

# GamesDomain

O F F L I N E

PLAYSTATION | N64 | PC | DREAMCAST | GAMEBOY

OCTOBER ISSUE 010

## EGTS SPECIAL

Inside Europe's biggest games show

## DRIVER 2

Bruce Tanner back in the driving seat

## TOMB RAIDER: CHRONICLES

Lara comes back from the grave?

## TONY HAWK'S PRO SKATER 2

Better than the original?



# NINTENDO STRIKES BACK!

Gamecube and Game Boy Advance finally revealed

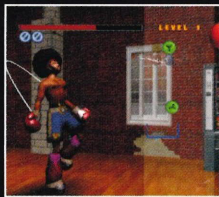
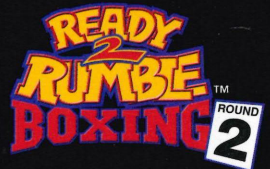
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# AFRO

*Sometimes being the best  
means having to spend  
a whole lot on Afro  
Sheen.*

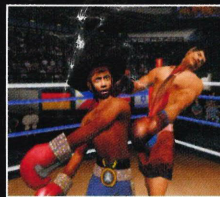
Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble®.



*Train with  
Mini Games*



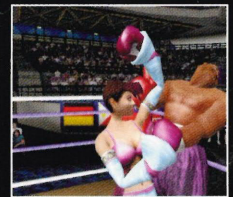
*New Ring-Clearing  
Rumble Flurries*



*New Taunts, Combos  
and Animations*



*23 Outrageous  
Boxing Personalities*



*Sharper Single  
Player Boxing*



PlayStation 2



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\*Screen shots taken from PlayStation 2

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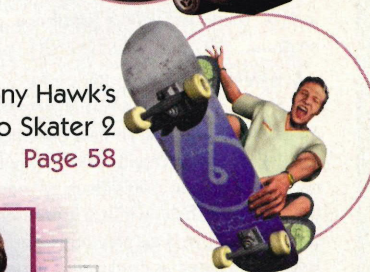
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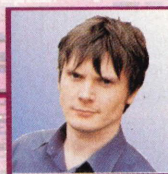


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Pro Skater 2  
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## GDD NOTE



The group huddled together in the doorway looked wretched: their eyes were bloodshot and underscored with huge grey crescents caused by lack of sleep; their hair was matted with filth and the unmistakable smell of stale alcohol and cigarettes hung like a malicious rumour in the air. "I take it you had a good time at ECTS?" I asked as I ushered the team inside and into the lift that would take them the 500ft down into the magazine's cavernous subterranean bunker.

As we descended, Mike was the first to speak: "We have brought you gifts." He opened his knapsack and revealed a collection of silver discs which shone in the thin light provided by the single flickering bulb illuminating the elevator shaft. Kevan cleared his throat: "We have the latest news," he said. "Many pipelines," Jayne added. "And the latest PlayStation2 and Dreamcast developments," Gareth volunteered. "I nearly had a fight with a taxi driver," Liesl exclaimed, suddenly full of life.

"You have all done well," I said, delighted with their work - especially Liesl's. "Now, my friends, let us tell our ECTS story to the world." I looked round the group who nodded enthusiastically and wore smiles of contentment.

Richard, however, remained unusually quiet. The GDD chief-of-staff had accompanied the team on their ECTS mission, vowing to keep them on the straight and narrow. "What is it Richard? Tell us," I asked. He looked me in the eye and, as the elevator slowed to a stop at its ground floor destination, at last broke his silence. "I think I'm going to be sick," he spluttered before disappearing down the corridor towards the lavatories. Another games show was at an end.

James Kelly - Editor

*James Kelly*

## There's no business like show

A total of 25,000 people from the industry and press attended a packed ECTS at Olympia this year to check out what the interactive entertainment industry will be serving up to consumers over the coming months.

With pre-registration figures up by 3,000 on last year, the lack of presence from some of the major players certainly didn't seem to put off the many journalists and trade figures who attended the early September show.

And with the exhibition boasting 325 companies displaying software, hardware and the services they provide to the gaming community, there was still plenty to see.

Sony, Nintendo, Microsoft, Rage, Havas, Ubi Soft, Mattel, Hasbro and Codemasters all showed their support for the computer show. Although there was an overall rise in exhibitors, EA, Eidos, Activision and Sega were all absent this year, deciding to hold their own separate events.

But despite the lack of certain key publishers, the organisers were delighted with the turnout.

"We knew that this year was going to be a big show, but these figures prove that demand for ECTS - Europe's number one trade expo - just keeps growing," said event director Andy Lane.

At the Eidos Conference 2000, held at a Surrey hotel just days before ECTS, Ian Livingstone, chairman of Eidos Interactive, said: "We decided to hold our own event this year because it allows us to talk more closely to the press."

For many delegates who had been to E3, the major industry show held in Los Angeles in May, there were not a lot of new products on show.

A representative from Bioware explained the company had been too busy working on games to come up with new presentations for the European crowd. And the general consensus among GDO's team of reporters was that the show, while still interesting, wasn't as exciting as previous years. However, excessive drinking at various shindigs may have affected the team's judgement somewhat.

ECTS organisers will be hoping next year's move to the state-of-the-art exhibition centre ExCeL, in London's Docklands, will help boost attendees, and hopefully bring back some of the key publishers.

Andy Lane said: "The dramatic architecture of ExCeL, and its space-age facilities will provide a perfect backdrop for interactive entertainment's biggest European showcase."





# ECTS 2000 award winners

In the annual ECTS awards it was Nintendo, and more precisely Mario Kart Advance, which swept the board with three victories, including Best Game of the Show.

GT2000, from Sony, and Interplay's Sacrifice also picked up ECTS awards, unofficially known as 'Stars', which were voted for by 15 handpicked journalists from across Europe.

The full list of winners included:

**Overall Best Game of the Show:**



Mario Kart Advance (Nintendo)

**Best PC Game of the Show:**



Sacrifice (Interplay)

**Best PlayStation Game of the Show:**



GT2000 (Sony)

**Best Nintendo Game of the Show:**



Legend of Zelda: Majora's Mask

**Best Dreamcast Game of the Show:**



Jet Set Radio (Sega)

**Best Handheld Game of the Show:**



Mario Kart Advance (Nintendo)

**Best Multiplayer Game of the Show:**



Mario Kart Advance (Nintendo)

## NO-SHOW SEGA PACKS IN THE PUNTERS



Sonic meets some of his fans



You lucky fella!

plans for the coming months.

With a little help from a cast of well known characters from past, present and future titles, Sega made the unusual move of inviting in regular consumers, as well as trade and press representatives, who were treated to a slick showcase of the company's planned releases.

As well as demo movies from many of the forthcoming titles - including Sega Extreme Sports, Metropolis Street Racer, Tokyo Highway Challenge 2, Daytona USA and Shenmue - a packed house saw behind-the-scenes footage of Sega's European offices, including its testing centre and Dreamarena set up.

The company has obviously got a great deal of faith in the Dreamcast's online capabilities and much emphasis was placed on the fact the console would be the only one on the market this Christmas with online multiplayer capabilities.

But with the release of PlayStation2 drawing ever nearer, Sega will have to pull out all the stops to make a serious impression on this Christmas's sales figures.

## A RALLYE GOOD GAME?

Developer Steel Monkeys and publisher Microïds have teamed up to produce what they claim will be a benchmark title in software history.

According to Microïds, Master Rallye, based on the event of the same name, offers more strategic driving opportunities than any other racing game currently on the market.

Rene Metge, the official course designer and a previous winner of the event first run in 1995, has been enlisted to help recreate the thrills and spills of this year's route that led from Paris to Istanbul via Germany, Austria, Hungary, Romania and Turkey.

Showcased at this year's ECTS event, Master Rallye promises a totally open game environment and realistic AI which takes into account mood, fatigue and aggression, with opponents reacting to your presence.

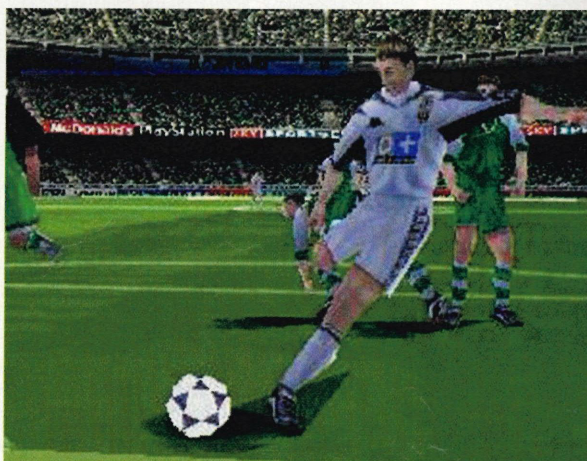
The game is due on PC in June 2001 with the PS2 release following later on in the year.



Sega was once again a no-show at this year's ECTS, but that didn't stop the gaming giant packing in the punters at the company's separate event.

At the Empire cinema, in London's Leicester Square, Sega held a special screening of the Dreamcast Premiere - a movie previewing its

## HACKS BACK PS2 AS FESTIVE HIT



A survey carried out at ECTS has revealed what could be the gaming market's Christmas hits.

CMP Europe Ltd asked 2400 journalists what hardware and software they thought would be at the top of people's wish lists for Christmas. Unsurprisingly, 68 per cent of the hardware vote went to Sony's PlayStation2.

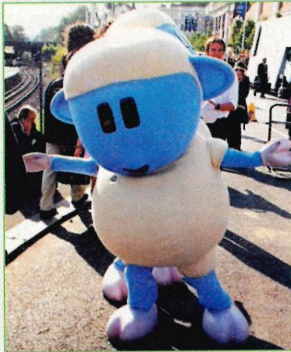
The remaining 32 per cent of people questioned said they were sceptical that the console would be released on time. Because of this they believed the reduced-price Dreamcast and

the nifty little PS One would be the ones to watch out for.

FIFA 2001 from EA was voted into the software top spot by journalists, with Black and White and the PlayStation2 titles Metal Gear Solid 2 and Tekken Tag also receiving a vote of confidence by the games hacks.

Surprisingly Lara Croft was missing off the list despite Tomb Raider: Chronicles' imminent release (see our pipeline on page 18). Perhaps the action heroine is getting a bit old for all this excitement?

# EWWE JEST



**Empire's Sheep title caused quite a stir at ECTS this year, but not all of it was for the game's content or release.**

Empire organised two giant sheep to entertain the crowds - and they did just that. After crossing the road from ECTS to the pub opposite, where Empire had its stand set up, the girls in the costumes had a quick break before making their way back to the busy exhibition area.

After struggling to cross the road - and entertaining the crowds by looking warily at a nearby kebab shop - the woolly entourage stepped out into the highway in front of a passing police car. Looking sheepish, the Empire staff were herded back into the pub and got told off for being baaaaaad.

# SIX BILLION DOLLAR TAG FOR WIRELESS



**A report published by market analysts Datamonitor has stated that the combined European and US wireless gaming market could be worth as much as \$6bn by 2005.**

Games consultant Frederic Diot presented the company's findings at a press conference during this year's ECTS.

As well as giving the market a \$6bn tag, Datamonitor's research suggests Western Europe will take a strong lead over the US, with the UK and Germany forming the largest games market.

Mr Diot, who led the presentation, said classics, such as card games and bingo, would be the most popular titles with mobile gamers. The inherent functions of mobile phones could also lead to new genres of gaming such as location-specific treasure hunt-style titles, he said.

But despite the massive revenues touted by Datamonitor, it wasn't all good news for the developers and publishers of wireless titles.

Datamonitor suggested the telecoms companies would receive the bulk of the cash, with industry players relying on third-party sponsors, or customers paying a nominal fee to



PHOTOS: COURTESY OF NOKIA

play the games, as the most lucrative revenue streams.

The report also said early positioning on mobile operators' portals would be key to short-term success with developers needing to act now to secure distribution of their games.

"The advent of WAP and the coming of high-speed wireless networking technologies GPRS and UMTS promise richer content being displayed on consumers' handsets," said Mr Diot.

"Lured by the prospect of a mass-market audience and ever improving technology, game publishers are ramping up their efforts to penetrate the wireless gaming market. Similarly, mobile phone operators and manufacturers are eager to have a head-start in providing their customers with online games, which are considered premium content," he added.

# PS2 TECH DEMO REVEALS NEW GAMING POSSIBILITIES

**Sony has revealed a brand new way in which gamers can interact with its next generation PS2 console.**

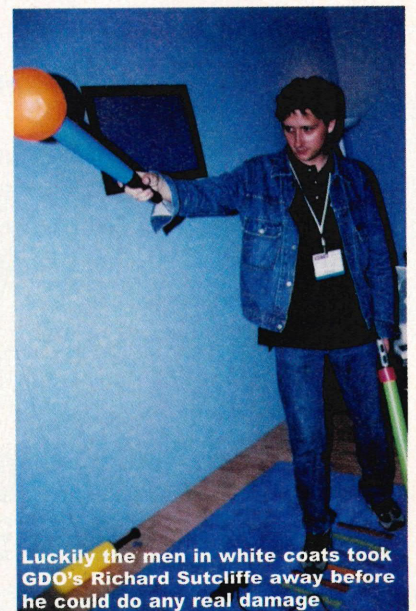
During a technology demonstration on the Sony stand at ECTS, Dr Richard Marks, from the company's research and development department, showed how PS2 can actually see the player, by means of a low-cost USB webcam, and then translate the movements into a game.

By analysing the video image for colour and shape, objects held by the player can be isolated and their movements mirrored on screen. Because the objects are just brightly coloured foam or plastic, and a standard USB webcam is

used to follow the movement, a finished package would be relatively cheap to manufacture.

A 3D effect is created by the PS2 knowing the size and shape of the objects in advance. Although wearing similar colours to those of the objects could cause the console some confusion, the technology has been designed for use in a standard home environment.

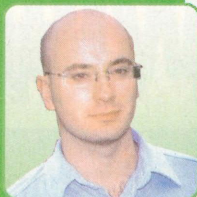
There is currently no production schedule for the equipment demonstrated but, as only commercially available products were used, titles already being developed could incorporate the new feature.



**Luckily the men in white coats took GDO's Richard Sutcliffe away before he could do any real damage**

VIEWPOINT

What was the best thing about ECTS, apart from the after-show festivities of course? It was the weird and wonderful stuff that you see on the smaller stands.



The fighting game that converted your real-life punches into on-screen movement and the web-cam that lets you wave your staff around on-screen (as demonstrated by GDO's very own Richard Sutcliffe on page 7).

It was also nice to see more conversions of PC games to consoles, like GP3, and with this month's release of the excellent Hidden and Dangerous it proves that console and PC games are not too dissimilar. It may even make the console-buying public believe the PC does have some great games out there and it's not all warlocks and scantily clad women.

And if you were thinking the biggest pull at ECTS was the Metal Gear Solid 2 trailer or the Game Boy Advance, you'd be wrong. The most crowded part of the show was the Erotica Island stand where two gorgeous ladies, dressed in pink bikinis, stood handing out press packs to the shifty-eyed crowds sauntering past. Good to see that the male-dominated world of gaming is trying its best to include women gamers in their plans.

If you want to have you say then, email: kevan@gamesdomain.com

# CAN YOU KICK IT? MICROIDS CAN!

Microids has teamed up with Nike to create a football game based on a popular advert by the sports giant. The aim of the game is to rescue the Geo Merlin ball, stolen by ninjas who embody the forces of brutality and poor sportsmanship, and thereby save the future of football.

The player will be able to pick three soccer stars from talents such as Edgar Davids, Andy Cole, Luis Figo, Dietmar Hamann, Josep Guardiola, Fabio Cannavaro and Nwankwo Kanu.

All the players have signature moves, which should help you complete the task. A total of 30 levels of action await the superstars, which as well as ninjas, contain fire-spitting demons and tricky puzzles.

The game will be released at the end of the year on PlayStation.



## SIR ALEX TIPS ANCO FOR SUCCESS

Management supremo, Sir Alex Ferguson, has put his name to Anco's Player Manager 2001, which has been re-titled Alex Ferguson's Player Manager 2001.

This is the first time the Manchester United

manager has entered the video game market and the manager of England's greatest Premier League side will be advising the development team on in-game tactics and player data.

### UK All Format Charts - week ending September 9, 2000

# CHARTS CHARTS

TITLE	PUBLISHER
1 Virtua Tennis	Sega
2 Pokémon Yellow	Nintendo
3 TOCA World Touring Cars	Codemasters
4 Sydney 2000	Eidos Interactive
5 Tenchu 2: Birth of Stealth Assassins	Activision
6 The Sims: Livin' It Up	Electronic Arts
7 X-Men: Mutant Academy	Activision
8 Tony Hawk's Skateboarding	Activision (Platinum)
9 Deus Ex	Eidos Interactive
10 The Sims	Electronic Arts



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ChartTrack collects sales data from more than 4,000 UK outlets. Supporting retailers include Argos, Asda, Blockbuster, Comet, Currys, Dixons, Electronics Boutique, Game Ltd, HMV, John Menzies, MVC, Our Price, PC World, Staples, Tempo, Virgin, WH Smith, Woolworths and a small selection of independents.



# WIN MOTOR SHOW TICKETS!

Vroooooom! We love fast cars at GDO, so that's why we made sure our massive subterranean bunker had a racetrack installed before we moved in. And you can be sure one of us will be heading out to the 2000 British International Motor Show at Birmingham's NEC to check out the lovely machines. Let's face it, if there's one thing sexier than Lara Croft, it's a room full of motors. And thanks to the organisers, we've got 25 pairs of tickets to give away free to GDO readers.

The show, which runs from October 20 to 29, will have all kinds of driving-related antics going on. As well as all the latest models and the hi-tech concept cars, a range of 'my dream car' sketches by the likes of Carol Vorderman, Kirsty Young, Ronan Keating and Linford Christie will be on display.

Antique car fans can go to the 'Century of British Sports Cars' exhibition, which offers a rare chance to see 28 examples of the very best of British automotive design. And if you fancy your cars on the cutting edge of technology then what could be better than trying out Metropolis Street Racer from Sega? The high-speed racing game will be available for play in the Sega Adventure Zone, so you can kick back and race without fear of having a fender-bender.

All you have to do to get yourself and a friend into this fantastic show for free is answer the following question:

What does this sign mean?



- A) Man trying to open umbrella
- B) Roadworks ahead
- C) Giant clams attacking!

Write to: Vroooooom! Competiton, Games Domain, Cuckoo Wharf, 435 Lichfield Road, Aston, Birmingham, B6 7SS, or email [gdo@gamesdomain.com](mailto:gdo@gamesdomain.com). The show runs from October 20-29, so all entries will need to reach us by October 12 at the latest. And remember to put your telephone number on the entry so we can contact you if you're lucky enough to scoop some tickets.



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# CHEATS

Games, the final frontier. These are the voyages of the magazine Games Domain Offline. Its continuing mission: to explore strange new games, to seek out new cheats and new ways of winning, to boldly cheat where no man has cheated before!



## Spider-Man - PlayStation

As if the game wasn't cool enough here's a handful of cheats to spice up the Webbed Wonder's antics.

### BIG HEAD

From the Main Menu select Special and then Cheats.

Enter: **DULUX**

### LEVEL SELECT

Now "Web Surfing" is made easier than ever! From the Cheat Menu:

Enter: **XCLSIOR**

Exit the Cheat Menu and notice that a new menu option has been added to the Specials Menu called Level Select.

### UNLIMITED WEBBING

No longer will you wish for a little more web juice. By entering this code into the Cheat Menu you'll grant yourself the power of Unlimited Webbing.

Enter: **STRUDL**

Now enter the game and shoot away.

### UNLOCK EVERYTHING

So, you've beaten the game a couple of times already and you're wondering if you missed

anything. Enter this code to unlock everything. Enter: **EEL NATS** (Yes, there is a space between the L and the N.)

You've unlocked everything except...

### UNLOCK JOEL JEWETT

You'll unlock NeverSoft's very own President Joel Jewett. You can view him by accessing the Cheat Menu and enter:

### RULUR

Now exit the Cheat Menu and enter the Gallery and select Characters. He'll be the choice at the bottom.



## Heavy Metal: F.A.K.K. 2 - PC

Before you can use any of these codes you need to go into the "Video/Audio" menu.

Select "Advanced" and on the right-hand side select "Console". Now, when you play the game you can hit the ~ button

to access the console. From the "Console" enter one of the following codes:

**Code:**  
god  
give all  
health 100  
noclip  
notarget  
eventist

**Result:**  
God Mode  
All weapons and Items  
Restore health  
No clipping mode  
Disable enemy AI  
Display console  
commands



## F355 Challenge - Dreamcast

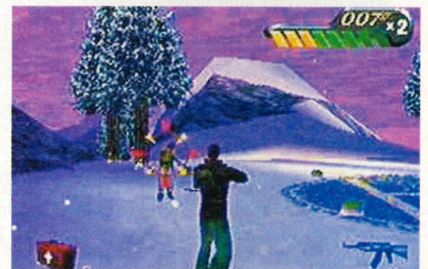
Hit the cheats fast lane with these high-octane beauties.

### UNLOCK COURSES

In options, press X + Y, then choose the "Passwords" selection.

Enter these passwords to unlock courses:

**CinqueValvole**  
**LiebeFrauMilch**  
**Stars&Stripes**



## Tomorrow Never Dies - PSX

### CHEAT MODE

At pause screen press Select, Select, Circle, Circle to get the cheat mode. Then enter these codes:

### Effect:

Full health:  
All weapons:  
Beat current mission:

### Press:

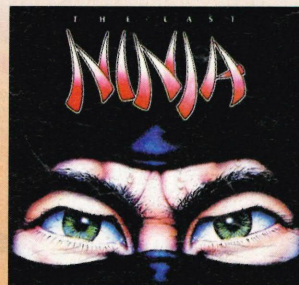
Triangle, Select  
L1, L1, R1, R1  
Select, Circle

# REPLAY

If you read the magazine regularly then you will have read our review of Shogun: Total War and Kev's witterings on about ninja in the 80s. The Last Ninja was a prime example of that era where the men in black weren't fighting aliens, but thugs and evil gangland kingpins. This game had you playing the ultra-cool role of the man in black, not Johnny Cash but Armakuni, seeking revenge for the death of the other ninjas at the hands of Kunitoki. You had to guide the ninja through the Palace of Lin Fen to save some powerful scrolls from Armakuni.

The game itself was infuriatingly hard, the control system was a nightmare to use and the isometric graphics the game used made it almost impossible to judge your position in the level. This became especially noticeable when precise jumping was required, particularly in the palace gardens across the river. For some reason ninja training doesn't come with swimming lessons, meaning you would die as soon as you hit the water.

The thing that made the game great was the fact you played as a ninja and had an array of cool weapons. You could kit yourself out with a staff, Nunchakus, smoke bombs and Shuriken. These were cool items to play around with and while the control system meant you would spend hours wildly flailing around, you were still a ninja with a big stick and how cool is that? Two sequels were made, driving yet more gamers insane with more jumping problems.



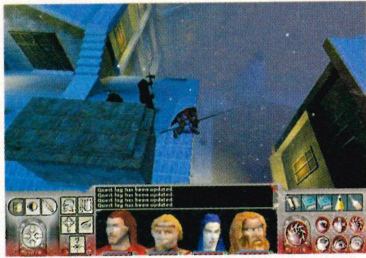
The Last Ninja - which was available on the System 3 - C64, BBC and Spectrum



Every month we will give the reader who sends in the best letter a game of their choice\* - so get scribbling!

Write to us at Letters, Games Domain Offline, 435 Lichfield Road, Aston, Birmingham B6 7SS. Or email [gdo@gamesdomain.com](mailto:gdo@gamesdomain.com) (remember to enclose your address)

\*prize games will be up to a value of £50 and subject to availability



### WHAT'S THE SCORE?

I was just wondering if you could print a rating out of ten or a hundred for each preview and review game, so that I have an idea of how good the game really is and whether to buy it or not. Anyway, thanks for the cheats for Vampire: The Masquerade - Redemption. They were very helpful!

Christine Mak,  
Stockport

Hi Christine,  
Glad the Vampire cheats were useful. That game can be a pain in the neck when you get stuck and drive you batty (pain in the neck/bat-ty - Vampires - geddit?) Ahem...moving swiftly on, we have been considering implementing a scoring system on our reviews for a while but it hit a major stumbling block when we discovered no-one at GDO could count beyond four. This has been remedied with some emergency maths classes and a scoring system should be in place in the near future.

Cheers, James  
[james@gamesdomain.com](mailto:james@gamesdomain.com)



### LET'S DO THE TIMEWARP AGAIN

Hello, my name is Ryan. I want to ask you a few questions on the Mega Drive 2:

1. Is the Sega Mega Drive 2 outdated?
2. Where is the Sega Mega Drive 2 CD peripheral available?
3. Are there anymore upgrades on it?
4. How much do you think the PS2 will cost?

Ryan, by email

Answers:

1. Was Zammo a junkie?
2. At Jumble sales and various branches of Oxfam.
3. The 32X; equally Flop-tastic!
4. It has been officially announced at a price of £299.

Cheers, Gareth  
[gareth@gamesdomain.com](mailto:gareth@gamesdomain.com)



### ALICE IN PSX-LAND?

I would just like to know if there is any possibility that American McGee's Alice will eventually be released onto PSX format. I've seen it reviewed in various sources, including GDO, and it looks like what I can only describe as Lara Croft meets Lewis Carroll meets Salvador Dali - totally wicked.

Clair Davis,  
Stoke-on-Trent

Hi Clair,  
EA hasn't made any official announcement about console conversions of Alice. However, bearing in mind its recent policy of releasing games on as many platforms as possible, it's certainly not out of the question.

Although it's unlikely to appear on PSX, thanks to the complexity of the Quake III engine, Dreamcast or PS2 versions seem much more likely. Watch this space.

Cheers, Mike  
[mike@gamesdomain.com](mailto:mike@gamesdomain.com)

### REPLAY IT AGAIN

I really like the Replay section in GDO. The games featured are very interesting and were not bad to play either. Can we have a few more?  
Gareth Smith, Tamworth

Hi Gareth,  
There are no plans at present to include more Replays as we need the space for the best new releases. But look out for more in-depth features on retro games in the future.  
Cheers, Kevan  
[Kevan@gamesdomain.com](mailto:Kevan@gamesdomain.com)

## Star Letter

I don't usually write in to magazines but when I noticed this I had to write. In the GDO Note for the August issue James Kelly says how when he entered the weird games annex of the GDO offices he said: "Hello lads." I was just wondering why no females work there because girls are just as good as any boys. I would also like to comment on the Star Letter of the same issue when a 45-year-old granny said the future of gamers are grey - I totally agree as my Grandad loves computers - he is always saying how he would love Pokémon Yellow for his GameBoy so if I win it's his for Christmas.  
Faye Mullen, Liverpool



Eth, eth, eth, higher! higher! What do points make? Come on dollies, etc: Brucie yesterday

Hi Faye,  
Of course we have girls working here. What do you think we are? A bunch of sad, spotty lads with a collective mop of greasy hair? Erm...hold on a minute.  
Ahem. Joking aside, we have loads of girls here and we are the first to acknowledge that they are indeed as good as boys. In fact we have more leggy lovelies at GDO than Sir Brucie of Forsyth has squeezed and leered at throughout his entire gameshow career.  
Walk down any of the hundreds of corridors in GDO's maze-like subterranean retreat and, within seconds, a stern looking Bond-esque babe wearing a tin foil catsuit will march past you pushing a futuristic trolley stacked with the latest hot games titles. I only used the term "Hello lads," in the GDO Note you mention because in that passage I had previously described the members of staff in question as "hideous, hunched creatures" which, unfortunately, most of our male reviewers are.  
On the subject of your Grandpop, we would be more than happy to supply you with Pokémon Yellow to brighten up his Autumn years. We'll even throw in a crate of Spiked Silver Arrow energy drink to keep him awake while he catches 'em all.  
Cheers, James  
[james@gamesdomain.com](mailto:james@gamesdomain.com)

**AUGUST ISSUE COMPETITION WINNERS:** Dave Mirra **BMX Competition:** Stephen Marriot, Leicester. **Budget Competition:** Gail Donaldson, Gloucester (spot on Gail!); Jack Doherty, Darlington; James Masih, Coventry; Syed Hakim, Watford; Victoria Harbourne, Shrewsbury. **Essentials Competition:** Ben Peter Lindsey, Hemel Hempstead; Linda Berry, Exeter; Rory Vigus, Lowestoft; J Smyth, Liverpool; Roosevelt Oldigie, London.

This month we are proud to give you a guided tour of Console Domain - the most comprehensive library of multi-format video gaming information on the Internet.

Console Domain began life as a subsection of Games Domain, but due to overwhelming popularity spun off to become its sister site in March 1998. Since then our highly experienced games experts, from both sides of the Atlantic, have been attending worldwide industry events and grilling developers and publishers to maintain our cutting-edge status. If there's any industry news, we'll report it and you'll be the first to know as the site is updated throughout the day.

With over 20,000 pages of content, our new site redesign makes it even easier to ensure the information you require is just a mouse-click away. It's efficiently archived, so you'll never have to worry about missing out on an issue or having your favourite GDO puked on by your pet cat.

Whether you side with Sony, Sega or Nintendo consoles, our panel of impartial reviewers will provide valuable assessments of your favourite games.

Every month sees over two million visitors to the site, so make sure that you don't get left behind by checking us out at [www.consoledomain.co.uk](http://www.consoledomain.co.uk).

## What's hot

This section directs you straight to the day's hottest properties, be it an exclusive review, news story or movie clip, it'll be well worth checking out.

## Movies

We have a vast selection of clips from the latest FMV of Metal Gear Solid 2 to the Japanese television commercial for Shen Mue.

