

THE UK'S BIGGEST MULTIFORMAT GAMES MAGAZINE

GamesDomain

O F F L I N E

PS ONE | PS2 | N64 | PC | DREAMCAST | GAMEBOY | XBOX | GAMECUBE

NOVEMBER ISSUE 011

BALDUR'S GATE II

Can Bioware do it again?

CHAMPIONSHIP MANAGER 00/01

Beat Big Ron at his own game

ULTIMATE FIGHTING CHAMPIONSHIP

Brutal combat on Dreamcast

DRIVER 2

BE THE WHEELMAN IN THIS CLASSIC SEQUEL



Plus, the latest on Microsoft's Xbox, Midtown Madness 2, Superbike 2001 and Dino Crisis 2

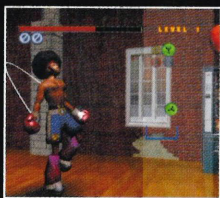
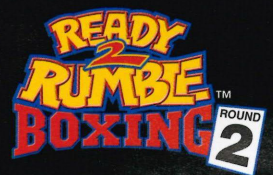
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AFRO

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

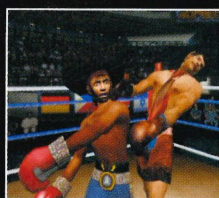
Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know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

News	06
Cheats	10
Forum	11
Insite	38
VFM	42
Competitions	.04, 31, 33

PC GAMES

Severance	18
Red Faction	19
Metal Gear Solid	20
Midtown Madness 2	24
Baldur's Gate II: Shadows of Amn	28
Championship Manager 00/01	30
Who Wants to Be a Millionaire?.	32

KIDS SECTION

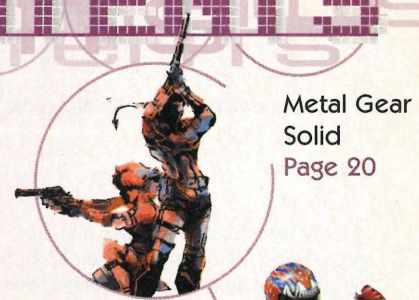
Intro & Winnie the Pooh Competition	33
Oz - The Magical Adventure	34
Totally Angelica	35
Stuart Little Big City Adventures	36

HIGHLIGHT

Xbox latest	40
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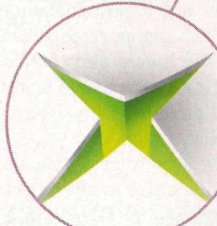
CONSOLE GAMES

Quake 3	46
Ultimate Fighting Championship	50
Driver 2	52
Medal of Honour Underground	56
Dino Crisis 2	58
Midnight Club	62



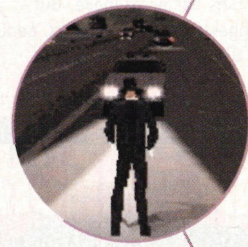
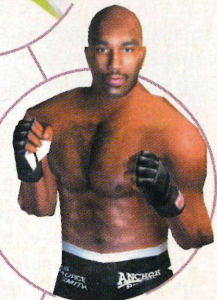
Metal Gear
Solid
Page 20

Superbike
2001
Page 26



Xbox latest
Page 40

Ultimate
Fighting
Championship
Page 50

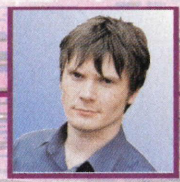


Driver 2
Page 52

Dino Crisis 2
Page 58



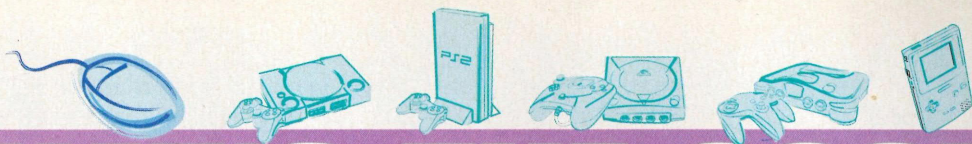
GDO NOTE



The thronged crowds below were beginning to push and shove against the barriers. I moved away from the 360 degree viewing window of GDO's central control room - built on a raised platform 50ft above the floor of the main hall - and began to pace. "They're becoming restless," GDO's chief-of-staff Richard observed, standing at my side, deep in thought. "If we're not careful we'll have a riot on our hands." "It's OK," I responded, "I've put security on standby. If there's a repeat of the Diablo II fiasco they know heads will roll." I peered through the window again to see members of GDO's 400-strong internal police force taking their positions in key places among the crush. Some of them looked nervous, their hands hovering uncertainly over the water pistols at their sides. Suddenly the red phone on the control room's main console rang, breaking the tense silence. Richard jumped on it first. Presently he turned to me, grim-faced. "It's here," he said.

In a moment the crowd had burst through the blockades, alerted to the new arrival by the familiar whirring sound of the compressed air delivery system used to transport games from ground level into the bowels of GDO's underground complex. The mob descended on the hatch, behind which rested their target. A shaven-headed reviewer with strange oblong glasses was the first to grab its contents. "Hold on - it's only a letter," he screamed ripping the envelope open. "It says Driver 2 won't be here until tomorrow!" A deafening groan went up as realisation dawned on the GDO staff. Slowly they dispersed, muttering as they shuffled down the dozens of corridors which honeycomb the bunker. I turned to Richard: "Same time, same place tomorrow?" I asked. Smiling wryly he removed his pipe. "Can't wait," he said.

James Kelly - Editor



WHAT'S THE SCORE?

GDO's all-new award system explained

GDO is committed to accurate and fair reviews. We're well aware that you might only buy one game a month, and hopefully you trust us to tell you which one is most worth your hard-earned cash. So, following remedial arithmetic classes for all the staff, GDO will henceforth have marks out of ten on each review - but we're going to be stingy with our top marks.

That said, we are prepared to offer 10s to a certain select few games. Our criteria for this are as follows: it must meet the standards of its time in every area, excel in at least one, and not fall down in any; it must contain at least one element which can be described as "exceptional"; and it must also contain significant originality and assure long-term gameplay. Each game receiving a 10 is rewarded with the GDO Gold award.

Marks of 9 are given to games which fall short of the above criteria due to one or two minor flaws, and specifically for games which meet the Gold criteria but don't offer a significant quantity of originality and/or innovation. These games are rewarded with the Silver award.

So this means that you won't often see a game getting a 9 or 10 - but don't let this put you off. An 8 or a 7 is still a good mark, and if the game appeals to you it should be well worth buying. We've thought long and hard about this marking system, and we're confident it's going to make our reviews clearer and your buying decisions easier to make. But if you have any suggestions or comments, send them to us at the usual address.



GDO GOLD AWARD

This award is only given to the top 'must have' game. It's GDO's highest award, and is given for a perfect score of ten out of ten.



GDO SILVER AWARD

This award is given to games achieving a score of nine out of ten. It is bestowed upon games that are highly recommended for purchasing.

PC SCORE STYLE

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: Minimum system requirements to play

GDO SUGGESTS:
Suggested system requirements for acceptable play

PUBLISHER: Game publisher
DEVELOPER: Game author
RELEASE: When the game is available to buy

GD ONLINE: The URL you should type in for the extra information found on our web site.

+ Positive points about the game

- Negative points about the game

THE REVIEW SCORE
OUT OF TEN

6 OUT OF TEN

CONSOLE SCORE STYLE

JUDGEMENT

FORMAT: Console
PUBLISHER: Game publisher
DEVELOPER: Game author
RELEASE: When the game is available to buy

GD ONLINE: The URL you should type in for the extra information found on our web site.

+ Positive points about the game

- Negative points about the game

THE REVIEW SCORE
OUT OF TEN

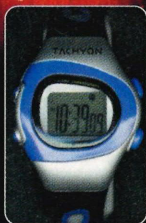
7 OUT OF TEN

WIN A TACHY WATCH!

