EX4 4EP

ISSUE FIVE

Including:

- *Final Fantasy VIII* report
- *Jet Force Gemini* beta
- *Championship Manager 3* review
- *Akuji the Heartless* review
- *Sega Rally 2 Championship* review

ISSUE ONE

Including:

- Tokyo Game Show report
- *Interstate '82* alpha
- *Silicon Valley* review
- *Grand Prix Legends* review
- *Parasite Eve* review

ISSUE TWO

Including:

- *Legacy of Kain: Soul Reaver* alpha
- *RC Stunt Copter* beta
- *Half-Life* review
- *Turok 2: Seeds of Evil* review
- *Populous: The Beginning* review

ISSUE THREE

Including:

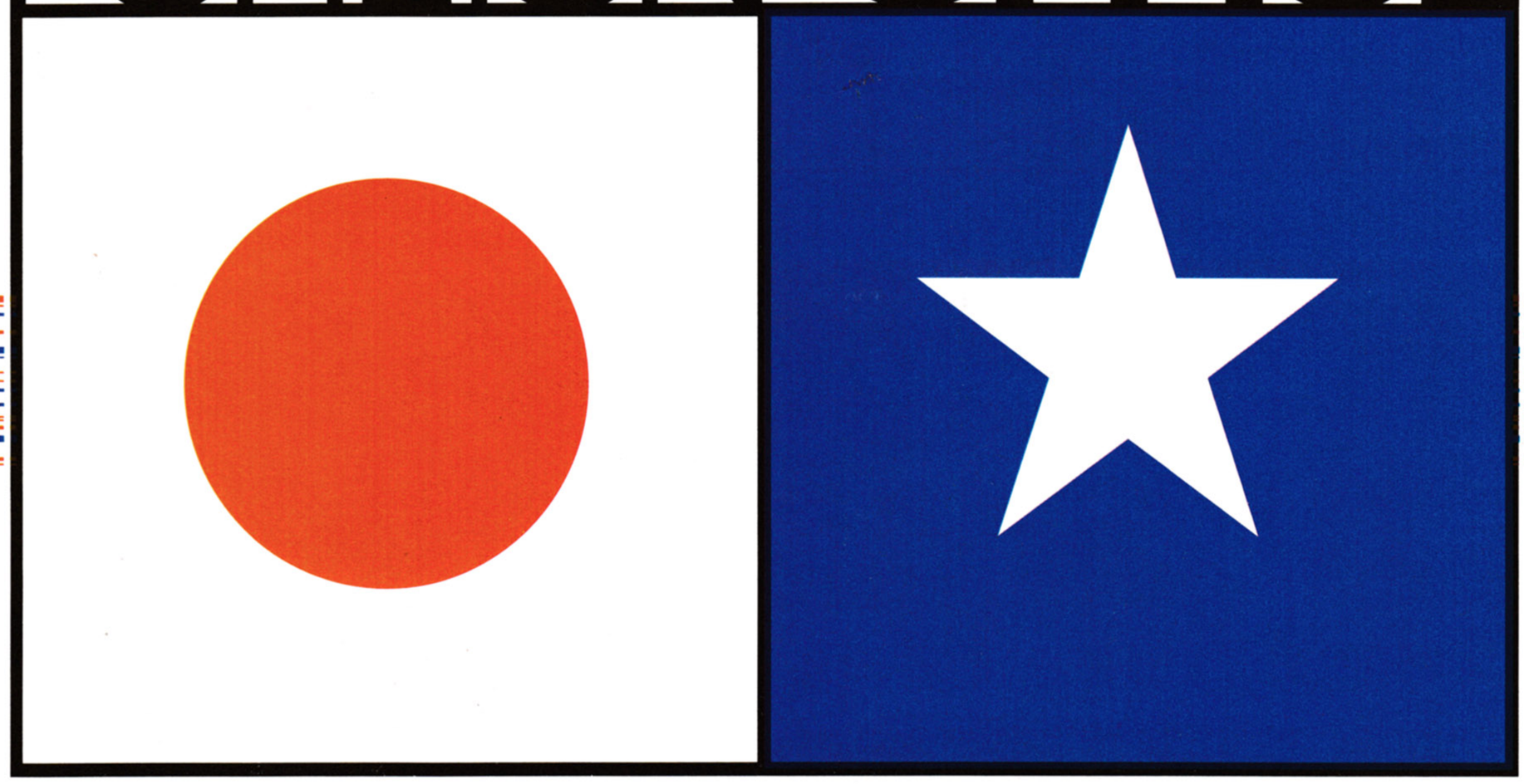
- *Silver* alpha
- *Silent Hill* beta
- *Outcast* beta
- *Zelda: Ocarina of Time* review
- *Virtua Fighter 3tb* review

ISSUE FOUR

Including:

- *Dungeon Keeper 2* alpha
- *Shogun: Total War* alpha
- *Climax Landers* beta
- *Sonic Adventure* review
- *Ridge Racer Type 4* review

FOREIGN OFFICE



112 . . . . . Foreign Office News

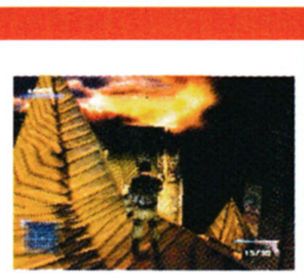
116 . . . . . Silent Hill

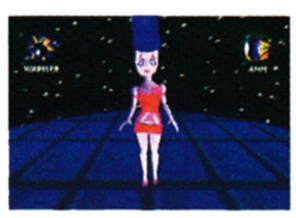
120 . . . . . Castlevania

122 . . . . . Marvel Vs Street Fighter

124 . . . . . Syphon Filter

126 . . . . . Quantity Control





IMPORT SOFTWARE SUPPLIED BY: PLAYGROUND PRODUCTIONS

FOREIGN**OFFICE**

This month's Foreign Office reveals **Sega's masterplan**, even more information on ***Shenmue*** and looks ahead to the next **Tokyo Game Show...**

PIKACHU PEEKS AT YOU - A LOT

Nintendo's hugely popular *Pokémon* series has just passed the million mark in the US. The Gameboy title featuring those lovable (?) pocket monsters is all the rage in the playgrounds at the moment, and the two titles available since September last year have sold 1.3 million copies. "Simply stated, there has never been a portable game phenomenon like *Pokémon*," proclaimed Nintendo of America's Peter Main. "During its time on the market last year, *Pokémon* sales represented one of every five games sold for all portable systems. And its popularity continues unabated into 1999."

DREAMCAST WILL EVOLVE

Sega get ever closer to a PC

Some revolutionary news is emerging from Japan concerning the future of Sega's Dreamcast. It sounds like what will happen over the next five years could be a radical step for the home console market. It seems that over this period, Sega plan to release a number of different versions of the Dreamcast – the machine on sale in Japan now, and in September in Europe and the US, is version 1.1. Version 1.2 will be significantly different, and if we ever get as far as, say a version 4.1, it is likely to be a vastly superior machine.

Improvements being talked about at the moment are an increase in RAM, new drives, ISDN and DVD. Apparently, Sega already have a DVD Dreamcast prototype up and running in their Tokyo offices.

Will this move endear original Dreamcast owners to Sega, if their machine will become out of date within a year rather than the usual five? Most likely. This is why Sega will be allowing current owners to upgrade their machine with add-ons. The machine, in whatever form, will always maintain backward compatibility thanks to Microsoft's Windows CE operating system.

A source inside Sega commented that, "The sky is the limit with Dreamcast. We've created a box that is almost infinitely expandable. As new technologies come around, we'll be able to do anything we want to it. One of Sega's big pushes at the moment is the end of the static box. There will no longer be a box coming out of Sega that we put on the shelf and forget about it. So the standard 'one box for five years' model is gone."

It seems that there is one major fault in Sega's masterplan, and that is when they decide to upgrade the processor. Doing this would not be possible with an add-on device and will require surgery on the machine to replace the current processor. This would leave existing owners out in the cold.

Whatever happens over the next few years, it is likely that this radical move will either make or break Sega. Total CONTROL sees this as both an exciting and risky strategy. We only hope that Sega succeed.

Dreamcast™

SUPERSPEED RACING

More racing from Sega

Sega of America's first Dreamcast game is nearly ready for release. The game, entitled *Superspeed Racing*, is based on American CART racing – similar to F1. Sega boast that the game will be the 'fastest form of closed circuit racing available to gamers'. The game is officially licensed by CART and will feature many of the sport's most famous drivers and teams – indeed, the game's designers have been aided by CART's champion team, 'Team Rahal'. The game has 27 official CART drivers and teams, and 19 tracks. *Superspeed Racing* also features a two-player mode.

There's no denying that, judging by the screenshots, *Superspeed Racing* looks mightily impressive, and if *Sega Rally 2* is the standard that we should expect from Sega's racing games, this should be one to look out for. *Superspeed Racing* is released in April in Japan.

DEAD OR ALIVE 2

Wanted: A quick conversion to Dreamcast

Revealed at a recent arcade show in Tokyo, Tecmo's *Dead or Alive 2* wowed the audience with its wonderful visuals and sublime gameplay. While only the arcade version was on show, it is expected that *Dead or Alive 2* will be ported to the Dreamcast sooner rather than later due to the presence of the game's Naomi technology, which is based on the technology inside the Dreamcast.

The original *Dead or Alive* (which appeared on both Saturn and PlayStation) was criticised in some quarters for being too similar to *Virtua Fighter* for comfort, but this, along with the 'realistic' animation of the female fighters' breasts, was part of that game's huge appeal. It seems from this showing little has changed, apart from the obvious advantages given by the Naomi arcade board; the game looks absolutely incredible, surpassing even *Virtua Fighter 3* in the looks department.

We expect a spot on conversion to the Dreamcast within a few months. Watch this space.

MILA AWARDS ANNOUNCED

The top awards from the Mila show in Cannes have been announced. *Wargasm* was the surprise showing in the action category, but all the other awards were given as predicted:
Action – *Wargasm*
Adventure – *Zelda 64*
Strategy – *Populous 3*
Simulation – *Gran Turismo*
Family Entertainment/Leisure – *ShiftControl Interactive Music*
Most Impressive Gameplay – *Zelda 64*
Best Multiplayer – *Starcraft*
People's Choice Award – *Gran Turismo*

UPDATE: SHENMUE DREAMCAST

As Japanese gamers prepare for arguably the Dreamcast's biggest launch of the year, *Shenmue*'s creator has been talking about his beloved project. Yu Suzuki is confident that the game will be the first Dreamcast title to sell over one million copies (700,000 Dreamcasts have been sold so far), and he has plans to make *Shenmue* into a series.

If you haven't worked it out for yourself by these screenshots (which are all in-game, incidentally), this game has got us here at Total CONTROL very excited indeed. No one seems to know how to categorise the game yet, however, and it is best described as a real-time RPG, featuring dynamic weather and other real life situations.

Shenmue is set for an April release in Japan. For now though, check out these new screens.

SONY MARK THE RETURN OF TENCHU

Sony Music Entertainment have announced that their hit game, *Tenchu: Stealth Assassins*, is set to receive a sequel, and possibly another game after that. They are already planning an updated Japanese version of the original which includes all of the improvements that Activision made to the game for its Western release.

The only word on the first sequel is that it will appear towards the end of 1999.

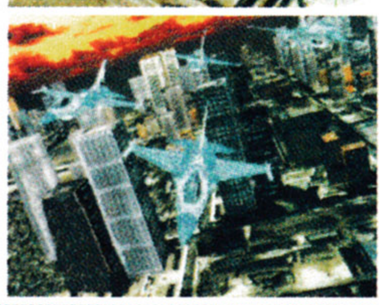
IT'S SIMPLE: YOU FLY AND YOU SHOOT

Konami's Flight Shooting set for release

It seems the Dreamcast's move over to PC is complete, with the announcement of Konami's first title for the machine, *Flight Shooting*. This flight sim is based on modern aircraft including the F-14, the RF-M Rafale and the Stealth Bomber. The game will also allow players to use helicopters for a change of pace.

Graphically, *Flight Shooting* looks to set new standards for the genre and, in particular, the cityscapes are stunning – the most impressive seen in a flight sim yet, with a huge amount of detail. The game is mission-based and promises to lean on the arcade side of the genre, something which may upset purists. *Flight Shooting* also includes some excellent physics.

With no immediate competition save for *Incoming*, Konami look to have a winner on their hands. *Flight Shooting* is due for release in May.