The screenshot shows the Console Domain website with a navigation bar at the top containing 'Home', 'What's New', and a search bar. The main content area is divided into several sections:

- WHAT'S HOT:** Features articles for 'Nintendo Gamecube' (And Shigeru said, "Let there be Gamecube"), 'TimeSplitters' (It will soon be time to split as some nasty looking monsters start getting ugly!), 'Lara Croft' (Lara finally receives her due recognition in her soon-to-be-released chronicles), 'Donald Duck' (Donald Duck 'Quack Attack' Prepare to go completely quakers with the short-tempered feathery toon himself-Donald Duck), 'Rayman Revolution' (Rayman is set to shine bright on PS2 with its clean family gameplay), and 'Jikkyou World Soccer 2000' (Jikkyou World Soccer 2000 (BS 2000 in the UK when released) plays its way on to PS2!).
- MOVIES:** Features 'Gran Turismo 2 - The Real Driving Simulator' (Gran Turismo is racing on to PS2 and looks set to leave all competition behind!) and 'Final Fantasy IX' (Watch this intense visual and you might just live out your final fantasy).
- PLAYSTATION:** Features 'Tomb Raider Chronicles' (Lara finally receives her due recognition in her soon-to-be-released chronicles).
- LATEST NEWS:** Features 'Tiny men on tiny console' (3DO has announced that it is to publish a new Army Men game for the Game Boy Advance), 'Commandos 2 sneaks onto consoles' (Commandos 2 has been confirmed for the Dreamcast and PlayStation 2), and 'GT2000 misses launch' (Sony of America has officially confirmed that Gran Turismo 2000 will not be available as a PS2 launch title).
- DREAMCAST:** Features 'Super Runabout: San Francisco Ed. (Trailer)' (There's no marathon run or intensive workout involved in the playing of this game) and 'SWANS 2001' (Will Silicon Dreams' latest line up have you in a footballing frenzy?).
- NINTENDO:** Features 'ESPN International Track & Field Summer Games' (Button-crashing fun to warm you up in the cold winter months) and 'Buffy the Vampire Slayer' (Buffy is set to bring her vampire slaying talents to Game Boy Color this November).
- FREEBIES:** Features 'Win a Casio MP3 Wrist Player' (Home Software World offers you the chance to win a new Casio MP3 Wrist Audio Player!), 'Win a Voodoo 5 3dfx Graphics Card' (Win a Voodoo 5 graphics card and re-create some of those ooooh and ahhhhhh visuals!), and 'Click Here' (Win a Casio MP3 Wrist Player).
- FEATURES:** Features 'EA's 'Must Buy' Offerings' (Publisher EA offers GD reporter Tim Stevens information on its PS2 release schedule) and 'The Tuesday Trade #6' (Who should really keep violent games away from kids? Brandon offers his two cents).

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## News

Researched and reported throughout the day, we present all the hottest happenings in the games industry.



## Freebies

If you've already sold your granny to buy your console, then you're going to need some help getting the latest releases. Simply fill out our reader survey to be in with the chance of winning a game of your choice or enter one of our many other competitions.

## Cheats

If you've been cursing and screaming over a particular game, then simply visit our archive of cheats, walkthroughs and FAQs for a helping hand.

## Nav Bar

The nav bar gives you rapid access to particular sections of the site. Click here for the latest news, pipelines, previews, reviews, cheats, game guides and more.

## Features

Whether it's about violence in video games or the ongoing rivalry between console and PC gamers, you can read about it in our feature section here.

- News
- Cheats
- Previews
- Reviews
- Features
- Movies

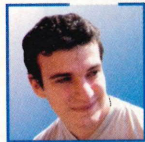
- PlayStation
- N64
- Dreamcast
- PlayStation2
- Game Boy

- Features

If anyone ever needed proof that Americans control the games industry, ECTS was it. Next to the delights of May's trade show E3 in Los Angeles, ECTS seemed a bit of a joke. No EA; no Eidos; no Activision; no Microsoft to speak of; no Infogrames; no point. In many cases publishers were showing less at ECTS than they had been at E3, and attendees were surprised by the absence of even European-based outfits. By the third day, the halls were half-empty - a huge disappointment.

That said, the handful of publishers which made the effort to attend did have the odd thing worth looking at. Sacrifice was the worthy winner of PC Game of the Show, and looks unstoppable, and the 3dfx stand held a sizeable (literally) surprise or two. THQ's Red Faction looks promising, and No-One Lives Forever seems like it'll be a good laugh. Apart from that, not much caught GDO's collective eye - symptomatic of the PC market going through a difficult transition period. Rest assured things will look better in a month or two, as the big names fire up their marketing machines for the big Christmas releases.

To close, we'd like to express our surprise at Activision which, despite having one of the strongest Christmas and 2001 line-ups of all, seems unable to distinguish between a magazine and a website, and failed to send GDO Elite Force in time for us to review it this issue, as we promised. All being well, we'll have it for you next month. Unless something better comes along. Anyway, enjoy GDO. [mike@gamesdomain.com](mailto:mike@gamesdomain.com)



## PIPELINES



p15

Blair Witch



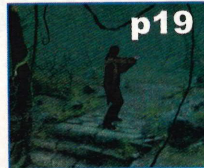
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ECTS Special



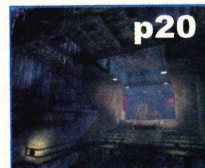
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Tomb Raider: Chronicles



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Alone in the Dark



p20

Return to Castle Wolfenstein



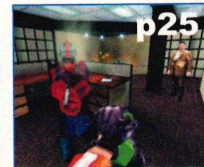
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Sacrifice



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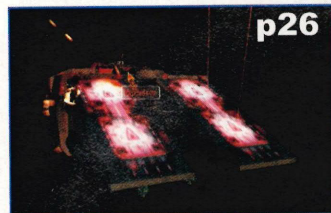
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No One Lives Forever

## REVIEWS



p26

Homeworld Cataclysm



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Rugby 2001



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The Sims Livin' It Up



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Heavy Metal F.A.K.K. 2

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# Championship MANAGER

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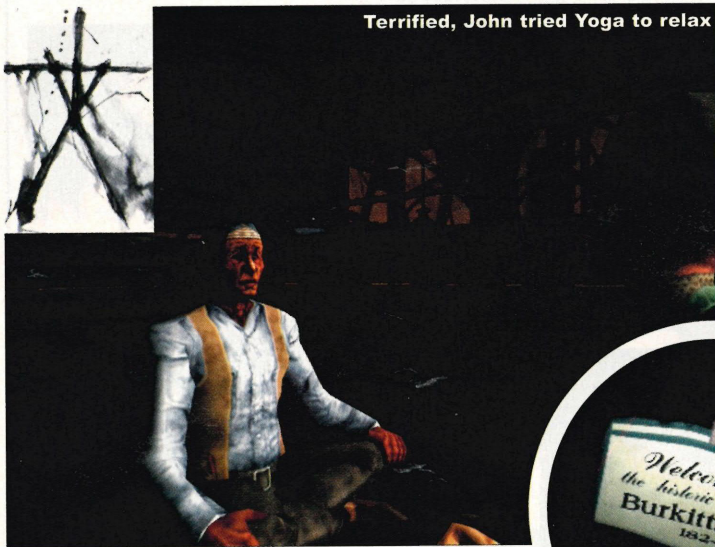


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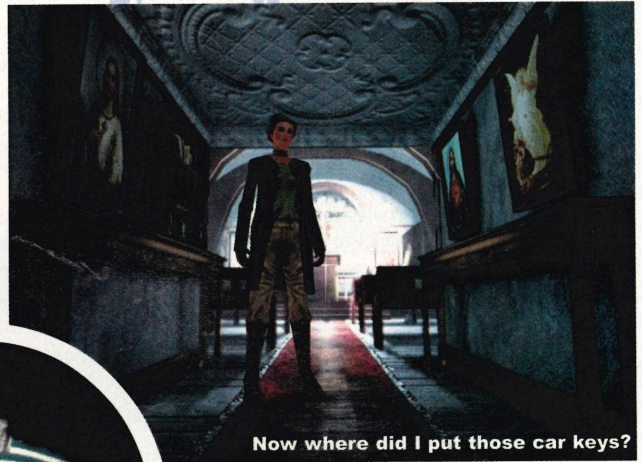


■ PUBLISHER: TAKE TWO ■ DEVELOPER: GATHERING OF DEVELOPERS ■ RELEASE: VARIOUS

# THE BLAIR WITCH PROJECTS



Terrified, John tried Yoga to relax



Now where did I put those car keys?



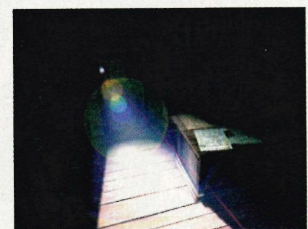
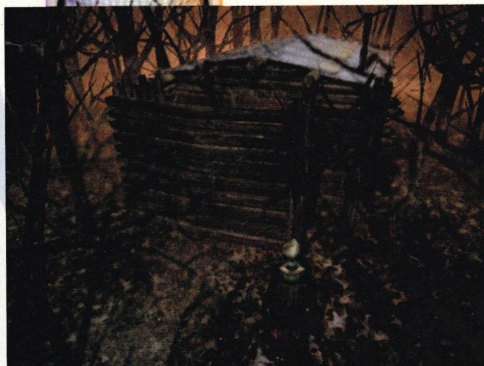
**N**ow a lot of people thought, when this series of three games was announced last year, that making games based on a bunch of students running around in the woods wasn't the best idea Gathering of Developers had ever had. But as release approaches, it seems they've been a little more imaginative in their interpretation of the myth than the doubters expected.

The trilogy of games (each from a different developer) are to be released at a budget price, and all are based around the engine behind last year's Nocturne. The first in the series, Rustin Parr, is set in the 1940s; the other two take place in 1846 and 1784 respectively, and players of all three will learn the whole story of the Blair Witch.

We took a look at the second in the series, Blair Witch Volume 2: The Legend of Coffin Rock, along with developer Human Head. Even a year after the engine was written, it is gorgeous but demanding, and to broaden the appeal of the Blair Witch titles, steps have been taken to simplify the levels; it's also been modified to offer a 16-bit colour option for those with older video cards. Human Head told us Gathering of Developers is aiming at a PII-266 as minimum requirement.

Nocturne's slightly loose controls have been tightened up to give the game a more responsive feel, similar to Resident Evil, and the puzzles have been simplified - think chopping down a tree to cross a river, rather than anything more complex. In line with the reduced price point, each of the three games will be shorter than would normally be expected - Human Head reckons on about ten to 12 hours from start to finish.

The Legend of Coffin Rock is expected to be released on October 27, just in time for Halloween, with episodes one and three a month earlier and later respectively.



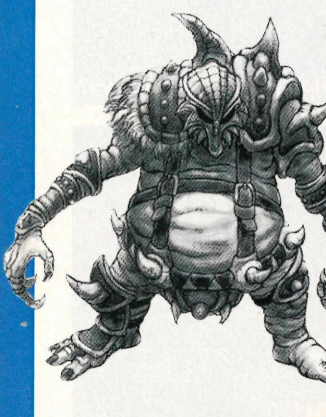
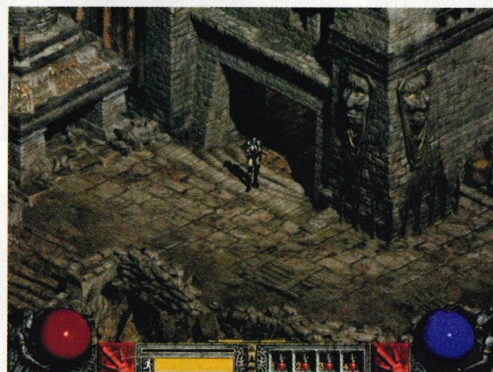
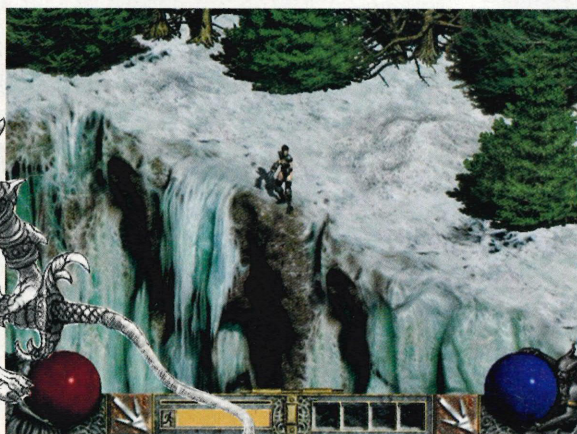
Following ECTS's party-filled days, we broke out the Alka-Seltzer and got down to bringing our beloved readers up-to-date on the latest games and hardware announcements. Read on.

## Diablo II Expansion Set

■ PUBLISHER: SIERRA ■ DEVELOPER: BLIZZARD ■ RELEASE: 2001

In just two months, Diablo II has sold nearly two million copies. It's probably going to be the biggest-selling PC game of 2000. So who could blame Blizzard for wanting to make more of such a successful title? The Expansion Set brings Diablo II fans two new character classes, a new act set in the Barbarian Highlands and many new monster types.

Both new classes, Assassin and Druid, have 30 unique spells and skills which they'll gain as you increase in experience, and the new monster types include bosses and special unique enemies. The Expansion Set also brings interactive environments to Diablo II, including siege towers and fortified battlements, and the increased storage space in the stash makes more room for the thousands of new items the game contains. It's expected in the first half of next year.



## Rune

■ PUBLISHER: TAKE TWO ■ DEVELOPER: HUMAN HEAD ■ RELEASE: OCTOBER 27



# RUNE



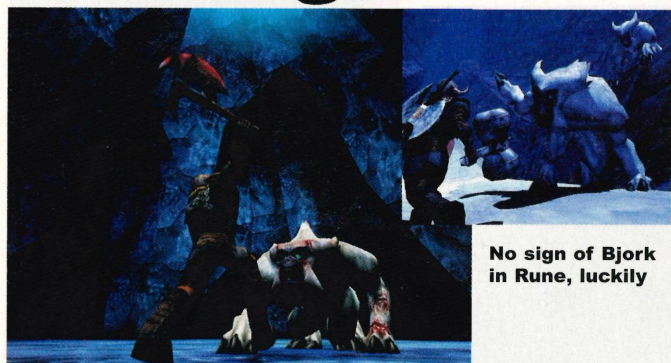
Developer Human Head has drawn inspiration from Viking mythology for the idea behind third-person action game Rune. Based on the Unreal Tournament engine, it begins as a simple revenge story, as your character Ragnar seeks the murderer of his father. As time goes on, however, the story begins to delve heavily into Viking legend.

Combat is mainly melee-based, but weapons can be thrown for ranged attacks. Careful aiming of your thrusts will result in your opponents being cut limb from limb, and in certain circumstances this will be necessary to kill opponents.

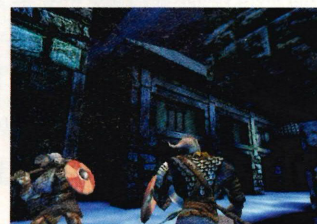
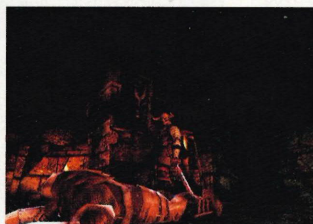
As kills are achieved, Ragnar's "bloodlust" meter increases and when it's full, he goes berserk, becoming super-strong for a short period. Rune pickups give him extra abilities, like sucking life from his vanquished opponents, or making his sword burst into flames.

Although Rune has a strong single-player campaign, the developers haven't neglected multiplayer fans. They have designed a series of close-in levels specifically for online play, to suit the up-close-and-personal style of the game, and Rune is set to support the full range of mutators shipped with Unreal Tournament.

If the game is a success, more modifiers are sure to follow, extending the lifespan of the game still further.



No sign of Bjork in Rune, luckily





## Stupid Invaders

■ PUBLISHER: UBI SOFT ■ DEVELOPER: XILAM ■ RELEASE: NOVEMBER 15

Stupid Invaders from Ubi Soft is hoping to steal the limelight from Lucas Arts' *Escape from Monkey Island*. This game is a pure point and click adventure game with a little bit of the classic games, *Leisure Suit Larry* and *Sam and Max Hit the Road* mixed together.

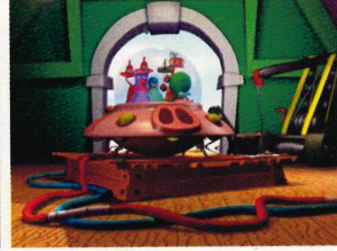
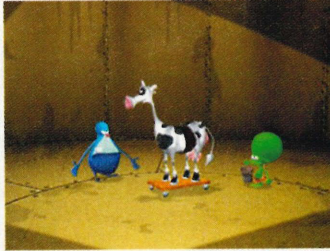
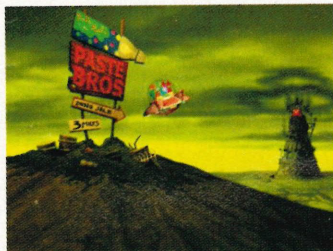
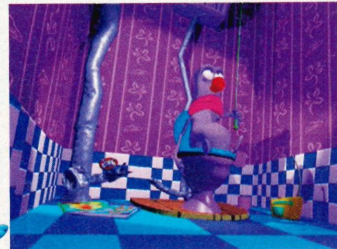
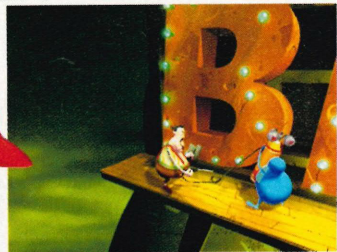
The game follows the exploits of five stupid aliens, lead by a character called Etno, who have crashed on Earth. These ETs are now on the run from the evil Dr Sakarine and his henchman Bolok.

Their adventures are twisted, with transsexuals, big fat men in bunny suits, manure factories with cows stuck through the walls producing big steaming piles of...well you get the idea.

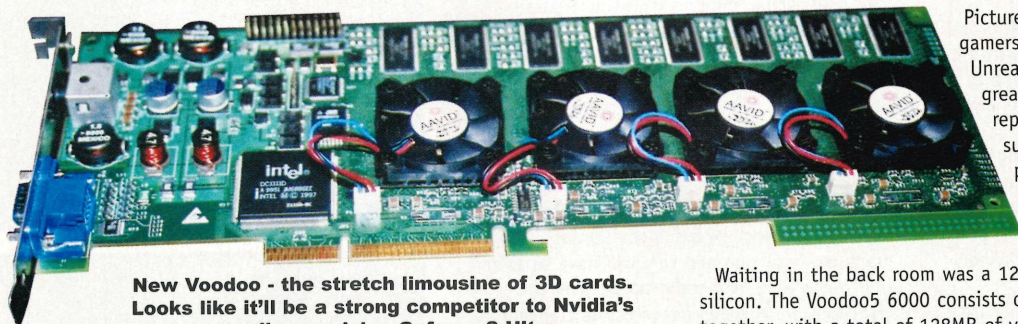
Stupid Invaders uses new animation techniques, and an intelligent cursor system so you don't have to mess around with icons and all the other shenanigans that made point and click adventures die out in the first place.

The game contains 120 locations through which to spread mayhem, mischief and low-brow comedy.

Stupid Invaders is arriving both on PC and Dreamcast, on November 15 and October 30 respectively.



## Voodoo5 6000



**New Voodoo - the stretch limousine of 3D cards. Looks like it'll be a strong competitor to Nvidia's equally promising Geforce 2 Ultra**

Picture this. Amid the ranks of the gamers crowding the 3dfx stand, enjoying Unreal Tournament on the latest and greatest graphics hardware, a company representative catches our eyes. She surreptitiously beckons us through, past the reception desk, and into the dank depths behind the stand. "I've got something special to show you," she breathes.

Waiting in the back room was a 12-inch long piece of very special silicon. The Voodoo5 6000 consists of four VSA-100 chips bolted together, with a total of 128MB of video memory, and forms a response to the criticisms of 3dfx boards' poor performance at high resolution with its new anti-aliasing turned on. Its dimensions are so large that some people may have difficulty fitting it inside their PCs, and it drinks so much power it has its own external PSU.

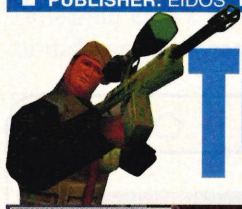
To test out the board, what better than Quake III at full detail? With anti-aliasing set to 4x and a resolution of 1600x1200 the new board put in a masterful performance, if slightly juddery from time to time - not really a practical proposition. Dropping the resolution to 1024x768 gave a flawless frame-rate, with stunning image quality, and although precise frame-rate figures aren't being released yet it was plenty smooth enough for anyone.

But this stupendous performance comes at a price - although UK prices aren't confirmed yet, its \$599 US price point indicates a good half-a-grand or so will probably be required. Start saving now.

# 3dfx™



■ PUBLISHER: EIDOS ■ DEVELOPER: CORE DESIGN ■ RELEASE: NOVEMBER



# TOMB RAIDER: CHRONICLES



**B**uxom, brunette cyber-babe Lara Croft is back from the dead. Despite being seemingly lost forever after *The Last Revelation*, Lara will be back on our screens just in time for Christmas. Can you hear the cash registers ringing?

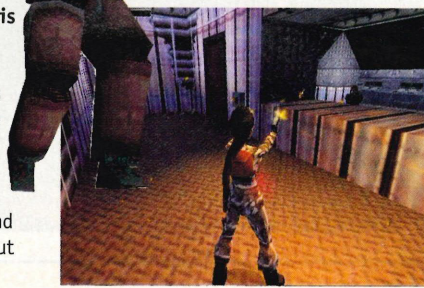
Tomb Raider Chronicles will feature four of Lara's previously untold exploits, each comprising separate adventures that offer brand new insights into Lara's past. Not only that, but the PC version of *Chronicles* will include the acclaimed Tomb Raider level editor, as used to create previous Tomb Raider adventures. The editor will allow players to utilise all the tools and systems the Tomb Raider development team uses to create new levels.

A tutorial will come with the level editor and Core Design and Eidos plan further support via dedicated webpages offering troubleshooting advice and updates such as new textures and enemies.

*Chronicles'* existing levels will be set against the varied backdrops of the city of Rome, a German U-Boat, a small Irish Island and a hi-tech tower block. Each location will have a unique focus and requires a different playing strategy for the player to succeed.

Playing as sweet 16-year-old Lara in the Irish levels, you have to rely upon a stealthy approach, using guile rather than girl power to negotiate the many puzzles and traps. The U-Boat level has an X-Files feel to it, blending mystery and action, and the Rome levels will incorporate classic Tomb Raider exploring. In the Tower Block levels, Lara will have to conquer complex hi-tech security systems using stealth, strategy and by conferring with her companion Zip.

Fans of the previous incarnations will be glad to meet up with some familiar faces from the past. Objectives are clear and adventures are linear in nature ensuring goals can be easily identified - although achieving them may not be quite so straightforward.

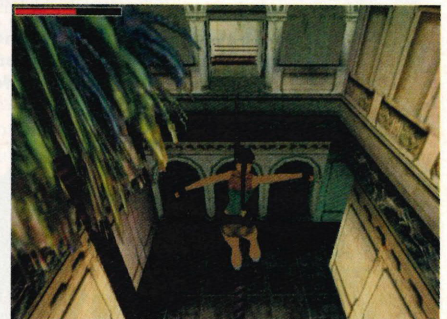
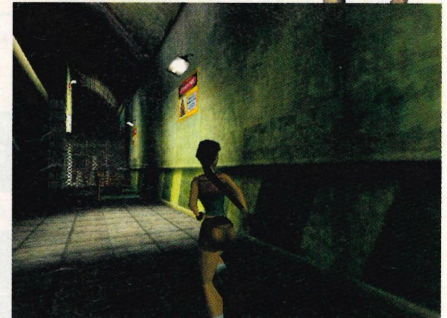


The game's engine has been overhauled to improve graphical sophistication, and make the action flow smoother than Lara's buttocks. Likewise, each environment will incorporate more detail, improved lighting, more characters and an increased level of interaction with both characters and objects. Lara's inventory system permits her to carry more objects and have more variety when combining items.

Additional moves including a new search option for Lara have been included to allow her to search through files, drawers and objects. New weapons include a sniper rifle and grappling hook gun and Lara will have to swing from suspended bars and even conquer the tight-rope walk within her latest epic adventure.

Enemies are now more responsive and react to sounds, so Lara will have to rely increasingly on a stealthy approach to levels. This will include sneaking up behind baddies and either coshing them or knocking them out with chloroform. Impressive line-of-sight intelligence will allow enemies to hide more effectively and Lara won't be able to lock onto them until they're visible.

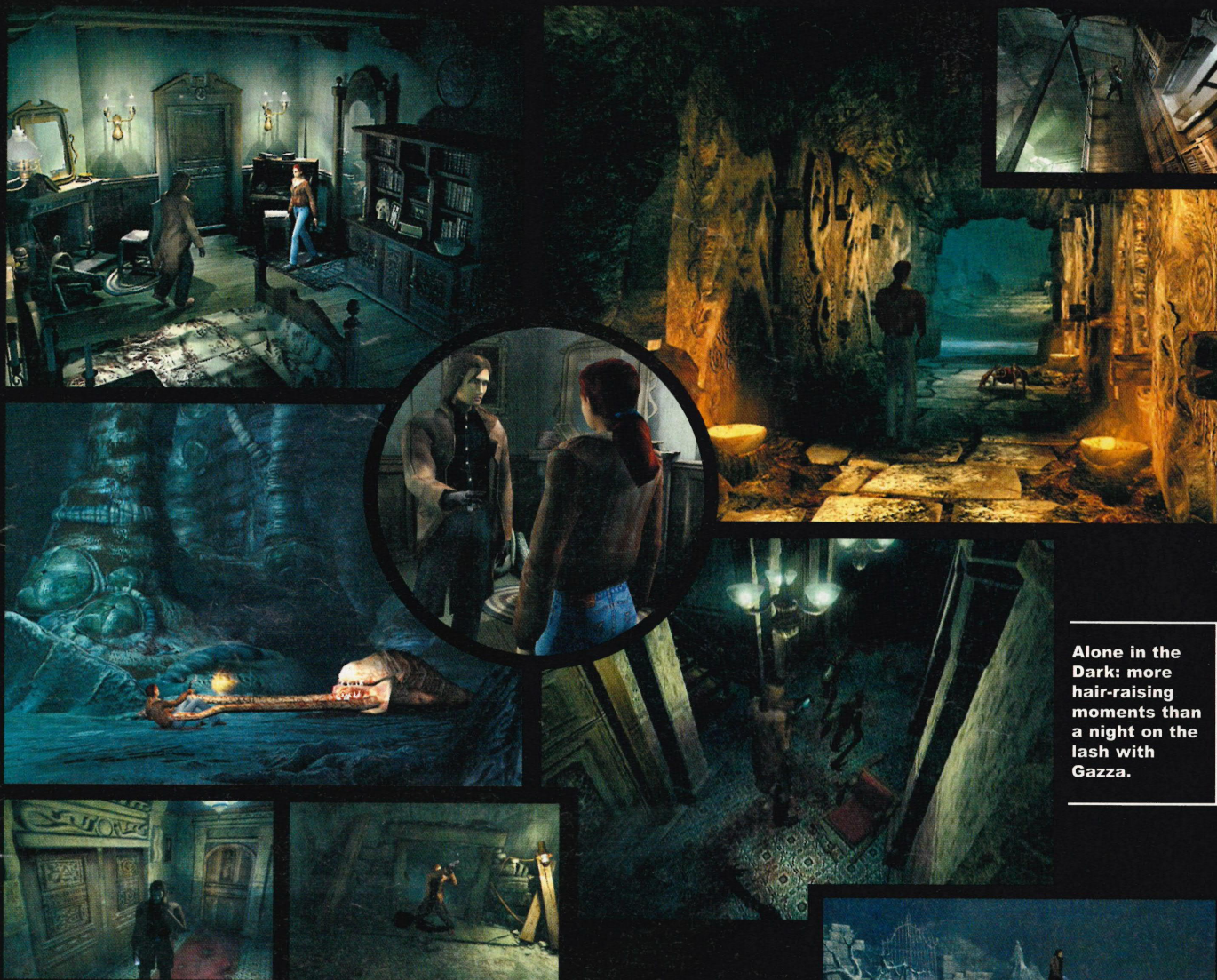
With the choice of either a rubber catsuit or an SAS camouflage outfit, Lara admirers will be totally engrossed throughout. We can't wait to be charmed by Lara one more time and you can expect to read a full review before the game is released on PC, PlayStation and Dreamcast in November.





■ PUBLISHER: INFOGRAMES ■ DEVELOPER: DARK WORLD ■ RELEASE: MARCH 2001

# ALONE IN THE DARK: THE NEW NIGHTMARE



Alone in the Dark: more hair-raising moments than a night on the lash with Gazza.

**F**or those of you aren't in the know, the *Alone in the Dark* series of games on the PC set the gaming world alight with their 3D environments and puzzles in the early 90s. A precursor to the *Resident Evil* games, which felt very similar when they were released, the game was a survival-horror action-adventure game.

The series stopped after the third installment in 1995 and nothing more was heard. However, our ears pricked up when we heard the name, Edward Carnaby and the news, earlier this year, that a new *Alone in the Dark* adventure was on its way.

The story of *Alone in the Dark: The New Nightmare* follows Edward Carnaby, Paranormal Investigator, as he travels to Shadow Island to investigate the death of his long-time friend, Charles Fiske. Carnaby learns that Fiske was searching for three ancient stone tablets, which have the ability to unlock a primeval and deadly force. Carnaby decides to look for these stones

and see if the trail also leads to the killers of his friend. Once on the island Carnaby must fend for himself against the creatures of evil that would see his mission of revenge fail.

One of the new features that the original games lacked is true lighting. Carnaby carries a torch around with him, which lights areas around our hero and is indispensable as a weapon against photosensitive creatures and as a way of discovering secrets hidden within the island. The entire game looks dipped in a tight darkness that is meant to put the fear of the almighty into you, hence the appropriate name of *Alone in the Dark* rather than *Crowded in the Sun*.

Whether this original horror-survivor will be able to make it in these days of buxom women and kung-fu action men remains to be seen. The main stumbling block that faces *Alone in the Dark: The New Nightmare* is that it may look a bit like a clone, despite its long and prestigious heritage.



# RETURN TO CASTLE WOLFENSTEIN

## THE ORIGINAL



Nazi-bashing, Wolfenstein-style. Looks rough as a badger's nether regions by today's standards, but it went down like a sausage sale in Munich back in '91.

Whether they'll release the updated version in Germany remains to be seen. All together now: "Nobody mention the war!"