"Hail to the King baby!" No, not the words of Duke Nukem, instead the words of Bruce "Evil Dead" Campbell who lent his voice to the wonderful space exploration/shooter/trading game Tachyon: The Fringe. We have ten copies of this fine blaster to give away and the competition has a few "fringe" benefits of its own. Every person who wins a copy of the game will also be given a super gorgeous Tachyon watch to impress the ladies with. But let's hope it doesn't look 'Tachy' on you! If you want a copy of the game and a watch then answer the following question:

- Bruce Campbell starred in which films?
- The Evil Dead
 - The Fluffy Dead
 - The Really Nice Dead, when you get to know them!

Send your answers on a postcard, or the back of a sealed-down envelope, to Tachy Competition, Games Domain, Cuckoo Wharf, 435 Lichfield Road, Aston, Birmingham, B6 7SS. Closing date, November 30.



TACHYON

THE FRINGE

WIN DRIVER 2

Brrrrrr! Brrrrrr! We all know what it's like to be stuck in traffic, especially at closing time at the GDO Bunker as we all jump into our Ferraris, eager to get home to our supermodel wives. So to ease the strain caused by the frustrations of modern motoring, we are giving you the chance to enjoy the thrills and spills of lawless driving by winning one of the 20 copies of Infogrames' eagerly awaited Driver 2 we have managed to get our sweaty mitts on. With this baby nesting in your PlayStation, you can see the sights of Chicago, Rio and Vegas fly past at shocking speeds without even leaving your armchair. Check out our review on page 52 and then wheel-spin your way back here to answer the following question:

What was the name of the first game in the Driver series?

- Driver
- Passenger
- Pedestrian

Once you've got your brain in gear then send your answer on a postcard to: I Love A Hot Engine Competition, Games Domain, Cuckoo Wharf, 435 Lichfield Road, Aston, Birmingham, B6 7SS. Closing date, November 30.



design an original game...
...win the holiday of a lifetime!

[register online at www.gamesparlour.com]

www.gamesparlour.com

by egomaniacs.net

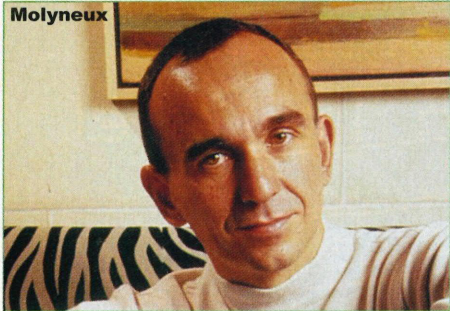
leave your money in your pocket...
...we'll bring the arcade to you!

>> FREE! <<

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DELAYS LEAVE BLACK AND WHITE FANS BLUE



The release of Electronic Arts' eagerly awaited God 'em up, Black and White, has been delayed again to allow developers time to put finishing touches to the title.

A spokesman for publishers Electronic Arts said that the game would probably be released in February, when it would live up to expectations.

"This is such an important game that we all want it to be perfect for the consumers. To that end we have taken some more time to ensure that we have enough time to implement everything that needs implementing, and that it can all be tested properly," she said.

"We do not have any need to rush this product out - when it's ready you can be confident that it will be everything that the public has been waiting for!"

Black and White is seminal games developer Peter Molyneux's latest title. It was originally supposed to hit store shelves in Spring of this year but few eyebrows were raised when



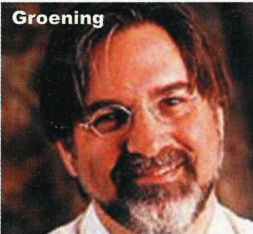
it was announced it had slipped until Autumn.

Molyneux said he realised it was disappointing news for everyone, including all at his development company Lionhead Studios, but he hoped people would understand that the sheer scale of the game had led to the delays.

"Black & White has always been a hugely ambitious project and this, coupled with our desire to make it the best it can possibly be, led us to take the decision to continue development for an extra four weeks to exploit all of the game's potential," he said.



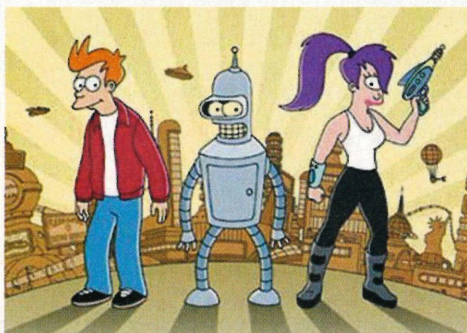
FUTURAMA BRIGHT FOR UNIQUE DEVELOPER



Scandinavian developer Unique Development Studios (UDS) has acquired the rights to produce games based on the popular animated TV series Futurama.

UDS will co-publish Futurama games across all major platforms in partnership with Fox Interactive. The development process is apparently already underway with commercial launches expected in the first half of 2002.

Steve Bersch, the president of Fox Interactive, said: "Futurama is a great show, which lends itself very well to making fun, interesting game environments. We are pleased to be collaborating with UDS on the development of the Futurama game, and by working closely with the series creator, we hope to expand the appeal of the show to gamers around the world."



The cartoon series was dreamed up by Simpsons creator Matt Groening. It follows the exploits of Fry, a pizza delivery boy, who is accidentally put in cryogenic stasis until the year 3000 AD. In the cartoon, he meets up with the thieving robot, Bender, and the one-eyed alien Leela. The three characters have a series of hilarious, action-packed adventures.

HIP TO BE SQUARE AT E3

Nintendo will show off Gamecube software at next year's US trade show E3.

Nintendo's Vice President of sales and marketing has confirmed that E3 will be the first opportunity to see Gamecube software in action.

Attendees at the show, in May 2001, should also be able to experience the Game Boy Advance's compatibility with the Gamecube. Further announcements regarding game titles and third party developers are expected before the show.



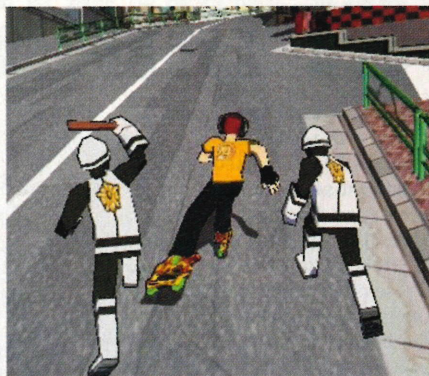
WRITING ON THE WALL FOR JET SET RADIO?

The writing could be on the wall for Jet Set Radio in the US - if Milwaukee officials get their wish.

The Milwaukee Common Council wants Sega of America to cancel the US release of the game saying it promotes graffiti vandalism, a problem the city has been combating since the early 1990s.

Jet Set Radio is an inline skating game where the object is to 'tag' walls, buses and other objects while avoiding the police.

The council, which spends \$1m a year on cleaning up after graffiti artists, recently passed a resolution asking Sega to stop making the game.



NEW CONTROLLER FOR BOARD GAMERS

Game technology company Slingshot has announced the development of a snowboard controller for the PC called the Catapult.

Intended to give snowboarding games a sense of realism, the skateboard-size (24" by 6") device will allow gamers to wiggle their hips to victory.

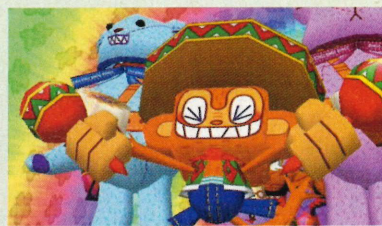
Gamers stand on the pad and use their feet to steer whatever is on-screen. A hand controller will allow gamers to pull off tricks and stunts.