US CHARTS ALL FORMATS

	Title	Publisher	Format
1	Syphon Filter	PlayStation	Sony
2	Mario Party 64	N64	Nintendo
3	WCW: Thunder	N64	THQ
4	Alpha Centauri	PC	Firaxis
5	Contender	PlayStation	Sony
6	Sim City 3000	PC	Maxis
7	Rainbow Six: Eagle Watch	PC	Take 2 Interactive
8	WCW Nitro 64	N64	THQ
9	NASCAR Revolution	PC	Electronic Arts
10	Turok 2	PC	Acclaim

JAPANESE CHARTS ALL FORMATS

	Title	Publisher	Format
1	Chocobo's Magic Dungeon 2	Square	PlayStation
2	Initial D	Kodansha Racing	PlayStation
3	Crash Bandicoot 3 – Warped!	SCEI	PlayStation
4	Street Fighter Zero 3	Capcom	PlayStation
5	Tales of Phantasia	Namco	PlayStation
6	IQ Final	SCEI	PlayStation
7	Sega Rally 2	Sega	Dreamcast
8	Ehrgeiz	Square	PlayStation
9	Gensousuikoden II	Konami	PlayStation
10	Tokubetsuhen	Chun Soft	PlayStation

TOKYO GAME SHOW: SPRING '99

Industry braces for the biggest show yet

The premier Japanese game show, imaginatively titled the Tokyo Game Show, is to be held in Makuhari, Tokyo between 18-20th March. You may recall from Issue One that this is the place for Japanese developers to show off all their forthcoming titles and hardware. Of course, Total CONTROL will be there to bring you up to date with everything happening in the capital of video games.

It is expected that this year's spring show will be a showdown between the big two: Sega with their Dreamcast and Sony with their PlayStation 2. The main difference between the two will be the software on show – Sega are known to have 25 playable titles there, while Sony are expected to have little more than a few rolling demos. Granted, the demos will be amazing, but it's not quite the same if you have playable code in your hands.

Sega's full Dreamcast list goes like this: *Ambition of Nobunga*, *Blue Stinger*, *Carrier*, *Cho Hamaru Golf*, *D2*, *Frame Gride*, *House of the Dead 2*, *Kita He*, *Mahjong Rally 2*, *Maken X*, *Marvel Vs. Capcom*, *Mercurius Pretty*, *Monaco Grand Prix 2*, *Psychic Force 2012*, *Powerstone*, *Puyo Puyo 4*, *Romance of Three Kingdoms VI*, *Senritu No Bishou*, *Sentimental Graffiti 2*, *Shenmue*, *Street Fighter Zero 3*, *Super Speed Racing*, *Under Cover* and *White Illumination,* the highlight of which has to be *Shenmue*. According to people who have played this game already, it's a title to make you forget about Squaresoft. We'll see...

Anyway, Nintendo, in their own special wisdom, will not be attending, as they have their own show, the Nintendo Space World, which will be held in the autumn. A full report on the attendees of the Tokyo Game Show will appear in the next issue of Total CONTROL. We'll know more then.

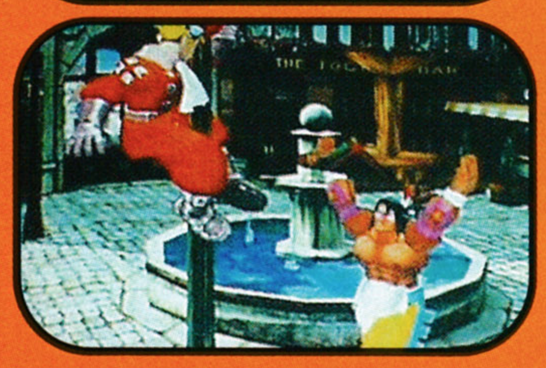
THE UK'S ONLY DISTRIBUTOR FOR

Dreamcast™

ALL MACHINES SUPPLIED WITH UK COMPATIBLE MODEM

OUT NOW

•SEGA RALLY 2
•POWERSTONE
• VIRTUA FIGHTER 3TB
• SONIC ADVENTURE • PEN PEN TRICELON
• GODZILLA GENERATIONS • EVOLUTION • INCOMING
• STEERING WHEEL • ARCADE JOYSTICK • VMS CARD
• KEYBOARD • JOYPADS (ASSORTED COLOURS)
• HARD DRIVE • DIGITAL CAMERA
• DAYTONA USA 2 • PANZER DRAGOON • BLUE STINGER
• SCUD RACE • STAR WARS TRILOGY • TIME CRISIS 2
• RESIDENT EVIL 3 • STREET FIGHTER • VIRTUAL ON 2
• SPIKE OUT • GEIST FORCE • HOUSE OF THE DEAD 2



TEL/FAX 01460 63989
PLAYGROUND PRODUCTIONS
PLANET CONSOLES
POLRUE • COOMBE SAINT NICHOLAS • CHARD • SOMERSET TA20 3ND
PICK UP POINTS AVAILABLE, CHARD • BRISTOL
(ESTABLISHED FOR OVER 10 YEARS)
WWW.RAIDEN.COM
ALL LATEST DVD PRODUCTS ALSO AVAILABLE

SILENT HILL

TOTAL CONTROL 90+ AWARD

TAKING CONTROL

After the fantastic intro, the first fifteen minutes of gameplay gives you a brilliant taste of what is to come. Leaving your car, you follow a ghostly aberration of your daughter into a dark back alley showered in blood. The camera lifts up over your head and moves around brilliantly, and as you are led to the end of the corridor, the chilling music picks up and the Dual Shock shakes in time with your heartbeat. It's superb. One of the best beginnings to any game.

Losing your daughter anywhere can't be much fun, but **losing her in *Silent Hill*** is a **complete nightmare**. Konami's pretender to ***Resident Evil*'s crown** has been let loose.

INFORMATION	
FORMAT	PlayStation
PUBLISHER	Konami
DEVELOPER	In-House
STYLE	Horror
RELEASE	Out Now
PLAYGROUND PRICE	£54.99
PLAYERS	One
ANALOGUE	Yes
DUAL SHOCK	Yes
MEMORY CARD	One Block

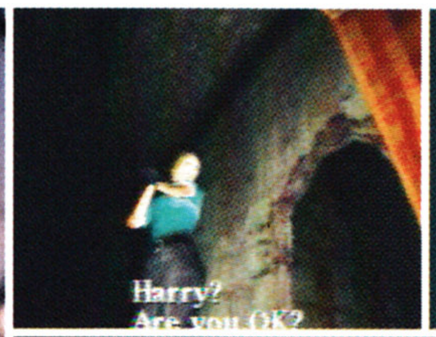
Resident Evil 2 has proved very popular. The style of the game is universal and it really is genuinely scary, albeit in patchy moments throughout the game. That kind of 'jumpy' horror affects us all, and although non-horror fans are generally not interested for obvious reasons, the rest of us could all enjoy it to the same degree. *Silent Hill* is a game that may perhaps only be appreciated by a portion of the people who enjoyed *Res. 2*.

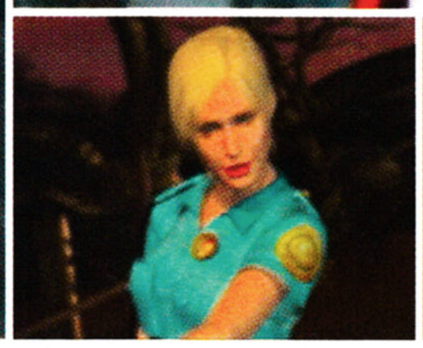
Like scary movies?

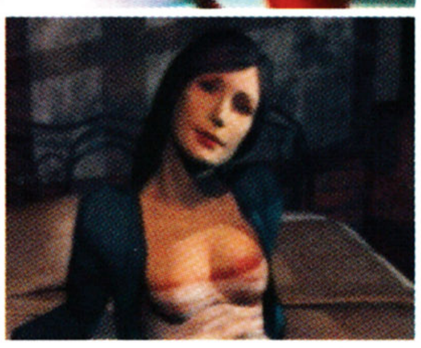
Ask yourself this question: why would you want to play *Resident Evil*? The answer is, because you want to be scared. As good as the game is as a whole, if it wasn't scary, its market would be vastly different and it would have failed to live up to expectations. As already mentioned, 'jumpy' horror is universally appealing, but *Silent Hill* attempts to scare you in a very different way. Take the setting as an example. *Resident Evil* sees you as a young cop trying to escape from a zombie-infested town after a scientific experiment goes wrong. *Silent Hill* introduces you as visitor to an unknown and deserted town full of deadly creatures and missing corpses. After crashing in mysterious circumstances, you leave your car to look for your missing daughter and soon become embroiled in a plot that refuses to unravel. And it is this not knowing that forms part of the tension in the game. Strange things are happening all around, as if the town is slowly moving through to another dimension, yet you

CAP-KONAMI

The comparisons between *Silent Hill* and *Resident Evil* would form a very long list. Had Capcom made the game, the words 'Resident' or 'Evil' should really have been in the title somewhere to announce this as a spin-off. But any similarities with *Resident 2* can't be bad as long as you are expecting them. Like Capcom's title, *Silent Hill* has extra incentives for you to work your way through the game more than once. Different endings and routes are available depending on the difficulty settings, and finishing the game brings up a save feature so that when you go back, the game knows you have already finished it and can throw a few surprises your way.





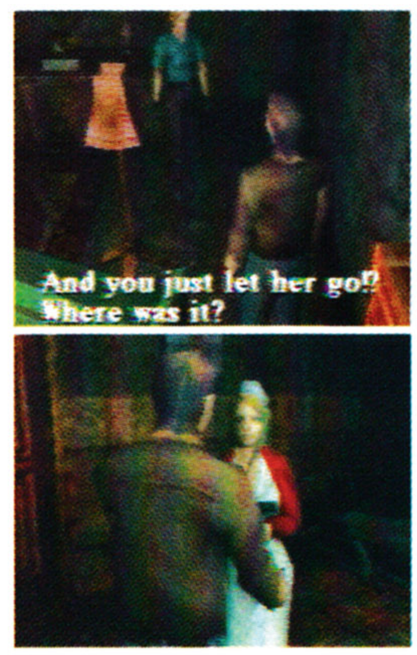


The characters are extremely diverse, but strangely no-one can remember what happened to everyone else in town

Alone in the Dark

The problem with trying to disturb the viewer is that they must be in the right frame of mind or situation for it to work. Playing the game in a loud, busy office on a lazy Friday afternoon is one example of how not to play *Silent Hill*. Hooking your PlayStation up to a decent stereo system and large TV and playing in a darkened room late at night produces a very different sensation. The single biggest achievement of the game is the atmosphere, the effect of which can be very unsettling. Perhaps the greatest contributor to this is the surreal and sinister soundtrack – it's technically superb and builds up and slows down with the action on screen. Listening to it alone without the game sounds can raise your heartbeat – it is, in a word, superb. Then there's the setting; rooms and items changing around as you are led back to them; the other characters – including your daughter – all acting strangely and for no explained reason. Then there's also the lighting. Moving away from the pre-rendered scenes of the competition, *Silent Hill* has full real-time graphics. When in the dark, your character has only a chest pocket flashlight and can only see a limited distance ahead in the direction he is facing. This makes for some predictably scary situations and is perfectly done. The graphical effects are superb, easily the best example of lighting yet seen on the format. The grainy look of the graphics, though probably not chosen out of anything other than necessity, add to the game. Although cannot tell why. At times it definitely lingers on the bizarre and surreal, with mutilated bodies and corpses strung up around such innocent locations as schools and hospitals. Instead of suggesting that *Silent Hill* will scare you, it is perhaps better to say it will disturb – a much more difficult effect to pull off.

AT TIMES IT DEFINITELY LINGERS ON THE BIZARRE AND SURREAL, WITH MUTILATED BODIES AND CORPSES STRUNG UP AROUND SUCH INNOCENT LOCATIONS AS SCHOOLS AND HOSPITALS

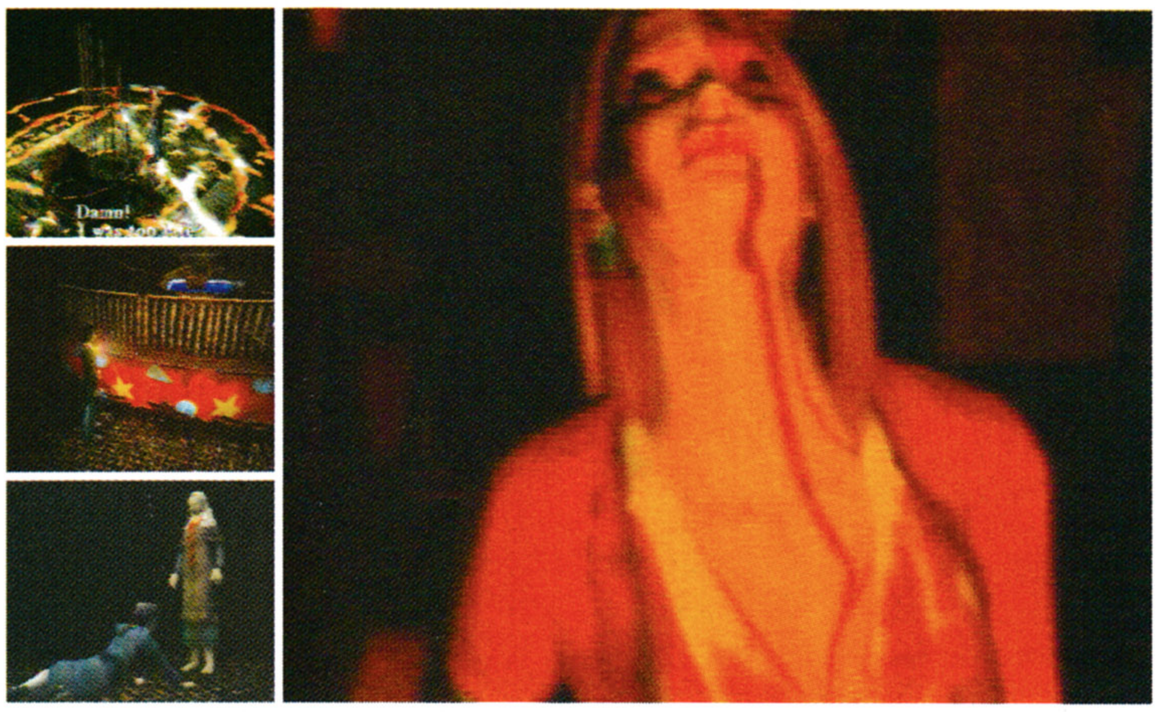


There are many different endings and routes depending on the difficulty of the game

Like *Resident Evil* before it, the cut scenes occur frequently (albeit briefly) throughout, usually after a very tense period of the game to give you a rest

BIT-MAPPING

Silent Hill is set in a huge town in which you have complete freedom of movement to go wherever you want. Most of the buildings are locked, though, and the road has mysteriously caved in, blocking your path, in many places. To help you find your way around you can search for one of the many maps. At important points throughout the game your character will mark certain features on the map such as locked doors, sites of interest and places you should go, so you always have a certain amount of direction. It all works very well.