Next time that seagull flies over, it's mine, so mine...

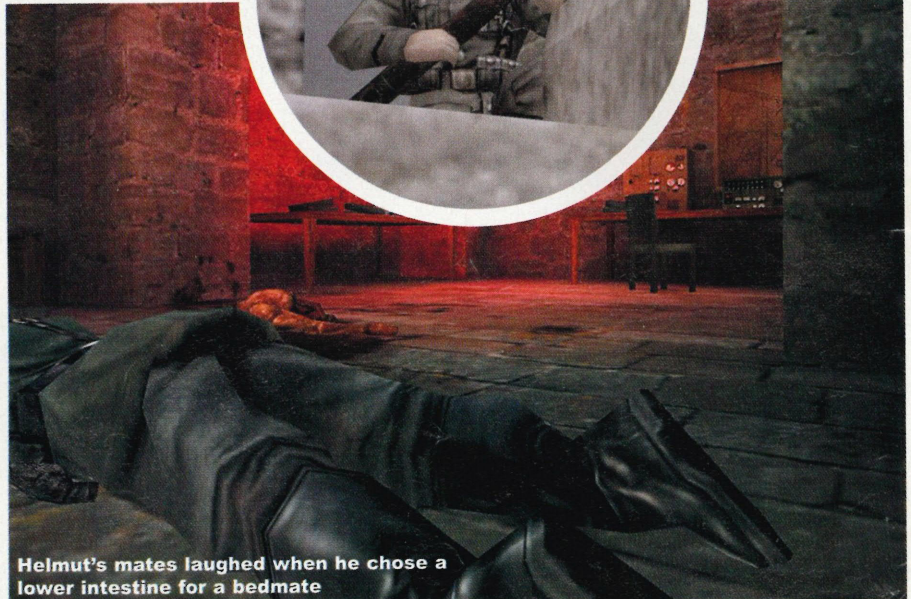
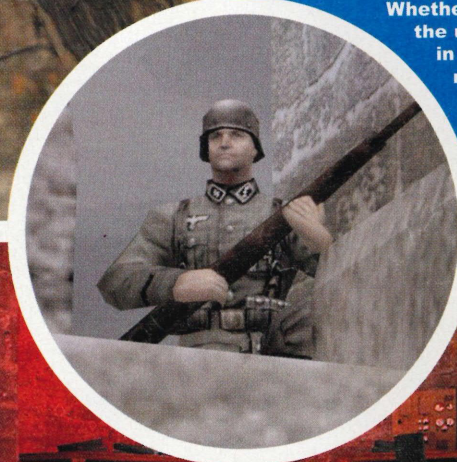


**W**olfenstein 3D revolutionised the gaming world when it was released in 1991. Although it wasn't truly 3D, it launched Id Software on its meteoric rise to the big-time, and showed the way for countless other games to follow. So, obviously time for a re-make, then.

Any lingering thoughts that Return to Castle Wolfenstein would be little more than a 1940s Quake 3 were rudely dispelled as Grey Matter representative Jonathan Knight began his demonstration. He showed us one of the early levels, which bore more than a passing resemblance to popular Unreal Tournament assault map Overlord, controlling Wolfenstein star BJ Blazkowicz as he landed on a beach to attack an enemy base. Mortars were landing all around, and as his teammate blew open the door to the facility we were already captivated.

Jonathan was keen to show off some of the advanced AI tactics - the standard soldiers will throw grenades back at BJ, and use cover intelligently to dodge fire. Later on, more advanced enemies use manoeuvres like rolling behind pillars to fire.

Despite using the Quake 3 engine, Wolfenstein has a totally different look - no shiny clean surfaces and vivid colour palettes here. We were stunned by the crisp quality of the texture work - a big step above Q3, and just about every other FPS for that matter. He took us next to an Eastern European village, with snow gently falling, and began fighting his way through crowds of Nazis again. "All these buildings have real interiors - they're not just mock-ups," he explained, proving it by kicking down a door and moving up to a high window - a perfect sniper vantage point.

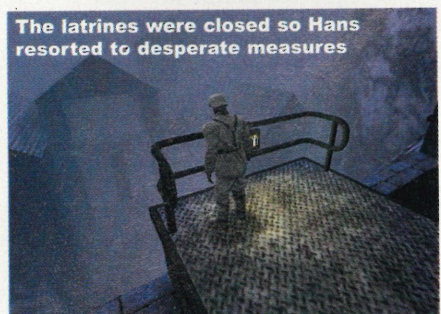


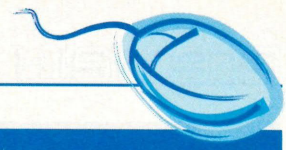
Helmut's mates laughed when he chose a lower intestine for a bedmate

The plot, revealed gradually as BJ shoots his way through the Nazis, follows the evil machinations of Himmler and his mad scientist sidekick Death's Head as they try to create the perfect, genetically-engineered soldier. Oh, and there's some raising-the-dead antics in there too - Himmler has an occult ring working on all kinds of crazy stuff.

And multiplayer? Over to Jonathan. "We're not sure what we're going to do at the moment, but we're thinking hard about it." You heard it here first, folks. But that beach would make an outstanding Assault map.

The latrines were closed so Hans resorted to desperate measures





■ PUBLISHER: VIRGIN INTERACTIVE ■ DEVELOPER: SHINY ENTERTAINMENT ■ RELEASE: CHRISTMAS

# SACRIFICE

**S**hiny Entertainment's new game, *Sacrifice*, is almost ready, and judging by the reaction of the ECTS crowds it'll be a sure-fire winner. So impressed were the attendees that it was awarded the well-deserved "PC Game of the Show" award, although admittedly there wasn't really a huge amount of competition.

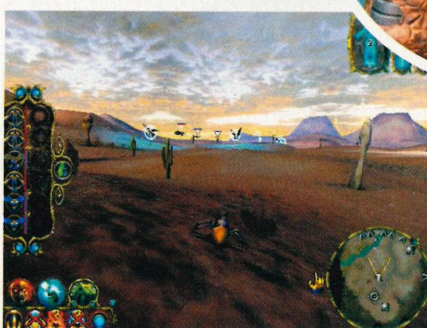
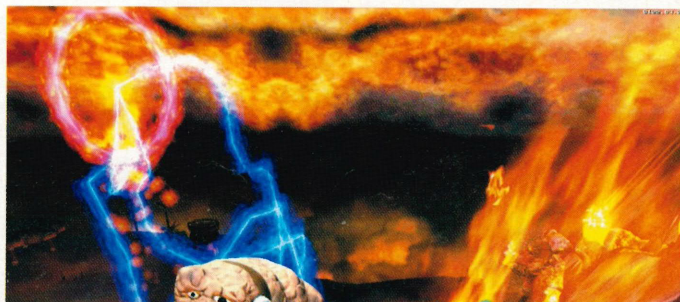
*Sacrifice* is a blend of real-time strategy, action and role-playing elements and in typical Shiny style, it doesn't easily fall into any established genre. You play a wizard, free to roam about a sumptuous 3D landscape, who can use his mana - a present from his god - to make creatures to destroy opposing wizards. Each creature costs a number of souls, which can be gathered from your own dead creatures, or gained by "sacrificing" your opponents' creations to your god. Still with us?

Unlike many strategy games, *Sacrifice* has very little emphasis on building structures or bases. This encourages an aggressive style of play and quick multiplayer matches, between 20 minutes and an hour, depending on the number of players.

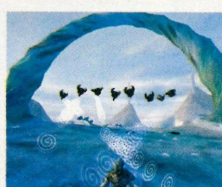
Your wizard can also cast spectacular spells, depending on the god you choose to worship. Pyro, God of Fire, grants spells like fireballs and volcanoes (and the creatures Pyro-worshippers can summon have a similar fiery nature) while Stratos, God of Air gets mostly wind-based spells such as tornadoes, and the majority of his creatures can fly. Players can even switch gods mid-game in single-player, if one of the others offers a better set of spells or creatures.

Graphics are helped out by some elements from previous Shiny title *Messiah*. The characters are able to lose detail on a frame-by-frame basis, if something else is taking a lot of processor time to draw - this will hopefully mean *Sacrifice*'s frame-rate is rock solid no matter how many creatures are on screen. And as you'll see from the screenshots, the creature designs range from the slightly bizarre to the truly nightmarish. *Sacrifice*'s art director has a twisted imagination, and he's clearly been free to indulge it. Beware of the mutants throwing parts of their diseased bodies at you, and we won't even mention the Blightmites, "flying storehouses of parasitic misery," which spawn thousands of little parasites to feast on the flesh of enemies. Nice.

**Centre pic: Mike learns his 10am sandwich from Pat's Cabin is late again**

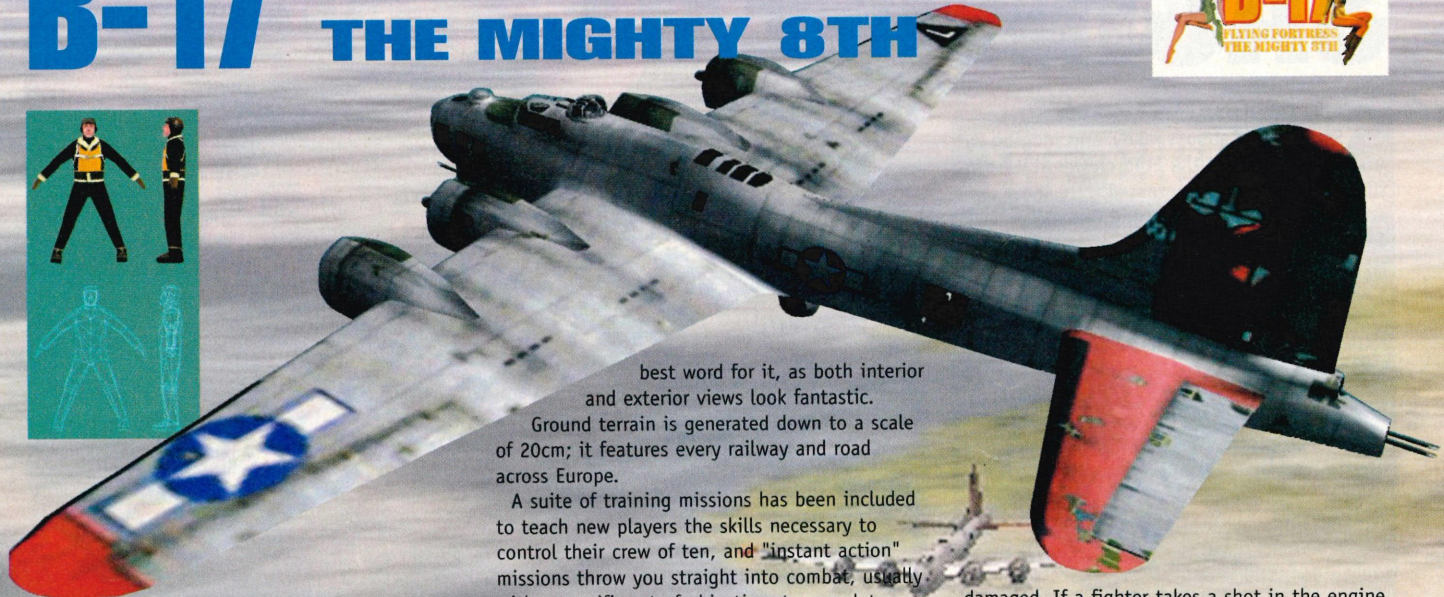
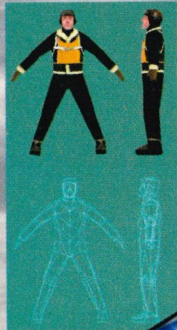


**Below: A hideous hybrid of the Incredible Hulk and Mr Blobby prepares to demonstrate his musical abilities on the bongos**



For a unique insight into the development process behind *Sacrifice*, written by art director Joby Otero, go to: [www.gamesdomain.co.uk/devdiaries/10.html](http://www.gamesdomain.co.uk/devdiaries/10.html)

# B-17 FLYING FORTRESS THE MIGHTY 8TH



**B**unch of monkeys on the ceiling, sir! Grab your egg-and-fours and let's get the bacon delivered! Hasbro invited GDO down to the Duxford Air Museum, for cream teas and a play with Wayward Studios' new chocks-away flight sim, *B-17 Flying Fortress: The Mighty Eighth*. Top hole. But both good and bad news await fans of *Memphis Belle*.

First up, the bad news. Our conversations over a cold Carling at the pub about how much fun multiplayer *B-17* would be have led to disappointment. There'll be no multiplayer in *B-17*. Wayward cites the difficulty of transmitting all the game information as the main reason.

But life goes on, and even with the absence of multiplayer, *B-17* is looking unstoppable. Perusing the screenshots we have should go some way towards assuring you of the game's visual qualities - 'sumptuous' is probably the



best word for it, as both interior and exterior views look fantastic.

Ground terrain is generated down to a scale of 20cm; it features every railway and road across Europe.

A suite of training missions has been included to teach new players the skills necessary to control their crew of ten, and "instant action" missions throw you straight into combat, usually with a specific set of objectives to complete - surviving an onslaught of fighters, for example. Squadron Leader mode lets you control every aspect of the missions your squadron flies, and for the *Memphis Belle* fans among you, you'll be able to guide your own crew through a 25-mission tour of duty.

As well as the huge, powerful *B-17*, players can fly the American escort fighters (P38 Lightning, P47 Thunderbolt and P51 Mustang) and the German interceptors sent to stop the bombers: the Fw190, Bf-109, ME262 Schwalbe and Me-163 Komet. All the fighters are presented in just as much detail as the star of the game.

*B-17*'s complex flight model simulates elements as intricate as the tendency for Mustangs to swing to one side when taxiing - no counter-rotating props, don't-cher-know. The extra fuel carried by the fighter escorts adversely affects their handling - it's essential to drop the spare tanks before combat begin. Flight surfaces can become holed by enemy fire affecting the control your crew have over the plane. Just keeping a heavily-damaged *B-17* in the air is a serious challenge.

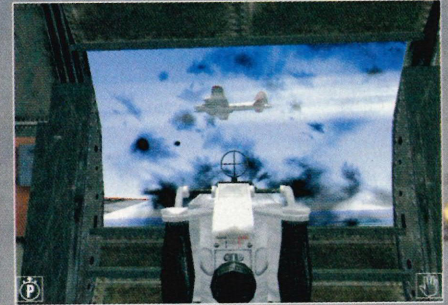
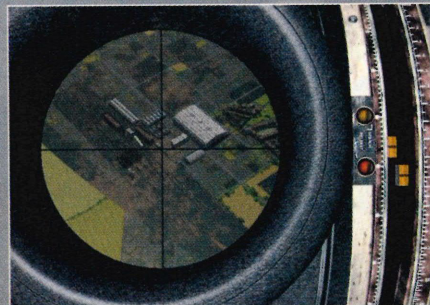
But *B-17*s were renowned for their ability to withstand a real hammering and still get the job done. Gleefully setting about shooting up one of the other *B-17*s in his flight group, Wayward's Iain Howe demonstrated how holes appear in the models as bullets tear through them, and engines smoke and catch fire if sufficiently

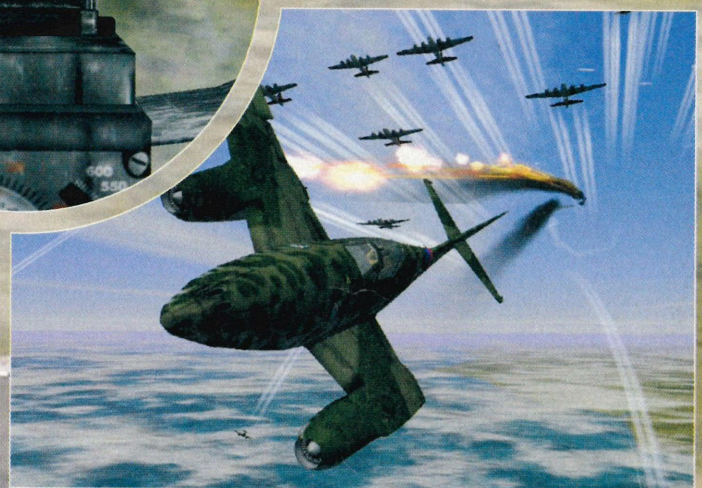
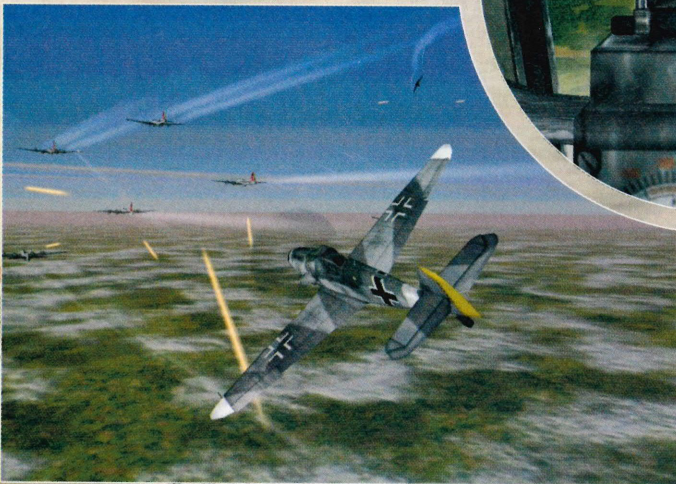
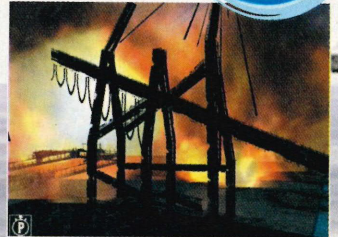
damaged. If a fighter takes a shot in the engine, leaking oil can eventually cover the pilot's windscreen rendering him blind.

Iain jumped viewpoint from his *B-17* into the one he had been firing on, and the waist cabin turned out to be a bit of a mess. The holes in the thin fuselage skin showed the path of the bullets which hit one of the gunners; crumpled on the floor, he was moaning in pain. Although there's no blood, the crew's cries of pain are sufficiently well acted to evoke sympathy (or sadistic laughter, depending on your personality).

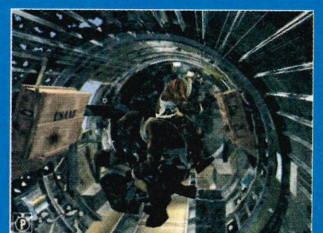
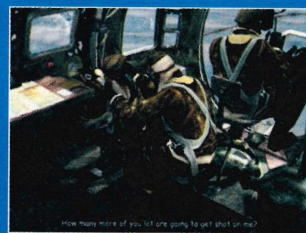
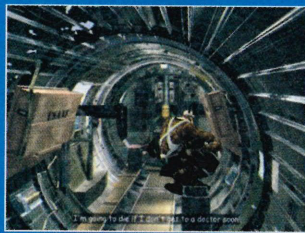
Having spent twenty claustrophobic minutes clambering about the cramped interior of a restored *B-17*, we can vouch for the accuracy of the internal views. The crew are 3D figures and move about realistically as they tend to injured colleagues or mend broken equipment. While the crew can all be left to their own devices, and will man their stations to the best of their abilities, taking over control from them will result in your crew gaining experience and learning from your tuition - they'll also be less susceptible to panic.

Routines for starting engine and take-off have been slavishly followed - from the official manual Wayward obtained - but if you'd rather get up into the air and teach Jerry a good lesson, time-skip functions let players bypass the boring bits and get down to the action. But remember your navigator won't be perfect, so if you skip too far, you may end up lost. To stay

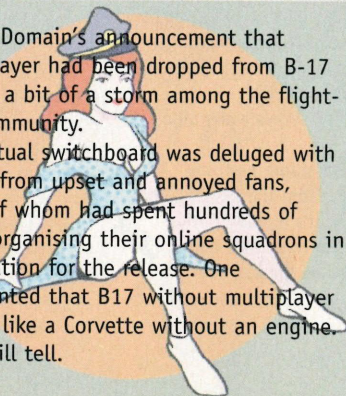


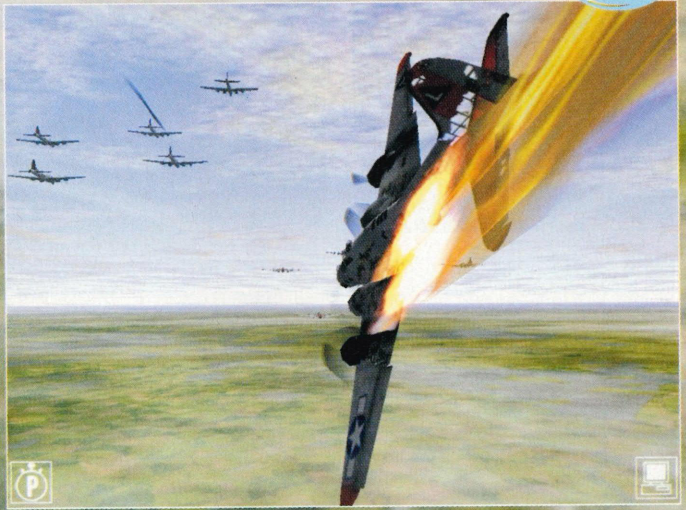


The crew move realistically around the B-17's interior, collapsing when bullets hit them. Although there's no blood, their cries of pain are convincing enough to create the atmosphere inside a stricken bomber.



Games Domain's announcement that multiplayer had been dropped from B-17 caused a bit of a storm among the flight-sim community. Our virtual switchboard was deluged with emails from upset and annoyed fans, some of whom had spent hundreds of hours organising their online squadrons in preparation for the release. One commented that B17 without multiplayer will be like a Corvette without an engine. Time will tell.





of course, it's necessary to keep checking the map, and co-ordinating with the landmarks below you. Drift off course and you'll never make your target.

Wayward's attention to detail also extends to the sound. An American sound engineer went up in one of the few B-17s left flying, and sampled the sound at each station within the plane. The final engine noise is generated using non-linear technology, taking into account the ambient conditions and load on the engine, and modified according to your whereabouts. Even the sound of crew members talking over the radio has correct-sounding background noise.

Flight sims don't usually cause too much of a stir here in the GDO bunker. We generally prefer our games a little more fast-moving and simple, to match the short attention spans of our MTV-addled brains. Although our plans of bashing the Hun at lunchtimes over our LAN have proved to be impossible, we're still eagerly checking the postman's bulging sack every morning. So to speak. Suffice it to say, B-17 shows every sign of being fantastic.

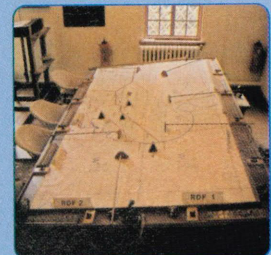
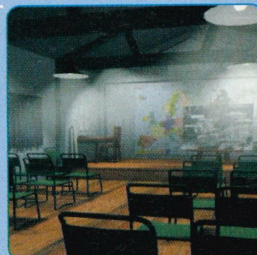
B-17 has reached the beta stage, and is currently being bug-tested. From the evidence of the demonstration, though, it's already fairly stable - one crash in over an hour isn't bad for a beta. We should have a review for you soon.

## JUST LIKE THE REAL THING

### THE GAME

### THE REAL THING

The briefing room



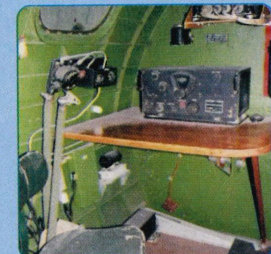
Even the chairs in the room Wayward chose for the demonstration matched those in the game's briefing room.

The nose cabin



The nose cabin held the bombardier and navigator. Visible at the front is the unique Norden bombsight.

The communications room



The radio operator had the job of communicating with the other B-17s in the formation.





■ PUBLISHER: FOX INTERACTIVE ■ DEVELOPER: MONOLITH STUDIOS ■ RELEASE: CHRISTMAS

# NO ONE LIVES FOREVER

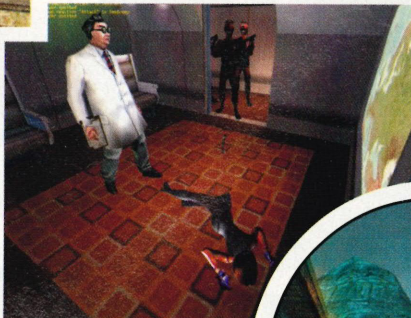
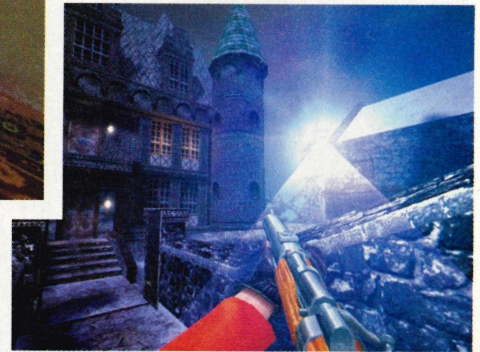


**Groovy baby! With her psychedelic catsuit, rose tinted shades and bull's-eye aim, Ms Cate Archer is one sexy chick. Shame to waste her on a game really!**



**"What do you mean you won't go out with me?"**

**Don't get caught in the headlights: stealth is the name of the game.**



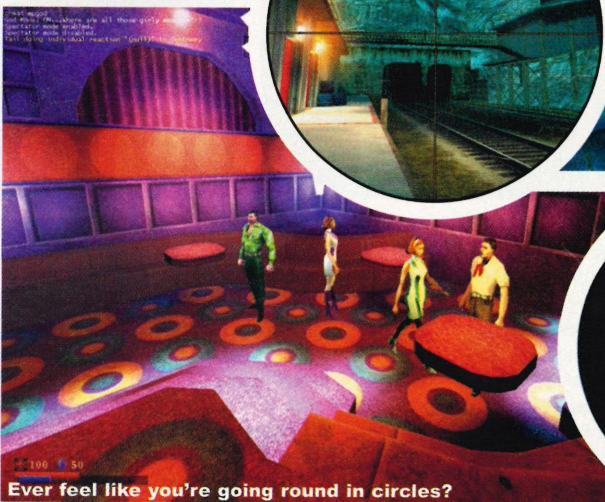
**N**o One Lives Forever was pipelined last month, but since then GDO was given the chance to go undercover with Agent Cate Archer and who were we to refuse?

Working for the goody-goody organisation Unity, Cate Archer is one of its top agents: stunningly beautiful and as deadly as poison. From what we have played of the game, No One Lives Forever is a fine mix of Thief (the sneak 'em up), Austin Powers (the film not the game) and Goldeneye (the game not the film).

Mission objectives include searching for contacts, disarming bombs, finding security keys and sometimes protecting civilians and officials. These tasks are all presented through fairly lengthy in-engine cut-scenes with lip-synching and eye-blinking detail. The voice-acting is a little staid but hopefully that will be tweaked before release.

Much of the action requires stealth, using various tools to prevent your discovery. Like Thief, the sound of your footsteps will betray your presence and the surfaces you walk on will produce different levels of sound. It makes you wish you were wearing pumps instead of stiletto boots. This produces some high-tension moments as you try to wisp your way past a group of guards.

Once gunfire breaks out, which in some levels is impossible to avoid, all hell breaks loose and, while exciting, it puts you at a severe disadvantage. You can only take so much damage and there are no energy packs, only a Kevlar vest to cover your psychedelic 'should-be-seen-a-mile-away' catsuit. Various weapons can be picked up from vanquished foes and before a mission you can kit your groovy chick out with a few toys of her own. Lockpicks can get you into rooms, knockout perfume will have your enemies



**Ever feel like you're going round in circles?**

swooning and the sniper rifle allows you to pick off foes from a safe distance. Level structure is varied and simple training missions help you get used to the special weaponry.

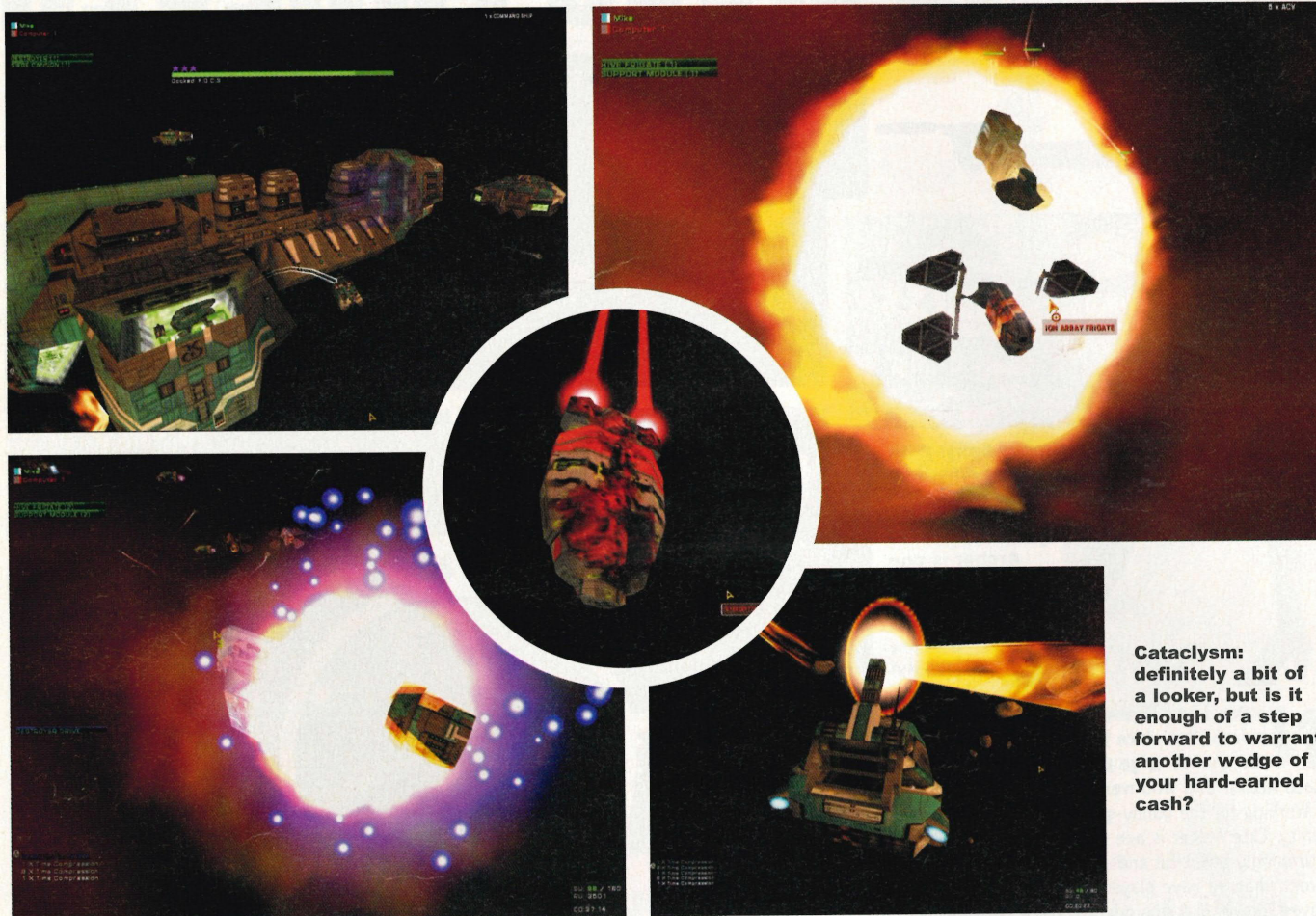
Unlike most first-person shooters, the enemy artificial intelligence is superb and the bad guys will dive for cover, support each other with fire and try their damndest not to be hit. However, the civilians are a little stupid at the moment, usually wandering into cross-fire resulting in a failed mission because innocent victims are not allowed to be brutally slaughtered. On the plus side, the game does come with a variety of outlandish, stereotypical henchmen with names like the Baron and Volkov.