You can buy a pre-production version of the snowboard controller from the company's website - www.soulride.com

TONY HAWK'S PRO WEB-SPINNER?

Neversoft has confirmed a sticky secret about Tony Hawk's Pro Skater 2 for the PlayStation. Comic fans can rejoice in the fact that web-slinging super hero, Spiderman is indeed a hidden character in the game.

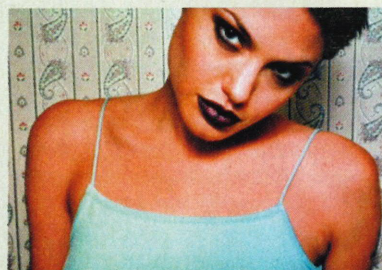
In order to play as Spidey himself, simply complete every task in the career mode with a custom boarder.



GET YOUR MARACAS OUT DARLING!

Sega's Dreamcast maraca-shaking game, Samba de Amigo 2000, could be breaking hearts when it's released on December 8.

The game will feature a 'Love Love Mode' where you and your partner can assess how compatible you are by taking part in synchronised maraca jiggling. How well you stay in time with the music and each other will determine if you are made for each other, or dancing to a different beat.



LARA MOVIE EXPECTS RELATIVE SUCCESS

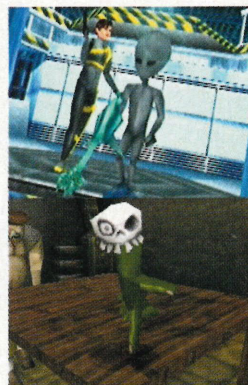
Angelina Jolie will have to be on her best behaviour while on set of the Tomb Raider movie now that her real-life father, Jon Voight, has joined the production to play Lara's father in the film.

Voight, probably best known for his performance in Midnight Cowboy, will play Lord Croft in the movie and has already started work on his role after joining the cast at Pinewood Studios in late September.



THREESY DOES IT

Polyphonal Digital's eagerly anticipated PlayStation2 racer, Gran Turismo 2000, has been renamed as Gran Turismo 3. The game will support both split-screen and link-up multiplayer modes. Using a link cable, two TVs, two PlayStation2s and of course two copies of the game, players will be able to experience the ultimate head to head driving battles.



NOMINEES FOR BAFTA GAME GONGS UNVEILED

The British Association of Film and Television Arts (BAFTA) has announced the list of nominees for the 2000 Interactive Entertainment Awards.

The list of nominees for the games awards was drawn up by a panel of industry experts including Games Domain Offline assistant editor Mike Smith.

The PC nominees were Ion Storm's Deus Ex, RTS Ground Control and Japanese strategy game Shogun Total War.

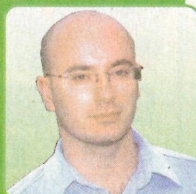
FA Premier League Football Manager 99 and Imperium Galactica II picked up nominations in the music category, and Thief II was rewarded with nomination for sound.

The console nominees were Medieval II, Ready 2 Rumble: Round 2 and Timesplitters. Banjo-Tooie and Perfect Dark also picked up nominations for the Moving Images Award. The winners are to be announced at a ceremony in London on October 26.

KONAMI AND UIS IN CRASH TALKS

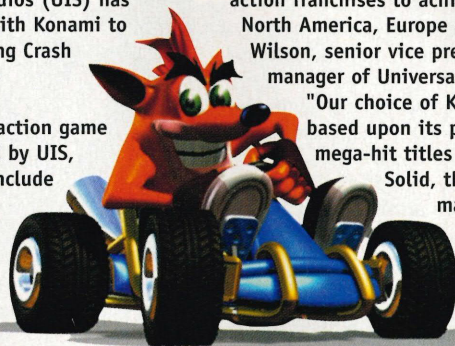
VIEWPOINT

Well, what a month it's been at Games Domain. Not only have we introduced scores to GDO, but we held our first online chat with the developers behind the fantastic Baldur's Gate II. Things have been moving pretty quickly in the games world too. Or perhaps not, as more delays hit Christmas titles, including the eagerly awaited Peter Molyneux game, Black and White. Depending who you believe, you could be left a little confused as to why Black and White won't make it into our Christmas stockings, with differing reports suggesting numerous alternatives as to who's to blame. But whatever the reason, it will be sadly missed. Elsewhere, Konami must be pretty pleased with itself for signing up the multi-million selling Crash Bandicoot franchise. While some people are criticising certain next-generation software developers for turning out rehashed franchises, I shouldn't think too many people will be upset to see the ever-popular Crash bouncing onto the PS2 and other upcoming platforms. Until next time, keep your eyes glued to www.gamesdomain.co.uk for daily industry updates and the latest on what will or won't make it into Santa's sack.



Universal Interactive Studios (UIS) has signed a five-year deal with Konami to take the 20 million selling Crash Bandicoot series to next-generation consoles. Konami will publish the action game which is being developed by UIS, whose other franchises include the mega-popular Spyro the Dragon, for multiple next-generation platforms. And the two companies also suggested online and wireless game applications could be developed in the future. "Crash Bandicoot is one of the only character

action franchises to achieve equal success in North America, Europe and Japan," said Jim Wilson, senior vice president and general manager of Universal Interactive Studios. "Our choice of Konami as a partner is based upon its proven success of mega-hit titles such as Metal Gear Solid, through their strong marketing and distribution in each territory," he added. Kazumi Kitau, director of the Consumer Software Division at



Konami Corporation, said he was delighted to have acquired such a well-known gaming character. "Crash Bandicoot is one of the most successful character action franchises. Konami is delighted to publish the game as a partner to Universal Interactive Studios with our strategic alliance," he said. As part of the agreement, UIS and Konami will also join forces to turn classic horror flick The Thing into a game. The movie gained cult status, mainly due to filmmaker John Carpenter's chilling remake, and told the story of a remote arctic base plagued by deadly alien parasites.



UK All Format Charts - week ending October 7, 2000

TITLE	PUBLISHER
1 Who Wants To Be A Millionaire?	Eidos Interactive
2 Tony Hawk's Pro Skater 2	Activision
3 Spiderman	Activision
4 Pokémon Yellow	Nintendo
5 Sydney 2000	Eidos Interactive
6 Baldur's Gate II: Shadows of Amn	Virgin
7 The Sims: Livin' It Up	Electronic Arts
8 Pokémon Pinball	Nintendo
9 Age of Empires II: Conquerors Expansion	Microsoft
10 Rayman	Ubi Soft



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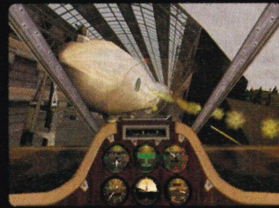
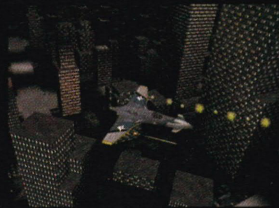


ChartTrack collects sales data from more than 4,000 UK outlets. Supporting retailers include Argos, Asda, Blockbuster, Comet, Currys Dixons, Electronics Boutique, Game Ltd, HMV, John Menzies, MVC, Our Price, PC World, Staples, Tempo, Virgin, WH Smith, Woolworths and a small selection of independents.

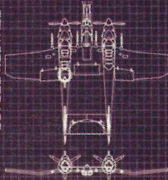
CRIMSON SKIES



Out Now!



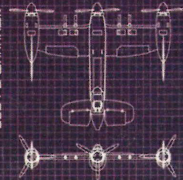
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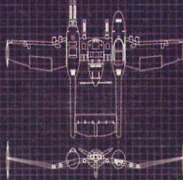
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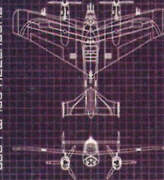
003 PZ WARHAWK



004 PERCEPENTER 370



005 FW 189 HELLHOUND



Microsoft

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www.crimsonskies.co.uk

CHEATS

I have a dream that one day every game shall be winnable, and every FPS and RTS shall be made easy; the rough AI will be made smooth, and the crooked level will be made straight; and the glory of the cheat shall be revealed, and all gamers shall see it together.