Most of the time your character cannot tell reality from his own imagination

several of the enemies you may face are very poorly animated and it would have been nice for the game to be slightly smoother and more detailed, it's difficult to see how it could look any better on a PlayStation. Real-time graphics also make for some very innovative camera angles, the best example of which comes in the first ten minutes or so in a brilliant intro that has you running down a dimly lit alley in pursuit of your daughter. Running towards the camera, it lifts up and rotates past steel girders as you run underneath and then drops down behind to follow you as you continue on. More examples come later in the game, giving it a much more involving, atmospheric and movie-like look

Video, nasty

Part of the hype behind the game came from the promise of some of the most spectacular pre-rendered footage yet seen. The ten minutes of FMV were rumoured to take two years to put together, largely due to the use of state of the art software packages to create the most detailed facial animation ever. Impressive it certainly is, though it's difficult to see exactly where the two years went. What makes it great are the faces. The bodies are pretty much the same as those seen in intros for games such as *Tekken 3* or *FFVIII*, but the expressions are perfectly realised. With only ten minutes worth in the entire game, you won't be showered in them, but they are well used to lead into the many long and impressively realistic real-time cut scenes where the bulk of the story is explained.

A tired and tested formula?

Whether you consider it as a good point or not, the general gameplay is an almost exact copy from *Resident Evil 2*; the control system is close to identical – up on the pad always equates to forwards, and you have an aim, use and run button etc. all of which are in the same position as before. There is also the all-important auto aim feature, now as standard. The general balance between action, exploration and puzzle solving aspects is also very

The majority of the enemies are poorly animated and lack detail, but the boss characters are well thought out and have obviously seen a lot of attention

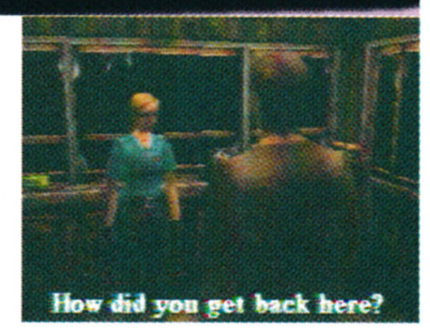
close, as is the menu interface, which is only missing a combine option. But you may also notice the health bar, which changes colour to represent standard health, but also flashes at a certain rate, representing your heartbeat. When running over long distances or after seeing something particularly scary your heartbeat will dramatically increase (more so if you are injured) and the accuracy of your character is impaired. You can also notice this effect on the Dual Shock controller which, combined with the music and a scary moment in the game, can make your heart beat twice as fast.

One very annoying part of the game is the occasional incursion of bizarre logic puzzles where you must decipher a code on the wall and solve a puzzle. The hints are cryptic, and when you are forced to pause and find a pen and paper to work them out (which is often a great help), you feel that they do not suit the style of the game. Other than that a few extra weapons and a greater variety of creatures would have been nice, and although I only completed the easy mode (there are multiple endings), the story turned out to be slightly disappointing (though still better, and far less cheesy, than *Res. 2*).

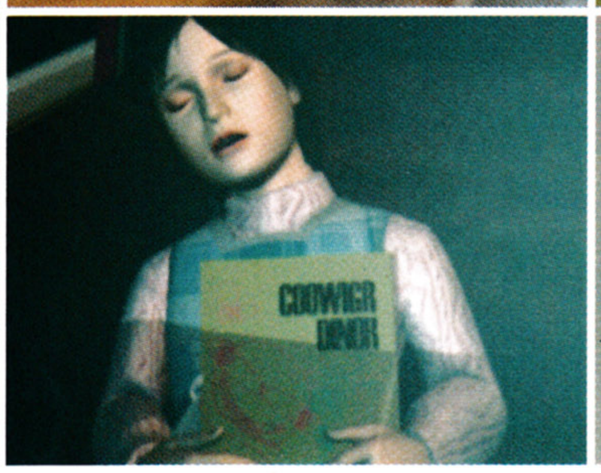
Freak Show

In the long run, *Silent Hill* is basically a great game. Technically *Resident Evil 2* is, in many ways, superior, and if both games were not horror titles it would definitely be the one that would hold up better, but in this field it's all about personal preference, and only you can decide which you think would scare you more – after all, that's why you're thinking about buying the game. My opinion is that *Silent Hill* is the superior title – the style of horror certainly had more of a mental impact – but if that doesn't scare you, you may disagree. **Will**

WHEN IN THE DARK YOUR CHARACTER HAS ONLY A CHEST POCKET FLASHLIGHT AND CAN ONLY SEE A LIMITED DISTANCE AHEAD IN THE DIRECTION HE IS FACING. THIS MAKES FOR SOME PREDICTABLY SCARY SITUATIONS



Not everyone in the game should be trusted



The intro and cut scenes are spectacular. They are mostly used to introduce the real-time plot development scenes

OTHER FORMATS?

PC ○○○○○

If you're holding out for Konami to start developing on the PC, you're going to have a very long wait.

N64 ●○○○○

Although the game could manage without the pre-rendered graphics, Nintendo have already allowed *Resident Evil* to be converted. Although we'd all love to see it happen, it's very unlikely.

Dreamcast ●●●○○

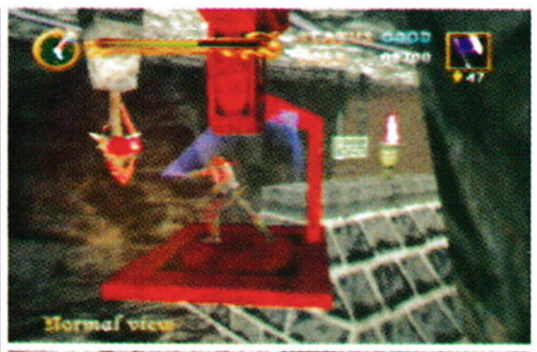
Entirely possible and certainly something Sega would want to happen. Just imagining the graphical improvements that would compliment the conversion sends shivers down my spine.

IMPORT SOFTWARE SUPPLIED BY:	PLAYGROUND PRODUCTIONS

VERDICT

GAME NAME	Silent Hill
GRAPHICS	90
SOUND	96
PLAYABILITY	86
OVERALL Out of 100	91

CASTLEVANIA



The long running ***Castlevania*** **series** is the latest title to **receive a 3D makeover**. We decide if the transition was **worth waiting for**...

TAKING CONTROL

Not good. Continuously regenerating enemies, very little direction in the game and getting extremely lost and wandering around for ages not knowing if you have already visited the area or not were the bulk of the negative points discovered after the first ten to twenty minutes. By trying to combine adventure with 3D platform, it initially appears that neither has been achieved to good effect. It gets a little better, though.

INFORMATION

FORMAT	N64
PUBLISHER	Konami
DEVELOPER	In-House
STYLE	3D Adventure/Platform
RELEASE	March
PLAYGROUND PRICE	£49.99
PLAYERS	One
RUMBLE PAK	Yes
MEMORY PAK	Yes
EXPANSION PAK	No

Dedicated followers of Nintendo will have many fond memories of the *Castlevania* series. As a 2D vampire-slaying platform game it was immensely popular, enjoying its finest hour on the SNES. Konami, responsible for some of the greatest 3D PlayStation games ever – including *Silent Hill* (see P.116) and *Metal Gear Solid* – have built up a lot of hype in the N64 media concerning the 3D remake.

You have a choice of two characters at the beginning of the game – either the chunky Schneider Belmont or thirteen-year-old Carrie Easterfield. As Schneider Belmont, a vampire slayer in the more traditional sense, you are destined by your blood line to destroy Dracula. With strength and agility, you move through the game using either your whip (the trademark item for *Castlevania*) or your short-range sword. As Carrie Easterfield, magic and tactics must be used instead. Both characters will take different routes through the game, and as a result two different plots can be developed.

The hour glass

It's true to say that initial impressions were not good, though in honesty it became apparent that this was mainly down to the fact that it had such a high anticipation rating. It did get

There are certain positions around the maps where enemies will continuously regenerate, which can be frustrating

Both characters are different and will take separate routes through the game

GET BOSSY

In scattered patches throughout the game there is evidence of a huge amount of imagination, an example of which are the excellent boss characters such as the skeleton (shown below). You meet him twice in the game, and eventually the bones are knocked off until only half a torso is left. It's very well done – as are the others that come much later on.

better, but in the first hour or so several annoying traits appeared that are commonly associated with 3D adventure games and platformers alike, and seem to exist only to annoy. The camera can be switched from normal to battle, action and boss, automatic modes, but none offer much in the way of manual control. One button will snap it back to point in the direction your character is facing, but because the game tries to keep your character small to give you a better sense of your surroundings, if you back up against a wall it will not do this. The control stick is used to move your character forwards by pointing in the direction he is facing, so when the camera is not behind you, you'll need to push it in a diagonal position to jump in the correct direction. The problem is that the camera can move during a jump so you unwillingly steer your character off course, usually to his death.

Yes, *Castlevania* sadly takes on the form of yet another 3D platformer – at least to start with – complete with all the hassles of moving platforms, regenerating enemies, jump timing and a false-move-equals-immediate-death philosophy. There was another early problem, the save game option, which can only be used at pre-set points throughout the game. Some of these are positioned so that you have to cautiously and painstakingly slowly navigate through part of the level before getting to an extremely difficult bit, such as a boss character, which is all incredibly frustrating. It's one thing to make a game tough, but why force the gamer to spend five minutes getting to the really tough bits after every death?

Graphically it is fairly nice, but at the same time it is by no means pushing the N64 in the same way that *Zelda* or several other recent releases have done. It's all pretty detailed with some nice lighting effects and great animation (though flames seem to turn your character an unfortunate shade of pink). At times your character seems almost too smoothly animated, though, and thus separated from the rest of the game.

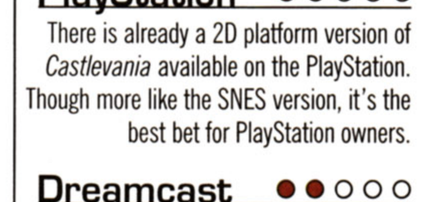
IN THE FIRST HOUR OR SO SEVERAL ANNOYING TRAITS APPEARED THAT ARE COMMONLY ASSOCIATED WITH 3D ADVENTURE GAMES AND PLATFORMERS ALIKE, AND SEEM TO EXIST ONLY TO ANNOY

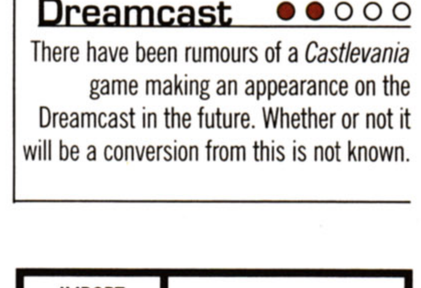
Time... is on my mind

The concept of time also plays its part, which has both positive and negative effects. A clock in the top corner represents the time of day (or night), but the effects of this are not fully realised. Vampires will only come out during the night, and generally the enemies are stronger at night, but some of the puzzles rely on you being in a particular room at a certain time of day – if you don't catch the hints you'll find yourself wandering around until it happens by accident. But all of these events are superbly portrayed using real-time cut scenes that introduce new enemies and bosses and develop the story.