The graphics and gameplay are silky-smooth. But a few tweaks of the difficulty levels,

particularly at the start when it is almost impossible to get through the front gate without causing a ruckus, would improve the game no end. No One Lives Forever may sound square, but this game is looking groovy, baby!



# HOMEWORLD CATAclySM



**Cataclysm:** definitely a bit of a looker, but is it enough of a step forward to warrant another wedge of your hard-earned cash?

**H**omeworld took the traditional real-time strategy recipe and swapped the usual 2D ravaged cities and post-apocalyptic landscapes for a fully 3D deep space setting. Cataclysm does much the same thing, continuing Homeworld's epic tale of a Battlestar Galactica-style mass exodus across the galaxy. The race you rescued in Homeworld are now happily rebuilding their civilisation, and renewing their old family-clan structure.

Some families have chosen to go mining and resource-gathering among the asteroids near their new home and this is where you come in. You take the helm of one of these mining vessels. Over the course of the first few missions, you inadvertently awaken an old evil, which proceeds to threaten all life in your particular corner of the galaxy. When will space explorers learn that abandoned, mysterious, drifting alien relics are inevitably bad news? This particular evil takes the form of a bio-mechanical virus called "The Beast", which takes a certain glee in infecting ships and taking them over - rather like a certain Star Trek foe. It's your job to gradually convert your mining vessel into something more suited to interstellar conflict, and kick it out of the galaxy.

Players of Homeworld will instantly be at home

with Cataclysm. The look of the game is very similar, and most of the controls feel and work the same way. It has seen a few graphical changes - ships have more animations of turrets rotating and gun firing - but the overall impression is definitely one of a revamp rather than an advance.

Plot was one of the things Homeworld did best. Its captivating tale of a marooned race desperately racing to reach safety while being attacked from all sides was enhanced by some uniquely atmospheric black-and-white, hand-drawn cut-scenes, and these remain in Cataclysm. But while the modular additions to the command ship work well, this approach doesn't encourage the emotional involvement players developed to Homeworld's Mothership.

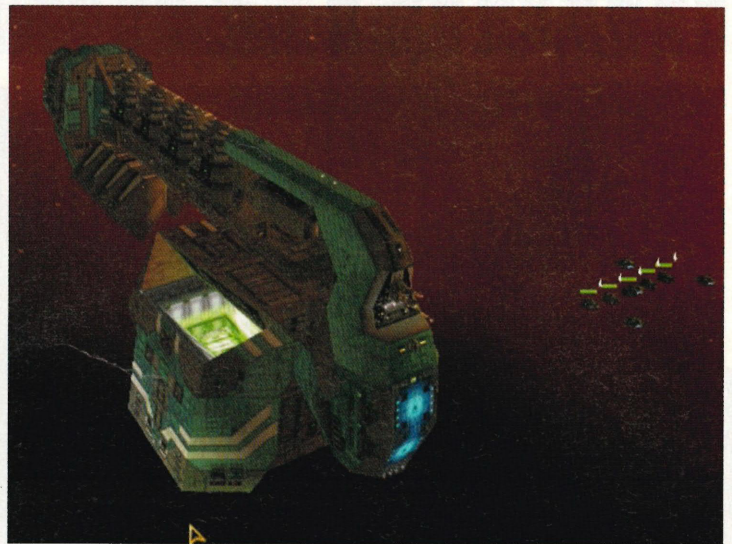
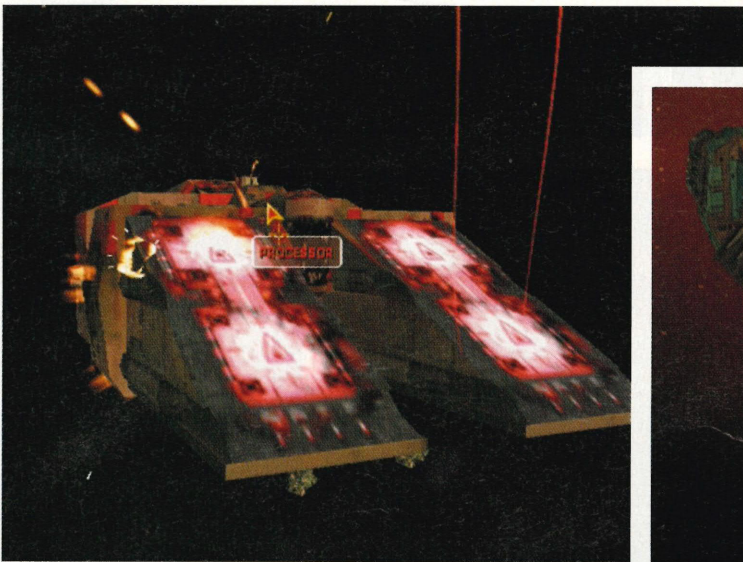
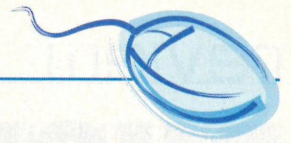
On a more positive note, the vast majority of the (admittedly minor) quibbles we had with Homeworld's interface have been addressed. Now it's possible to issue every order from the tactical map view, leading to much less mode-switching and a more fluid feel. And, in probably the most important interface change, a time compression facility has been added. The simulation can run at anything from four times slower to eight times faster than real-time, making for less annoying waiting around - and facilitating giving orders very quickly in the heat

of battle.

Fog of war has been added too, meaning if you don't have a good network of recon ships, you'll be vulnerable to surprise attacks. Ships can now be upgraded as new technologies are researched - repair bots can be retrofitted to your capital ships, for example, giving them auto-repair abilities. And a proper waypoint system is included on the tactical map screen, making it much easier for your squadrons to negotiate their way around enemy defences for that crucial shot at the enemy's weaker rear armour. All these points are welcome additions.

There's no doubt that as a package, Cataclysm is a better thought out and more competent offering than Homeworld was: the difficulty curve is better balanced and a lot more thought has gone into the single-player campaign.

But over the year since Homeworld's release, the graphics have lost a lot of the 'wow' factor and, although undeniably pretty, don't raise eyebrows the way they did back then. If Homeworld had had Cataclysm's balanced and varied missions, and excellent interface, it would have been superb. These days, though, we've seen it all before; it's the game Homeworld should have been, but it's a year too late.



# INTERFACING

The Build Manager makes a return but, true to form, it can still be a bit clunky to use.



**SYSTEM MIN REQ:** PII-266, 32MB RAM  
**REQUIREMENTS:** GDO **SUGGESTS:** PII-300, 64MB, 3D CARD

■ PUBLISHER: SIERRA ■ DEVELOPER: BARKING DOG  
■ RELEASE: SEPTEMBER 29

## PROS

- + Excellent interface
- + Atmospheric and immersive

## CONS

- Some mistake, surely? Someone seems to have sent us a copy of Homeworld...

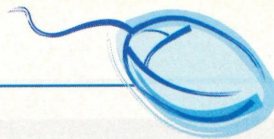
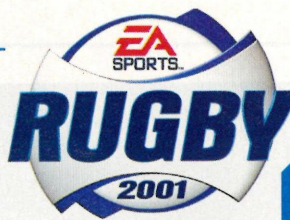
### CHECK OUT OUR WEBSITE:

For a review of the original Homeworld, go to:

[www.gamesdomain.co.uk/gdreview/zones/reviews/pc/nov99/hw.html](http://www.gamesdomain.co.uk/gdreview/zones/reviews/pc/nov99/hw.html)

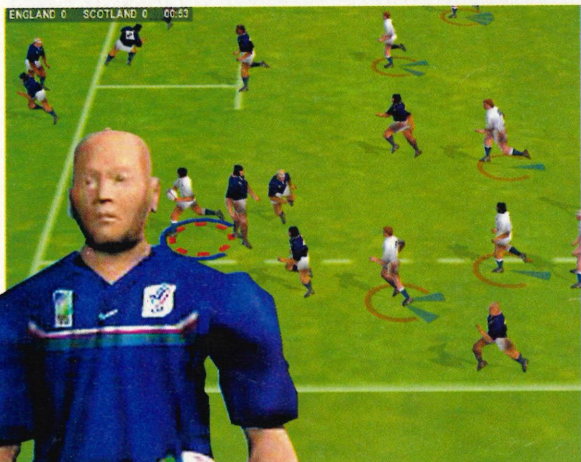
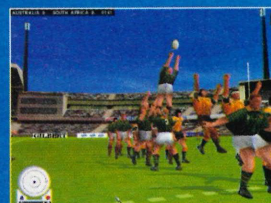
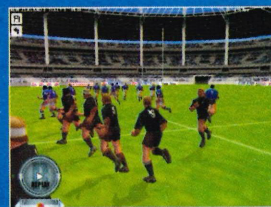
WORDS: MIKE SMITH

# RUGBY 2001



## REPLAY ACTION

EA's insistence of providing lengthy replays means you can enjoy those line-outs and rolling mauls time and time again. Zzzzzzzzz...



**W**e're not massive fans of rugby at GDO. That's not to say we have anything against the sport, it's just that football has always taken precedence. So when we were handed Rugby 2001 to review, it was a good chance to learn about one of the games we had never taken time out to appreciate.

Fortunately, for the uninitiated like us, there was an instruction booklet and an in-game tutorial.

The tutorial provided the basic controls needed to start playing with your funny-shaped ball. It takes you through how to control scrums, line-outs and, most importantly, how to pass the ball. Unfortunately, it doesn't take you through the most regular of occurrences - the maul. Another problem was that while it showed the controls it didn't give any guidance as to how to win these set pieces. So, even if you do know the rules of rugby, you can't take control confidently because you will be too busy hammering buttons. And on the occasions when you are confident of what you are trying to achieve, for instance, with the conversion kicks,

the game proves too hard. It got so infuriating that a few fists hit the keyboard, as our increasingly frantic attempts to control the game proved impotent.

However, once you are on the field you can be assured it has the usual good looks that EA provides: smooth animations, high-resolutions and life-like models of players. You also have all the major competitions here and over 600 hundred players.

Unfortunately, any chance of us understanding the game, not there was much chance to start with, was eradicated in the lack of detail in the instructions. The menu system was also hideous looking with the same jittery text that was present in Cricket 2000. Perhaps this isn't so surprising - the game has been developed by the same company, Creative Assembly.

Due to its niche market, this is the only rugby game which has been released on PC recently. So if you are into the sport with wonky goals, funny-shaped balls and the giant man from New Zealand then this is your only option. I think we'll stick to football sims for the time being, if it's all the same with you.



## CHOICE OF STADIA

Play in any one of the 25 stadia on offer, from Twickenham, in London, to Johannesburg's Ellis park.

**SYSTEM MIN:** P200, 32MB RAM  
**REQUIREMENTS:** GDO SUGGESTS: PIII-300, 64MB RAM

■ PUB: EA ■ DEV: CREATIVE ASSEMBLY  
■ RELEASE: OUT NOW

## PROS

- + Loads of players and competitions
- + Smooth animations

## CONS

- Funny-shaped balls
- Poor instructions

## CHECK OUT OUR WEBSITE:

Having problems? check out:  
[www.gamesdomain.co.uk/faqdir/rugby\\_2001\\_gd.txt](http://www.gamesdomain.co.uk/faqdir/rugby_2001_gd.txt)

WORDS: KEVAN MANDER



# THE SIMS: LIVIN' IT UP

**W**hen we first reviewed The Sims earlier this year, we said it was more a series of time-consuming processes rather than a game. It lacked a story, as well as any draw to the characters and it presented a pretty dire vision of materialistic life. Our review also condemned the lack of editing ability in the game. Despite these drawbacks it shifted millions becoming one of the best-selling games of the year.

The expansion pack, Livin' It Up, presents the gamer with a whole host of new toys to play around with. Maxis has been hard at work creating new skins, careers and objects as well as making a few tweaks to the game.

We were dubious that this add-on could provide any new challenges but, to our surprise, we started to enjoy messing around with some of the new features in the game. Steven and Emma McGilly, our sims, were installed in a house in one of the six new neighbourhoods.

Six new districts may sound great, but they are just versions of the base neighbourhood: each area has different pre-built houses for you to start off with.

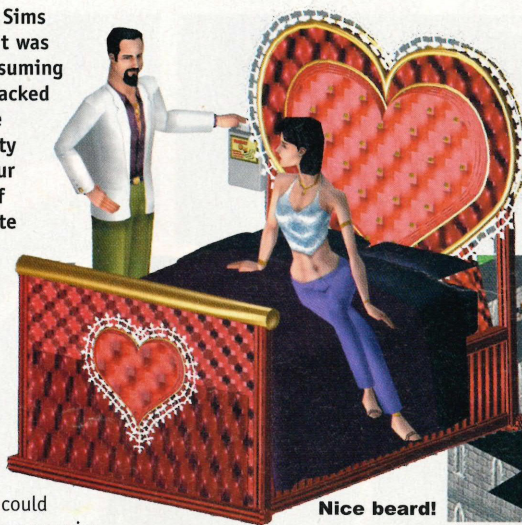
Also included are some new careers: we got Emma a job as a musician, starting off as a busker and eventually rising up to the heady heights of stardom. Steven became a journalist, starting off as a lowly hack before finishing at the top as an editor.

Emma required training in musical instruments to provide creativity and, impressively, the music your hear as she plays improves in quality as her creativity rating rises. This is a nice feature and if all the jobs gave such a different visual or audio result then job progression would be a pleasure, but no such feature exists for all the careers.

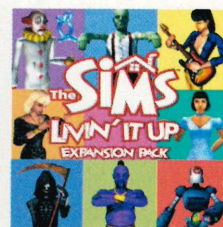
Of course, we had to try to redecorate with some of the new wallpapers, objects and carpets. Unfortunately, rather than go for classic designs, Maxis has opted to present some of the most gaudy fashion mistakes that could ever be made - leopard skin wallpaper anyone?

The pack also includes a few new objects. A magic lantern is one of the new pieces and completely detaches The Sims from any reality that it previously resembled. The genie that is trapped in the lamp can affect your life by improving it or, more usually, accidentally setting your house on fire.

Unfortunately, Livin' it up is basically more of the same. Added to that the fact that some of the features of the add-on can be downloaded from The Sims website, it makes you wonder why EA released this. A cool cash-in perhaps?



Nice beard!



All the comforts of home



Grind that axe, baby!



**SYSTEM** MIN: P-233, 32MB RAM  
**REQUIREMENTS:** GDO SUGGESTS: P1- 333, 32MB RAM

■ PUBLISHER: EA DEVELOPER: MAXIS  
 ■ RELEASE: OUT NOW

## PROS

- + New objects to play with
- + Music career is cool

## CONS

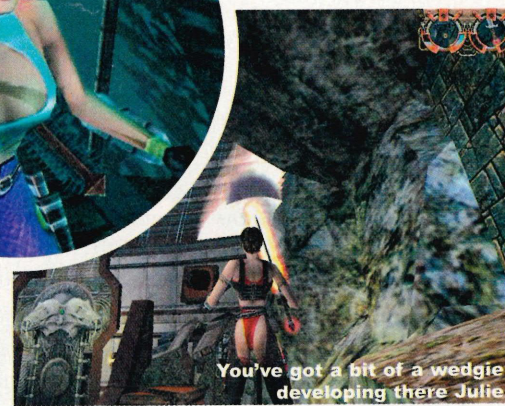
- More of the same
- Should be available for download

## CHECK OUT OUR WEBSITE:

Original Sims review at: [www.gamesdomain.co.uk/gdreview/zones/reviews/pc/jan00/sims.html](http://www.gamesdomain.co.uk/gdreview/zones/reviews/pc/jan00/sims.html)

# HEAVY METAL F.A.K.K. 2

"You're not going out dressed like that!" shouted Julie's dad before she managed to give him the slip



You've got a bit of a wedgie developing there Julie



**W**e first heard about Heavy Metal F.A.K.K. 2 when we visited the Ritual offices two years ago. We had no idea that the concept art we saw then would develop into something so special.

For those not in the know (and many of us aren't), Heavy Metal is an adult sci-fi/fantasy comic magazine which started in the glorious age of the politically incorrect 70s. It became quite a cult hit - enough to approve funding for the raunchy 1981 animated movie based on stories from the magazines, a sort of westernised anime full of aliens, action and "naked chicks." Roll on the new century, and Heavy Metal has already met a strong revival with its recent home video/DVD release; now a new Heavy Metal movie has just been completed (dubbed "Heavy Metal 2000") based on the F.A.K.K.2 stories and this game is all part of the franchise. Quick fact: The lead character, Julie Strain, was inspired by a real-life B-movie actress/Penthouse playmate. Is any of this sordid background necessary knowledge to play the game? Well, no, but at least now you know why the heroine chooses to reveal so much flesh.

Depicted from a third-person perspective, the game begins with a thorough training session to help get you to speed with running, jumping, crawling, climbing and fighting. Along the way, players learn how to use a variety of weapons, climb walls, skirt narrow cliffs and use attack combinations.

Once Julie has entered the real world you will find an environment rich in characters, small furry animals and impending peril. The graphics are beautiful and the design is polished throughout with great attention shown to even minor details.

The premise of the game is that evil lurks just around every corner and only Julie can save the planet of Eden. She is first dispatched to find a man who knows a man who knows the secret to saving the planet. Along the way, Julie travels through a beautiful paradise city, the requisite sewer system, a steep valley, a swamp, and a magnificent tomb/temple complex.

Julie meets many friendly human characters in the game - most of which display some semblance of personality and identity. Monsters in this game come in only a few flavours: mosquitoes, birds, hulking beasts, comical little round beasts and mechanical/flesh amalgamations.

As you might expect, most levels include a number of jumping, climbing, swinging and shooting challenges. Julie is capable of a wide variety of movements and at some point you'll need to utilize all of them.

Puzzles make up most of the 'adventure' element of this game and almost always require

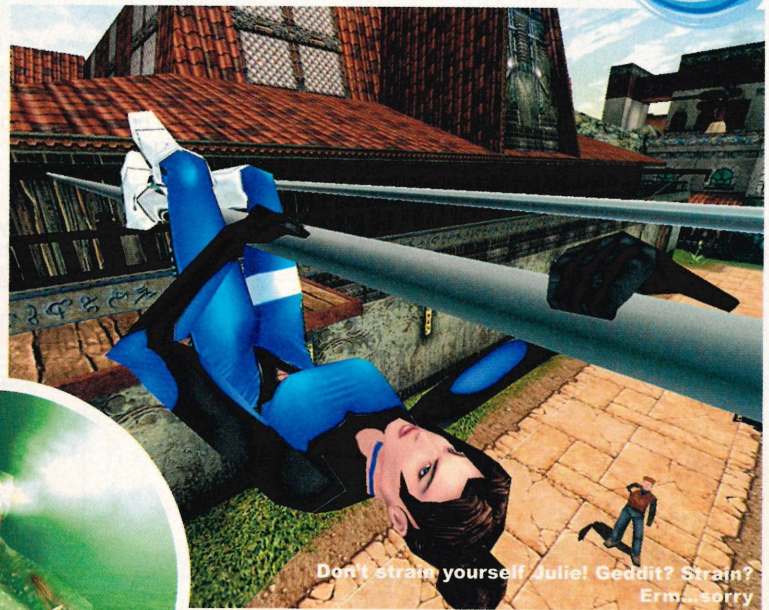
a button, a wheel, a lever or a combination of the three. The game moves in a familiar linear style and adventure-game-hating players won't get stuck for hours wondering if we should have done this or that.

The weapons on Eden consist of the standard fare: swords, guns, bigger swords, bigger guns and explosives (sadly, not bigger explosives). Swordplay is one of the more satisfying elements of the game. Armed with any sword, Julie is able to make combination attacks that look pretty darn cool. Even more interesting is the sword/Uzi combination where she lets him have it with a reverse swipe of the blade and finishes him off with a bullet to the head. It's a lot more personal than you might think.

A unique feature of Heavy Metal F.A.K.K. 2 is the ability to arm yourself in a variety of ways. Julie is right-handed so she'll always wield her sword in her right hand. This leaves her left hand free to hold a shield or gun. You can switch it around to hold the gun in the right hand and a shield in the left (not a bad combination). Some weapons require two hands to operate, but this freedom is a nice addition to the genre. We were a bit put out that it took so long to change weapons, but at the pace of this game, this rarely becomes an issue.

However, there are a few things we would like to take issue with here.

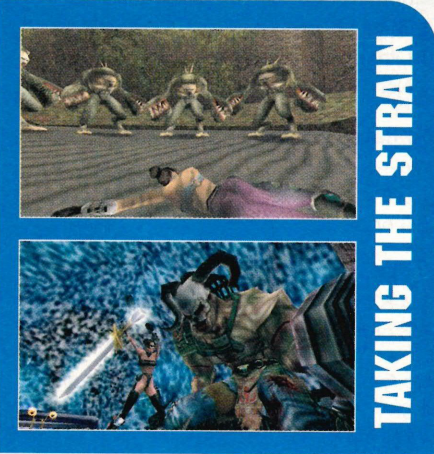
Although Julie can execute a wide variety of moves, she is rarely called upon to do so; when she is, you have little option in which movement to select as the gameplay is strictly linear - even at the most discrete decision level



Don't strain yourself Julie! Geddit? Strain? Erm... sorry



Based on a real-life Penthouse playmate, Julie Strain makes Lara Croft look like a Women's Lib campaigner and has a range of ludicrous outlandish outfits that would make Julian Clary wince.

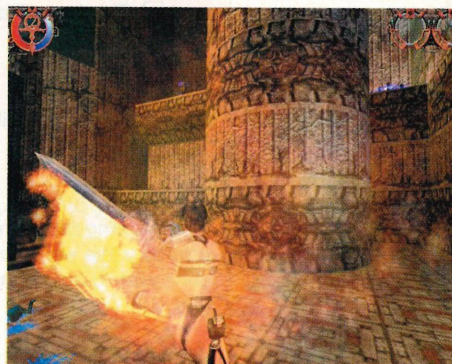


**TAKING THE STRAIN**

of the game.

We were also disappointed that the weapons, while fun to use, weren't really very interesting and the variety in the monster/creature/insect department fell a little bit short of what we had hoped.

The major complaint however was F.A.K.K. 2's brevity. We were having a blast, enjoying the storyline but were completely blindsided by the pace of the game. Although it looks like an epic movie, Heavy Metal F.A.K.K. 2 feels more like a television sitcom: predictable and shallow. Without a multiplayer option or multiple difficulty settings to lengthen the experience, there isn't enough here to warrant a purchase. If you don't expect more than ten to fifteen hours of entertainment for your cash then you'll be fine with it, but we've come to expect a lot more from games, and so should you.



**SYSTEM MIN:** PII-233, 32MB RAM, 3D CARD  
**REQUIREMENTS:** GDO **SUGGESTS:** PII-400, 64MB RAM, 3D CARD

■ PUBLISHER: GOD GAMES ■ DEVELOPER: RITUAL ENTERTAINMENT  
■ RELEASE: OUT NOW

**PROS**

- + Wonderful graphics
- + Outstanding action play

**CONS**

- Way too short
- Elementary challenges
- Variety of moves under-utilised

**CHECK OUT OUR WEBSITE:**

[www.gamesdomain/gdreview/zones/reviews/pc/aug00/fakk2.html](http://www.gamesdomain/gdreview/zones/reviews/pc/aug00/fakk2.html)

WORDS: TY BREWER

# Win three games of your choice!

Help us in our quest to improve your favourite magazine by filling in our survey, and in return we'll give you the chance to win three games of your choice\*. Send your completed survey to: GDO Survey, Kaleidoscope Networks, Cuckoo Wharf, 435 Lichfield Road, Aston, Birmingham, B6 7SS, to arrive no later than November 10. Three winners will be drawn at random from all completed forms.  
\*Games will be awarded subject to availability with a limit of £50 per game. The editor's decision is final, and no correspondence will be entered into.

Name:.....  
Address:.....  
.....  
.....  
.....  
Postcode.....  
How old are you?.....  
 Male  Female

Please answer all questions by putting a tick in the box that applies to you.

## Which other magazines do you buy?

- |   |                                      |
|---|--------------------------------------|
| <input type="checkbox"/> Official PlayStation   | <input type="checkbox"/> Edge        |
| <input type="checkbox"/> PC Gamer               | <input type="checkbox"/> PC Gameplay |
| <input type="checkbox"/> Official Dreamcast     | <input type="checkbox"/> Maxim       |
| <input type="checkbox"/> Gamesmaster            | <input type="checkbox"/> Stuff       |
| <input type="checkbox"/> PC Zone                | <input type="checkbox"/> T3          |
| <input type="checkbox"/> Computer & Video Games |                                      |

## Do you intend to purchase any of the following within six months?

- |   |   |
|---|---|
| <input type="checkbox"/> Mobile phone       | <input type="checkbox"/> Memory card                |
| <input type="checkbox"/> WAP phone          | <input type="checkbox"/> Joypad/stick (for console) |
| <input type="checkbox"/> New PC             | <input type="checkbox"/> Joypad/stick (for PC)      |
| <input type="checkbox"/> New 3D card        | <input type="checkbox"/> New monitor                |
| <input type="checkbox"/> New Soundcard      | <input type="checkbox"/> Laptop                     |
| <input type="checkbox"/> New processor      | <input type="checkbox"/> PDA                        |
| <input type="checkbox"/> More RAM           | <input type="checkbox"/> New TV                     |
| <input type="checkbox"/> DVD drive (for PC) | <input type="checkbox"/> Digital camera             |
| <input type="checkbox"/> Mini Disc          | <input type="checkbox"/> Steering wheel             |
| <input type="checkbox"/> Light gun          |   |

## Which three games are you most looking forward to purchasing over the next six months?

- 1.....
- 2.....
- 3.....

## What is your favourite drink?

- |   |  |
|---|--|
| <input type="checkbox"/> Fizzy drinks     | <input type="checkbox"/> Beer or lager         |
| <input type="checkbox"/> Other soft drink | <input type="checkbox"/> Other alcoholic drink |

## Which music media do you use?

- |                                    |                                    |
|------------------------------------|------------------------------------|
| <input type="checkbox"/> MP3       | <input type="checkbox"/> Mini Disc |
| <input type="checkbox"/> CD        | <input type="checkbox"/> Vinyl     |
| <input type="checkbox"/> Cassettes |                                    |

## What kinds of music do you like?

- |                                |                                     |
|--------------------------------|-------------------------------------|
| <input type="checkbox"/> Indie | <input type="checkbox"/> Pop/charts |
| <input type="checkbox"/> Rock  | <input type="checkbox"/> Other..... |
| <input type="checkbox"/> Dance |                                     |

## Do you base your purchasing decisions on what you read in GDO?

- Yes  No

## Have you purchased a product after seeing it in an advertisement in GDO?

- Yes  No

## Are you connected to the Internet at home?

- No  
 Yes, with a PC and a modem  
 Yes, with a PC and a broadband connection (ISDN, ADSL, cable)  
 Yes, with a set-top box  
 Yes, with a Dreamcast

## Do you intend to purchase a broadband Internet connection for your home within the next 12 months?

- I already have one  
 Yes, definitely  
 Yes, if the price is reasonable  
 No

## If you had a free Internet connection, what is the largest demo you would be prepared to download?

- |                                     |  |
|-------------------------------------|--|
| <input type="checkbox"/> 10 Mb      | <input type="checkbox"/> 100 Mb            |
| <input type="checkbox"/> 30 Mb      | <input type="checkbox"/> Any size          |
| <input type="checkbox"/> 50 Mb      | <input type="checkbox"/> I wouldn't bother |
| <input type="checkbox"/> Don't know |  |

## Which sports do you regularly watch and/or participate in?

- |                                   |                                     |
|-----------------------------------|-------------------------------------|
| <input type="checkbox"/> Football | <input type="checkbox"/> Tennis     |
| <input type="checkbox"/> Cricket  | <input type="checkbox"/> Other..... |
| <input type="checkbox"/> Rugby    | <input type="checkbox"/> None       |

## How many issues of GDO have you read?

- |  |                                    |
|--|------------------------------------|
| <input type="checkbox"/> This is my first time |                                    |
| <input type="checkbox"/> 2-3                   | <input type="checkbox"/> 6-8       |
| <input type="checkbox"/> 4-5                   | <input type="checkbox"/> 9 or more |

## How many people will read this copy of GDO?

- |                                  |                                    |
|----------------------------------|------------------------------------|
| <input type="checkbox"/> Just me | <input type="checkbox"/> 4-5       |
| <input type="checkbox"/> 2-3     | <input type="checkbox"/> 6 or more |

The following questions are for marketing purposes only, and are voluntary. We won't sell or give your information to anyone, and if you don't wish to answer, we'll still enter you into the draw. We're kind like that.