F1 2000

TO DOUBLE YOUR SPEED:

Make a profile with the name Damon Hill. In the game menu type: "**Hakkinen is the best**" and you will have Hakkinen's car, but super-fast.



Crimson Skies - PC

CHEAT MODE

To play any mission in the campaign menu, right click on the microphone on the left side of the screen and type "**idaho**". A menu will appear in the top right of the screen that lets you access any mission.



Hidden & Dangerous - DC

Plug the Dreamcast keyboard into Port B then, at any time during the game using the keyboard, enter "**iwillcheat**" then:
To add all weapons, uniforms, keys and items to inventory, type: **alloom**
For instant mission completion without saving, type: **missionover**
For full health for all soldiers, type: **goodhealth**
To kill all enemy soldiers, type: **killthemall**
(Note: This may cause mission failure if hostages need to be rescued.)
To resurrect fallen comrades, type: **resurrection**



Baldur's Gate II - PC

Open the Baldur.ini file with notepad, look for a heading called [Program Options]. Under this heading type: Debug Mode=1, then save and exit. Start your game of BG2 as normal and in the game press ctrl+spacebar to activate the

console.

TO ADD EXPERIENCE POINTS TO YOUR GROUP, TYPE:

CLUAConsole:SetCurrentXP("XP amount here")
Press enter to activate. Note the XP Cap in BG2 is 2,950,000

FOR MORE GOLD, TYPE:

CLUAConsole:AddGold("Amount of gold here")
Press enter to activate.



TENCHU 2 - PlayStation

To replenish health to 100 per cent, pause the game, hold **circle**, and press **left, right, up, down**.



Livin' Large - PC

For a free £1000 hit **ctrl+shift+c** and type: **rosebud**

REPLAY



Saboteur - a sneaky success way back when

Once again we are back with ninjas, but this time on the Spectrum with the legendary Saboteur. Created by Durell, the premise was simple: get your ass into a high-security building and steal a top-secret disk. On the 48K Spectrum and Commodore 64 the game was a big hit and critically acclaimed.

But, of course, there was a problem.

Unlike a certain top-heavy, green top-wearing female archaeologist, our friend could not kill dogs. And what appeared in the game quite regularly? Yes, it was man's best friend. So, with infuriating regularity a pooch would come along and bite you senseless and there was little you could do about it.

As with many games of the era, the controls were simple: up made you jump or climb and down had you ducking or climbing down. Left or right sent you in the appropriate direction and fire either picked up an object or threw the one you were holding.

Weapons weren't of the ninja variety. Instead you picked up bricks, grenades and whatever came to hand. This was a bit poor really because if you were standing over an object and an enemy was approaching, you would spend a few seconds picking up an item before getting the crap kicked out of you.

Dodgy collision detection sometimes meant you would be too close or too far away to do any damage to an enemy and getting on ladders often proved tricky.

However, despite its flaws, people loved the game and even the hideous Spectrum colour palette didn't sabotage this espionage action classic.

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 (remember to enclose your address)

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



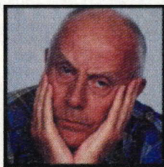
'BUY DREAMCAST' SHOCKER

Having just read your Console Intro in the September issue, I feel compelled to write as it never ceases to amaze me that people like your good self are surprised or even annoyed at the delays surrounding the PlayStation2. Amazed because, in reality, no console in history has ever been released on time or in sufficient quantities to satisfy demand. The reason for this is obvious: total indifference by the video gaming elite towards the European market. However, smart gamers know that it is best to wait at least 12 months before buying a new console, not least because there are no guarantees that a new console will be a successful product. Moreover, it takes about this length of time before game developers get a proper grip of the technology - not to mention the price which usually drops around this time. So my advice to you and all the would-be gamers out there is wait and buy a Dreamcast instead - 128-bit technology at half the price.

Stephan L. Hewitt
Lancashire

Fair point Stephan - smart gamers will wait to see a console succeeding before making their investment. We all want to back the winner. However, could you really see yourself holding out for 12 months before buying a PlayStation2, while all your mates are enjoying all night sessions with GT3? With Sony's proven track record, the lure of the next generation will prove far too irresistible for many a hardened gamer. So, you can wait to see just how good the software range turns out, but then again you can also spend the rest of your life aspiring to be the next Victor Meldrew. Whether you should part with your hard-earned on a Dreamcast now depends on what style of games you enjoy playing. Personally, I'd sell my granny and buy both a DC and PS2.

Cheers, Gaz gareth@gamesdomain.com



NEWS X-TRA

I am writing about the "Microsoft X-Box" which Microsoft started to develop. Have you heard any more news on this game console at all?

It started off big, but now it's died down to a mere whisper! So has this game box been scrapped or is it undergoing secret development behind the scenes of Microsoft? Can you shed any light on this situation for me?

Darren Wetherell,
Email.

Funny you should mention that, Darren. Microsoft held a big press conference a few weeks ago to announce their list of third-party developers.

About every big name in videogames was on the list, and a certain little blue hedgehog surprised a few people by making an appearance. Turn to page 40 for the lowdown.

Cheers, Mike

mike@gamesdomain.com



GET YOUR CLAUS ON A PS2

Just like every other teenager, I want a PlayStation2 for Christmas but will Santa be able to get one? I've told my mum to start asking now, and she says that she will. But what I'm scared of is that everywhere will be sold out. Is it going to be like that? I also want to know what is the price is going to be and what you get with it. Will there be a WWF game for Playstation2? And when does Smackdown 2 come out and can you play it on PS2? Thanks.

Rhodri

Caernarfon, Wales

PS: What do you think I should ask for with Smackdown2? Tekken Tag, Ridge Racer V or ESPN Track and Field?

Hi Rhodri, thanks for getting in touch. To answer your questions, you're right to ask your

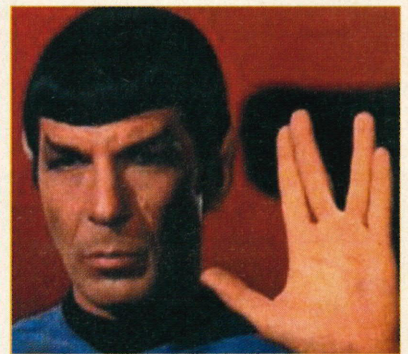


Star Letter

GEEK OR UNIQUE?

With reference to your issue number eight, if I ever pick up another one of your magazines and see the words Star Trek and the words "Geek", "Sad" or any other insulting word used to describe people you perceive to like Star Trek, I will write or E-mail to who-ever monitors publications such as yours and demand an immediate apology. You cannot begin to imagine how insulting you are being, upsetting and hurting people simply because they watch a TV programme once a week? What shall we have a go at next? Maybe Eastenders fans, or fans of other programmes. Or maybe you could pick on another minority group, every edition. Make it into a regular feature! Please don't join the masses in deriding what is at the end of the day just normal people watching a weekly TV programme.

Les Johnson,
Email.



Star Trek's Mr Spock: space pioneer or uber-geek icon? You decide.

Dear Les,

We find your emotive response puzzling, and your suggestion of picking on minority groups illogical. Is your Eastenders reference an example of human "irony"? We will have to give this situation further study, but rest assured we will give your suggestion careful scrutiny.

Live long and prosper,
Mike.

mike@gamesdomain.com

PS: Everyone, point at the geek and laugh.

mother about pre-ordering a PS2 because unless Santa's got his name on the list, even he won't be able to find one in the few shops likely to get stock before Christmas.