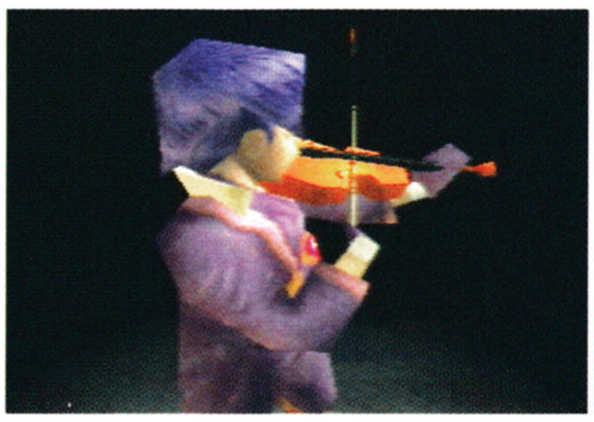
Later on in the game the moving platforms and well-timed jump routines make way for puzzle solving and exploration. The game suddenly becomes very different, and you realise that it's not so bad after all. There are several nice touches that keep you playing, and although it can still be very frustrating at times, there is no denying that this is an enjoyable game.

Overall, this is *Castlevania* gone 3D, but in the transition much has been lost, and in the end it's a game that fans of the previous games will enjoy but everyone else will see as yet another Nintendo 3D platform/adventure without the cute wildlife and bunny eyes. That in itself is not that bad, it's just that it could have been so much more. **Will**





You can pick up projectile weapons such as axes and knifes, allowing you to attack from a distance



As you move through the game you are treated to several very good cut scenes. Not *Zelda* quality, but still impressive

OTHER FORMATS?

PC ○○○○○

Er, no. There is no chance that Konami are even thinking about converting this to the PC at the moment, or will ever, for that matter.

PlayStation ●○○○○

There is already a 2D platform version of *Castlevania* available on the PlayStation. Though more like the SNES version, it's the best bet for PlayStation owners.

Dreamcast ●●○○○

There have been rumours of a *Castlevania* game making an appearance on the Dreamcast in the future. Whether or not it will be a conversion from this is not known.

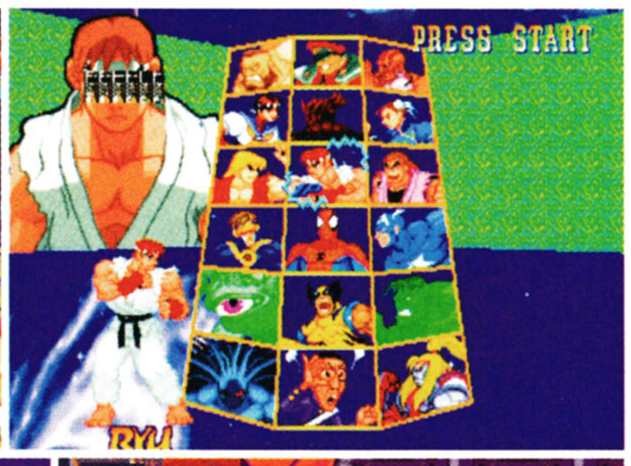
IMPORT SOFTWARE SUPPLIED BY: PLAYGROUND PRODUCTIONS

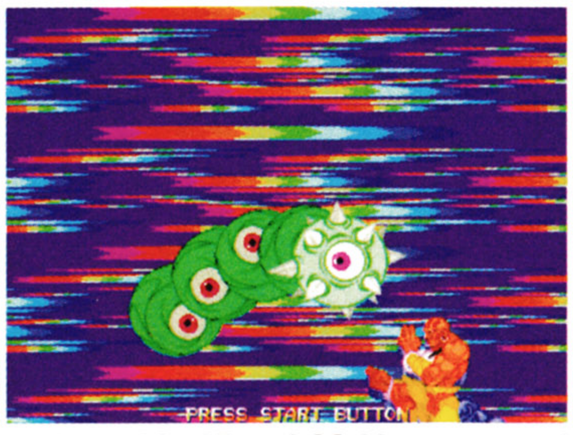
VERDICT

GAME NAME	Castlevania
GRAPHICS	77
SOUND	83
PLAYABILITY	70
OVERALL Out of 100	72

MARVEL SUPER HEROES VS STREET FIGHTER

What do you get **if you cross** some of the most **popular video game characters** with some of the weirdest? **One hell of a frantic beat-'em-up**, that's what.





The combo bar adds an essential element to this type of game, and you can soon have 10, 15 and 20 hit super combos flying in your opponent's face

TAKING CONTROL

As with all Capcom beat-'em-ups, the controls take a bit of learning if you are a newcomer, but serious fans should have combos and super combos flying out like nobody's business. The inclusion of the combo meter is expected with all games in this series, and *MSHvSF* doesn't disappoint.

INFORMATION

FORMAT	PlayStation
PUBLISHER	Capcom
DEVELOPER	Capcom
STYLE	Fighting
RELEASE	Out Now
PLAYGROUND PRICE	£54.99
PLAYERS	1-2
ANALOGUE	No
DUAL SHOCK	Yes
MEMORY CARD	One Block

Capcom are famous for giving the gaming world not only a ground-breaking game in *Street Fighter,* but also a ground-breaking control method in the combo. It is now almost obligatory for a beat'-em-up to have combos, but although many have tried, nobody does it quite like Capcom, and no other Capcom game has done it quite as outrageously as their newest, most aerial and offence-orientated fighting game, *Marvel Super Heroes Vs Street Fighter*.

MSHvSF is Capcom's latest and greatest big hitter on the block, and we're here to give you the complete low-down. In many ways, this is the same as most of the other Capcom games you will no doubt have been playing for years. Capcom are well-known for taking very slow evolutionary steps with their fighting games, and this game proves that point perfectly. But before you put your money back in your wallet (or purse), this game also brings in little extras and surprises that should please fans and newcomers world-wide. The control method is the same, so is the front end and general look of it, but anyone who has played this type of game before will soon spot the differences.

The massive range of characters that appeared in the coin-op are here in full, from the Marvel Super Heroes corner comes Spiderman, the Hulk, Captain

This strange creature has some of the most bizarre moves and finishes ever seen in a game. Don't let him give you a hug

The outrageous moves and weird characters are a trademark for Capcom. Tentacled beasts and schoolgirls mix it to bring super combos and meteor strikes

America, Cyclops, Shuma-Gorath, Wolverine, Omega Red and Blackheart, whilst the *Street Fighter* contingent consists of Dhalsim, Sakura, Akuma, Ken, Ryu, Chun-Li, Dan, Zangief and Bison, plus at least one other bonus character who will appear when you finally beat the game. This brings the total up to over seventeen pugilists for you to choose from.

recover strength as time passes, creating a need for some good defence and evasion rather than full on batter-fests all the time. Pleasingly, Capcom has beefed up the PlayStation version as a clever incentive for people to play and get more on their console game. The game is split up into several modes – more than were found in the coin-op version. Players can choose

difference is that when you choose your two players, the opponents are exactly the same. And after beating several levels in the game, you can open up different pictures and even animations of select characters in the Gallery.

As with almost every game that comes out nowadays, you can feel every smack, crack and thud with a

THE RECOVERY GAUGE SYSTEM ALLOWS YOUR CHARACTER TO RECOVER STRENGTH AS TIME PASSES, CREATING A NEED FOR SOME GOOD DEFENCE AND EVASION RATHER THAN FULL ON BATTER-FESTS ALL THE TIME

The balance of power

The balance of characters is much the same as that found in the arcade game, with Marvel's weird and wonderful characters concentrating on blistering super powers and Herculean strengths, while the *Street Fighter* characters appear more technically talented, with well-timed combos and stylish attacks. So you can choose a character and fight with whatever style best suits you, whether you like to link together multiple super combos to create devastating attacks or master the variable assists and variable counter attacks to develop new tricky fighting strategies. There is also the new addition of the Recovery Gauge System which allows your character to

from Battle, the straight-out Arcade mode, Vs mode, one-on-one battle, Training; and then there are the new modes – Hero Battle, Cross Over and Gallery offer three new areas of play and enjoyment.

What's on offer

Hero Battle offers players the chance to select from either the *Street Fighter* team or the *Marvel Super Heroes* team, after which they need to battle against the other team until the lot of them are finished off. CrossOver seems to be a sort of apology for the terrible *X-Men Vs Street Fighter*, which is tag-team game, if you were lucky enough to miss the aforementioned horror. The only

Dual Shock analogue controller. The sound is typical *Street Fighter/X-Men* fare, with lots of grunts, thuds and kung-fu sounds, but who honestly listens to the sounds during a frantic battle between some of the best know fighting characters around? Not many people, I'll wager.

There is plenty here to keep fans and newcomers happy for a good while. The game as a whole feels solid and appears to be a near as dammit arcade-perfect port of the coin-op version. The only thing that's noticeable at this point is a slight frame rate slow down (not too much – don't worry), a slight drop in animation sequences and some very heavy load times. **Russ**

Each of the 18 characters has a super combo to use

YOU WOULDN'T LIKE TO MEET HIM IN A DARK ALLEY

This game has to offer the weirdest selection of fighters of any we have seen. There are super heroes, aliens, mutants and even a little scrawny guy with a camera (don't ask us), but, of course, Capcom are well-known for adding weird characters to their games ever since the rubber-legged Dhalsim and the half-beast Blanca first appeared in the original *Street Fighter II*.

OTHER FORMATS?

PC ●●○○○

Unlikely, but other Capcom fighting games have appeared so maybe... just maybe.

N64 ○○○○○

Not much chance here, I'm afraid, unless Capcom have a change of heart.

Dreamcast ●●●●●

Marvel Super Heroes Vs. Capcom will be released around April time.

IMPORT SOFTWARE SUPPLIED BY:	PLAYGROUND PRODUCTIONS

VERDICT

GAME NAME	Marvel Vs Street Fighter
GRAPHICS	65
SOUND	60
PLAYABILITY	85
OVERALL Out of 100	78

SYPHON FILTER

INFORMATION	
FORMAT	PlayStation
PUBLISHER	Sony
DEVELOPER	989 Studios
STYLE	Action Adventure
RELEASE	Out Now
PLAYGROUND PRICE	£54.99
PLAYERS	One
ANALOGUE	Yes
DUAL SHOCK	Yes
MEMORY CARD	One Block

TAKING CONTROL

Metal Gear Solid has only been out a short while and already the copycats are starting. A lone soldier against a terrorist force, a third-person perspective and a virus that can target individual people – is it all a bit too close for comfort?

If we were to tell you that ***Syphon Filter*** **had stealth**, shooting and was about **terrorists**, you'd be forgiven for thinking that it was nothing more than a ***Metal Gear Solid*** **clone**. Well, as always, there's a little **more to it than that**...

There are games that set standards, games that do new things, games that are innovative; games like *Tomb Raider*, *Metal Gear Solid* and *Goldeneye*. On the other hand, there are games that follow which are 'inspired' by these other titles, and these fall into two categories: games that do it well and games that don't. *Syphon Filter* probably falls into the latter of these categories. However, it is a game that takes its inspiration from a variety of sources and manages to pull it off with a certain amount of panache – a rare thing indeed.

Tinker, tailor, soldier...

Players assume the role of Gabe Logan, a lone special forces commando highly trained in anti-terrorist measures. As the game progresses, a story of betrayal is revealed, giving the game something of a pulp fiction feel to it. It's fine, but it has none of the intrigue of the *Metal*

The cathedral level (above) is the most similar to *Tomb Raider*. Executing scientists in cold blood is most unlike Lara, though

A CHANGE IS AS GOOD AS THE REST

One of the most endearing aspects to *Syphon Filter* is the way that no two missions are the same. Each one encourages players to use totally different tactics. This variety is one of the features that will keep you playing right through to the end.

Subway

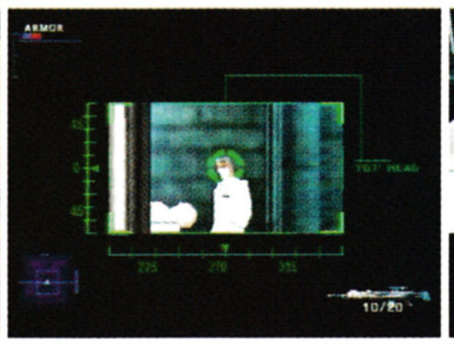
A gung-ho attitude is great for the first section of the game – it's great fun mowing down those evil terrorists.

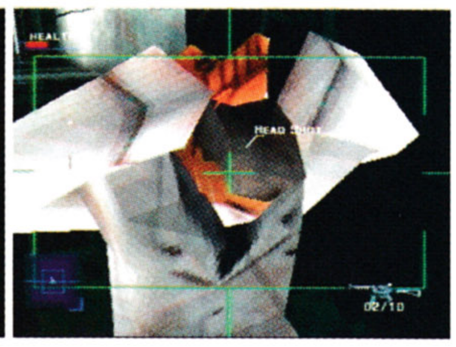
Kazakhstan

Similar to the first level of *Mission: Impossible*. Avoid being seen at all costs and take out guards from a distance using the sniper rifle.