## What is your annual net income?

- |  |  |
|--|--|
| <input type="checkbox"/> At school/student/pensioner | <input type="checkbox"/> £15k to £19,999 |
| <input type="checkbox"/> Less than £10k              | <input type="checkbox"/> £20k to £29,999 |
| <input type="checkbox"/> £10k to £14,999             | <input type="checkbox"/> £30k or more    |

## What is your highest level of qualification?

- |  |  |
|--|--|
| <input type="checkbox"/> Still at school | <input type="checkbox"/> A Level or equivalent |
| <input type="checkbox"/> None            | <input type="checkbox"/> Degree or equivalent  |
| <input type="checkbox"/> GCSE/O Level    | <input type="checkbox"/> Post-graduate         |

## In which area do you work?

- At school/student/pensioner  
 Unemployed  
 Professional, accountancy or law  
 IT, technical or telecoms  
 Sales, marketing or media  
 Clerical or administrative  
 Agricultural or industrial  
 Production, construction or maintenance



# Introduction

Summer has barely turned into autumn but there is one word that is on everybody's lips - Christmas. Developers and publishers alike are already competing for your attention and money with the first in a riot of new titles.

This month's issue sees Mattel's Barbie in another of her Mystery adventures; hit the beach with her and her friends for a little interactive detective work.

Tivola has gone all scientific with its mind-blowing title 'Physicus'. Stunning graphics makes this one of the best kid's games around at the moment.

As far as books are concerned 'The Wonderful World Book' just had to get a mention. It's fun and, dare we say it, educational, stuffed full of every fact you will ever need to know about the world we live in, not so much a book as a 3D interactive reading extravaganza.

Enjoy the reviews, but don't forget to check out more of the latest games, books, films and activities at [www.kidsdomain.co.uk](http://www.kidsdomain.co.uk). If you have any comments about the magazine email us at: [kd@kidsdomain.co.uk](mailto:kd@kidsdomain.co.uk)

## Jokes

Why did the teacher wear sunglasses?  
Because his class was so bright!

Did you hear about the cross-eyed teacher?  
He couldn't control his pupils!

How do bees get to school?  
By school buzz!

Why do vampires like school lunches?  
Because they know they won't get stake.

What do elves do after school?  
Gnomework!

What school subject are snakes best at?  
Hiss-tory.

What's the worst thing you're likely to find in the school canteen?  
The food!

★ 1000+ DOWNLOADS

★ 1000+ REVIEWS

★ ACTIVITIES

★ ORIGINAL ONLINE GAMES

★ EXCLUSIVE STORIES

★ TEACHING RESOURCES

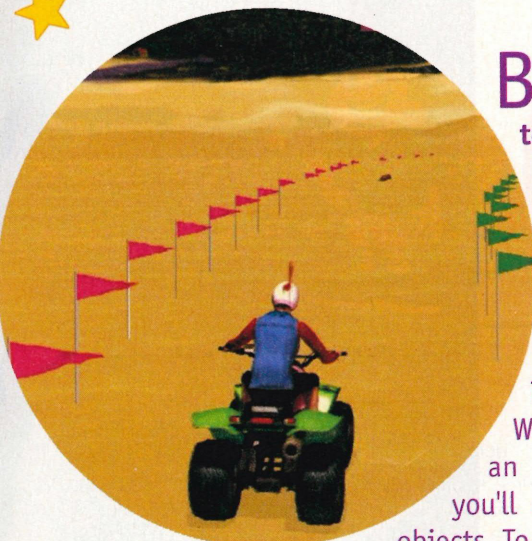
★ POKEMON ZONE

★ TOY STORY 2 ZONE

★ SAFE SURFING INFORMATION



# Barbie Mysteries: The Holiday Adventure



**B**arbie and her friends have arrived at a hotel, in time to solve a mystery. Someone has hidden the hotel's jewels and the only way to catch the thief is to follow the clues round the hotel. But things are not always as they seem...

This game is great fun. Whilst exploring the hotel as an official Barbie detective, you'll come across clues and lost objects. To help you decipher these, you

have an interactive computer, and your friend Becky is available to advise about your finds. You're also given a magnifying glass - this helps to pinpoint clues and objects, as well as revealing hidden areas not normally visible.

Not all of the clues seem worthwhile, but if you trace them back, they might open up another useful area. Similarly, any suspects you interview may seem to waste your time, but again, if you go back, they may reveal more, or provide insights into other people.

Although navigation is simple (move the cursor to the edges of the screen to go in a particular direction), we did find that moving into certain rooms was a problem when we tried to access the computer or magnifying glass. This often took us back out of the room and so the process had to be started again. Not a big problem, but it did become a little annoying.

The hidden passages were very useful for moving around the hotel quickly, but it would have been better if Barbie had moved faster - especially when in pursuit of a suspect. She kept up the same walking pace all the way through the game.

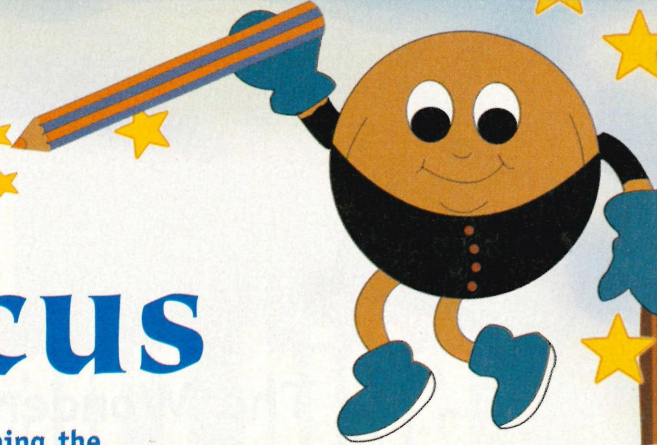
After completing Barbie Mysteries, you are given the option to try again. Happily this leads to a new adventure - with the same basic plot, but different clues and objects. Because of this, the game has a great deal of replayability, although children will find the mystery much quicker to solve once they've sorted out the basic structure.

We were very impressed with Barbie Mysteries - the plot and characters were well developed, the game was easy to navigate and it had lots of replayability. For any children interested in detectives, or Barbie, this is a must-buy.



WORDS: KATE GLANVILLE

# Physicus



**Physicus** is a great idea for children's software, combining the fun of playing a point-and-click puzzler with science practice and it almost manages to make one of the most loathed curriculum subjects fun.

The story is that a meteorite has hit the Earth, stopping its rotation. Half of the planet is set to freeze while unbearable heat makes the other half uninhabitable. You must generate enough electricity to start the impulse machine, which will get the Earth rotating again.

Your role is to go around solving various science-related conundrums. To help you do this the scientist, Physicus, has left you his vast knowledge on a database, which can be accessed at any point during play. This 'database' consists of five chapters of scientific theory, including mechanics, electricity and acoustics.

The chapters are written simply and are easy to understand on the whole, but when they begin to throw in equations for mass and

density, it all starts to get a bit baffling. Unfortunately, it's these equations that are the key to progressing in the game.

Most ten-year-olds have not been introduced to these types of scientific concepts and probably won't be for another couple of years, so aiming for this age group is perhaps a bit ambitious on Tivola's part.

The graphics feature beautifully rendered 3D images, but the game is let down by the sombre soundtrack and lack of character interaction. Wandering around, finding and fixing the problems, there's no one to talk to or help you and the gameplay just seems a bit bland.

Despite this it's not a bad title once you have read and understood the chapters and you can get on with finding the problems to solve. When you are trying to solve a puzzle, there is always a link back to the relevant chapter, just in case you get stuck.

However, it strikes us that there can be few 10-year-olds who want to sit down and get stuck into science at this level even though it could prove to be a valuable resource come exam time for those who stick with it.

Physicus is a good, entertaining fun once you get into the theory, It's just questionable whether children will want to play it.



## The Wonderful World Book

By Kate Petty; illustrated by Jennie Maizels

Take a fabulously detailed trip round the world with this beautifully illustrated novelty book. With loads of pop-ups, moving parts and secret compartments, the book takes you through the world, revealing the mysteries of the oceans, continents, mountains, rivers, countries and the different people that live there.

You know this book will be anything but the usual fact-based read as soon as you open it because, as you lift the page, a fantastic 3D globe comes popping out from nowhere. Attached to the book with elastic, the globe is a miniature but detailed representation of the world, with all of the larger countries clearly labelled. This acts as the perfect introduction to get children started on a journey through the Wonderful World Book.

First stop is Our Place in Space, which outlines the Earth's position in the solar system, with each planet lifting up to reveal its secrets. The Earth pop-up itself will take children through the different layers around the planet, from the atmosphere down through to the core.

The book shows children how the Earth rotates, (explaining why there is day and night) introduces them to the seven continents and their inhabitants, tells them about the longest rivers and the highest mountains, as well as different countries and what they can find there. But this is just skimming the surface of all the things contained within the pages of this fantastic book; there is so much for children to see and do, it will keep them busy and interested for weeks. It is the kind of book that children can return to year after year and each time they will find something that fascinates them.

The bright and colourful illustrations will astound kids, as will the intricacies of the design, while the hundreds of pop-ups and moving parts will keep them intrigued about what amazing tidbits are hiding underneath. The book is amazingly detailed and full of wonderful characters, like Monty Mountain and Otis Ocean who - quite literally - pop up to accompany the children through the book. You may be dismayed to find that the book only contains six double pages but there is certainly no need to be, as it is a mine of information for youngsters. Fascinating facts fill the pages, there are little questions to answer throughout and it is all presented in a way that makes it really exciting to read and learn. This book is an amazingly elaborate introduction to our planet and environment and we are sure any child reading it will discover it is indeed a wonderful world.

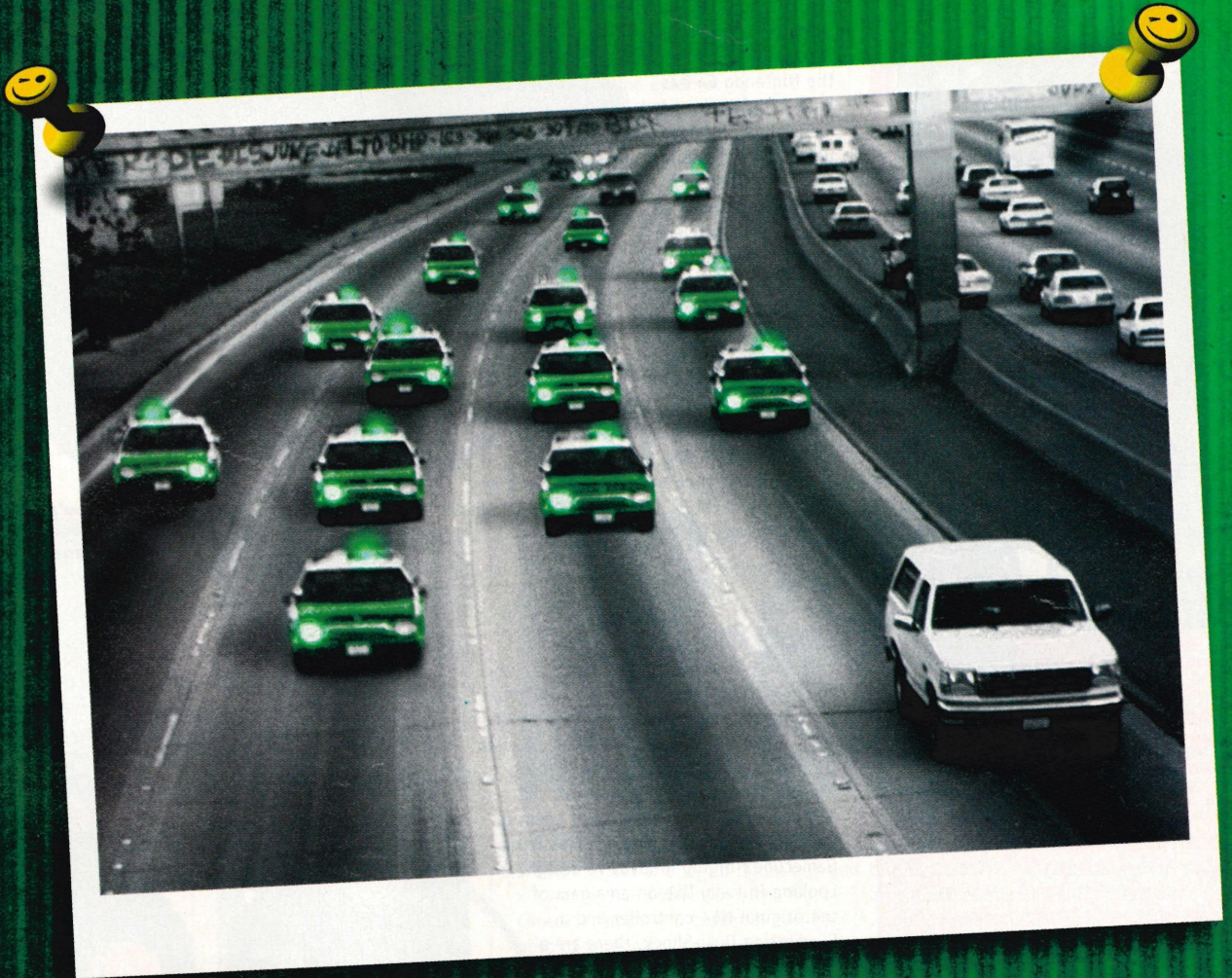
**Other books by the author and illustrator:**

The Great Grammar book

The Magnificent I Can Read Music Book

The Terrific Times Tables Book

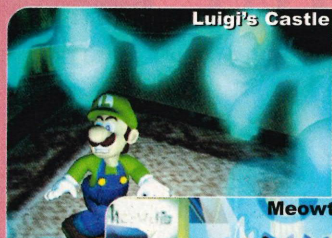
# You can run but you can't hide



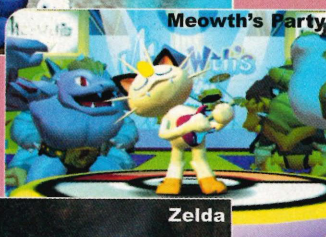
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# EXPOSED: NINTEN



Luigi's Castle



Meowth's Party



Zelda



Zelda

## THE GAMES

Unfortunately for ECTS attendees, no playable Gamecube software was available at the show. Although a number of technical and software demonstrations took place, much to the audience's excitement, it won't be until May 2001 that Nintendo will unveil any actual gameplay footage. Notoriously one of the most secretive companies in the industry, Nintendo fear innovative ideas from its next generation of software will be 'borrowed' by other companies which could release software before the Gamecube system gets launched next year.

Nintendo did showcase a number of cut-scenes in a video presentation though. Although they were just demonstrations, they served their purpose in revealing what the Gamecube will be capable of - the real-time sequences featured in the Luigi's Castle and Zelda demos were nothing short of breathtaking.

Games confirmed to be in development for Nintendo's Gamecube include a next generation version of Wave Rave, and an all new Metroid game. Console Domain's money is on a Mario launch title (Mario 128, perhaps?), and 1080, F-Zero and Zelda sequels. You can also expect Rare to pull something out of the hat at next year's E3. Gamecube versions of Perfect Dark or Banjo-Kazooie anyone?

**T**he waiting is over. At September's European Computer Trade Show, Nintendo finally unveiled the console they hope will revolutionise next generation video gaming.

Formerly known in the industry as Nintendo-128, Project Dolphin, and more recently Star Cube, Nintendo's successor to the Nintendo 64 has been officially branded Gamecube. This 128-bit powerhouse is perhaps one of the oddest looking consoles ever conceived; a sort of cross between a child's lunch-box and a Morphy Richards' alarm clock. Complete with carrying handle, and an obscure-looking controller, the Gamecube is set to revolutionise video gaming! At least that's what Nintendo is claiming, and after the flagship titles that were launched on both the SNES and the Nintendo 64, who'd be brave enough to call their bluff?



**You're so square: The shape of Nintendo's future is a cube.**

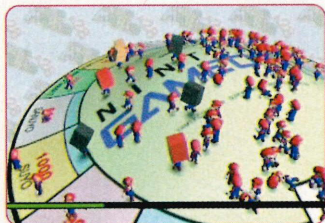
## TAKING CONTROL

Each time Nintendo has launched a new console, the system's dedicated controller has been revolutionary. Remember the advent of shoulder-buttons with the SNES controller, or the introduction of the analogue stick, Rumble Pak and Memory Pak with the Nintendo 64? Well, things don't seem to be any different with the release of the Gamecube's highly innovative design. Looking initially like an amalgam of the original N64 controller and a PlayStation Dual-Shock, there are a number of features that make this little piece of hardware stand out from the crowd.

First of all, the layout of the buttons has changed quite dramatically from the Nintendo 64 version. The analogue and digital controllers on the left hand side have swapped places, while the shoulder-buttons are now analogue. Nintendo's layout of the A, B, C, X and Y buttons is most intriguing, especially the offset C-button which is also now analogue. Shigeru Miyamoto has confirmed that the C-button will be predominantly used as a dedicated camera button, replacing the four yellow C-buttons that appeared on the Nintendo 64. The Gamecube controller will also include built-in rumble capabilities.



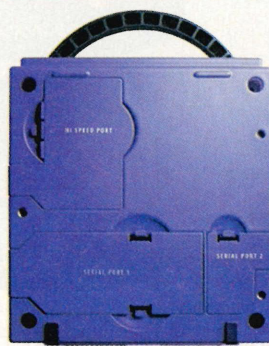
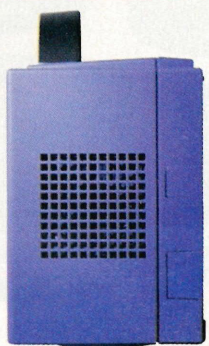
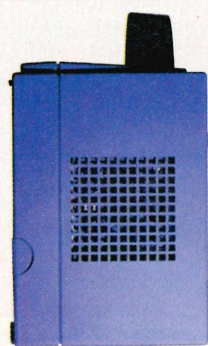
# DO'S CUBIC HEIR



## MARIO DEMO

Demonstrating the Gamecube's raw power at ECTS, Shigeru Miyamoto talked us through a Mario 128 sequence. The demo featured 128 individually animated Mario characters, each performing different actions like smashing boxes and jumping around on a circular board. He then introduced some awesome visual effects by morphing the landscape and light-shading textures without even a hint of the frame-rate dropping. A line graph at the bottom of the screen indicated these dazzling effects were only using a mere 30 per cent of the system's 450 MHz processor capability.

All present and correct - the Gamecube's revolutionary design in all its glory.



## SHAPE OF THINGS TO COME

It's not rocket science to figure out that the Gamecube is, in fact, cube shaped (150mm(W) x 110mm(H) x 161mm(D)). The front of the console is simple enough, featuring four controller ports and space for two memory cards, while the rear panel of the console plays host to an analogue AV out and, for those of you lucky enough to own a HDTV (High Definition TV), a digital AV output. Looking at the underbelly of the Gamecube, you will notice that there are three ports, two serial, and a 'Hi Speed' port. The first of the serial ports will be utilised by either the Gamecube's modem adapter, or broadband adapter.

## MINI-DVD?

One of the most important announcements that Nintendo made about Gamecube at this year's ECTS was the confirmation that its latest console wouldn't be using cartridges. Instead, it has opted for DVD, although, not a 'traditional' DVD, a proprietary Nintendo Gamecube disc that measures 8cm in diameter. Based on Matsushita's optical disc technology, the reduced size of the disc means that it will prove a major stumbling block to piracy. Although this may turn out to be a major advantage in their bid to reduce software theft, the decreased size

of the optical discs means that the storage space is cut to 1.5GB, meaning that it has only a little more storage capacity than a Sega Dreamcast GD-ROM. This is by no means a bad thing, as it will still provide game developers with huge amounts of space for texture and audio storage, something that was a major problem with Nintendo's cartridge based games, and certainly far more cost effective. The big problem? In order to cut costs there's no DVD playback - that is until Matsushita release its DVD players with built-in Gamecube hardware... probably.

## AVAILABILITY

Nintendo's ECTS unveiling of the Gamecube has whet the appetites of gaming fans the world over.

Unfortunately the console won't be released in Japan until July 2001, and October 2001 in the US (that's if Nintendo manages to keep to a launch date).

No new details regarding the system and the first party games will be announced until next May's E3 show.



Not sure about the shocking pink, but the slate grey will go down a treat in my living-room.



## IN COMPARISON

It's all very different to the dull, classic console-shaped N64. We wouldn't put it past Nintendo's latest box of tricks to be the next fashion accessory.

# GAME BOY ADVANCE

## THE FUTURE IN YOUR HAND

Following the world's most successful handheld console is no easy feat. But judging by the reaction direct from the ECTS floor, Nintendo has once again managed to exceed everyone's expectations with the Game Boy Advance.

Running on two AA batteries and utilising 32-bit processing technology, the unit will be a colossal 16 times faster than its predecessor and capable of displaying 32,000 colours simultaneously. A 50 per cent larger screen and an increase of 60 per cent in its resolution will also help to ensure that game visuals remain crystal clear.

Best news for existing Game Boy owners is that the Game Boy Advance will be fully compatible with the huge library of titles already available. Through a series of link cables, gamers will now be able to connect four units together for compatible games, like the awesomely addictive Mario Kart Advance, which, incidentally, looked similar to the original SNES version.

Set for release in March 2001 in Japan and July 2001 across Europe and the US, the Game Boy Advance could well redefine handheld gaming.

**Screens: Top - Mario Kart Advance. Bottom left - Kuru Kuru Kururin. Bottom right - Napoleon.**



### GBA USED WITH THE GAMECUBE



Shigeru Miyamoto confirmed that the Game Boy Advance would be compatible as a controller for the Gamecube. The Advance boasts shoulder buttons and, much like Sega's VMU controller devices, gamers can use the smaller screen for sneakily changing in-game tactics, for example, within a football game. Likewise, the handheld units will act as transfer paks between the two consoles for future Pokémon titles.

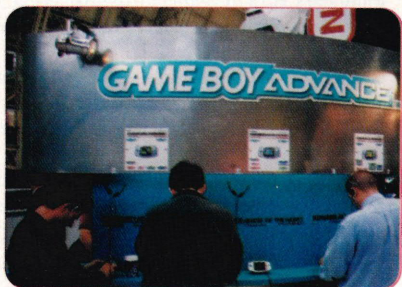
Confirming that there would be no pre-ordering system or broken promises of online gaming, Nintendo looks certain to blitz the console market when the Gamecube is released in July 2001 in Japan and October 2001 in the US. An official announcement for the European release date will be made early next year.

## GAMEBOY ADVANCE AT ECTS 2000



After a pre-show press conference at London's Playhouse Theatre, Nintendo's promises of playable software were upheld with nearly 30 Game Boy Advances available on its stand. Without doubt, the star of the event was Mario Kart Advance, which scooped the game of the show award.

Playable via four linked up units, even at its 50 per cent complete stage, it looked incredible and played with the awesome addictiveness that we all loved in the original game. You can even use the shoulder buttons to powerslide around corners. For us, this confirmed that the Game Boy Advance is more than capable of strengthening Nintendo's grasp of the handheld market.



WORDS: MATT VICKERS & GARETH HOLDEN



## TOTAL ANNIHILATION

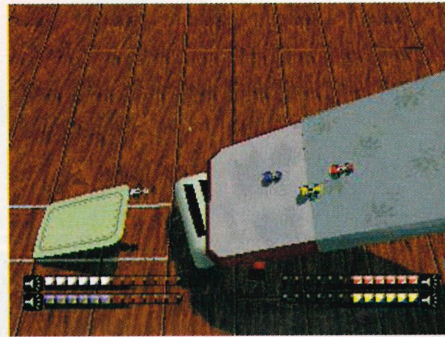
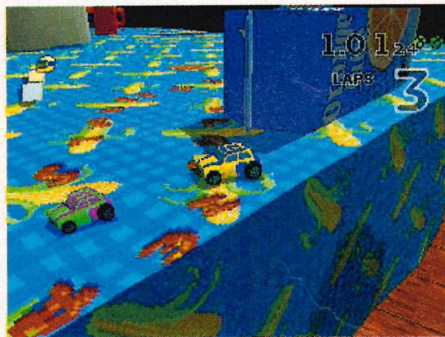
■ PUBLISHER: REPLAY ■ DEVELOPER: CAVEDOG ■ RELEASE: OUT NOW ■ FORMAT: PC



Total Annihilation was unfairly overshadowed by Red Alert at the time of its release. Probably the finest real-time strategy game ever made, its characterful graphics and colossal variety hooked many people, and even though more modern strategy games look much better, it's still strong enough to stand among them. Its simple-yet-powerful interface is still the benchmark for real-time strategy games, and at this price, Total Annihilation is utterly unmissable for anybody with the even the slightest interest in the genre.

## MICRO MACHINES V3

■ PUBLISHER & DEVELOPER: CODEMASTERS ■ RELEASE: OUT NOW ■ FORMAT: PSX



Hyper-addictive fun for up to eight players, the Micro Machines series has been getting gamers hooked for years and in this incarnation an all-new 3D element was added to the top-down action. What more could you ask for? Racing cars, boats, tanks and helicopters at silly speeds, while attacking each other with comedy weapons, this is an all time classic - be sure not to miss out a second time round!

## COMPETITION



Budget games - great or what? Cheaper than David Beckham's weekly shampoo bill and more fun than a night on Twiglets with his lovely missus. But even better than paying peanuts for a top title is not forking out at all. That's why we at GDO are offering five of our lovely readers the chance to win half a dozen Sold Out budget games for nothing. Well, not quite nothing: you'll have to pay for a stamp to enter but, hey, we're not a charity. Anyway, to get your paws on the prizes all you have to do is answer the simple question below, scrawl it down on a postcard or sealed-down envelope and post it to: Six of the Best Competition, Games Domain Offline, 435 Lichfield Road, Birmingham, B6 7SS. Closing date Nov 1.

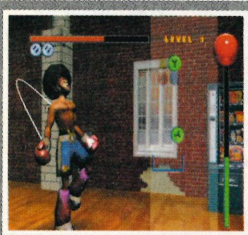
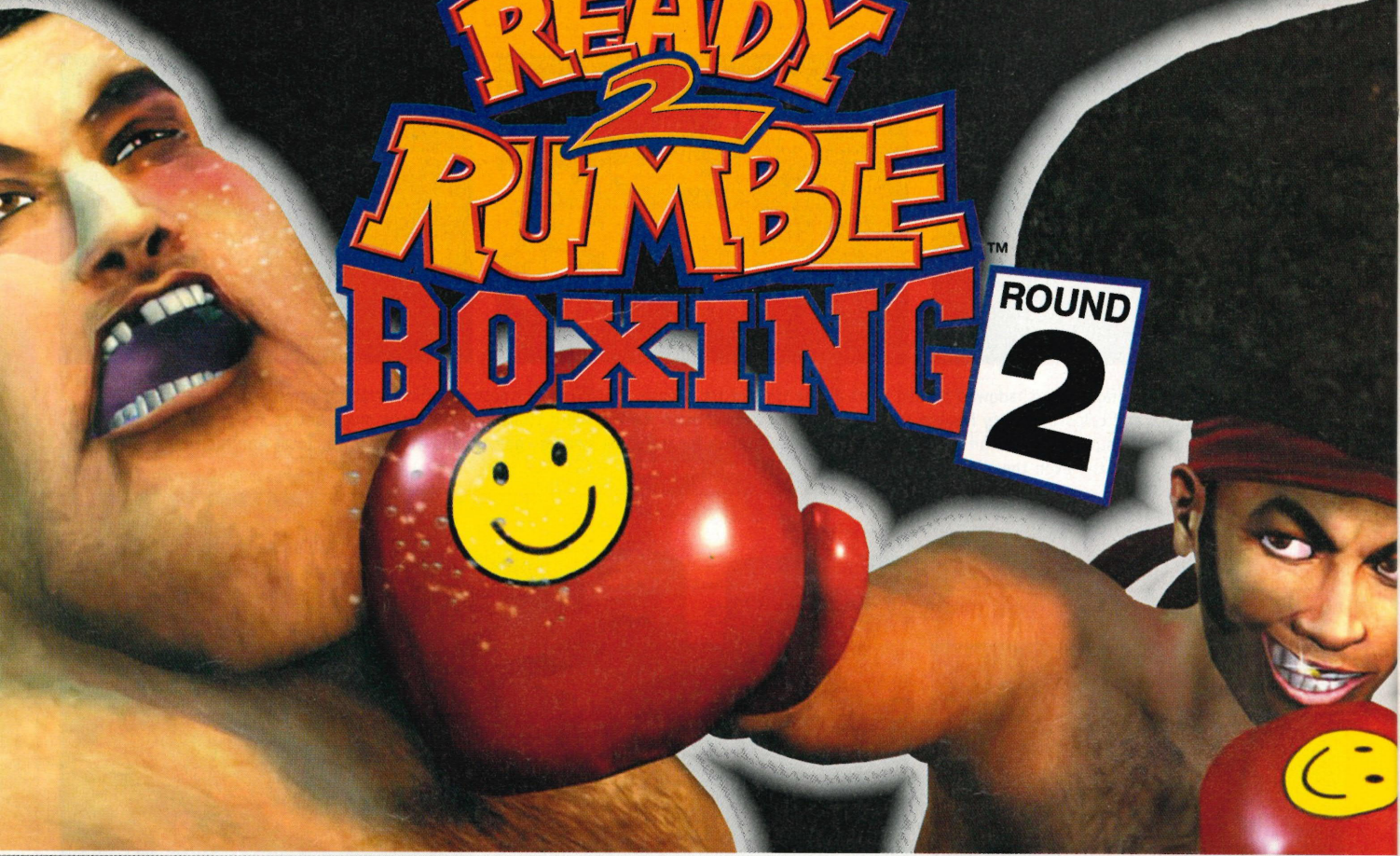
What's cheapest out of this lot?