But for those lucky enough to get one, the PS2 will launch in the UK on November 24 at £299. With that you will certainly get a controller and maybe a memory card. As yet no WWF games have been announced for the PS2, but SmackDown 2 will work on your PS2 as the machine is 'backwards compatible' as we say in the trade, and will play all PSX games.

Cheers, Gaz

gareth@gamesdomain.com

SEPTEMBER ISSUE COMPETITION WINNERS: The winners of the Speedball and Flight Sim competitions from last issue are far too numerous to list. If you're one of the lucky ones, expect a big parcel, hot from GDO's underground bunker, to land on your mat very soon. A full list of winners' names is available on request from the usual address.

SNAP 'EM UP!

WIN A TOP DIGITAL CAMERA IN OUR SNAP-TASTIC COMPETITION

Say cheese! Everyone loves pictures: photos of your mates acting the fool, your family all dressed up for a special occasion and, best of all, you lolling around on a sunbed on your hols. So to aid your bid to become the new David Bailey, we have got together with Jenoptik to offer you the chance to get your hands on the latest in cutting-edge camera technology.

Your face will be a picture if you win, because the first prize is a superb JD-350 digital camera worth £129.99. Proving that small is beautiful, the JD-350 is as cute as Drew Barrymore and nearly as tiny. Small enough to sneak into a foreign embassy (if you happen to be an international spy) the camera features everything you could want, including a nice built-in flash for those long nights of partying and 8MB of memory - enough for 50 images. A USB connection will ensure that hooking it up to your PC is easier than dodging the school photo.

Five runners-up will get their hands on a super-sexy JA-12ff APS camera, worth £49.99, which will allow you to pretend you are the new Lord Lichfield. The camera will auto-load your film and at a flick of a switch you will be able to take photos in landscape, classic or group formats.

To snap-up one of these fine prizes answer this simple question:

What do you say to make someone smile on a photo?

- A) Your lace is undone.
- B) Say Cheese!
- C) Sorry, I forgot to wind it on.

Answers on a postcard to: I Want a Camera Now Competition, Games Domain, 435 Lichfield Road, Aston, Birmingham, B6 7SS.

Closing Date: November 27, 2000.

For a full list of stockists please contact Jenoptik on 0208 9531688.



runners up prize



'BEST BUY'
Which Camera
August 1999



JD-11

- 1/4" CCD (350K pixels)
- 640 x 480 image size
- 24 bit true colour
- Auto exposure/ Auto flash
- Smart media storage

ALSO AVAILABLE:

JENMEMORY

- Smart media from 2MB to 64MB
- Compact flash from 8MB to 256MB
- 100% compatibility guarantee
- Ideal for digital cameras, PDA's, cell phones, MP3 plays etc
- 30 year guarantee



JENPRINT

- Critically acclaimed inkjet media
- Over 19 different materials available
- Most products available from 4x6" to A3
- Compatible with most major inkjet printers
- Specialist in paper manufacturing since 1945



JENOPTIK

1.3
mega pixels

JD-800i

- 1/3" CCD (800K pixels)
- 1280 x 960 image size
- 24 bit true colour
- Auto exposure/ Auto flash
- Smart media storage up to 32MB



'BEST BUY'
Which Camera
September 2000



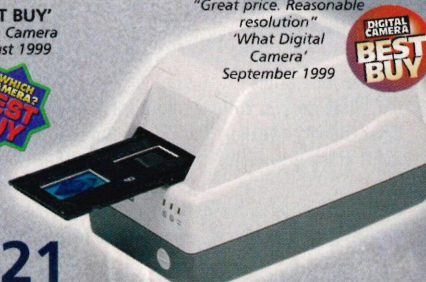
"Great price. Reasonable resolution"
"What Digital Camera"
September 1999

'BEST BUY'
Which Camera
August 1999



JS-21

- 2400 x 4800dpi optical resolution
- 9600 x 9600dpi interpolated
- 36 bit colour technology (68 billion colours)



- 3.2 optical density
- 27.5 dynamic range
- Parallel pass through port
- USB connection optional

QUALITY
DIGITAL
SOLUTIONS
from under
£100.00



JD-1500

- 1.5 million pixel image resolution
- 3x optical zoom lens
- USB connectivity
- Exposure compensation
- Manual focus for macro shots



'COMMENDED'
Which Camera
December 1999

JENOPTIK
JENA
CAMERA UK LTD

For full details contact:

As the competition hots up for Christmas, an interesting chart battle is set to take place. Championship Manager 00/01 (page 32) and Red Alert 2 are both to release on October 27, just as this issue hits the streets. Both are sequels to successful series, and both are expected to sell well.

We didn't quite get a review copy of Red Alert 2 in time for this issue, but in common with Champ Man it's really an evolutionary step rather than a revolutionary one. Still, this means we should all have a clear idea what to expect from each of these games; it'll be interesting to see which one nails the top spot, and with our new marking system you'll be able to see clearly which one's best when we review Red Alert 2 next time.

Games Domain hosted its first online web-chat recently, with the developers of role-playing game Baldur's Gate II taking questions ranging from whether the BG II engine will go massively-multiplayer, to whether they like dressing up as wizards. It was a great success, and several GDO regulars could be found relaxing in the lobby once the chat had ended. It's going to

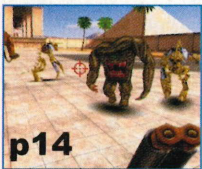
become a regular fixture - so if you fancy 'virtually' meeting some of us, drop in.

On the subject of Baldur's Gate, you'll notice the review on page 28 carries GDO's first PC Silver Award - it's a great game, and one no fan of the genre should be without.

As always, if you have any comments or suggestions, don't hesitate to write to the usual address, or email mike@gamesdomain.com.

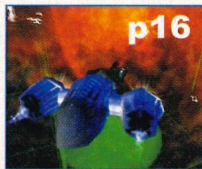


PREVIEWS



p14

Serious Sam



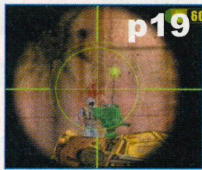
p16

Fargate



p18

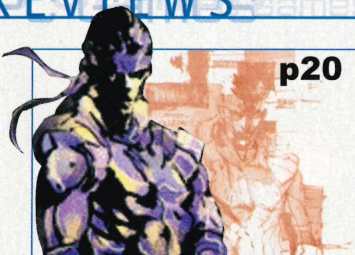
Severance



p19

Red Faction

REVIEWS



p20

Metal Gear Solid



p22

Blair Witch Vol 1: Rustin Parr

REVIEWS



p24

Midtown Madness 2



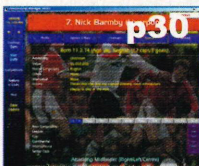
p26

Superbike 2001



p28

Baldur's Gate II: Shadows of Amn



p30

Championship Manager 00/01



p32

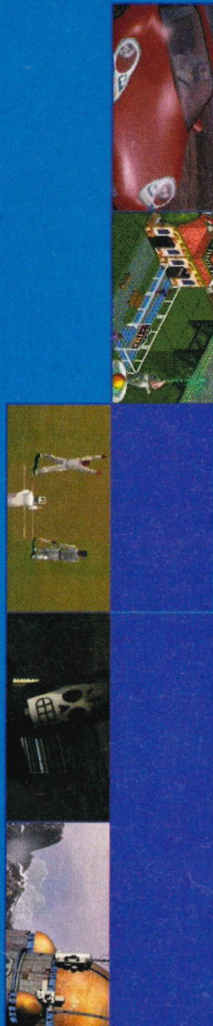
Who Wants to be a Millionaire?