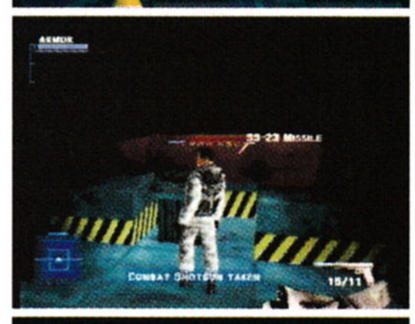
Metropolitan Museum

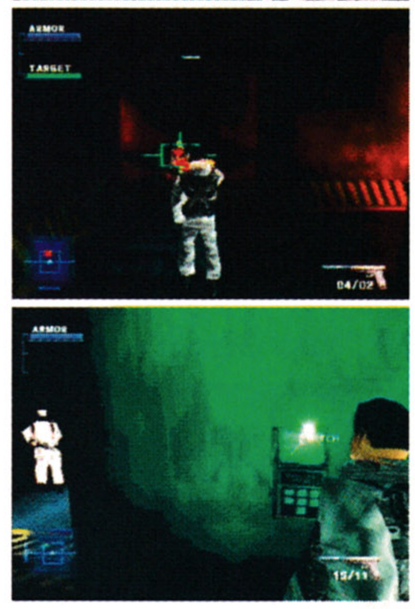
Follow your suspect through the museum, taking out his bodyguards as you go. If you're seen, however, it's mission over.





The helicopter boss sequence is a blatant *MGS* rip-off, as is the sniper rifle. *Syphon Filter* does have original ideas, however





The PlayStation's lighting effects are put to good use

Gear Solid story and is without that game's sub-plots and development of character. The Syphon Filter in question is a virus which, when genetically modified, can target and kill any ethnic race or any one person (hmm, just like the virus in *Metal Gear Solid*...). Anyway, the virus first rears its ugly head in downtown Washington D.C. From here you must track the virus back to its source, and ultimately its creator, for a big showdown.

In a nutshell, *Syphon Filter* is a *Tomb Raider* clone with elements taken from *Metal Gear Solid* set in modern day locations. Much of the control system is taken from *Tomb Raider* but without restricting the gameplay to exact squares; when you need to make a jump, the computer will compensate for you being a few pixels out. Apart from this, the targeting method is similar in the way that your character will automatically target any enemy. The variety of weapons on offer also brings the stealth aspect to the fore; the two different sniper rifles, one for daylight and the other for night, are excellent and on certain missions bring stealth to the forefront. This is partly why *Syphon Filter* is a good game. It is the way that it makes the player use a combination of all-out, gung-ho tactics and stealth to progress through the game.

Levels are mission-based, and a certain number of objectives have to be met. Just like real life (I imagine), these often change unexpectedly, and you are kept informed via radio and your trusty partner. The overall effect is to immerse the player into the world of anti-terrorism, and it works very well indeed. Missions take on a variety of forms, from tracking down a number of bombs to rescuing hostages to administering an anti-virus to patients – there's plenty here to keep you amused. On one particularly good level you must stalk a suspected double agent without being spotted by his bodyguards. The hunt takes you through the Metropolitan Museum in New York, picking off guards with a silenced pistol. About halfway through the level the game changes pace and it becomes all-action. Excellent stuff.

THERE IS A GOOD PACE TO SYPHON FILTER, AND THE LEANING TOWARDS ACTION IS OFTEN PREFERABLE TO ALL THE SNEAKING AROUND OF METAL GEAR SOLID

Real life settings

Although credit must be given to the designers for the use of interesting settings for the game, the overall look of *Syphon Filter* is somewhat dated; character animations and textures aren't to the standard we've come to expect. However, the locations are interesting enough for this to be excused.

The game takes place in a variety of locales. The first level moves from a subway station (before and after a giant explosion) to a Washington D.C. park, a museum and other urban locations which are usually overlooked by game designers. Sound also plays a part in creating a tense atmosphere, the music increasing in tempo with the on screen action.

Syphon Filter is a very good game. It is, perhaps, a little behind the times though, and if it had been released a year ago it would probably have been hailed as ground-breaking. As it is, it's always at the back of your mind that you've seen all this before; maybe not all in one game but as major gameplay elements in others – the radar and stealth aspects in *Metal Gear Solid*, the action in *Tomb Raider* and a few ideas as seen in *Goldeneye*. The trouble is that *Syphon Filter* doesn't quite match any of these games. It has plenty of neat little touches to keep you interested, the blend between action and puzzles is good, there is also a good pace to the game and the leaning towards action is often preferable to all the sneaking around of *Metal Gear Solid*. *Syphon Filter* offers a great alternative (homage, even) to those games mentioned above. Just don't expect anything that you haven't seen before. **Nick**

OTHER FORMATS?

PC ○○○○○

Games like this are ten-a-penny on the PC. Think *Spec Ops* or *Rainbow Six* and you'll have two reasons why you don't need this.

N64 ○○○○○

Would make a great game on the N64; *Syphon Filter* is the title that *Mission: Impossible* should have been. Seeing as 989 Studios are owned by Sony, it will never happen, though.

Dreamcast ○○○○○

Same goes for the Dreamcast as for the N64. Would make a great game but will never happen.

IMPORT SOFTWARE SUPPLIED BY: PLAYGROUND PRODUCTIONS

VERDICT

GAME NAME	Syphon Filter
GRAPHICS	75
SOUND	70
PLAYABILITY	80
OVERALL Out of 100	80

QUANTITY CONTROL

GETTER LOVE: PANDA LOVE UNIT

Platform: **Nintendo 64** Publisher: **Hudson** Developer: **In-House** Style: **Dating game** Release: **Out Now** Playground Price: **£49.99**
Players: **1-2** Rumble Pak: **Yes** Memory Pak: **No** Memory Expansion: **No**

Japanese dating games remain a mystery to the Western audience, and it's easy to see why – the reams and reams of text that accompany these games is intrusive enough. It is also presumed that Western adolescent males prefer to shoot the hell out of stuff instead of dating girls. I beg to differ...

Getter Love: Panda Love Unit (great name, by the way) is set up like this: four guys and nine girls – the object is to win favour with as many girls as possible and eventually find love. Each of the characters moves independently around a small town with great dating places such as a coffee shop, a mall and a school for you to visit. Which of the girls you meet is purely down to chance, but when you do, you'll have to make conversation and try to make a date. This goes into a diary, and you have to make sure the place you take the girl to are to her liking. Points are scored for correct answers, going on dates and causing your rivals to break dates. You also have confidence and happiness meters, and these affect the girls' attitude towards you and how confident you are of going out.

As it is, *Getter Love* is indecipherable to all but those fluent in Japanese. You can play it by guessing answers, but you lose so much of what could be quite an amusing game. As a game it's pretty pointless, but as a piece of Nippon culture it is bizarrely brilliant. Only in Japan.

Nick VERDICT: **10%**

MILO'S ASTRO LANES

Platform: **N64** Publisher: **Crave** Developer: **In-House** Style: **Future Sport** Release: **Out Now**
Playground Price: **£54.99** Players: **1-4**
Rumble Pak: **Yes** Memory Pak: **Yes** Expansion Pak: **No**

What could be the worst possible sport to convert to a console? Darts? Tiddlywinks? Or maybe even marbles? Well, we haven't sunk that low yet, but *Milo's Astro Lanes* is about as close as we'd want to get.

Pure and simply this game is tenpin bowling with 'special bits' – think of it as trying to do for tenpin bowling what *Mario Kart* did for the racing genre... Kind of. You all know the rules of tenpin bowling – knock down ten pins with two bowls. Fun to play the real thing with your mates, but not really on computer. *Milo's Astro Lanes* tries to add a bit of spice to the proceedings by throwing power-ups into the mixer – your bowl collects these while it travels down the lane. These range from making your bowl into a huge boulder, splitting it into three and giving your bowl a speed boost. Great.

That's about it as far as the game goes, apart from the fact that it takes its looks from 50s sci-fi – can you count that as a redeeming feature? No? Well, in that case, *Milo's Astro Lanes* has no good points – it's simply the worst game I've seen this year.

Nick VERDICT: **06%**

DEEP FREEZE

Platform: **PlayStation** Publisher: **Sammy** Developer: **In-House** Style: **Action Adventure**
Release: **Out Now** Playground Price: **£49.99** Players: **One**
Analogue: **No** Dual Shock: **Yes** Memory Card: **One Block**

Following the enormous success that *Resident Evil* has enjoyed, it is somewhat surprising that we haven't seen more attempts to emulate it. The formula should be simple enough to copy – pre-rendered backgrounds, polygonal characters and a bit of shooting and key collecting.

Deep Freeze attempts this task and tries to marry *Resident Evil* with *Metal Gear Solid*, and it has to be said without much success. It's *Resident Evil* without the tension and horror; it's *Metal Gear Solid* without the stealth and storyline. Purely and simply, *Deep Freeze* is *Resident Evil* and *Metal Gear Solid* without any of those games' good points.

The basic premise of the game is that you take control of a group of anti-terrorist soldiers and are given a set of missions – in each you have to defeat the terrorists. The story develops as you progress, despite being hindered by some of the worst voice acting ever heard. Gameplay is little more than finding a few keys and shooting guards (which bizarrely drop down from the ceiling). Ultimately you have to defeat boss characters.

There is little here that will hold your interest for long, and the simplistic gameplay doesn't offer too much of a challenge. Fortunately, *Deep Freeze* is unlikely to get a UK release.

Nick VERDICT: **45%**

GAME FRONT

your source for the cheapest products around

PO BOX 83, MANCHESTER M14 6ET WWW.GAMEFRONT.CO.UK
TEL: 0700 2020020 FAX: 0700 2030020 EMAIL: MAIL@GAMEFRONT.CO.UK

PSX THIS MONTHS SPECIAL....FREE choice of any VCD with each VCD card!!!

PSX LASER UNIT £34.99 INC.P&P
WE HAVE STOCK

NTSC-PAL Convertor	£14.99
VCD Adaptor Card	£59.99
1M SonyMemory Card	£7.99
Panther Light Gun	£14.99
Foot Pedal for Panther gun	£6.99
Sony Dual Shock Pad	£17.99
Bushido Blade 2 (USA)	£49.99
Xeno Gears (USA)	£49.99
Brave Fencer (USA)	£49.99
Rival Schools (USA)	£49.99
Final Fantsy 8 (JAP)	£CALL

VCDs all £17.99

Titanic, Lost In Space, US Marshals, Sphere, Mad City, Lethal Weapon 4, Spice World The Movie Batman & Robin, Wedding Singer, Tomorrow never dies, Scream 2, Starship Troppers, Halloween H20, Devils Advocate, Godzilla Good Will Hunting, Mask of Zorro, Jackie Brown, Rush Hour, X-Files, Armageddon,

All WITHOUT SUBTITLES FULL RANGE AVAILABLE!!!!!

PSX CHIP CARTRIDGE- Plays import games without mod chip!! £14.99

DREAMCAST

Machine with any game & step down transformer ££
VMS.....£24.99
Joypad.....£29.99
Games.....£49.99

CALL FOR LATEST PRICES

SHOP PRICES MAY VARY FROM MAIL ORDER

TRADE PRICING AVAILABLE ON ALL OUR PRODUCTS.

Game merchandise (wall scrolls, keychains, posters, figures) and other JAP goodies available. Please send a S.A.E to mail order address above for full price list.

Why not visit our shop, NEW EAST GAMES at, 87 Princess Street, Manchester. M1 4MT. TEL/FAX: 0161-228 0070

WANTED

FOR CASH OR EXCHANGE

CONSOLES COMPUTERS GAMES

RETRO & MODERN

Bring (& official ID with address & signature) or send by post with SAE for cash to:

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London W11 3JS Tel: 0171 221 1123

NOTHING LEGAL REFUSED!
Also at MVE, Manchester Arndale Centre (by High St. entrance) Tel: 0161 839 0677

OPEN 7 DAYS VAST SELECTION ON SALE

DEFINITIVE

DC

CONSOLES

NINTENDO & SATURN
N64 Passport.....£12
V64 JUNIOR £120
4 Meg expansion £26
Zelda £65
Colour Gameboy £65
1 Meg N64 memcard £5
Marvel vs Streetfighter £50
Vampire Saviour £42.50
Radiant Silvergun £42.50

SPECIALS

- Saturn VCD Cards . . .£50
- PSX VCD Cards £55
- Pioneer kv101 DVD Champagne gold codeless £395
- Codeless DVD home player with remote £290
- PSX Laser £30
- Saturn I.C £20
- DVD Movies £19

DREAMCAST

Dreamcast and stepdown £2XX
Sonic . . . . . .£best
Sega Rally 2 . . . . . .£best
Vitura Fighter 3 . . . . . .£best
Pen Pen . . . . . .£best
July . . . . . .£best
D2 . . . . . .£best
Blue Stringer . . . . . .£best
Godizilla . . . . . .£best
VGA lead . . . . . .£best
VMS £25
Dreamcast Pads £32
VF3 arcade stick . . . . . .£best
Steering wheel . . . . . .£best
RGB Scart Lead . . . . . .£best

PLAYSTATION

Latest Games

- Metal Gear Solid . . .£49
- PSX Smart II £15

Scart Lead, with AV &
Guncon £7
Offical Memory cards .£7
Scorpion Lightgun . . .£17.50
Ridge Racer 4 Jogcon Pak £75

Tel: 07957 337746 10am-

Definitive Consoles, PO Box 12, Isleworth, TW7 5TP.