- a) a Sold Out budget game
- b) The overall cost of the Millenium Dome to-date
- c) the US gold reserve



# READY 2 RUMBLE BOXING™

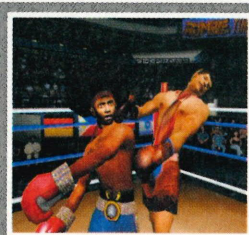
ROUND 2



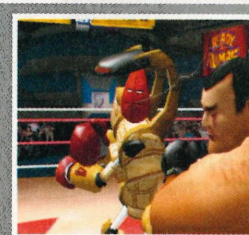
*Train with Mini Games*



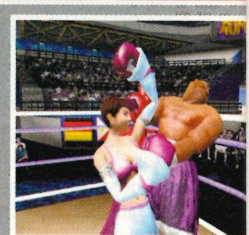
*New Ring-Clearing Rumble Flurries*



*New Taunts, Combos and Animations*



*23 Outrageous Boxing Personalities*



*Sharper Single Player Boxing*



**Exclusive Pre-order offer available from leading independant retailers. Place a pre-order for Ready 2 Rumble 2 for PlayStation and recieve a free inflatable Ready 2 Rumble 2 Boxing Glove!**



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**Dear retailer please reserve me a copy of Ready 2 Rumble 2 on the PlayStation**

Name:  
Address:  
Tel:  
E-mail:

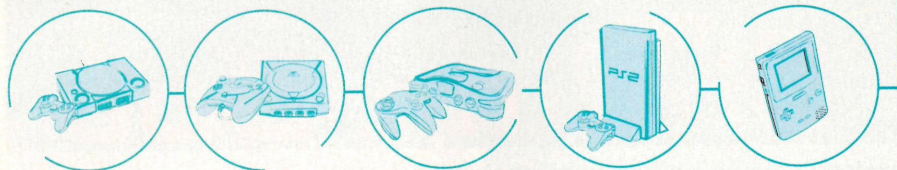
# CONSOLE GAMES



As the whole of the gaming industry congregated into London's Olympia for ECTS, there was little doubt as to who would, and in fact did, steal the show. Just as questions were beginning to emerge about the N64's stamina in an increasingly fierce market, Nintendo announced its Gamecube console. Judging by the reactions of attendees to the big N's pre-show press conference, myself included, the Gamecube looks more than capable of leading the way forward for the console generation. In my opinion, it's all a matter of software support, which is where Sony currently holds the trump card. We all remember how the Atari Jaguar looked so promising...

There's no denying that Nintendo has traditionally targeted the younger end of the spectrum with its cutesy line-up of cartoony characters and general lack of gaming bloodshed. Sony, on the other hand, accommodates a greater forum of gaming enthusiasts, from school kids to business tycoons. Whether Nintendo will be able to extend its grasp on the market, we'll have to wait and see, but opting for Game Boy Advance compatibility will do no harm at all. I can't help feeling that the older consumers will prefer having the luxury of DVD playback through the PS2 though. Nevertheless, from the classroom to the boardroom, mention the words Nintendo or PlayStation and you'll instantly be able to communicate on common ground. Such is the influence of video games on our lives today.

Anyway, enough of my ranting and I hope you enjoy our ECTS coverage, more of which can be found on [www.consoledomain.co.uk](http://www.consoledomain.co.uk). If you have any comments or questions do not hesitate to contact me via email at [gareth@consoledomain.com](mailto:gareth@consoledomain.com).



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## HANDHELD

FOR GAMERS,  
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FOR SORE EYES

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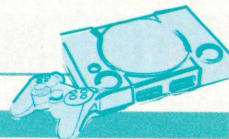
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CONSOLE

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# THE ITALIAN JOB

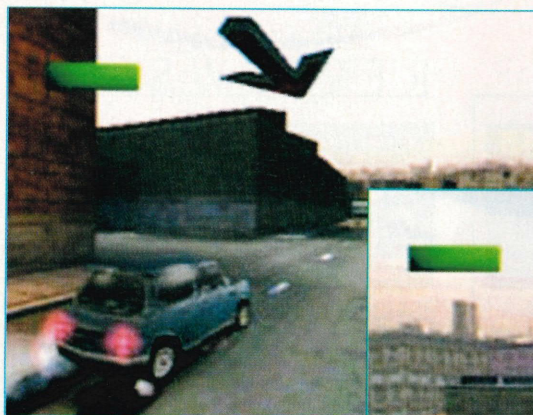
**I**n 1969 'The Italian Job' was released - and it wasn't too long before it achieved cult status. Christmas time wouldn't be complete without it being included in the TV viewing schedule, and it's definitely one of those films that just gets better every time you watch it.

Charlie Croker, played by Michael Caine, has just been released after a long stint behind bars, and has already devised a masterplan for getting rich quick. Quite simply it's to steal \$4m worth of gold from right under the noses of the Turin Polizei and the Mafia.

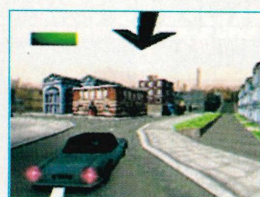
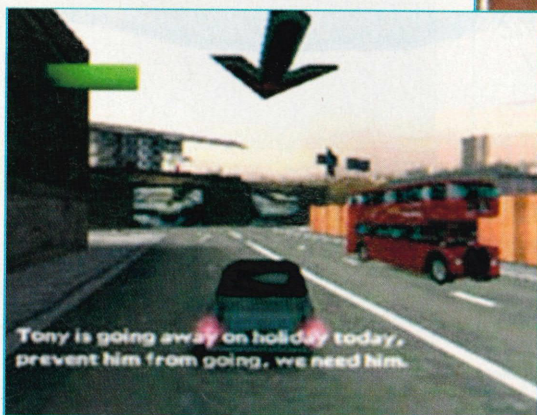
Hoping to achieve the same level of longevity, SCI is bringing the bullion onto a PlayStation near you. You'll have 70 mission-based levels to conquer, split over five different game modes. The main event will naturally be "The Italian Job" itself and only by completing it will you be able to access three of these modes. Four huge playing environments, including accurate representations of London and Turin, will allow drivers to roam around each location freely. Thanks to continuous streaming from the CD, each location will be huge too.

Missions will be varied and gradually teach players the finer points of being an expert getaway driver. Included will be out-running pursuing police in the evade mode, chasing escaping minis in the pursuit mode and of course reliving the film in The Italian Job mode. A total of 13 different motors will be on hand for some wheel-spinning antics and each is promised to handle with individual attributes. Should things go pear-shaped there'll even be a unique system for being caught, true to the style of the film.

We can't wait to get behind the wheel of what is shaping up to give Driver a run for its money. Although the game isn't released until Autumn 2001, let's hope it will include a real cliffhanger ending.



Hang on a minute lads, I've got a great idea. Let's publicise the fact we're making a game based on a classic movie but then only release a set of grainy screenshots. You know it makes sense.



As you can see by these hugely informative early screenshots, the game will involve driving and large arrows which appear to hover precariously above your motor as you find your way round the streets of London and Turin.



# RAYMAN REVOLUTION

If these screens are anything to go by, the PlayStation2 looks set to produce a gorgeous, multi-coloured environment for Rayman to strut his bandy-legged, big-eared stuff in.



**F**ollowing the huge success of Rayman's previous outings on both console and PC, Ubi Soft's loveable, limbless hero is all set for another adrenaline-charged adventure, this time on the PlayStation2. Having started out life as a mere 2D scrolling mortal in 1995, Rayman continues to evolve into a fully 3D superhero in what promises to be his most epic experience yet.

Rayman Revolution will blend fast action, dazzling visuals, dramatic cinema sequences, vast panoramas and hypnotic lighting effects to enrich the whole experience. Using the power of the PlayStation2, this latest installment will build outstanding high-resolution textures around the characteristic addictive core gameplay. Add plenty of humour and Rayman's instant appeal to a new cast of characters and bosses and this looks to be shaping into something very special indeed.

Fans of the series will no doubt be familiar with Rayman's range of action moves, learned as you progress further into levels. Swimming, sliding, flying, swinging and water-skiing will be carried through, along with a heap of new transportation methods involving floating, exploding barrels, torpedo missiles and water snakes.

New gaming environments will include ominous forests, steep cliffs, rock outcrops and subterranean chambers. With numerous secret routes and even hidden worlds to be discovered, plenty of replay value is guaranteed on top of the 40 or so hours it is estimated it will take you to complete the adventure.

It's due for release on the PlayStation2 in November, and we'll have a review for you soon.





# TIMESPLITTERS



**W**hen you find out that some of the team responsible for the multi-million selling Goldeneye game are working on a new title, you drop everything, realising this is going to be something worth shouting about. Having formed their own company, Free Radical Design, the guys are working on a first-person arcade shooter, named Timesplitters.

Furious and fast-paced action is the idea behind the game, which spans a century from 1935 to 2035. A group of human heroes and villains discover they share a common enemy in the Timesplitters, an evil ancient race that has manipulated the fate of humanity. The main objective of the design team has been to create a console game to rival Doom, the ground-breaking first-person shooter on the PC. The team didn't want the game to run any slower than 60 frames per second and from the preview we saw, the team has got their wish. We played a four-player, split-screen game and not once did the game falter, it was fast, good-looking and one hell of a blast.

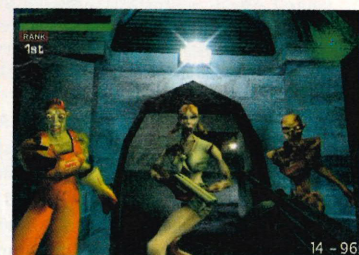
Each time zone has a set of kitschy heroes, from lamb-chop-sideburn wearing 70s cops to high adventure tomb-raiding 1930s archaeologists.

In single player you must go through a level based on your character's time zone - be it a pyramid in 1935 or a space station in 2035 - and then have a face-off against a Timesplitter. Weapons are varied, ranging from the humble punch to the super-shiny laser rifle; some even allow you to go 'John Woo' and allow double-handed firing, which is always pleasing.

The most amazing thing about the game is the included level editor. During a demonstration to GDO, the producer whipped up a two-room level in less than a minute. All you have to do is use a series of blocks to create a rough blueprint of the level and the computer will figure out the rest. If you like a little more control you can put in special lighting, flag points and weapon pickups. The level can then be stored quite easily on a memory card - the game only saves the rough design so you still have loads of space left for more levels.

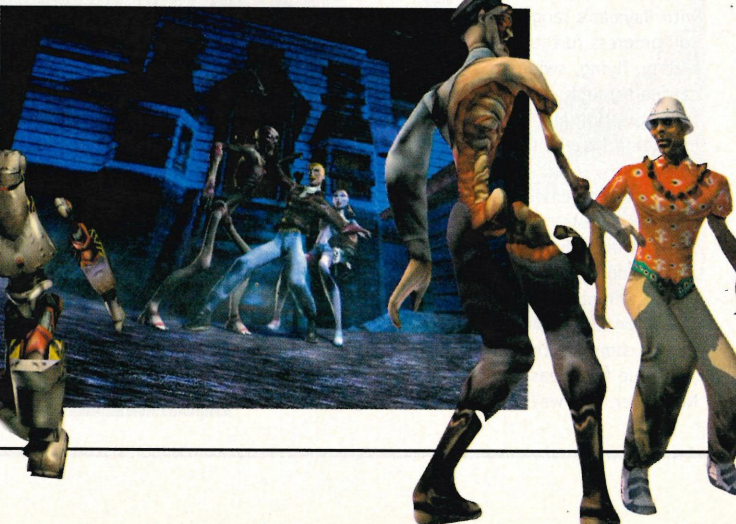
So, if you like your games quicker than a whippet on steroids and smoother than velvet underpants then the clock is ticking. Time Splitters is coming.

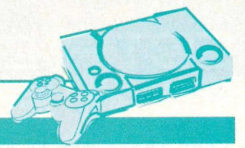
From flipping burgers in McDonalds to a starring role on the PS2 in two shakes of a salt dispenser - nice!



"I think someone put my head on backwards."

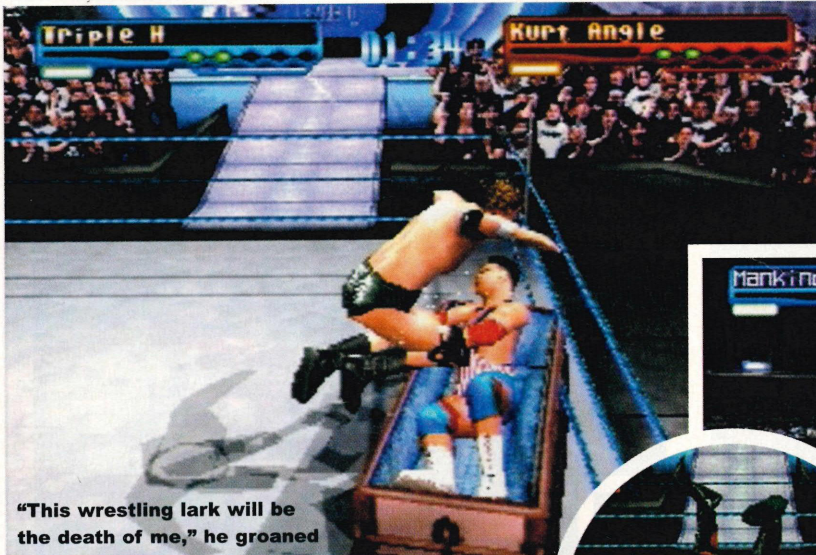
**Fiendishly fast and furious action courtesy of those 'radical' developers.**



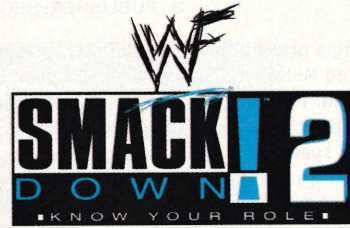


■ PUBLISHER: THQ ■ DEVELOPER: YUKES ■ FORMAT: PLAYSTATION ■ RELEASE: NOVEMBER

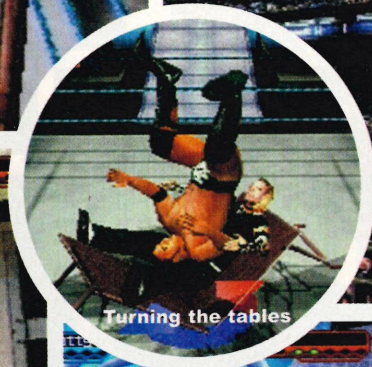
# SMACKDOWN 2: KNOW YOUR ROLE



"This wrestling lark will be the death of me," he groaned



Go on! Give us a kiss!

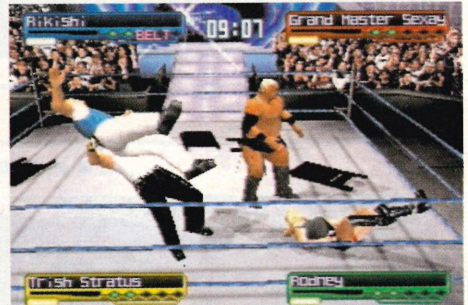


Turning the tables

It was with shock that Derek discovered he'd managed to get his head stuck up John's backside



NHS back pain treatment



Following the massive success of WWF Smackdown it was surely only going to be a matter of time before a sequel was announced. Wrestling fans across the globe can now rejoice in the news that Smackdown 2: Know Your Role is ready to muscle its way onto a PlayStation near you.

Although we're still desperately awaiting playable code, we have managed to get our hands on the latest info and screens for all your wrestling needs.

In all, you'll get to squeeze into the star-spangled leotard of one of 50 wrestlers, each having their own signature moves. New modes of beating the living proverbial out of other wrestlers will include ladder matches, tornado tag team match-ups, hardcore matches, casket matches, hell in a cell and many more.

Of course, to capture the true spirit of the action, there'll be a host of backstage and secret areas to kick it off in. As well as the ring, you'll get VIP rooms, parking lots, dressing rooms and even the WWF restaurant in New York City. Although the full list of game modes is not yet available, we do know that the create-a-superstar mode will be expanded and there are loads of new storylines to get to grips with.

Anyway, we'll endeavour to bring you a full playtest soon and a full review when the title is released November 2000, but in the meantime, check out these impressive looking screens.



The Contortionist Society convention is going well



OUTSIDE THE RING

Sega chose not to appear at ECTS, preferring to demonstrate its new racer Daytona USA Online at a post-show presentation. We'll have more on that soon; meanwhile, here's the rest of the show's DC offerings.

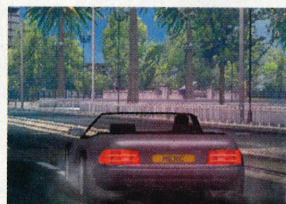
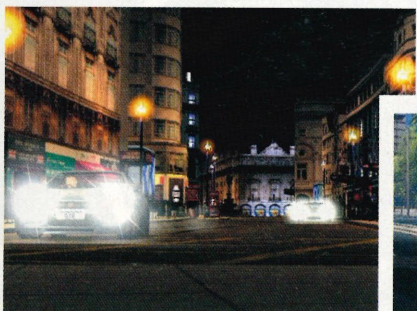
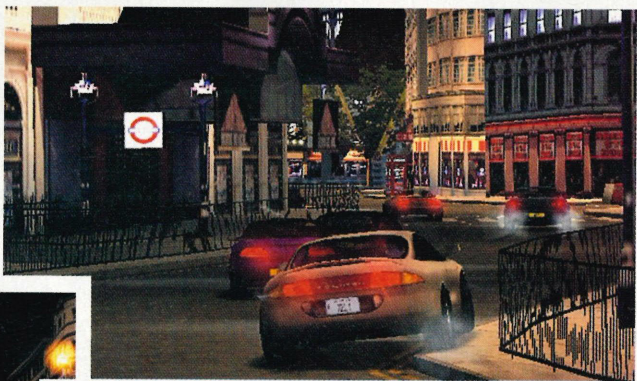
## Metropolis Street Racer

■ PUBLISHER: SEGA ■ DEVELOPER: BIZARRE CREATIONS ■ RELEASE: OCT 10

Despite experiencing a grid full of setbacks in its release date, the massively-anticipated Metropolis Street Racer will soon be racing onto a high street near you. Promising to be the most advanced driving experience to date, the basic aim of the game is to tear around city streets at breakneck speeds in a variety of stylish sports cars.

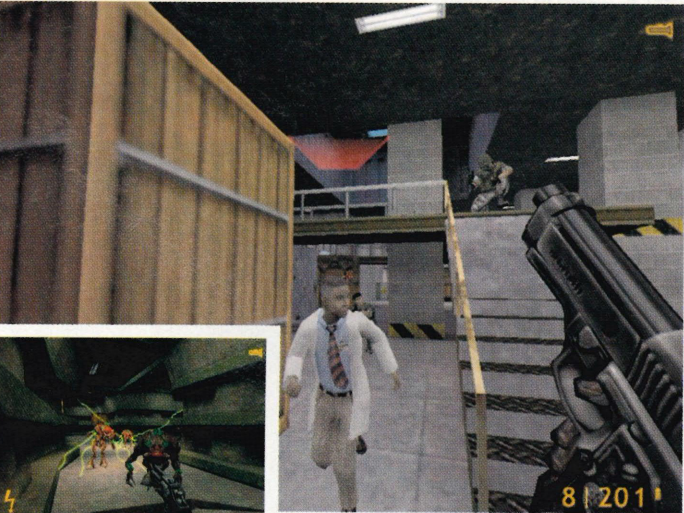
Pushing skill, style and precision to the limit, MSR will offer racers 250 different circuits spread over 18 square miles within the cities of London, Tokyo and San Francisco. There'll be more than 50 different cars from 14 manufacturers, including the new Vauxhall VX220 and the gorgeously-styled Audi TT - each having unique handling capabilities. Arcade mode will offer a quick racing fix, while career mode will allow players to upgrade their cars after circuit success. There will even be a unique system that rates your driving technique.

Changeable weather effects, dazzling headlight beams, blistering 60 frames per second action and 1600-polygon car models should help make this the best looking racing game this side of Gran Turismo 2000.



## Half-Life

■ PUBLISHER: SIERRA ■ DEVELOPER: CAPTIVATION/DIGITAL LABS ■ RELEASE: NOVEMBER

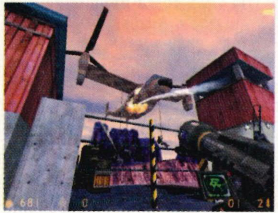


If you know your games, then you will have heard of Half-Life. Originally a PC title, Valve has been kind enough to port the game to Sega's box of tricks, with an all-new single player custom mode included, thanks to Gearbox Software.

For those not in the know, Half-Life is a first-person shooter, where you step into the shoes of Gordon Freeman, with both aliens and the army trying to toast your ass. A full range of real-world, experimental and alien weaponry will be at hand as your arsenal. Your chief aim is to escape the Black Mesa installation as you embark on an epic action-packed adventure.

On Dreamcast, the game will feature many improvements over the original outing, including a higher polygon count on characters, dramatic lighting and special effects to intensify atmospheric value. Enemy AI has been enhanced so that monsters will be terrifyingly intelligent. Hunting in packs, they'll assess your threat and then try to counteract every move you make, even providing cover for each other.

If Half-Life's successful formula can successfully be translated to the Dreamcast, Rare's reign at the summit of console FPS games could well end right here.







# Phantasy Star Online

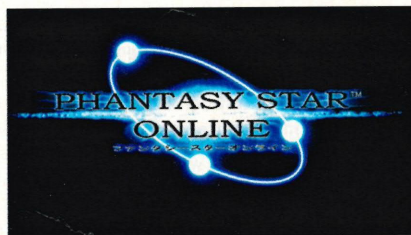
■ PUBLISHER: SEGA ■ DEVELOPER: SEGA ■ RELEASE: 2001

You know when Sega's Sonic Team holds a brainstorming session to decide on its next project, the outcome can be somewhat zany. Only recently, Chu Chu Rocket proved that you didn't have to take illegal drugs in order to experience cats chasing mice into spaceships. Thankfully, their next project is rather more sobering and will be based around network gaming, which should be great for anyone short of a buddy or two.

Phantasy Star Online will be a network role-playing game, geared towards participants all working together to achieve a common goal. Although it wasn't intended to be an extension of the well-known series, it soon emerged that the development team was treading on familiar ground in a world filled with spaceships, machines, laser guns and hovering dragons.

As players work towards their goals, they'll have to co-operate and even betray others in their quest to become the ultimate hero. A dramatic outcome is guaranteed for those that make it through to the end, which can only be experienced through the interaction with live individuals, giving the game truly groundbreaking status.

Through its connection to the Internet, the game will permit players to interact by gathering information, buying and selling goods and finding like-minded friends with similar objectives. However, the game can still be enjoyed without a connection to the Net, in which case a non-player character will accompany you for support and company. This is pretty much essential because team play helps you to take out the many huge bosses that stand in your way.



# 18 Wheeler American Pro Trucker

■ PUBLISHER: SEGA ■ DEVELOPER: AM2 ■ RELEASE: EARLY 2001



Crazy Taxi produced some of the most spectacular visuals ever seen in a video game. Its unofficial sequel, 18 Wheeler American Pro Trucker promises more of the same crazy antics, but this time in a gigantic juggernaut. Starting out its journey as a Naomi arcade machine at the beginning of the year, Dreamcast owners will be hoping for another perfect translation with extra gameplay modes, including online battling and a parking mode. A decision on whether to include a two-player, split-screen mode has yet to be made.

Your aim is simple - race across US highways, transporting your cargo to gain a cash reward. Naturally, a 20-tonne, 60-foot big rig isn't the most nimble of vehicles and you'll have no other option but to barge through anything that obstructs your path, leaving a trail of total devastation. But the more often you crash, the more of your cargo's value is lost as it slides off the back of your trailer. Drive too carefully and you won't reap any bonuses available for beating both your rival and the clock.

We're hoping this will provide Dreamcast owners with a wheely truckin' great racing experience.



As expected, ECTS revealed more juicy details of what eager gamers can expect when the PlayStation2 finally takes over our living rooms. GDO was, naturally, there to get the low-down.

## Gran Turismo 2000

■ PUBLISHER: SONY ■ DEVELOPER: POLYPHONY DIGITAL ■ RELEASE: EARLY 2001

Creator of Gran Turismo 2000, Kazunori Yamauchi spoke freely to GDO at ECTS about his goals and aspirations for the latest title in his highly-acclaimed racing series. Using a translator - and a force feedback steering wheel - Yamauchi took us through a tour of the game and went on to answer the following questions.

**GDO: So far, which features are you most pleased with?**

**KY:** The game has a fantastic replay mode and I have used new re-focus technology, which means that apart from being focused on the car that you are driving you can also see the other cars very clearly. I've also tried to capture the expression of heat in the air, as you would get if you were watching a race for real. I want the game to have a real innovative, cinematic feel.

**GDO: What aspects of the game have you focused on most?**

**KY:** I've been focusing on the visual aspects and also the driving simulation aspects by using the steering wheel, which has taken me a step closer to realising my dream game. I have seen a lot of steering wheels used in the PC market, but I feel that no game has really used the full potential of it until now.

**GDO: What can gamers expect from the cars themselves, in terms of range and performance?**

**KY:** GT2000 will have 150 cars, which is much less than the 500 included in the other titles in the series. The reason for this is that each car needs so much more work in GT 2000, because instead of the cars having 300 polygons each, we are now making them at 5000 polygons, which does take up so much more time as you can imagine! The number of cars per manufacturer has decreased, so all the same car companies will be included in the title.

**GDO: How many tracks will there be and are there other options, such as Rally mode?**

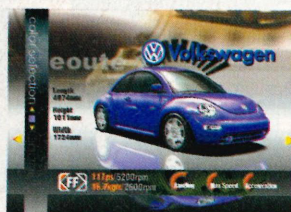
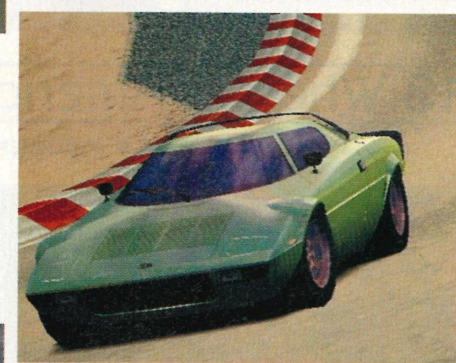
**KY:** There are 15 different tracks, two of them are new and I hope that alongside the other options, like weather conditions, it will be a complete racing experience. There will be a Rally mode. I haven't done it yet, but I am looking forward to working on it, because there are fewer restrictions and it's a lot of fun!

**GDO: There was a rumour that network play would be available - is that not the case?**

**KY:** No, not this time. It is something that I want to do and will definitely be included in the next GT title.

**GDO: Finally, what cars do you drive?**

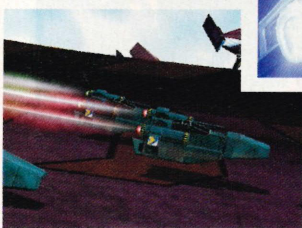
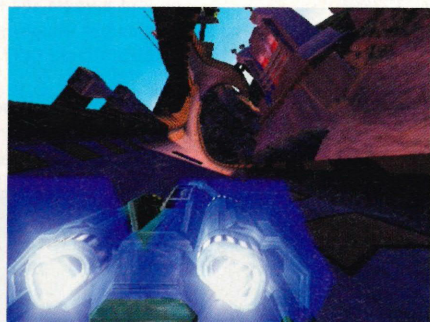
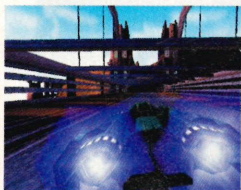
**KY:** (laughs) I have a Honda and a Mitsubishi Evolution!





## Wipeout Fusion

■ PUBLISHER: SONY ■ DEVELOPER: STUDIO LIVERPOOL ■ RELEASE: MARCH 2001



The highly-anticipated **Wipeout Fusion** was showcased at ECTS by Enda Carey, brand manager of the title. Developers Studio Liverpool were also on hand to take us through a 75 per cent finished demo of what looks set to be a scorcher when it's released next year.

At the moment, all of the courses to be featured are up and running and awaiting added extras such as flying sparks, dripping lava and interactive objects that you will be able to use in order to block your opponents and progress in the race. Design agency Good Technology has been drafted in to work on team identities, iconography and an array of animated adverts that will eventually be placed around the tracks.

Instead of progressing from vehicle to vehicle, as in the other Wipeout titles, Fusion will allow you to race for cash and use the money to pay for ship upgrades - improving your handling, acceleration, lateral stability and shield. Other cash rewards will be given as race bonuses for skill, time and avoiding damage.

AI has been greatly improved and other drivers will hold grudges against you if you slight them on the track. Although four-player action won't be available the game will, of course, have a two-player option.

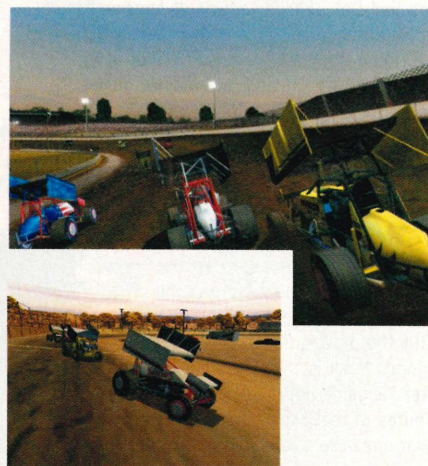
## Spin

■ PUBLISHER: SONY ■ DEVELOPER: RATBAG ■ RELEASE: SUMMER 2001

Ratbag, the developer best known for Powerslide on PC, demonstrated its working title, **Spin**, for the PS2. The game is based on the popular American sport of Sprint Car racing that began in the 1960s and has grown so much there are now 700 tracks stateside.

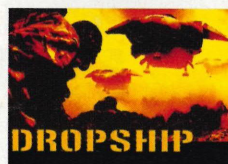
Spin has the usual racing options, but it's the nature of the vehicles and races that make the game different from other driving titles. Sprint Cars have over 800 horsepower at their disposal and can travel at speeds of up to 170 mph.

The tracks are only between a third and half a mile long; they are tight and hold approximately 24 vehicles at a time. Each race is made up of 30 laps at 12-13 seconds a lap, which means that it's a fast and furious battle to the finish with no time for strategic race plans.



## Dropship

■ PUBLISHER: SONY ■ DEVELOPER: CAMDEN STUDIO ■ RELEASE: AUTUMN 2001



Studio Camden gave a brief presentation and showed us a 25 per cent finished version of **Dropship**, an aerial and ground-based combat game that should be released sometime in autumn 2001.