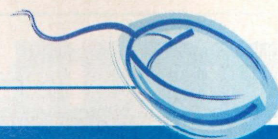
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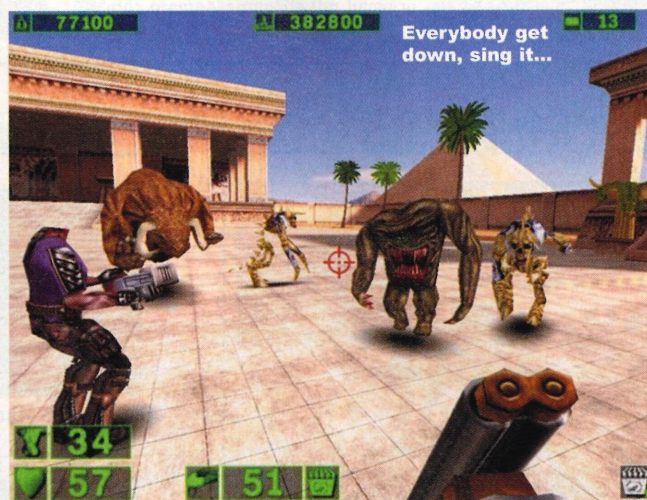
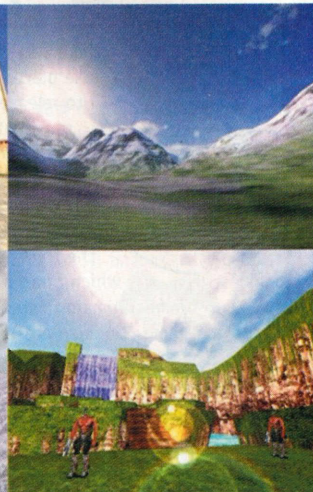
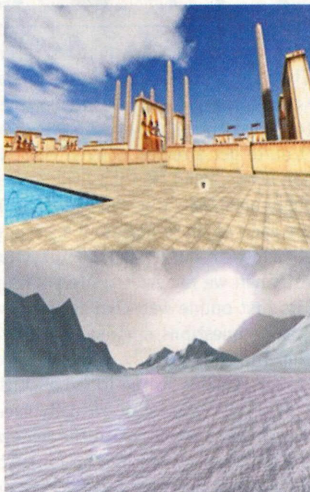
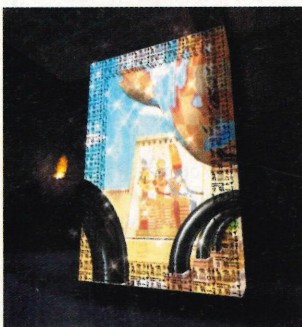
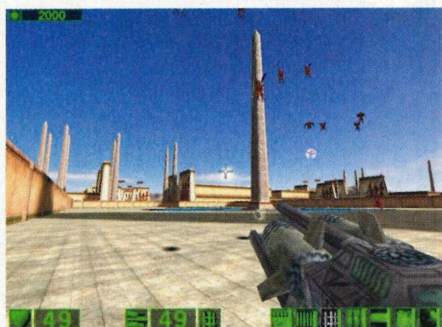
8.4 MILLION PEOPLE GO IT EVERY MONTH





■ PUBLISHER: TBC ■ DEVELOPER: CROTEAM ■ RELEASE: EARLY 2001

SERIOUS SAM



Doom fans, rejoice! Your prayers may have been answered with the latest entry to the FPS scene. *Serious Sam*, the high adrenaline and high fatality arcade shooter developed by Croteam, is headed your way sometime during early 2001.

Serious Sam takes place in the future during the first interstellar travels by humans. While roaming the galaxy, humans find a great evil that has existed for eons known as Tah-Um (or Notorious Mental) which seems determined to destroy all earthlings. Unfortunately for Tah-Um, humans have a secret weapon, bequeathed to them by an ancient civilization. This secret weapon, called Timelock, enables Special Forces veteran Sam 'Serious' Stone to travel back in time and defeat Tah-Um.

Graphically speaking, *Serious Sam* looks like a rival for many of the current hot FPS games. Levels contain buildings with beautiful architecture, crisp textures, atmospheric lighting and eerie-looking shadows on walls. Certain rooms have reflective floors making it seem like you're walking on water. It's all thanks to some remarkable coding and an awesome graphical technology called the Serious Engine. Using this engine, Sam should be travelling far and wide to such locations as Egyptian cities, mountain valleys, and even frozen tundras.

Models in the game are very detailed as well. Each one is very unique and reminiscent of the

days of *Doom* and *Quake*. They range from normal human-like enemies that run at you screaming, to the more deadly woolly mammoth-type creatures that charge at you and knock you off your feet.

The enemies range in size, from four feet tall to as big as a tank, and each has its own distinct personality. The engine is capable of rendering as many as 50 enemies on screen at a time without a noticeable drop in frame-rate.

Along with a slew of monsters, you'll also get a tonne of weapons to lay waste to your opponents including .45 magnums, sawn-off shotguns, heavy machine-guns, and missile launchers. But it's not all blasting - there's also the usual find a key or locate a switch puzzles throughout the levels.

However, we suspect the majority of replay value will come from the multiplayer experience. Croteam has promised us not only standard deathmatch, but cooperative play as well. *Serious Sam* also supports up to four players on one monitor via split-screen. And if you have Dual-Head technology, it is possible for two players to take part on two different screens.

If Croteam plays its cards right, *Serious Sam* could be the next *Doom*, or at least some tough competition for *Doom III*. Expect loads of levels and hours of gaming bliss when *Serious Sam* is released early next year.

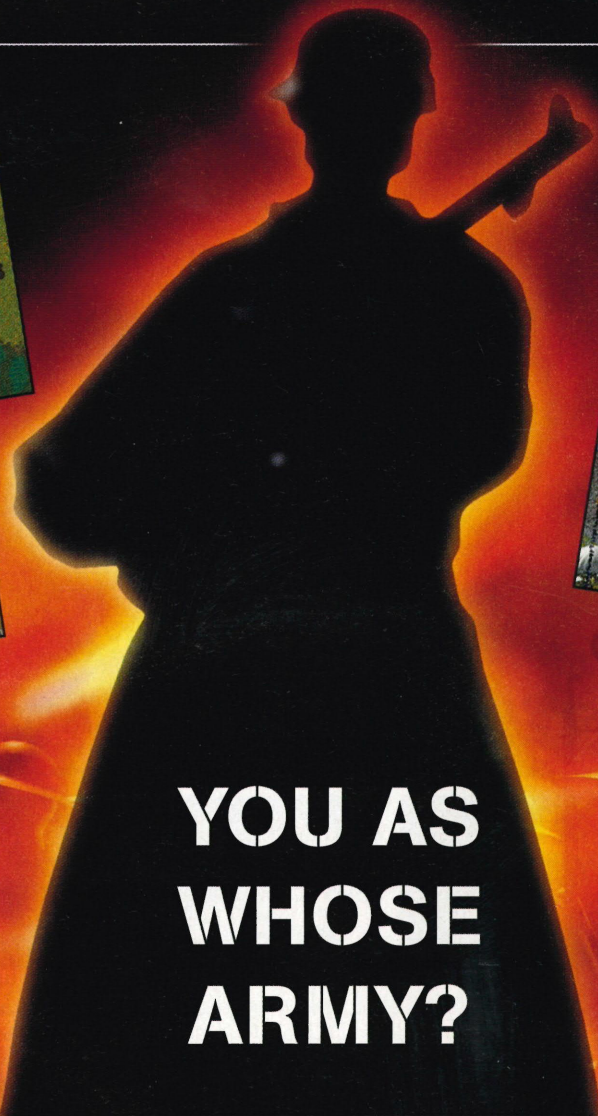
FOUR-WAY ACTION



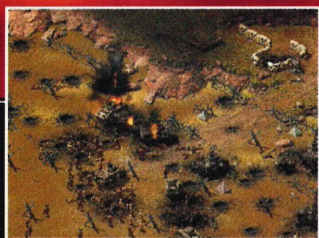
Goldeneye-style four-player action on one PC - a rare sight these days. But it's an impressive demonstration of the engine, even if you can't really fit four chairs round your PC.