TELEGAMES

ESTABLISHED FOR OVER 18 YEARS — UK'S LARGEST NEO-GEO STOCKISTS

If you want Playstation * Nintendo * Saturn games or consoles - we can supply all your needs - now and in years to come. We are probably the only company in the world still supplying and repairing games for all these systems:

Neo Geo * Lynx * Megadrive * Nintendo * Colecovision * Atari 2600 * Mega CD * Intelivision * Gameboy * Neo CD * 3DO * Atari 7800 * Game Gear * Jaguar * Super Nintendo * Master System * 32X * PC Engine * etc

Lynx 16 Bit Colour Handheld • The World's first colour handheld is now the cheapest in the world!!
Batman * Battlewheels * Joust * European Soccer
Challenge * Pit Fighter * Steel Talons
Plus Free Chess game cartridge
NEW FOR LYNX SIMIS 4 in 1 Game inc. Space Invaders
£39.99 With any game listed here "excluding simis"

ATARI JAGUAR CONSOLE — LOWEST EVER PRICE

All the lastest Jaguar games in stock
World Tour Racing CD * Iron Soldier II CD.
The CD games you can't miss!!! - in stock now. WORMS now in for Jag 64

JAGUAR CONSOLE with joypad, power supply etc plus 2 FREE games, plus you choose any one of the following: Alien vs Predator, Doom, Power Drive Rally, Theme Park, Tempest 2000 or Wolfenstein 3D from us and pay £49.99 for it and get the console and 2 other games free.

Personal callers welcome at our shop at Kilby Bridge. Order processing, Post, & Insurance • Extra Charge. Order with confidence from the largest stockists in Europe
Send SAE for game lists. (State system(s) required)

TELEGAMES Kilby Bridge, Wigston, Leicester LE18 3TE OPEN: Mon-Sat 9am-6pm Sunday 10am-1pm
TEL(0116) 288 0445 FAX (0116) 281 3437 Email sales@telegames.co.uk
FULL LIST/OFFERS ON OUR WEBSITE: WWW.TELEGAMES.CO.UK

MAX GAMES

TEL 0113 2440313
TEL 0113 2440314
FAX 0113 2440314

VIDEO CD SPECIALIST

LATEST USA VIDEO CD TITLES

ARMAGEDDON box set, DR. DOOLITTLE, FACE OFF, FIFTH ELEMENT, GODZILLA, H20, HOPE FLOATS, KNOCK OFF, LEGIONNAIRE, LETHAL WEAPON 4, LION KING 2, MASK OF ZORRO, MULAN box set, POCAHONTAS 2, REPLACEMENT KILLERS, THE ROCK, RUSH HOUR, 6 DAYS 7 NIGHTS, STARSHIP TROOPERS, TOY STORY

MANY MORE IN STOCK - ALL ORIGINAL WITH NO SUBTITLES

EASTERN VIDEO CD TITLES

BIG SPENDER, CONMAN, CHINESE TORTURE CHAMBER 2, EXPECT THE UNEXPECTED, GOD OF GAMBLERS, JAIL IN BURNING ISLAND, MAGNIFICANT TEAM, MIRACLE FIGHTERS, MY STUNTS, SOMEBODY UP THERE LIKES ME, SPIRIT OF THE DRAGON, STORM RIDERS, TRUE MOB STORY, YOUNG & DANGEROUS

MANY MORE IN STOCK INCLUDING JACKIE CHAN, JET LEE AND CHOW SING CHI - ALL SUBTITLED

PSX N64 DREAMCAST IMPORT SPECIALIST

SONY REPLACEMENT LASER UNITS - £39.99
PRO CHEAT CARTRIDGE (RUNS IMPORTS) - £19.99
PLAYSTATION NTSC-PAL CONVERTOR - £15.99

IMPORTED MERCHANDISE

BANDAI HANDHELD SPACE INVADERS, BOMBERMAN, TEKKEN & FINAL FANTASY KEYRINGS & FIGURES. FULL COLOUR JAP MANGA WALLSCROLL POSTERS. GODZILLA FIGURES, MANGA MONEY BOXES

PLAYSTATION VCD MOVIECARD

INCLUDES ANY MOVIE
ONLY £64.99
NEW 3-IN-1 MOVIECARD INCLUDES ANY MOVIE. 1MOVIECARD, 2. CHEAT CARTRIDGE, 3. PLAY IMPORTS WITHOUT CHIP
ONLY £74.99

NEO GEO POCKETS

PLAYSTATION LATEST IMPORTS

BRAVE FENCER	£48.99
CAPTAIN COMMANDO	£44.99
DESTREGA	£44.99
KENSEI SACRED FIST	£44.99
METAL GEAR SOLID	£44.99
R-TYPE DELTA	£48.99
RIDGE RACER 4	£48.99
RIDGE RACER 4 box set	£62.99
SILENT HILL	£CALL
STREETFIGHTER ZERO	£48.99
SYPHON FILTER	£46.99
XENGEARS	£48.99

MAIL ORDER OR VISIT OUR SHOP PREMISES
NORTHWOOD HOUSE, 195 NORTH STREET, LEEDS, LS7 2AA

GAMESoft direct limited

www.gamesoftonline.co.uk

PRICE! QUALITY! SERVICE!

To Order DIAL 0151 348 4057 • To Order Fax 0151 348 4058

We work, you play. Have fun!

" Our goal is to become the best, by offering excellent product choice, first class customer service and a price commitment that means we will do our best, to beat or at least match any price you see elsewhere. All you have to do is ask"

PLAYSTATION

ACTUA GOLF 3	£29.99
ADIDAS POWER SOCCER 2	£16.99
BREATH OF FIRE 3	£33.99
BRIAN LARA CRICKET	£34.99
BUGGY	£24.99
COLIN MCRAE RALLY	£32.99
CIRCUIT BREAKERS	£22.99
CRASH BANDICOOT 3	£34.99
DEAD OR ALIVE	£25.99
DEVIL DICE	£31.50
DIABLO	£27.99
DIE HARD TRILOGY	£17.99
FIFA SOCCER 99	£32.99
FIFTH ELEMENT	£30.99
FUTURE COP LAPD 2100	£28.99
GRAN TURISMO	£30.99
HEART OF DARKNESS	£26.99
KNOCKOUT KINGS	£35.99
MEDIEVIL	£34.99
MICHAEL OWEN WLS	£30.99
METAL GEAR SOLID	£31.99
NBA LIVE 98	£23.99
NBA LIVE 99	£33.99
NEWMAN HAAS RACING	£20.50
NINJA SHADOW OF DARKNESS	£27.99
OVERBOARD	£20.99
PARAPPA THE RAPPA	£17.99
PORSCHE CHALLENGE	£18.99
PREMIER MANAGER 98	£28.99
PREMIER MANAGER 99	£32.99
POOL SHARK	£32.99
RESIDENT EVIL	£18.99
RESIDENT EVIL 2	£34.99
ROAD RASH 3D	£29.99
R-TYPES	£27.99
SCARS	£26.99
SOUL BLADE	£17.99
TEKKEN 2	£17.99
TEKKEN 3	£34.99
TIGER WOODS 99 (comes with 3 Titleist Golf Balls)	£33.99
TOCA TOURING 2	£34.50
TOMB RAIDER	£17.99
TOMB RAIDER 3	£34.99
UNHOLY WAR	£26.99
V-RALLY	£17.99
V2000	£22.99
WILD 9	£28.99
WWF;WARZONE	£30.99

PC CD ROM

BALDURS GATE	£24.99
COLIN MCRAE RALLY	£22.99
FIFA SOCCER 99	£29.99
GANGSTERS ORGANISED	£27.99
GRAND THEFT AUTO	£17.99
HALF-LIFE	£27.99
CHAMPIONSHIP MANAGER 3	£CALL
KLINGON HONOUR GUARD	£31.99
LULA 2 VIRTUAL BABE	£14.99
MEGAPACK 9	£28.99
NHL 99	£29.99
RAINBOW 6	£26.99
SETTLERS 3	£26.99
STARCRAFT	£26.99
THIEF DARK PROJECT	£29.99
TOMB RAIDER 3	£28.99

PLAYSTATION PERIPHERALS

DATEL 8MB MEMORY CARD 120 SLOTS £17.99
DATEL 24MB MEMORY CARD 360 SLOTS £23.99
DATEL 48MB MEMORY CARD 720 SLOTS £29.99
DATEL ACTION REPLAY CHEAT CARTRIDGE £36.99
EQUALISER CHEAT CARTRIDGE £21.99
GAME BOOSTER FOR GAMEBOY & PLAYSTATION £33.99
LOGIC 3 1MB MEMORY CARD £9.99
LOGIC 3 DOMINATOR JOYSTICK (8 FIRE BUTTONS) £22.99
G CON ADAPTOR FOR NAMCO GAMES £9.99
PREDATOR 2 GUN WITH AUTO RE-LOAD & AUTO FIRE £19.99
GAMESTER DUAL FORCE STEERING WHEEL WITH PEDALS £59.99
SPECIAL OFFER: BUY A GAMESTER STEERING WHEEL AND TAKE £2.00 OFF COLIN MCRAE & TOCA 2 TOURING CARS
ANALOGUE JOYPAD FOR PLAYSTATION £16.99
DUAL SHOCK JOYPAD FOR PLAYSTATION £18.99
OFFICIAL JORDAN GRAND PRIX STEERING WHEEL WITH DUAL SHOCK £53.99
SPECIAL OFFER: BUY JORDAN WHEEL AND TAKE £2.00 OFF COLIN MCRAE RALLY AND TOCA 2 TOURING CARS
TEKKEN 3 CHEATMASTER £11.99

- Please add £1.00 per item to cover postage and packaging. For next day add £4.00
- Payment by cheque / postal order or credit card. Cheques payable to GAMESoft direct limited

GAMESoft direct limited
THE MAGNOLIAS, BRIMSTAGE ROAD, HESWALL, WIRRAL, L60 1XG.
www.gamesoftonline.co.uk

Out of CONTROL

Right Now...

... it's four thirty in the morning, and we're just putting the finishing touches to the last few pages of another issue. If you were expecting me to come up with anything witty or profound at this time of the morning, you may have to live with the disappointment. Everyone else in the office has started talking nonsense and giggling, mostly due to the effects of sleep deprivation, and I'm beginning to feel the strain myself. Still, at least we can look forward to a day off when we've finished.

I've been concentrating on features this issue, with visits to DMA in Scotland and Eidos in London, so I've not had time to play as many games as I'd like, but the ones I have seen have mostly been good. *Uprising 2* is going to be on my hard disk for a few weeks yet, and *Worms Armageddon* may well be there for good. Oh yeah, and *Half-Life, Half-Life, Half-Life,* blah blah blah...

Hi Pete! Did you have a good birthday?

This Month...

... has really been the start of the next, next generation of consoles with the announcement of the European Dreamcast launch and the news of Sony's follow-up to the PlayStation. It's also been a month where the impossible has become possible with Sony's boast of a chip that can generate 55 million polygons per second. Compare this figure to the current PlayStation's ability to draw 300,000 – it all seems a little like science fiction, but, of course, there's no smoke without fire... We'll just have to wait and see if it's true.

On the games front, we've enjoyed even more *Half-Life* and are now obsessed with beating the ULTIMATE PC crew at teamplay. The other games that have got a look in have mostly been PC titles, with console releases going into winter hibernation. *Kingpin* and *Aliens Vs Predator*, both excellent first-person titles and very different games, have reserved our lunch-times for the foreseeable future.

Oh, and a big shout out goes to Infogrames for the Le Mans trip – even missing the last flight back from Paris was a laugh...

Next Month...

... I'll be spending about a week, and as much money as I can save up beforehand, in Tokyo, Land of the Rising Sun and cheap electronics. In-between shopping trips and visits to Japanese arcades, I'll be reporting on the spring Tokyo Game Show, where copies of Total CONTROL magazine will be displayed alongside UK developed games on the first ever dedicated UK stand to appear at the event.

Items on my shopping list include: a Neo Geo Pocket Colour, *House of the Dead 2* with light gun for the Dreamcast and *Final Fantasy VIII*. Looks like *Half-Life* might finally have some competition!

At home, *Legacy of Kain: Soul Reaver*, *GTA London* and *Heavy Gear II* should all be putting in an appearance, so it's not just the import enthusiasts who have plenty to look forward to in the coming weeks.

The Future...

... is bright? The next few months will almost certainly belong to Sony, but by the end of the year the spotlight may well be turning towards Nintendo. Rumours of the N2000 have already surfaced, and undoubtedly work is already underway. If the specs for the next PlayStation are sounding impressive, then those for Nintendo's future console will surely be significantly higher. Always the innovators, only a fool would begin to dismiss their next machine at this stage. The competition looks very healthy, but Nintendo have the advantage of being last on the shelves. I for one don't doubt their future at all.