Based in a world where survival is something definitely reserved for the fittest, Dropship offers an alternative to the shoot 'em up by adding a deeper tactical edge to complement the action.

The first noticeable thing about the game is the sheer size of the huge landscapes. Mountains far away in the distance are fully explorable, not just bitmap backdrops. Your role is to control your troops around this area, completing missions and achieving objectives. You will also face dilemmas: should you rescue the soldier calling for help on the radio or complete the mission in hand?

The game includes hundreds of individual AI agents, each with their own personal and collective goals and the more time you have for your troops the better they will perform for you.



■ PUBLISHER & DEVELOPER: NINTENDO ■ FORMAT: NINTENDO 64 ■ RELEASE: NOVEMBER 17

# LEGEND OF ZELDA: MAJORA'S MASK



**F**inished Ocarina of Time? Hungry for more? Short of something to play on your N64 over Christmas? Nintendo has come to the rescue with Majora's Mask. A continuation of the Zelda series, it went down a storm at ECTS, winning the Nintendo Game of the Show award. We took a couple of hours out from a crowded show schedule for a play, and would probably still be there if it wasn't for slave-driving GDO editor James dragging us back to the real world.

Majora's Mask begins with Zelda star Link encountering a masked baddie called Skull Kid. He knocks Link off his horse, steals the precious Ocarina of Time (a musical instrument with mystical powers) before turning Link into a wretched Deku Shrub (a kind of strange forest imp) and legging it. Not a nice person. Cue lots of running-about-trying-to-find-Skull-Kid behaviour; he's causing all kinds of mischief, and you've got to stop him.

Deku Shrub Link doesn't command much respect around the town Skull Kid is terrorising. In fact, the town guards won't let him out until Link is returned to human form - employing the classic Nintendo tactic of carefully restricting player freedom at first, teaching basic skills before going on to complex or threatening environments.

But the most unique aspect of Majora's Mask is the timescale involved. After 72 game hours of play (about 40 minutes of real time) the moon crashes down onto the town, and it's Game Over. To avoid having to do everything in this short space of time, Nintendo has employed a "Groundhog Day" premise. If you can retrieve the Ocarina of Time, Link remembers (in a moody black-and-white flashback scene) the Song of Time, which lets him set time back three days and get on with the job of stopping the moon from falling. Link's skills are remembered, but consumable objects like arrows are lost.

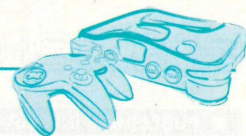
The 'masks' of the title allow Link to transform himself into different shapes; each has its special moves to help him negotiate the obstacles around the world, and Majora's Mask also has many of the classic weapons and tools familiar to Zelda players. Looks like another classic Zelda game is on its way.



John Prescott soon lost his way after entering the Millennium Dome's hallucinogenic drugs zone



# ISS 2000



**A**s you may know by now, we're more than a bit fond of Konami's ISS series. Being responsible for many a broken friendship, ISS makes a regular appearance every lunchtime as the GDO staff battle for personal pride.

ISS 2000 is the third outing for the series on the N64, courtesy of Konami's KCEO studios. Alongside the usual game modes, the most notable addition is an all-new career mode.

Starting out as a mere amateur youth player, your aim is to make it to the big time and the glory of an international call-up. Though simple, you'll find this mode strangely addictive. It works in a linear text-based, interactive manner: if, for instance, a teammate or coach sends you a message there will be a list of phrases for you to select in reply. Your responses will shape their opinions of you, which in turn can affect your morale and attitude.

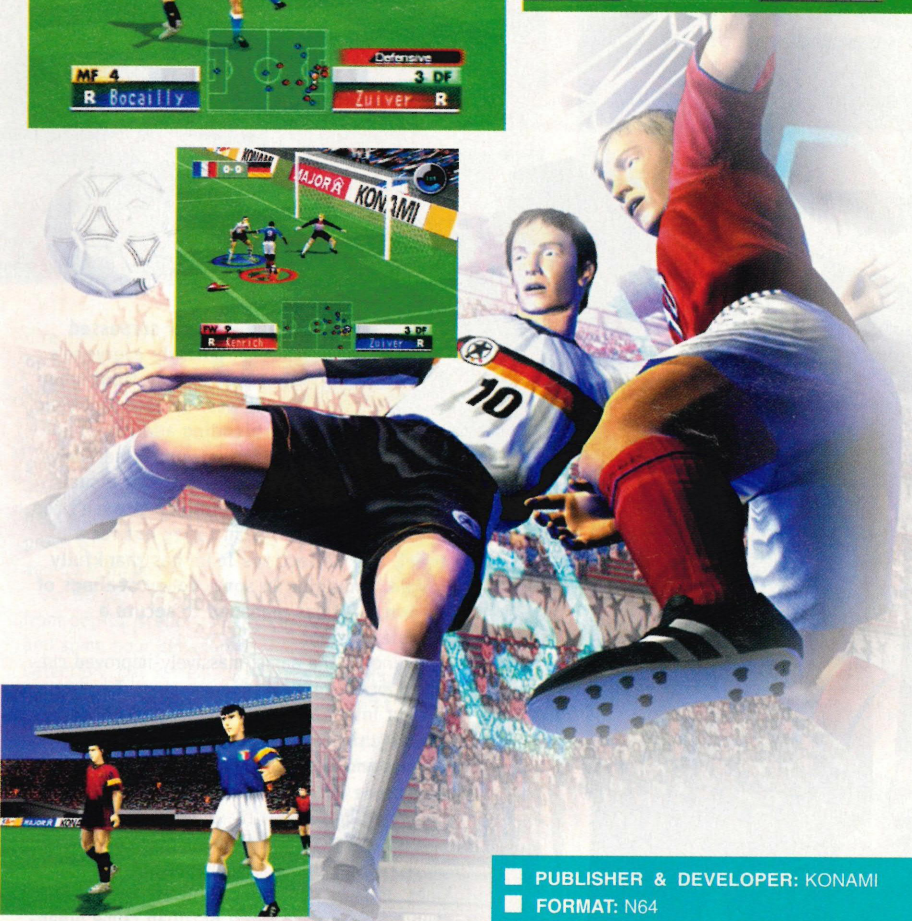
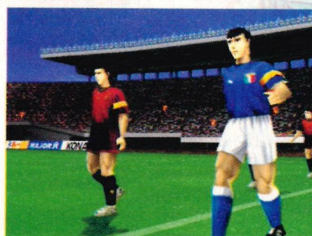
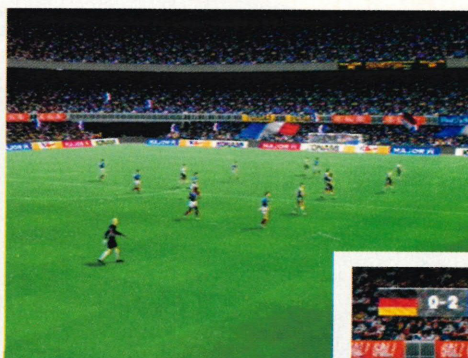
You can also choose different styles of training or rest your player to regain stamina. Too much work will result in your man picking up long-term injuries. You can even head out onto the town, although sadly there's no chance of a drunken bust-up!

In terms of actual match practice, the career mode restricts you to playing the super-sub role. Often, you'll get just two minutes to turn the game around, so it's advisable to make use of the save facility before heading into each game. If you do make it all the way, you can then save your new superstar into one of the international teams.

Overall, gameplay has been enhanced with many more individual tricks, players signalling for a pass and a new chipped through-ball. Other nice touches see the ball gaining backspin after the keeper parries a stinging shot and computer players that are cheeky enough to dive. The remainder of the gameplay is pretty much unchanged from ISS '98, which is certainly no bad thing, although those hoping for a revolutionary instalment may feel slightly disappointed.

To fault the game, I've never been too keen on the keepers' AI, which makes even David James look half-competent! Another fault involves the new hi-res mode, which makes the game's visuals sharper, but leads to a juddery frame-rate. Finally, the issue of those incorrect player names is still evident. Although Konami has secured the PIF licence for player names, it has come too late to be included in this version.

All in all, ISS 2000 carries the series forward, building on what was already a solid interpretation of the beautiful game. And while I still prefer the PlayStation version, this comes a close second.



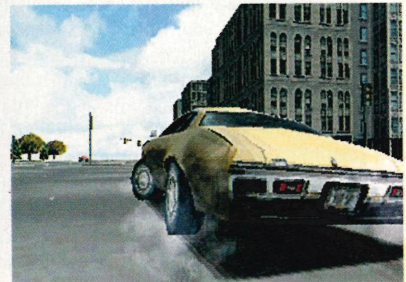
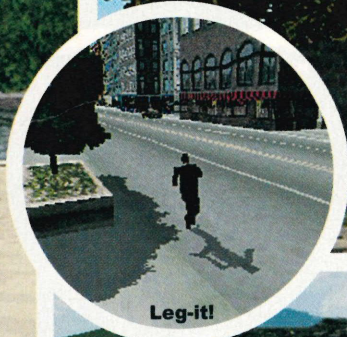
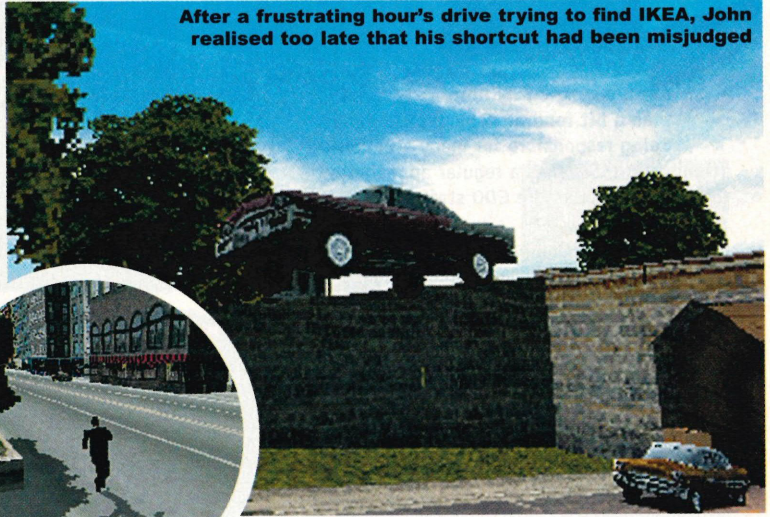
- PUBLISHER & DEVELOPER: KONAMI
- FORMAT: N64
- RELEASED: OUT NOW

PROS	CONS
+ New career mode	- Juddery hi-res mode
+ Enhanced gameplay	- Poor goalie AI
+ It's ISS!	- Wrong names

**CHECK OUT OUR WEBSITE LINKS**  
[www.consoledomain.co.uk/n64/review/ISS\\_2000.html](http://www.consoledomain.co.uk/n64/review/ISS_2000.html)

# DRIVER 2

After a frustrating hour's drive trying to find IKEA, John realised too late that his shortcut had been misjudged



**D**river surpassed nearly everyone's expectations when it was released last year, blending addictive and fun mission-based driving with flashy visuals

and spot-on gameplay. Naturally, it wasn't too long before people began to cry out for a sequel, and Reflections Team has thankfully obliged. Endulging in some dodgy dealings of our own, GDO has managed to secure a playable version.

Opening up the game, massively-improved cut-scenes introduce players to the story. Two heavies strut into a bar, wielding shotguns, blowing away anything that moves. These guys mean business and nothing will get in their way. Just like a scene out of a Quentin Tarantino flick, convincing brutality is the order of the day.

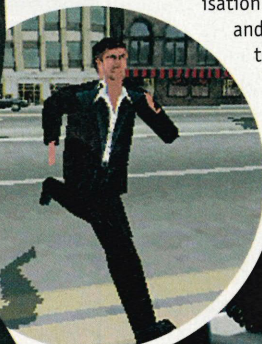
You once again play as undercover cop, Bruce Tanner, who is joined by new partner, Tobias Jones. Together, you must infiltrate the seedy underworld dealings of a Brazilian crime organisation. As the underworld war escalates and threatens to extend all the way to Chicago, Tanner is at the heart of the battle against dodgy Cuban drug shipments.

Level locations are based around the streets of Las Vegas, Chicago, Havana and Rio and continue the '70s-style car chase theme that we all loved so much in the original version. Each location has been increased in size to provide more variety, short cuts and alternative routes. Naturally, the customisable replay mode allows you to direct your own car chase scenes, as in a movie. Just make sure your driving is up to scratch!

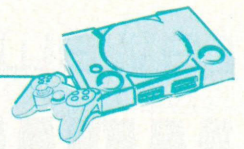
Driver 2 features a rebuilt game engine, which is designed to make the game run smoother with even more frames per second crammed in.

## Now you can get out of your car and jump into other vehicles, GTA-style

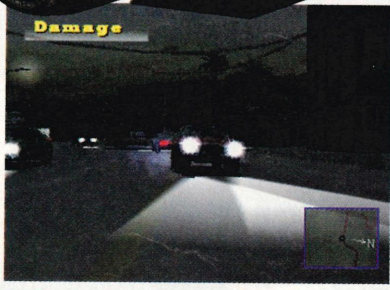
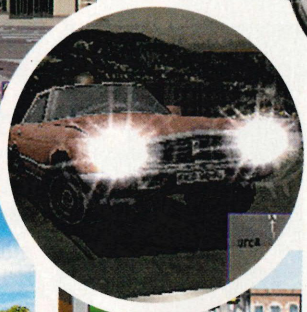
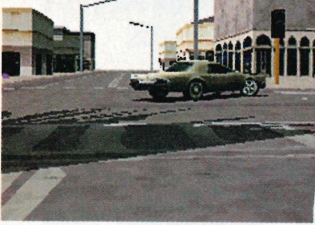
However, the most significant development is the ability for Tanner to actually get out of a vehicle and then explore buildings or chase suspects on foot as part of mission objectives. Instead of starting off each mission in your car, you now get a short walk to it and when you reach your location another dash on foot may be necessary to complete the mission. In no way detracting from the enjoyment factor, this simply enhances the realism of missions, adding an extra dimension to the proceedings.



Man at C&A

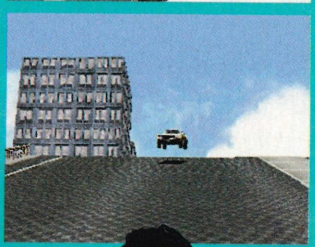
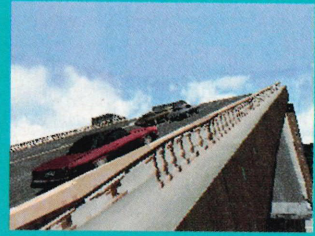


Damage



### Take it to the bridge:

Yes, it's the old drive-over-the-moving-drawbridge manoeuvre



Somehow pedestrians always avoid being squished



Realising he was late for a gig, Bryan Ferry raced to his car

Just like in Rockstar's controversial Grand Theft Auto games, you can also go for a spin in citizens' vehicles, including cars, bikes and even buses and HGVs. Simply pull one over and then jump in. Just be careful not to smash it up when hijacking it, though. This works well for upgrading to a faster set of wheels or simply indulging in a spot of joyriding. It's also a cheeky method of ensuring that your car doesn't get written off and you don't have to start the level over. Of course, it's not so easy to switch cars when you're on a tight time limit to reach the designated destination or are in hot pursuit of a suspect and can't lose sight of them.

The finished version will include nearly 40 different missions to engross you into the game's storyline. Driver 2's environments have been vastly improved to reduce the number of bog-standard right-angled corners and incorporate more variable curves into the road structure. Long sweeping curved sections of road and winding slip roads link the tight-knit city streets to the spacious freeway sections. This should be great for shaking off the attentions of the police, although there were no law enforcers built into the version we test-drove.

As ever, the map in the bottom corner of the screen is crucial to planning the most time efficient route to your destination. Again, the

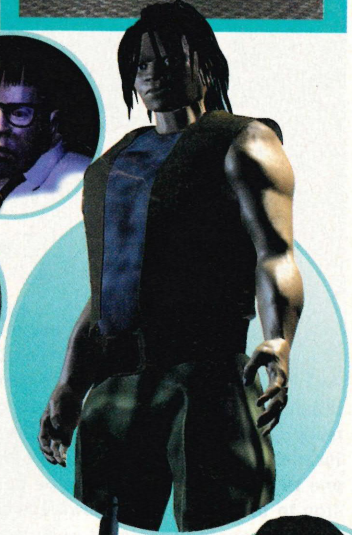
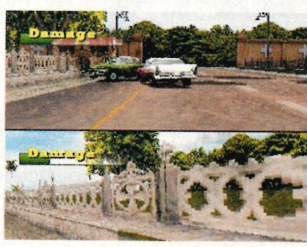
directional arrow converges to a point as you home in on the meeting point. Keeping one eye on the map and the other on the road ahead keeps the action at a frantic high.

Plenty of mini-games will be included alongside the main mission mode such as pursuits, evasion and time trial modes. There'll also be a split-screen, two-player mode to prove who is the best getaway driver among your posse.

Our 80 per cent complete code suffered from pop-up scenery, floaty car handling and some poor collision detection, but we're hoping these problems will be rectified for the finished version. With new missions, enhanced locations, two-player action and a compelling storyline, Driver 2 is shaping up to be every bit as successful as its predecessor.

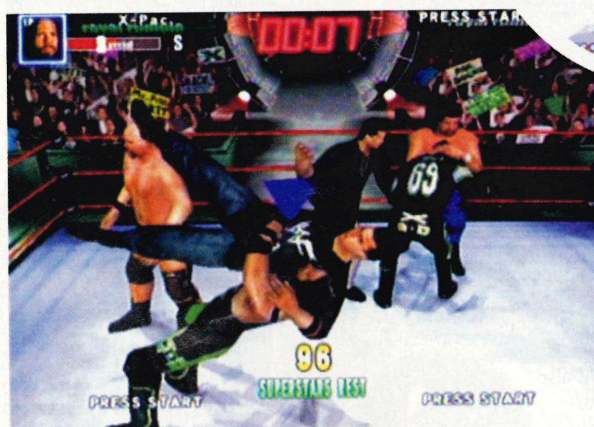
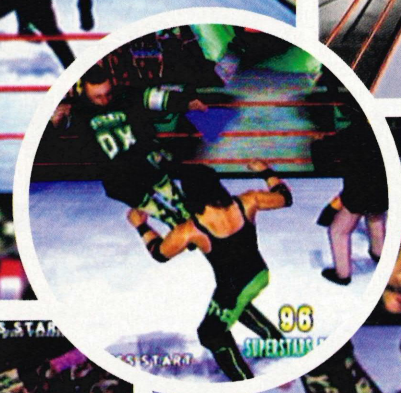
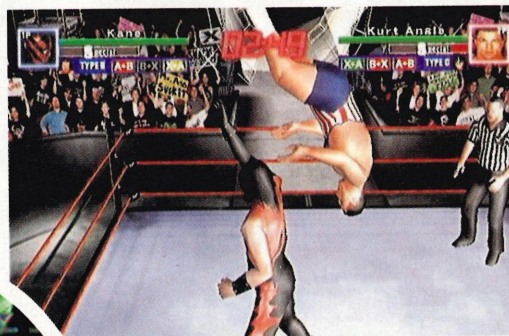
### TWO PLAYER MODE

Two-player, split-screen, action on Driver? Woooooohooooh!!!!



WORDS: GARETH HOLDEN

# WWF ROYAL RUMBLE



With only two seconds remaining, Kane opts for the sweaty armpit submission. Pity his leotard-clad adversary.

**S**till seeing stars from the phenomenal success of WWF Smackdown on the PlayStation, THQ has another smack-talking, body-slamming lycra-clad contender ready to storm the market. With the chance for nine superstars to brawl in the ring at any one time, could this be the game to put a stop to the mighty Smackdown ego trip.

What surprised us the most when heading into the single player mode was that there's only two modes of play - Royal Rumble and Exhibition. Having become accustomed to a plethora of different match-ups within Smackdown this came as a sharp disappointment. However, as with all wrestling games, there's always the alternative of teaming up with some buddies for ultimate chaos on the canvas.

As the main event, Royal Rumble involves you battling against 28 other hyped-up lunatics in leotards, with a maximum of nine wrestlers in the ring at any one time. Your aim is simply to hurl everyone else out of the ring, where pinning and knockouts are not available. In theory this is great for ensuring you're constantly jostling with opponents, but considering you're there right from the start, the difficulty level is more than just challenging. It becomes near impossible to conserve your

energy without looking like a big girl's blouse. Only by running away from trouble will you stand any chance of lasting the distance, which defeats the object of the bout.

Alternatively, in the exhibition match, you can team up with a partner to take on a pair of opponents. In an attempt to install more longevity into the proceedings, you have to successfully win ten matches in a row, but the action does become repetitive after you've played it for a while.

One of the unique features of the game is a special move energy bar, which can be charged up by performing combos. Once charged, this gives you the ability to perform counter attacks, power moves, signature moves and to grab hold of the ropes and roll back under, should you get chucked over the side of the ring.

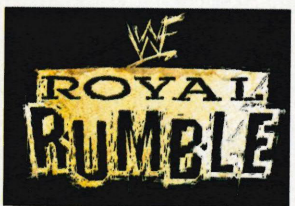
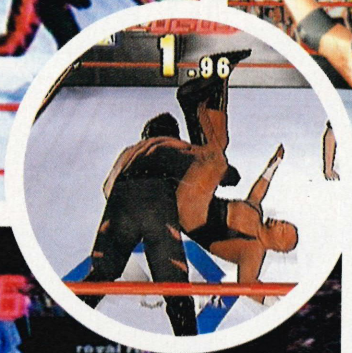
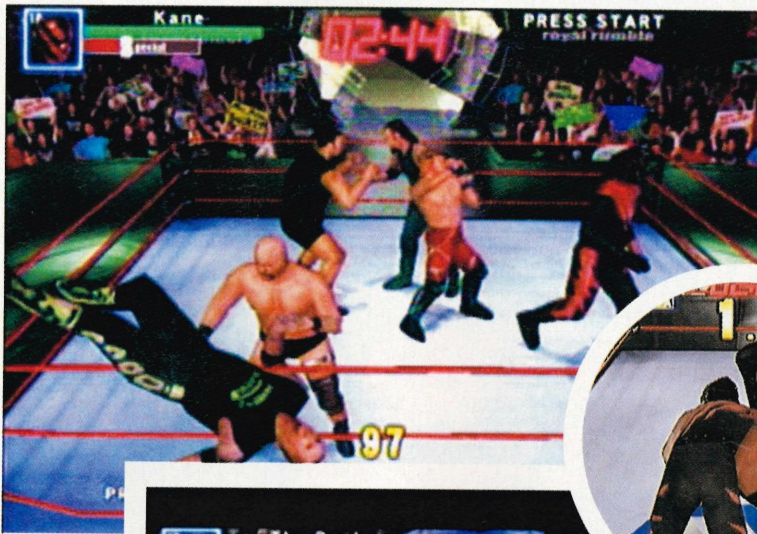
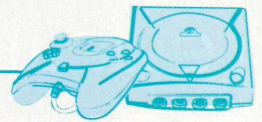
Signature moves are included, like The People's Elbow, The Stone Cold Stunner and The Pedigree. Likewise tag moves provide temporary solutions to the bog standard brawling and are simple to pull off. Simply trounce your opponent and then wolf-whistle to your team-mate, who can either chuck an object to you or team up for a double clothesline. Just make sure you don't hesitate or you'll both take a pasting!

While there are just about enough big name

superstars to satisfy the majority of WWF fans, it was a shame that a fuller line-up couldn't have been included. Too Cool and Christian were two of the more distinct absentees for me. On the subject of characters, THQ's WWF SmackDown! makes a mockery of Royal Rumble's efforts. Firstly, there are no entrance movies here and a short clip of each character model prancing about did little to hype our crowd into a frenzy. Secondly, each wrestler's moves are essentially the same and we was disappointed that every player was capable of bodyslamming the Big Show with consummate ease. Another annoyance is that there is only one button to punch and kick with, where the blow delivered depends on the position of your character relative to the recipient. The age old problem of your character facing the wrong direction when trying to attack a different opponent can be painfully evident as you get repeatedly walloped about the back of the head as you punch thin air.

Now obligatory interference from other characters should have provided unexpected trouble. Instead, if you continue to pummel your opponent, they'll simply skulk off without affecting the match at all. It's a real shame that these basic faults couldn't have been ironed out when translating this arcade version onto





## WRESTLERS

**Over 20 of your favourite WWE superstars to choose from. Just don't expect alliances to last more than one bout.**



console format.

Backstage areas are included to spice up the action, but are accessed randomly when the bout is heading for a stalemate. Without warning the lights go out and you'll be dumped in one, with a selection of objects to punish your opponent with, from a shopping trolley to a baseball bat. Personally, I'd have preferred to decide when to take the ruck to another stage.

While the action is kept relatively entertaining, thanks to an animated crowd, realistic character representations and plenty of camera flashes, it just doesn't have the same instant appeal as Smackdown. You'll get the impression that more should have been done to put Sega's machine through its paces - after all this is supposed to be the next generation isn't it?

- PUBLISHER: THQ ■ DEVELOPER: SEGA/YUKES
- FORMAT: DREAMCAST ■ RELEASED: SEPTEMBER 29

## PROS

- + Simple to get to grips with
- + Tag team moves easy to pull off
- + Four player mode is best
- + Nine wrestlers in the ring at once

## CONS

- Becomes boring quickly
- Only two gameplay modes
- Doesn't push DC to its full potential

### CHECK OUT OUR WEBSITE LINKS

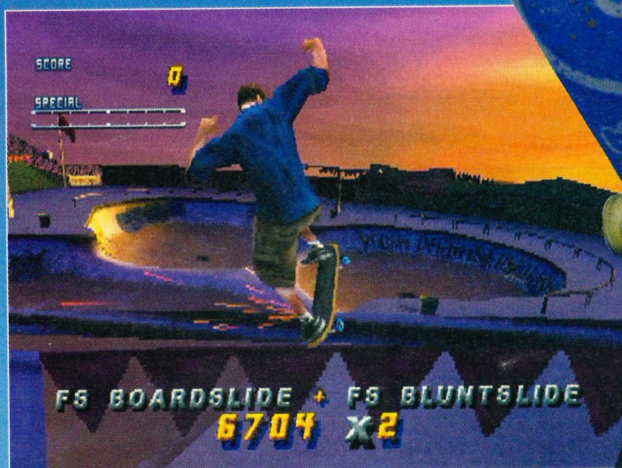
[www.consoledomain.co.uk/dreamcast/reviews/Royal\\_Rumble.html](http://www.consoledomain.co.uk/dreamcast/reviews/Royal_Rumble.html)

WORDS: GARETH HOLDEN

# TONY HAWK'S PRO SKATER 2



**"You have to be pretty darn good to get far into this game"**



**W**ell, it was bound to happen, and lo and behold the inevitable has occurred. Having shifted a few dozen or so copies of the original, the children of the world can now be the proud owners of a shiny new copy of Tony Hawk's 2.

The original game was a barnstormer, an instant classic which rightly deserved all the acclaim it garnered. It was simply a masterpiece of playability which has found its way into homes across the world. You can get it on Game Boy - well, sort of. It can even be held as a reason for the resurgence in skateboarding, with khaki clad wannabes who can't even kickflip or pop shove-it striding about city streets with 7-11 Value boards under their arms. But I digress.

So what's new? First up are the all-new menus and select screens which now feature photos, videos and even small biographies of all the skaters. You get a handful of new skaters, with Steve Cabellero and Eric Koston joining the team from the first game.

Other than that, at first glance, it appears to be business as usual with the controls working in exactly the same fashion as the first game. Initially there is some confusion when you realise that, being devious swines, they have swapped all the tricks about and even made off with the specials you've memorised for each skater. This gives veterans a new learning curve as you frantically search for the button presses that will give you a bigger points total.

Deeper investigation into the player set-up screen reveals that each trick and special can now be reassigned to different button combinations which allows you to customise the tricks back to how you remember.

The biggest addition to the game is the 'manual': a wheelie on a skateboard basically. By tapping up and down (or indeed down and up) your onscreen alter ego will balance on two

wheels. While you can use this in the same way as any other trick, it is really a device to link other tricks together. By adding a manual to a completed trick or grind you can effectively keep the combo going until you reach an area with more scoring opportunities. This simple addition to the game opens up an awful lot of avenues for stratospheric scores. You can, in theory, keep a combo going through the entire course as long as you possess the fine muscle skills to keep balance until you get to a suitable trick scoring area.

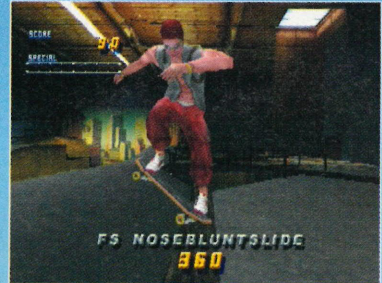
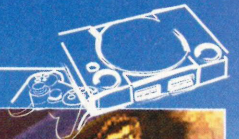
The original game's main problem was longevity - once you had gained every tape you were really left with nothing else to do, apart from delete your save game and do it all again from scratch. Of course, old-skool-stylee hi-scores entered the fray with people across continents trying to out-do each other in the Tony-Hawk-playing trouser department.

In the first game, tapes were earned by performing tasks, from grabbing all the letters to make up the word 'skate' to grinding cop cars. Now each level comes with a whole shed-load of tasks. Sure, the old 'skate' letters are still knocking about, but all-new directives have to be completed as well.

Instead of gaining tapes for their skills, players now earn money. That's right, good old greenbacks. A certain amount of cash can be earned by performing each task set on a level. Once you have earned a set amount of money other levels are opened up, but you will have to complete a fair few tasks to see everything in the game. Money earned is also used to upgrade your skater. You can buy yourself increased stats and new tricks to use as well as better equipment, all of which helps in the quest for higher scores and even more cash.

Graphically the game has been improved quite nicely, with levels and skaters looking better than the initial instalment. Still, the pop-up





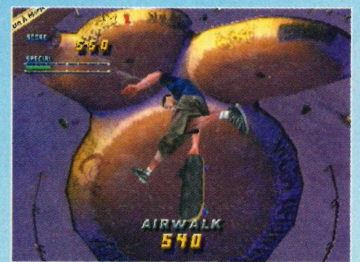
that plagued the original is all too prevalent again, especially in the two-player modes. Once again the emphasis really has to be on single player gaming, given the fact that Tony Hawks veers towards being unplayable on a split-screen. The old two-player favourites are there though and will keep you and a friend entertained for hours on end if you own a big enough television.