Could make for some amusing keyboard space battles too, as you dig your mates in the ribs to distract them while lining up that last fatal shot.

SUDDEN STRIKE™



**YOU AS
WHOSE
ARMY?**



"The best RTS game of the year." 93% Strategy Player

"One of the most beautiful WW2 wargames to date." pc.ign.com.

"Finally we have a game that is based on historical events that is both fun and easy to play." 91%. Gameplay.com

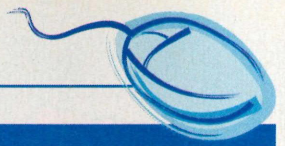
"One of the finest WWII games ever made." PC Zone

www.suddenstrike.com

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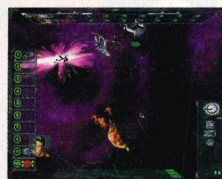
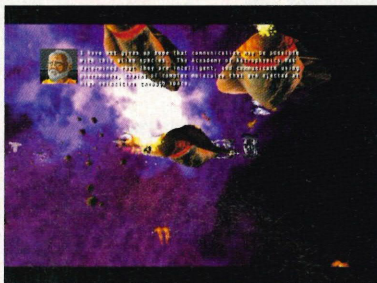


■ PUBLISHER: MICROIDS ■ DEVELOPER: SUPER X STUDIOS ■ RELEASE: DECEMBER

FAR GATE



Although Far Gate doesn't have Homeworld's flashy combat sequences, it compensates by including imaginative alien lifeforms. Maybe it will prove more satisfying than last month's offering.



Although Homeworld Cataclysm turned out to be a bit of a disappointment, (see GDO issue 010) it's safe to say it leads the 3D space strategy game field - but more by lack of competition than anything else. However, that honour may be about to change hands, for Super X Studios is nearing completion of Far Gate.

Far Gate shares much with Homeworld. For one, the storyline is driven by "widescreen" movie sequences generated using the in-game graphics engine. But while the plot is (for an RTS) very good, it's the visuals that steal the show. Far Gate lacks the vapour trails and darting movements that typify Homeworld's dogfights, but it raises the ante with some superbly animated alien lifeforms and galactic scenery.

The aliens take a variety of forms in the early missions, ranging from space jellyfish who ram your ships through to giant worms which periodically spit out deadly miniworms. This departure from pure space steel adds a lot of

character to the game, though the level of detail in the ship models is still good; for example, the colony ship has four mini-spheres in its hull which slowly rotate, and six independent thrusters at its rear.

Each mission in the game is set in a single star system around which the planets rotate. This makes for a dynamic combat environment because the space stations you build move in orbit with time. The systems include asteroid belts and mini-nebulae which, rather than being a backdrop, are genuine 3D elements in the game.

Prefab space stations form the nucleus of your "base"; these can be towed by tugs to resources (asteroid belts) to deploy. You can then add bolt-on compartments to them including a pod bay from which utility pods emerge to auto-harvest resources for you, gun turrets which will blast away at any nearby enemies, and hangars where you can build new ships.

The interface is quite powerful, with control panels on all four sides of the screen that allow

you to control up to 10 squadrons of up to 20 ships each. You can use "drag and drop" to move ships between squadrons. You can rotate and zoom your view much the same way as Homeworld, but you can also pan your view freely. To plot a move in 3D, you left-click to move as usual, but keep the left button held down while moving the mouse to set the 3D position.

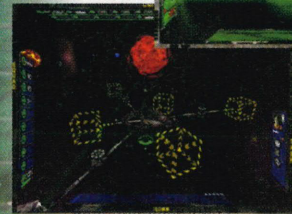
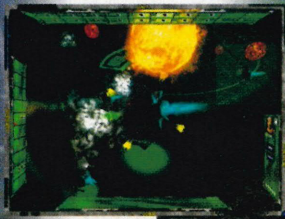
The pace of the game may be an issue. Movement speeds are relatively slow; it will take three or four minutes to traverse a system (much more than it would in a typical RTS), more if you're a tug towing a heavy ship. Thus, if you get your tactics wrong, you can't expect a quick rescue from ships at the other side of the system.

Far Gate has been in development for some time, but it should get its moment of glory if Super X Studios makes its promised Christmas release date; by then we'll be fed up of Cataclysm and hungry for a successor such as this.

VENTURE INTO OBLIVION

“Far Gate might very well
be the game to topple
Homeworld from
its lofty perch”

PC STRATEGY GAMES



Far Gate is a strategy combat game that chronicles a future conflict that has cost millions of lives.
Now, the continued existence of life as we know it lies in your hands.

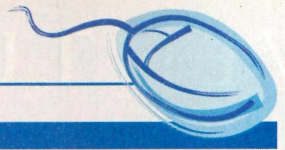
FAR GATE

YOUR DESTINY AWAITS YOU
OUT SOON ON PC-CD



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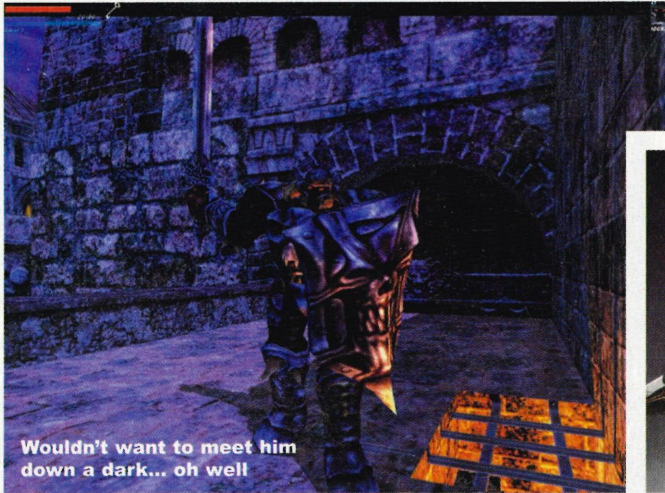
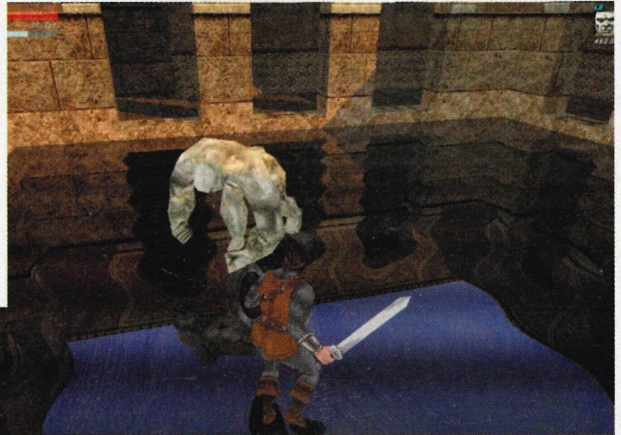


■ PUBLISHER: CODEMASTERS ■ DEVELOPER: REBELACT ■ RELEASE: FEBRUARY 2001

SEVERANCE



The devil may appear in many forms, such as a devil



Wouldn't want to meet him down a dark... oh well



Raaaaa! I am the great knight Sudofed and no man or beast shall defeat me! This is the kind of thing that runs through your head when you are playing hack-'n-slash games - and Severance is such a game. Running around slashing up the bad guys, getting magic potions and generally righting the wrongs evil commits - you know the score.