Yet further down the line we may well see the potential of infra-red fully explored. Virtual reality may not be in the public eye at the moment, but with cameras that can tell how far your eyes are focusing already available, infra-red VR headsets could take immersive gaming to the highest level.

With computer AI and the Internet community continually expanding, the future of computers is becoming bigger and brighter every day. Who knows, maybe we'll meet in a world-wide VR pub in a few years for a more in-depth discussion...

Issue Seven on Sale 16•4•1999

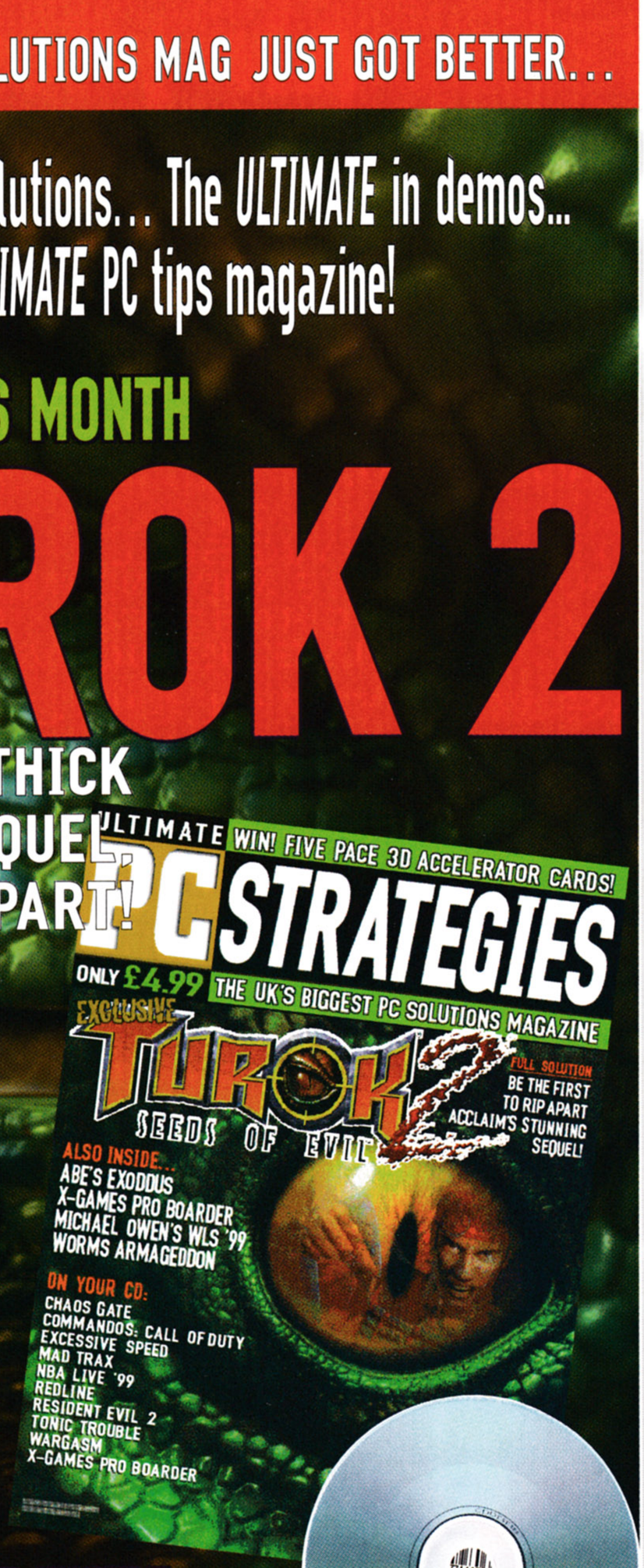
THE UK'S BEST SOLUTIONS MAG JUST GOT BETTER...

The *ULTIMATE* in solutions... The *ULTIMATE* in demos...
The *ULTIMATE* PC tips magazine!

INSIDE THIS MONTH

TUROK 2

ACCLAIM'S THICK SKINNED SEQUEL CRACKED APART!



ALSO INCLUDED INSIDE

ABE'S EXODDUS
HALF-LIFE PART 2
MICHAEL OWEN'S WLS '99
NFL BLITZ
WORMS ARMAGEDDON
X-GAMES PRO BOARDER

WITH DEMO CD!

ONLY £4.99

ON SALE NOW!

DC SRally2, PowerSton, VF3
Blu-Stinger, MonacoGP
House of the Dead 2

RGB-SCART, SVideo cable, VGA-box, Virtua Stick Steering wheel, keyboard, colour pads, VMS Light-Gun, Jap-modem or HK versions, Latest DC games from Japan, available next-day

ActionReplayEnhancer plays all US, JAP, PAL import titles on any PS PC port, cheat search

Top quality SMART TV signal convertor AV, RFoutput

Play all VideoCD movies on the PS remote control

£2xx Best price in town guarantee!
1 game, VMS, pad, stepdown psu

Latest imports games and hardware from Japan, USA, HK
DC,PSX,N64,GB-Color, DC-VMS, Pokt-Station, NeoPocket
Latest All-region DVD Players DTS/AC3, MD-Walkman
UK Next-day delivery on stock items, 1-3 days for European orders, Trade enquiries welcome

Playtronix Multimedia Entertainment
01329-312200
07887-788886
18 Palmerston Business Park, Newgate Lane, Fareham, Hampshire PO14 1DJ
email: playtronix@cwcom.net Open Mon-Sat 10am-7pm Fax: (+44)-1329-312211

NEW AGE CONSOLE

CALL: 0181 6867700/0181 6860200/0181 6660285

SEGA DREAMCAST

SEGA Dreamcast with Virtua Fighter 3	£295
SEGA Dreamcast with Virtua Fighter 3 + Extra Pad + VMS + a choice of SEGA Rally 2 or Sonic Adventure	£375
Dreamcast Steering Wheel	£55
Dreamcast Arcade Stick	£52
Dreamcast Fishing Controller	CALL
Dreamcast Light Gun	CALL
Dreamcast Rumble Pack	CALL
SCART Converter	£35
Virtua Fighter 3	£45
SEGA Rally 2	£52
Sonic Adventure	£52
Pen Pen	£45
Godzilla	£45
Tetris 4D	£45
Power Stone	£52
House of the Dead 2	CALL
Get Bass	CALL
Marvel vs Capcom	CALL
Super Speed Racing	CALL

N64

N64 Pad	£18
Castlevania U.S	£52
Survivor Day One U.S	CALL
Shadow Man U.S	CALL
Zelda U.S	£55
Conkers Quest U.S	£55
Wind Back U.S	CALL
Smash Bros U.S	£55
N64 CD add on	£205
CALL FOR OTHER TITLES	

PLAYSTATION

Gamars VCD Adaptor	£52
Gamars VCD + Built in Chip	£65
NTSC to PAL Converter	£14
Scorpian Gun	£18
SCART with Guncon	£6
Replacement Laser Unit	CALL
PSX Memory Cards	£6
Dual Shock Grey	£19
Dual Shock Color	£25
Parasite Eve U.S	£45
Xenogears U.S	£45
R-Type Delta U.S	CALL
Ridge Racer 4	CALL
Gran Turismo 2 Jap	CALL
Final Fantasy 8 U.S	CALL
Silent Hill U.S	£48
Brave Fencer U.S	£45
Alien Ressurection U.S	CALL
X Files U.S	CALL
Street Fighter Zero 3 U.S	CALL
CALL FOR OTHER TITLES	

SEND CHEQUES OR POSTAL ORDERS TO:
283 HIGH STREET, CROYDON CRO 1QH

MasterCard VISA DELTA SWITCH

Tel/Fax: 01437 769357/0410 425019

CONSOLE KING

Email: consoleking@yahoo.com

Latest Playstation, Dreamcast, Nintendo 64, Saturn Available!

Playstation Accessories

Pocketstation	£CALL
Playstation Laser Unit	£35
PSX Scart Lead	£5
PSX G-con Scart Lead	£6
Smart Pal Booster - Imports in colour on any TV!	£18
Dual Shock Pad - Sony	£17.99
96 PSX Memory Card	£29
Sony 1M memory card	£6.50
Virtual Pistol with sliding top - better than G-con	£38.99
PSX Joypad Extension Cable	£5
PSX Link Cable	£5

Playstation CD's

WCW Thunder	£POA
Ridge Racer 4 JAP	£POA
R-Type Delta JAP	£POA
Ergheiz JAP	£POA
Street Fighter Zero 3	£POA
Silent Hill	£POA
Final Fantasy 8 JAP	£POA
Lunar Silver Star Story	£POA
Metal Gear Solid US	£POA
Brave Fencer US	£POA
South Park	£POA
Street Fighter Collection 2	£POA
Xenogears	£POA
Parasite Eve	£POA

Nintendo 64

US ZELDA 64	£64.99
Turok 2	£48.99
Star Wars Rogue Squadron	£47.99
South Park	£47.99
Castlevania 64	£POA
Conkers Quest	£47.99

Nintendo 64 Accessories

Nintendo 64 US/JAP - No borders or slowdown, import machines 17.5% faster!	£149
All machines come with British power supply!	
Nintendo 64 Passport Plus - Lets you play UK/US/JAP games with cheat functions	£24.99
Official Nintendo 64 Pad	£17.99
N64 Scart Lead	£19.99
N64 Power Supply Unit UK/US/JAP Compatible 240v	£35

Dream Cast

Dreamcast Unit	269.00
Dreamcast VMS	29.00
Sega Rally 2	53.99
Virtual Fighter Team	53.99
Sonic Adventure	53.99
Power Stone	CALL
Capcom vs Marvel	CALL
Get Bass	CALL
Return Fire	CALL
Super Monaco	CALL
Arcade Stick	CALL
Scart Lead	CALL
S-VHS	CALL
Pal Booster	CALL
VGA Monitor Cable	CALL

SF/KOF/FF7 Wallscrolls, Key Rings, Wind Up Godzilla Toys etc. AVAILABLE!

NEXT DAY DELIVERY!

Please send Registered cash, cheques, postal orders made payable to Console King!
Console King, PO Box 6, Narberth, Wales SA67 7YG
www.consoleking.com
Prices are subject to change without notice!

PlayStation Access EUROCARD MasterCard VISA DELTA SWITCH N64

Dept 1

NO.1 FOR MAIL ORDER!

AKUJI

SHINOBI GAISEN

FINAL FANTASY VII

FIFA '99

WE ARE THE MOST DYNAMIC NEW AND SECOND HAND MAIL ORDER COMPANY IN EUROPE AND WILL BEAT ANY ADVERTISED PRICE!!

METAL GEAR SOLID

PARAPPA 2

LEGACY OF KAIN 2

SILENT HILL

ESTABLISHED OVER 6 YEARS.
NO MEMBERSHIP FEES REQUIRED!!
OVER 10,000 TITLES IN STOCK!!
OPEN BANK HOLIDAYS!!

TOCA 2

BUST A GROOVE

ISS PRO 98

R - TYPES

WE GET ALL THE MAJOR RELEASES ON THEIR RELEASE DATES. GET YOUR COPY THE NEXT DAY GUARANTEED!! HASSLE FREE!

SENGOKU TURB

GODZILLA GEN.

SEGA RALLY 2

EVOLUTION

IF YOU CAN'T FIND WHAT YOU WANT - CALL US

RELEASE DATE SLIPPAGE MAY OCCUR. ALL PRICES CORRECT AT PRESS TIME, E&OE, HOWEVER, PRICES ARE SUBJECT TO CHANGE. MINIMUM AMOUNT CHARGED ON ALL CREDIT AND DEBIT CARDS IS £5.00. ALL COPYRIGHTS RESPECTED.

SWAP YOUR OLD GAMES FOR NEW!

HOW IT WORKS:

WE WILL GIVE YOU 2/3 IN EXCHANGE OR 1/2 IN CASH OF THE PRICE WE SELL THE GAME FOR, WHEN YOU SEND IN YOUR COMPLETE AND UNDAMAGED GAMES. (WE ACCEPT CONSOLES AND PC HARD/SOFTWARE TOO!) FOR DETAILS RING US NOW.

WE HAVE THE BEST SELLING GAMES AT THE CHEAPEST PRICES IN EUROPE!