The music (unlike the rest of the game) now seems to cater more for the mass market. Gone are the slightly obscure Mojo record label bands and Epitaph-alikes and in their place are heard-it-a-dozen-times-before tracks from Anthrax and Rage Against The Machine; almost radio friendly in a way. That's not to say the tracks included are bad, it just isn't up to the original in terms of class or authentic skating feel.

Here's the problem with Tony Hawk's 2; you have to be pretty darn good to get far into this game. Neversoft appears to have taken the original, added on all the fancy extras we would expect from a sequel and then ramped up the difficulty levels to something obscene. Maybe back in the late 80s this kind of 'mad skillz' test would have faired well, with a handful of obsessives devoting large parts of their lives to mastering the game. Presumably that is what Neversoft is aiming at here. This is a game that a real hardcore gamer can get into, but it does leave a beginner or someone who is just average at the first game behind.

The manual trick, whilst being an amazing addition to the scoring scheme, is really to blame for this. By allowing good players to score huge points using the manual, the points benchmark for progressing in the game has had to be shifted up. By doing this, it leaves anyone without great Tony Hawk's skills a little high and dry.

Sure, it's a hell of a lot better than the original, but it's also a hell of a lot tougher too. Casual gamers need not apply.



■ PUBLISHER: ACTIVISION ■ DEVELOPER: NEVERSOFT  
 ■ FORMAT: PLAYSTATION ■ RELEASED: SEPTEMBER 29

## PROS

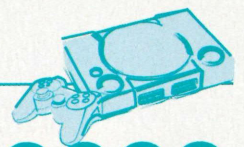
- + New menus and skaters
- + More tasks and directives
- + Greater longevity

## CONS

- Rock hard
- Still too much pop-up
- Less authentic music

### CHECK OUT OUR WEBSITE LINKS

For a review of the original Tony Hawk's game go to:  
[www.consoledomain.co.uk/playstation/reviews/Tony\\_Hawks\\_Skateboarding.html](http://www.consoledomain.co.uk/playstation/reviews/Tony_Hawks_Skateboarding.html)



# F1 CHAMPIONSHIP SEASON 2000



**F**ollowing closely in the slipstream of several past Formula 1 outings, EA's latest contender looks to be its best yet. If you just can't wait to see whether it'll be Schumacher or Hakkinen that takes this year's championship, then jump into the cockpit and decide for yourself.

Before heading into a full-blown championship, EA has now provided players with new scenario and training modes, both worthy additions to the game.

Scenarios recreate the best moments of last season's shenanigans, from trying to cruise the Minardi car into the points in the opening race to Schumacher's remarkable surge to win the championship in the very last race.

Training provides an even more enthralling experience as you are taught how to perfect your driving skills and smash those lap records. A mixture of accurate commentary and on-screen instructions guide you through either full laps or sections of any of the official circuits. You'll then be scored out of 100 on aspects like accuracy and speed.

Championship mode offers the usual practice, qualifying and racing with a full set of statistics to accompany your progress and even a trophy cabinet to display your silverware. Test Days allow you to get telemetry feedback from a practice lap and then tweak your car's set-up to customise aspects like downforce according to your personal preference.

Having invested plenty of time learning how to drive like a true pro, you'll soon appreciate just how well the game plays. Although turning can seem slightly jerky at first, it does feel responsive enough and alongside a realistic sensation of speed, makes for a solid driving experience. In-depth technical support from both the Orange Arrows and Benetton Formula One teams has certainly proved valuable to the authenticity and feel of the game.

Other features add to the racing experience: if turned on, the damage feature can leave dangerous chunks of debris strewn across the track; changeable weather affects your car's handling; and subtle camera movements and the on-screen split-time graphics courtesy of Tag Heuer add yet another dimension to the game's realism.

Graphically, F1 Championship is a huge step forward from EA's previous F1 2000 outing. Camera flashes have been added into the grandstands, dust clouds arise when wheels stray off the track, helicopters patrol overhead and even brake light trails are reflected off the wet track surface. Most impressively, though, was the lack of obvious pop-up on the notoriously-detailed Monaco circuit.

With an improved split-screen two-player mode, we would recommend this title to any fan of the sport or of driving games in general. With the full FIA licence and even commentary from ITV's Jim Rosenthal, true authenticity is guaranteed and makes this even more enjoyable than watching a Grand Prix on the television.



■ PUBLISHER: ELECTRONIC ARTS  
■ DEVELOPER: EA SPORTS  
■ FORMAT: PSX ■ RELEASED: SEPT 29

## PROS

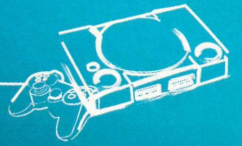
- + Longevity
- + Great visuals
- + Improved 2P mode
- + New stats

## CONS

- Not significantly different to F1 2000

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[www.consoledomain.com/playstation/reviews/F1\\_Championship\\_Season\\_2000.html](http://www.consoledomain.com/playstation/reviews/F1_Championship_Season_2000.html)



# ALIEN RESURRECTION

**S**igourney Weaver has been beating off aliens since the trilogy's beginnings in 1979. Poor love, she must be exhausted - especially after the fourth and final film in the series involved more action-packed alien-slaughtering footage than ever. *Alien Resurrection* told the highly unlikely story that the main character, Ripley, had been rebuilt from DNA samples found in the pit of fire she threw herself into at the end of *Aliens 3* - yeah, right!

Even with a ludicrous plot the film went on to become a summer blockbuster, with more of the same alien-bashing adventures we all know and love. *Alien Resurrection* has now made it on to the PlayStation and the atmosphere is as fraught as ever. They say that in outer space no-one can hear you scream, but playing this game, they're going to hear you down the bottom of your road. In fact, you'd better warn your neighbours that if they do hear strange noises in the night it's only your big girlie self playing with some aliens.

It's 200 years after Ripley killed herself and the alien she was impregnated with, by throwing herself into a furnace. Since then nasty scientists aboard a medical research vessel have been trying to rebuild her in a lab, and after seven failed attempts they have managed to hack together number eight - our heroine.

She is far from the human she once was, with acidic blood, super-strength and strong sisterly feelings for the aliens. Breaking out of the lab, Ripley now finds herself trapped on the medical research vessel, the USM Auriga, and must escape. But apart from aliens, the scientists want her dead as well, afraid she will reveal the terrible truth of their evil experiments if she escapes from the ship.

If you've seen any of the films then the next bit will feel like a history lesson, but for those of you that haven't, the alien reproductive procedure must be explained as it plays a huge role in the game. Face Huggers are laid in eggs by the 'Queen' alien.

Once hatched, Face Huggers





"I'm going to have to see a dentist. These wisdom teeth are killing me!"



alien gutting a soldier for example) are brilliant and leave you looking on as a helpless bystander. You have to have a Dual Shock controller to make sure you get the full effect - it will replicate the vibrations of everything from generators to Ripley's heartbeat when she's on her last legs very effectively.

You play through the game as one of four characters. You begin as Ripley and then move on through another three as the game progresses. Two of these characters - Call and Christie - are from a ship called Betty which called in on the Auriga. Call is a synthetic who joined the Betty after hearing about the experiments on the Auriga; she cannot be impregnated by Face Huggers, and bleeds white fluid. Christie is a strapping bloke with dreadlocks, a deadly shot and a heart of gold. The third character is Distephano, a marine, who after initially being ordered to kill Ripley and the crew of the Betty, joins forces with them.

Each character has his or her own objectives to complete in order for the crew to escape to safety. They operate the same way, but have their own special tools and skills. For example, Call has a built in motion-tracker that detects



aliens and other life forms.

The game captures the essence of the films very well and is a bit frightening to say the least. Be warned - it is a difficult game to beat. This was a fully intentional plan by the developers who clearly can't stress enough how hard it would be to escape a spacecraft full of killer aliens. Pick-ups, ammo and save points are scarce and you can't just dash about guns blazing. This is a game where some thought is required and self-preservation is always at the forefront of your mind.

The downsides are slight and somewhat unimportant anyway. However, there are some, the most obvious of which is actually controlling your character. Although the Dual Shock controller is used to full effect - with both joysticks being used for your movement, view and gun-sight - it does lack a certain sharpness when you are trying to pinpoint an enemy. Overall the controls become easier as you progress, but with the difficulty of the game you'll probably be tearing your hair out for the first couple of levels. The graphics aren't fantastic but they do the job and it's so dark and moody anyway that you can't help but get sucked in by the atmosphere.

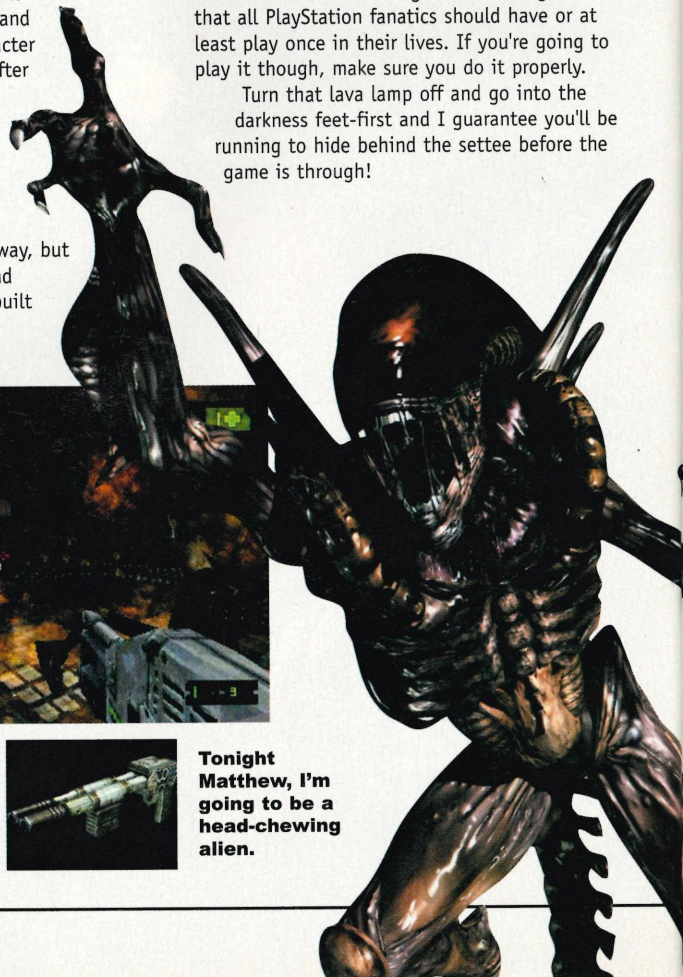
Alien Resurrection has got to be one game that all PlayStation fanatics should have or at least play once in their lives. If you're going to play it though, make sure you do it properly.

Turn that lava lamp off and go into the darkness feet-first and I guarantee you'll be running to hide behind the settee before the game is through!

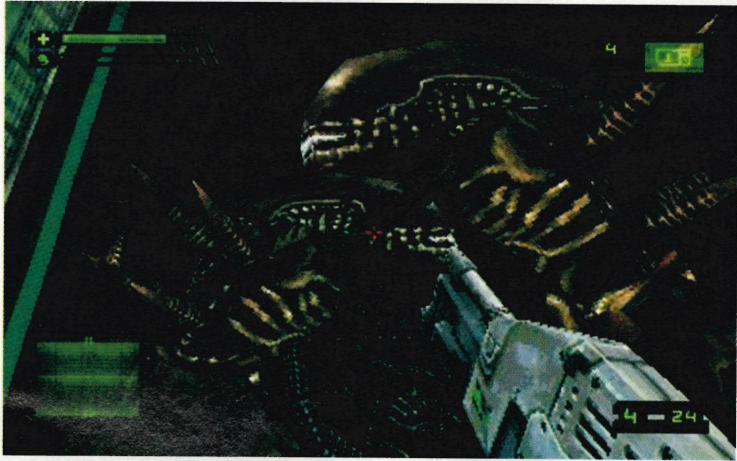
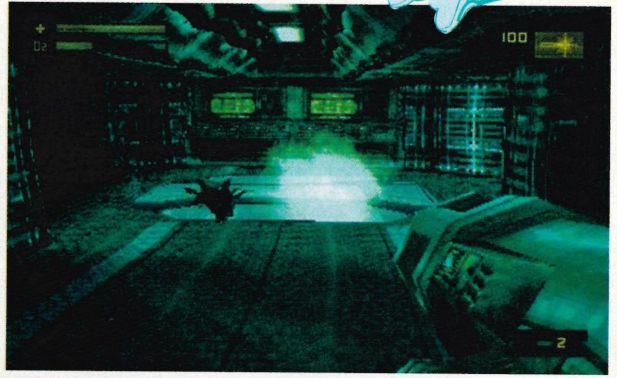
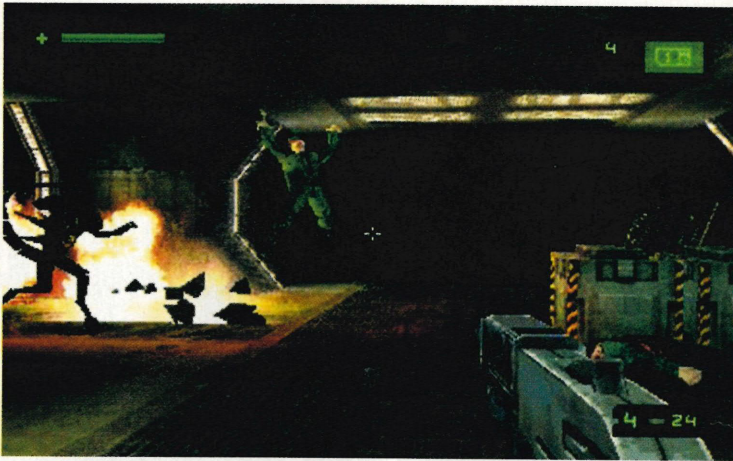
carry a parasite which grows into an alien once it has been impregnated into any living thing - this is where humans come in handy. If you are impregnated by a Face Hugger you only have a matter of hours to live before your stomach is ripped apart by a baby alien making its escape into the world! To survive this ordeal you must find a portable surgery kit and extract the little fella before he gives you a severe case of stomach ache. Other aliens include your standard grey, general public alien and the harder, intelligent soldier aliens who live to protect their Queen. Then there's the Queen herself - big, scary and hugely protective of her family.

Opening options include set-up instructions for playing in a dark room, which is recommended to enhance the feeling of isolation and scare the pants off you - a similar atmosphere to that which the films brought to the big screen. This game is really dark and claustrophobic; bangs and knocks in the blackness make you jump from the offset. The brilliant opening movie that depicts Ripley and the experiments they have been subjecting her to is definitely a no-no for those of you with weak stomachs.

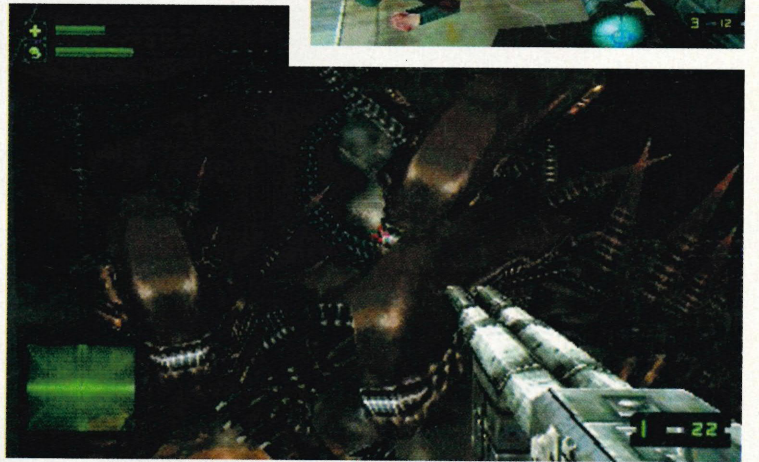
After her escape from the lab you take control, and the mission to get off the alien infested ship begins. As you begin to explore the first level, the devastation of the aliens is apparent. If you look around, apart from dead, ripped-up bodies, you can see holes and blood dripping from the ceilings where the aliens have taken their prey. Steam bursts and fierce explosions make for a constant atmosphere builder and bits of action built directly into the game (like an



Tonight Matthew, I'm going to be a head-chewing alien.



Hugging faces for a living is great, but he must go through some serious lip balm.



FACEHUGGER



CALL

Fire in the hole - that alien is toast. No, hang on, run awaaaaay!



CHEST BURSTER



CHRISTIE



ALIEN SOLDIER



RIPLEY



ALIEN QUEEN



DISTEPHANO

■ PUBLISHER: FOX INTERACTIVE ■ DEVELOPER: ARGONAUT SOFTWARE ■ FORMAT: PSX ■ RELEASED: SEPT 2000

## PROS

- + Brilliant plot
- + Great use of characters
- + Depicts the essence of the film well

## CONS

- Difficult to control
- Targeting enemies can be a problem
- Some graphics could be better

### CHECK OUT OUR WEBSITE LINKS

[www.consoledomain.co.uk/playstation/reviews/Alien\\_Resurrection.html](http://www.consoledomain.co.uk/playstation/reviews/Alien_Resurrection.html)

WORDS: JAYNE BOWEN

# PERFECT DARK

■ PUBLISHER & DEVELOPER: RARE ■ FORMAT: GAME BOY COLOR ■ RELEASE: OUT NOW

**P**erfect Dark on Game Boy Color has manoeuvred itself, with the aid of developer Rare, on to shop shelves this September. After the hugely successful launch of the N64 version in the summer it was only a matter of time until this title saw its way on to the popular handheld console.

The story behind the game is set prior to main character Joanne Dark's exploits on the N64. You join the budding spy at the early stages of her training as an agent of the Carrington Institute. It will be your job as Joanne to bring justice those who flout the law to amass personal fortunes or attempt to take over the world through devious plots.

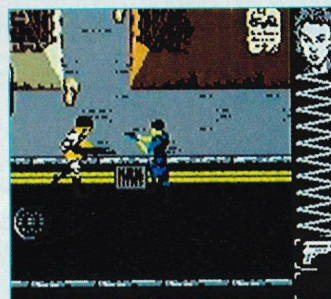
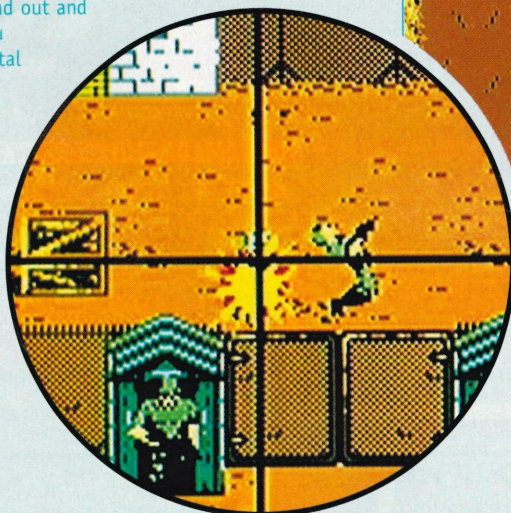
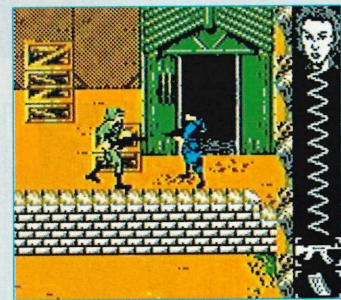
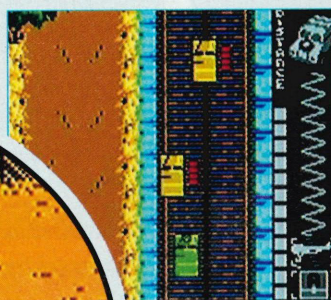
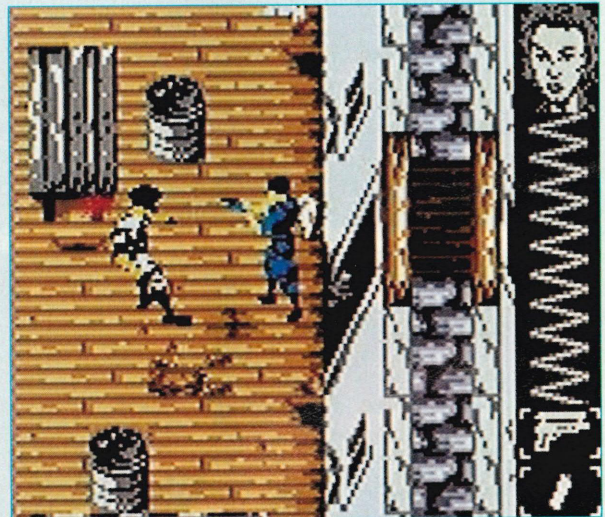
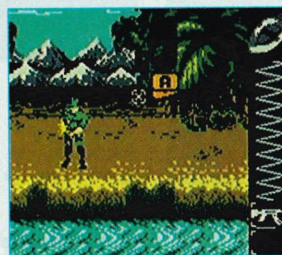
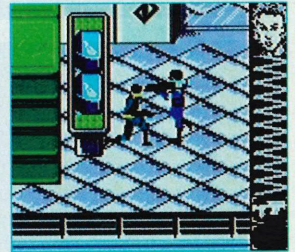
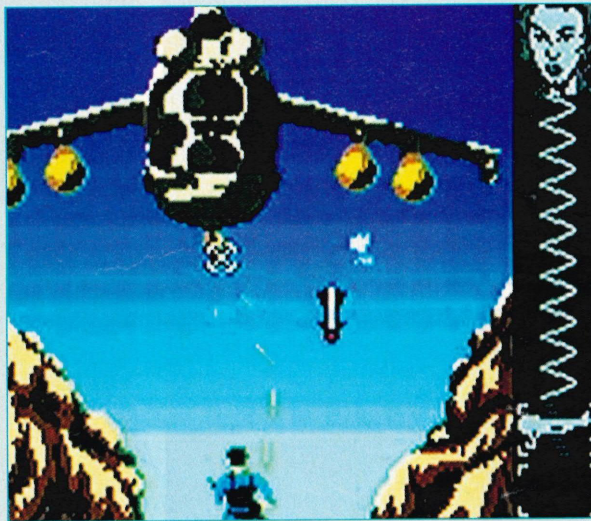
You find Miss Dark about to embark on her final training exercises. You will need to guide her through this process, completing the various stages in order of difficulty. Once accomplished, she's thrown in at the deep-end and ordered to a secret location in South America; her mission is to shut down an illegal Cyborg factory - permanently! From that point onwards it's non-stop action, encompassing seven missions.

Gameplay is fantastic and not only do you run around shooting plenty of baddies, you also have to obtain objects along the way in order to disarm highly volatile situations. And as well as being pitted against some very nasty characters, the title offers some great little extras, such as sniping and puzzle-solving.

Visuals are excellent and there's plenty of detail added to the atmosphere and scenery. However, sound is practically non-existent and when you do happen to hear something, it is reminiscent of two cats howling at each other in an extra-scratchy kind of way.

The main weakness of the game is that it is too difficult to comply with the character's main directive - stay low and unobserved. This is practically impossible, as you can never be sure of what awaits you a couple of feet in front and the paths are very linear, so there is no effective hiding.

Overall, however, we would recommend you head out and buy this one. If you enjoyed playing Metal Gear Solid on the Game Boy, or if you're looking for an engaging game that tests your memory, reflexes and train of thought, you'll love this.

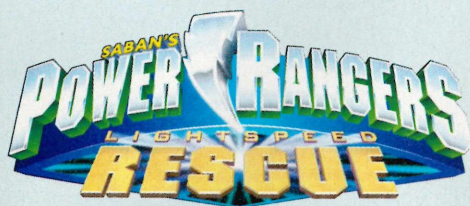






# POWER RANGERS LIGHTSPEED RESCUE

■ PUBLISHER: THQ ■ DEVELOPER: NATSUME ■ FORMAT: GAME BOY COLOR ■ RELEASE: NOVEMBER



**D**oes anyone care about the Power Rangers any more? Surely the only thing on the minds of the kids today is Pokémon. So why did THQ make a game about them so long after they expired? Well, to be honest with you, I haven't got the faintest idea.

The reason you have to suffer this game is because hostile aliens have landed on Earth (how original!) and are wreaking havoc on our expensive civilizations. Unfortunately, Superman appears to be on holiday, so the Power Rangers are called in to save the planet.

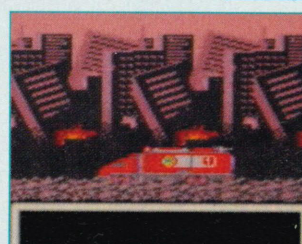
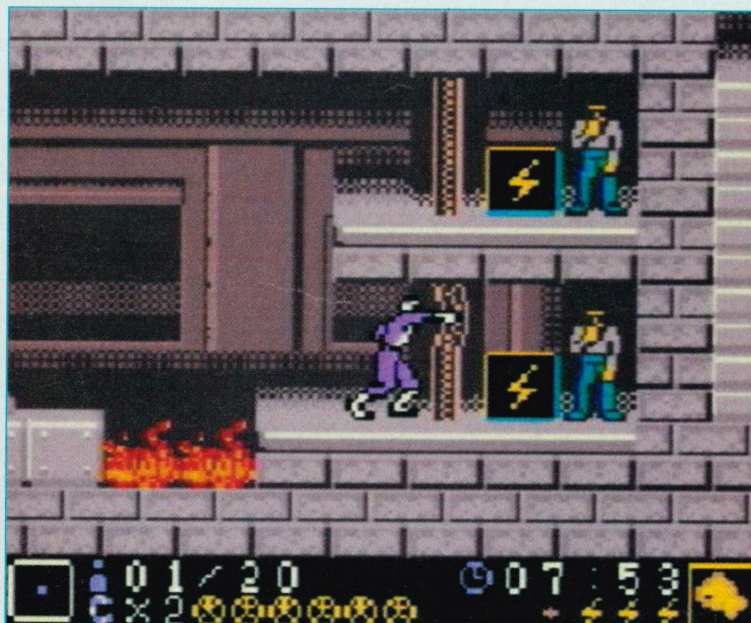
The Power Rangers come in five fruity flavours (in case you didn't know): lemon yellow, lime green, peachy pink, strawberry red, and blueberry blue. Together our colourful friends must restore peace and tranquillity to the world.

The game is split into five levels - the city, the bay, the dam, the power plant, and the subway - which you can play in any order you please. In each level you have to complete three tasks: rescue the civilians, fight the bad guys, and have a showdown with a big monster and your Zord (a big robot thingie). A selection of gadgets help you on your way - including a drill, a cable-cutter, a water gun, a grappling hook and a first aid spray - and a variety of obstacles are in place to hinder your progress.

Once all of the rescuing has been done, you then have to fight the bad guys. All you have at your disposal is a sword, which is about as effective as using a pair of chopsticks to catch a fly. At the end of the stage you have to face a boss character. All you have to do to him is avoid his attacks, and punch him until he dies.

Your final task is to battle a big monster using your "Zord". Both you and your foe have a health meter, and a special attack meter (similar to the ones used in the Streetfighter Alpha series). While your special attack meter is charging up, all you can do is punch your opponent in the face. When it has charged up, you can use your eye or arm laser. This is the worst part of the game. The graphics are average and the animation is laughable - the Rangers jump like they have stomach complaints. The music is annoying, and the sound effects are bog standard.

The entire game is very repetitive and outright boring. It would have been more interesting if you had to rescue people while fighting the baddies, rather than rescuing people on one level, and fighting ninjas on the next. If you value your money, buy Tomb Raider or Rayman instead. Go, go, Power Rangers - please!



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## **DRIVER 2 - Back On The Streets**

Tanner is back calling the shots and this time the mob is set to blow! The action is darker, grittier and deeper but with the same stylish imagery and backdrops used to maximum effect. Tanner - cool and mysterious, Tobias Jones - his partner, Pink Lenny - with mob connections, Solomon Caine - larger than life and many, many more. The plot is thicker, the action is harder and meaner looking, offering state of the art driving environments and car smashing action across three continents.



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- RUGBY** - 01723 500505  
Game Stop, 6 North Street, Warwickshire.
- STAFFORD** - 01785 214098  
Disks & Discs, Unit 7, Sheridan Centre, Staffs.
- PORTSMOUTH** - 01705 830995  
13 Kingston Road, Portsmouth, Hants.
- EASTBOURNE** - 01323 736292  
Power Play, 55 Terminus Road, Essex.
- SALISBURY** - 01722 506106  
VGC Entertainment, Unit 2, 15 Endless Street, Salisbury.
- BLACKPOOL** - 01253 302544  
Eclipse Home Entertainment, 6 Beech Avenue, Blackpool.
- BRADFORD** - 01132 351 701  
Empire Stores, 18 Canal Road, West Yorks.
- BANGOR** - 01248 371457  
Acme Computers, 210 High Street, North Wales.
- GATESHEAD** - 0191 460 2390  
Games Store, 54 Garden Walk, Metro Centre.

*...and other leading independent retailers*



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# sacrifice

YOUR LIFE IS JUST A MERE OFFERING

Nowadays, human sacrifice is an act of unthinkable savagery. Yet it's a part of our ancient heritage. Almost every religion's foundations are based on Sacrifice of some form; even Christ was sacrificed for our sins. We sacrificed our first-born or our treasured possessions to save ourselves and for greater prosperity. Now your chance has come to re-live this forgotten activity.

Play the role of a wizard that battles against other wizards for supremacy. Sacrifice the souls of fallen warriors to your God. In return, he will grant you increasingly more power for you to cast spells to sacrifice more, until finally, you become the ultimate power. This game rewards the quick-witted and deep thought, aggression, treachery and, of course, Sacrifice.

- A quasi Real Time Strategy game that combines intense levels of battle action but minimises resource management - you can pick it up and play immediately
- Explore huge 3D landscapes generated in gloriously rich graphics with no fogging
- Hoards of characters with hundreds of individual animations and jaw dropping graphics
- Unique user friendly control system making 90% of the features accessible through the mouse and the cursor keys

[www.sacrifice.net](http://www.sacrifice.net)



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