NEW RELEASES

PlayStation™

PAL/UK	
A BUGS LIFE	35.99
AKUJI THE HEARTLESS	35.99
ALL STAR TENNIS '99	32.99
B - MOVIE	31.99
BUST A GROOVE	28.99
COLONY WARS 2: VENGEANCE	34.99
FIFA '99	29.99
ISS PRO '98	30.99
KKND:KROSSFIRE	34.99
METAL GEAR SOLID	33.99
MONKEY HERO	34.99
ODDWORLD: ABE'S EXODDUS	30.99
PREMIER MANAGER '99	30.99
R - TYPES	24.99
TOCA TOURING CARS 2	31.99
TOMB RAIDER III	31.99
WCW/NWO THUNDER	29.99
WILD ARMS	29.49
X-MEN VS STREET FIGHTER	32.99
NTSC/US	
SILENT HILL	58.99
NTSC/JAP	
BUST A GROOVE 2: PARADISE MIX	53.99
CHOCOBO RACING: GENKAIHEND ROAD	53.99
FINAL FANTASY VIII	74.99
TENCHU:SHINOBI GAISEN	48.99
UNJAMMER RAMY (PARAPPA 2)	48.99

NINTENDO 64

PAL/UK	
BUST A MOVE 3DX	34.99
F - ZERO X	28.99
HYBRID HEAVEN	35.99
MICRO MACHINES 64 TURBO	34.99
NBA JAM '99	36.99
SOUTH PARK	35.99
STARSHOT	37.99
STAR WARS: ROGUE SQUADRON	35.99
WIPEOUT 64	34.99
ZELDA 64	37.99
NTSC/US	
DUKE NUKEM: ZERO HOUR	58.99
MARIO PARTY	58.99
TUROK II	58.99
TWELVE TALES: CONKERS QUEST	58.99
WINBACK	58.99
WIPEOUT 64	48.99

STAFF WANTED
CALL TONY CROSS:
0171 - 916 8440

Dreamcast™

NTSC/JAP	
CONSOLE & ACCESSORIES	
DREAMCAST CONSOLE	
DREAMCAST ARCADE STICK	
DREAMCAST PAD	
DREAMCAST RACING CONTROLLER	
DREAMCAST VMS	
DREAMCAST VMS SPECIAL	
STEPDOWN TRANSFORMER	
GAMES	
AERODANCING	
BLUE STINGER	
BUGGY HEAT	
EVOLUTION	
GET BASS +FISHING CONTROLLER	
GODZILLA GENERATIONS	
HOUSE OF THE DEAD 2	
HOUSE OF THE DEAD 2 +GUN	
INCOMING	
PEN PEN TRIICELON	
POWER STONE	
PSYCHIC FORCE 2012	
PURO PURO PACK	
SEGA RALLY 2	
SEGOKU TURB	
SEVENTH CROSS	
SONIC ADVENTURE	
TETRIS 4D	
VIRTUA FIGHTER 3TB	

CALL FOR THE LATEST PRICES

CALL TO CONFIRM AVAILABILITY AND PRICES OF TITLES PRICES ARE UPDATED ON A DAILY BASIS!

HAND HELDS

GAME BOY

POCKET GAMEBOY - 6 COLOURS	34.99
POCKET GAMEBOY-BACKLIGHT(GOLD/SILVER)	49.99
POCKET CAMERA	33.99
POCKET PRINTER	40.99
PRINT SEAL	6.99
LINK CABLE	6.99
FINAL FANTASY LEGENDS 1/2/3	18.49each
FINAL FANTASY ADVENTURES	18.49
POKEMON (RED OR BLUE VERSION)	22.99

NEOGEO POCKET

UK NEO GEO POCKET	47.99
PSU	14.99
LINK CABLE	14.99
KING OF FIGHTERS R -1	27.99
SAMURAI SHOWDOWN	27.99
CUP '98	22.99
TSUNAGE TE PON (PUZZLE)	22.99
BASEBALL STARS	22.99

Game & Watches
Green: Donkey Kong Jnr.
Silver: Super Mario Bros.
Red: Fire!
Blue: Parachute
£9.49 each

GAME BOY COLOR

GAMEBOY COLOUR	64.99
BOMBERMAN (USA)	18.49
TETRIS DX	18.49
ZELDA DX	22.99

COLLECTABLES

BUY-SELL-

0171 - 916 8440

LINES OPEN: MONDAY - SATURDAY 9.00am - 7.00pm
SUNDAY 11.30am - 5.30pm

TWELVE TALES

QUAKE II

GOEMON 2

FIFA '99

NO QUIBBLE GUARANTEE!
NOT SATISFIED WITH YOUR PURCHASE? LET US KNOW WITHIN 2 WORKING DAYS AND WE WILL GIVE YOU A FULL REFUND

HYBRID HEAVEN

MARIO PARTY

ZELDA 64

ROGUE SQUADRON

FREE DELIVERY ON EVERYTHING!!
OR PLACE YOUR ORDER BEFORE 6.30PM FOR GUARANTEED NEXT DAY DELIVERY FROM £3.50.
FREE GIFT WITH ALL ORDERS OVER £10.00.

WIPEOUT 64

F - ZERO X

TUROK II

CASTLEVANIA 64

THE PRICE YOU SEE IS THE PRICE YOU PAY.
ABSOLUTELY NO HIDDEN EXTRAS!!

SONIC ADVENTURE

VIRTUA FIGHTER 3TB

PEN PEN TRIICELON

BLUE STINGER

CHEQUES/POSTAL ORDERS PAYABLE TO DEPT.I
WE DON'T CHARGE YOUR CARD UNTIL DESPATCH.

CONSOLES & ACCESSORIES

PlayStation™

NEW

PSX DUAL SHOCK PACK	89.99
SONY DUAL SHOCK PAD	17.99
MADCATZ STEERING WHEEL	39.99
PLAYSTATION SCART LEAD	7.99
SONY MULTI TAP	18.99
SONY OFFICIAL MEMORY CARD	8.99
SONY OFFICIAL MOUSE	18.99
SCORPION LIGHTGUN/BIO GUN WITH FOOT PEDAL FREE!	18.99
BLAZE MEMORY CARDS-8 COLOURS	7.99
NU-GEN DUAL IMPACT PAD	13.99
X-PLORER CHEAT CARTRIDGE	23.99
X-LINK CABLE & SOFTWARE (X-PLORER TO PC)	8.99

2nd HAND

SONY PLAYSTATION	80.00
SONY PLAYSTATION UNBOXED	70.00
NAMCO GUNCON	20.00
NAMCO JOYSTICK	22.00
NEGCON CONTROLLER	22.00
SONY DUAL SHOCK PAD	15.00
SONY PSX CONTROLLER OFFICIAL	5.00
SONY LINK CABLE	5.00

NINTENDO 64

NEW

UK NINTENDO 64 GOLDENEYE OR MARIO PACKS	89.99
N64 V4 PASSPORT PLUS	14.99
TOP DRIVE STEERING WHEEL (N64,PSX,SATURN COMPATIBLE)	45.99
OFFICIAL COLOURED PADS - SIX COLOURS	16.99
OFFICIAL RUMBLE PACKS	11.99
OFFICIAL MEMORY CARDS	11.99
BLAZE MEMORY CARD	7.99
BLAZE RUMBLE PACKS with 1MB memory	7.99
BLAZE RGB SCART CABLE	7.99
RGB SCART CONVERSION LEAD	19.99
BLAZE A/V SCART LEAD	7.99
NU-GEN MANTA RAY JOY PAD - 4 COLOURS	14.99

2nd HAND

UK NINTENDO 64 BOXED	75.00
UK NINTENDO 64 UNBOXED	65.00
IMPORT NINTENDO 64 BOXED	92.00
IMPORT NINTENDO 64 BOXED RGB	108.00
IMPORT NINTENDO 64 UNBOXED	88.00
IMPORT NINTENDO 64 UNBOXED RGB	102.00
OFFICIAL COLOURED PADS - SIX COLOURS	15.00
OFFICIAL RUMBLE PACKS	8.00
OFFICIAL MEMORY CARDS	8.00

SEGA SATURN

2nd HAND

IMPORT SATURN: BOXED	70.00
IMPORT SATURN: CONVERTED	95.00
UK SATURN: BOXED	
UK SATURN: CONVERTED	
SATURN JOYPAD	8.00
NIGHTS PAD	15.00
VIRTUA STICK	15.00
MEMORY CARD	15.00
MULTITAP	15.00

2nd HAND GAMES

PlayStation™

PAL/UK

ACTUA SOCCER 2	5.00
BUBSY 3D	10.00
BUSHIDO BLADE	12.00
BUST A MOVE 2	18.00
COLIN MCRAE RALLY	28.00
COMMAND & CONQUER	15.00
COOL BOARDERS	5.00
CROC	12.00
DEATHTRAP DUNGEON	8.00
DESTRUCTION DERBY	5.00
DIE HARD TRILOGY	18.00
DUKE NUKEM:TIME TO KILL	25.00
EARTHWORM JIM 2	10.00
FIFA '98	10.00
FORMULA 1	8.00
GRAN TURISMO	28.00
GRAND THEFT AUTO	18.00
ISS PRO	5.00
INT. TRACK & FIELD	10.00
LIBERO GRANDE	30.00
LITTLE BIG ADVENTURE	12.00
LONE SOLDIER	8.00
MADDEN '97	8.00
MAX POWER RACING	28.00
MDK	CALL
MONSTER TRUCKS	10.00
NAGANO WINTER OLYMPICS	12.00
NEWMAN HAAS RACING	10.00
NUCLEAR STRIKE	10.00
PITFALL 3D	10.00
PORSCHE CHALLENGE	5.00
PREMIER MANAGER '98	8.00
PSYBADEK	10.00
RAPID RACER	5.00
RIDGE RACER	5.00
SPOT GOES TO HOLLYWOOD	10.00
SPYRO THE DRAGON	28.00
STREET RACER	5.00
TEKKEN	5.00
TOCA 2	28.00
TOMB RAIDER	18.00
TOMB RAIDER III	28.00
TRUE PINBALL	3.00
VICTORY BOXING	10.00
WARGAMES	20.00
WIPEOUT	5.00
WORLD CUP '98	3.00

NINTENDO 64

PAL/UK

1080 SNOWBOARDING	35.00
BANJO KAZOOIE	35.00
BODY HARVEST	25.00
BIO FREAKS	12.00
CHAMELEON TWIST	15.00

NINTENDO 64 2ND HAND GAMES CONT.

CLAYFIGHTER 63 & 1/3	8.00
DIDDY KONG RACING	30.00
DOOM 64	22.00
EXTREME G	5.00
F1 WORLD GRAND PRIX	30.00
FIFA 64	8.00
FIFA '98	18.00
FIGHTERS DESTINY	20.00
GT 64	22.00
KILLER INSTINCT GOLD	18.00
LAMBORGHINI	18.00
MADDEN 64	15.00
MARIO 64	28.00
MARIO KART 64	32.00
MISCHIEF MAKERS	18.00
MULTI RACING CHAMPIONSHIP	8.00
MYSTICAL NINJA	30.00
NAGANO WINTER OLYMPICS	12.00
NBA COURTSIDE	22.00
NBA PRO	15.00
PILOTWINGS	30.00
QUAKE	12.00
ROBOTRON 64	15.00
TOP GEAR OVERDRIVE	32.00
TOP GEAR RALLY	22.00
TUROK	25.00
TUROK II	28.00
WAVE RACE 64	20.00
WAYNE GRETZKY HOCKEY	12.00
WETRIX	28.00
WORLD CUP '98	18.00
ZELDA 64	35.00

SEGA SATURN

PAL/UK

ATHLETE KINGS	5.00
BAKU BAKU ANIMAL	12.00
BUST A MOVE 2	15.00
COMMAND & CONQUER	5.00
DAYTONA USA	3.00
ENEMY ZERO	22.00
EXHUMED	5.00
FIGHTERS MEGAMIX	15.00
MANX TT	8.00
MEGAMAN X3	5.00
SEGA AGES VOL. 1	3.00
SEGA RALLY	2.00
SHINING FORCE 3	22.00
SHINING THE HOLY ARK	12.00
SONIC 3D	12.00
SONIC JAM	12.00
SONIC R	12.00
STREET FIGHTER ALPHA 2	12.00
VICTORY GOAL	2.00
VIRTUA FIGHTER 2	2.00
WORLDWIDE SOCCER '97	1.00
WORMS	8.00
X MEN	12.00

OUR 2nd HAND PRICES ARE UPDATED ON AN ALMOST DAILY BASIS, SO CALL TO CONFIRM PRICE AND AVAILABILITY

THIS IS ONLY A SMALL SELECTION OF THE TITLES AVAILABLE!
HUNDREDS MORE GAMES IN STOCK!!

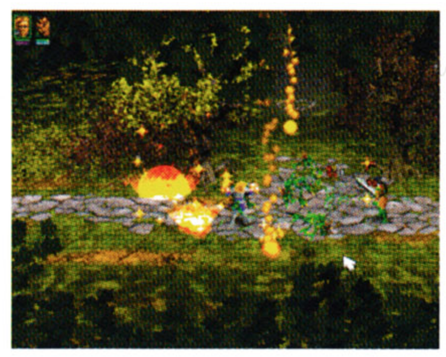
EXCHANGE

DEPT.I, GROUND FLOOR,
SUFFOLK HOUSE, 1 - 8 WHITFIELD PLACE,
LONDON W1P 5SF

VISA · MasterCard · SWITCH · AMERICAN EXPRESS Cards Welcome · DELTA

SILVER

...THE RIGHT SIDE OF VENGEANCE IS COMING.



AVAILABLE
19TH MARCH

PC CD ROM

www.silver-game.com

INFOGRAMES

© Infogrames United Kingdom Limited 1999. All rights reserved.
Silver is a trademark of Infogrames United Kingdom Limited.