The most stunning thing about Severance is the lighting. Real-time shadows dance around the characters and rooms. Picking up a torch shortens the main character's shadow. Dropping it makes the shadow elongate and cast along the ceiling. Not only that, but the water in the game reflects all its surroundings. The effects are gobsmackingly stunning and very atmospheric.

Most third-person games have terrible combat systems but even the lovely Lara Croft doesn't look and feel as good as this. You can lock onto targets - so you always face your enemy - and hack away. Using the control keys and the left mouse button, you can perform a variety of attacks, including low swipes, jabs and spinning head swipes. Using the keys with the right button allows you to dodge and leap forwards or back. Such is the simplicity of the system, you can perform some wonderful combination moves effortlessly.

In the castle environment that was running, every object could be bashed to pieces. Bones could be picked up and used as weapons, stools could be shifted and using a torch on a wooden object set it on fire. Even weapons and shields could be smashed to pieces.

If you're wondering where the RPG comes in, a level system keeps you invested in your character. The system makes a difference to combat as the game increases your energy and weapon skill.

Of course the game isn't all combat. The other part of the game has you pulling levers and finding keys to open doors. However, this is no clone. You always feel like you are moving forward in the game and there was no hint of the having-to-trudge-back-through-the-levels malarkey Tomb Raider inflicted upon gamers.

Severance is a bloody gore-fest and, to be frank, it's how you would expect Diablo to look and play in 3D - and that's great. It feels better than Tomb Raider, is more gorgeous than Vampire and we can't wait to get our hands on it. Raaaaaaaaaa indeed.



■ PUBLISHER: THQ ■ DEVELOPER: VOLITION ■ RELEASE: MAY 2001

RED FACTION



A slightly misjudged 'point-blank' use of the sniper rifle



We weren't falling for old ink on the scope trick

Hopefully Volition will decide the pressurised-steam cannon was a bad idea, and replace it with something less girly.

Red Faction comes to you from Volition, the people who brought you *Descent* and *Freespace*. And with such a pedigree of games we expected to see good things from this first-person shooter. We weren't disappointed.

How many times, in games like *Half-Life*, *Unreal Tournament* and *Elite Force*, have you approached a door and thought: "Wouldn't it be cool if you could just blow it up instead of having to find a lever halfway across the level?"

Red Faction has all the answers. If you have a big enough gun then that door is history. So are the walls and the buildings too if you take the time to blow them to smithereens. This may not sound like a great advance but it feels great - at last, weapons with a bit of oomph to them.

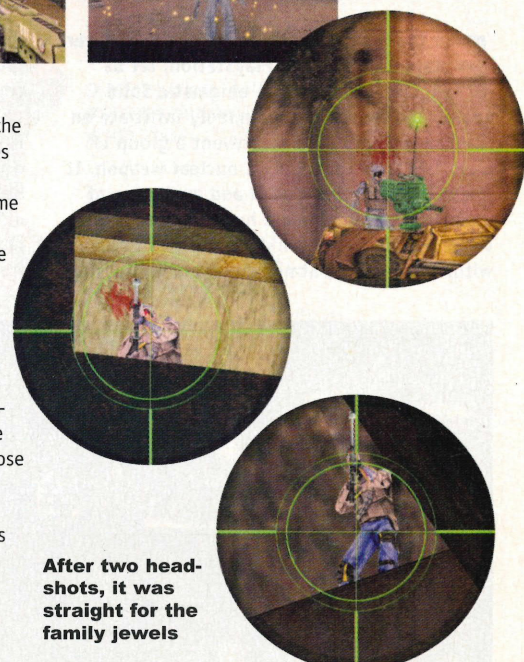
The story goes like this. You are a miner on Mars and during a fracas you and your friend accidentally kill one of the guards that keep you trapped in the place. All of a sudden, revolution breaks out and the miners are taking on the

police. So, the big knobs at the company you work for hear about it and decide to send in the crack troops. While many of the revolutionaries escape, you and a few others are forced back into the depths of the Red Planet. Now it's time to break out.

You can cause mayhem by using vehicles like 'copters and submarines, and knocking out building supports will cause them to come crashing down. Gun turrets will also be available, letting you blast through walls and bone alike.

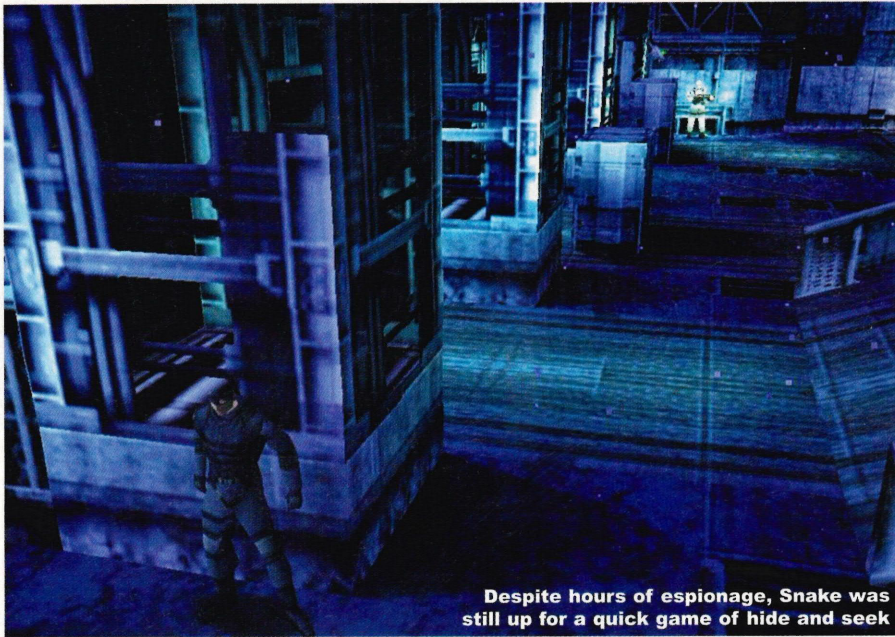
An arsenal of weapons (including the highly-popular sniper rifle) will also mean you'll have to fight at a distance as well as getting up close and personal.

The game is only 50 per cent complete, so there is still a lot of work to be done - but it's already looking like one hot title and a fine addition to Volition's already excellent catalogue. Just a shame there's no Arthur Scargill in it.

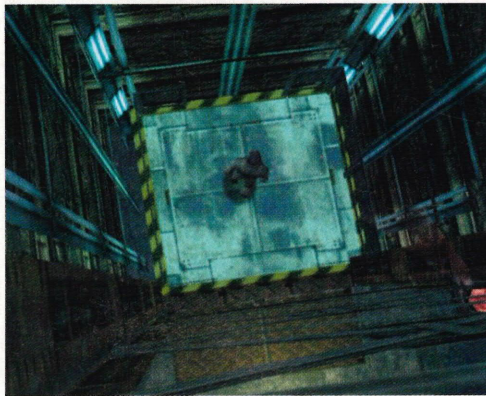


After two headshots, it was straight for the family jewels

METAL GEAR SOLID



Despite hours of espionage, Snake was still up for a quick game of hide and seek



plot meant it truly deserved its accolade as one of the best games ever made.

The sheer variety of moves on display is still stunning: Snake can tap on walls to decoy guards away from their patrol routes, enemies will spot his footprints in the snow, and C4 explosive can even be stuck to opponents' backs, to explode them unawares.

In the tradition of virtually all console games, Snake encounters several "bosses" during his mission. Each boss encounter is drastically different from the next. As you battle the terrorist leaders, you enter the domain of each of their specialities - for instance, exchange high-powered rifle

shots with their sharpshooter, match wits with a shaman, and of course, blow up a lot of costly military equipment.

So, having played any number of half-assed PlayStation conversions in the past, we were worried that the MGS magic would be lost on PC. But we were delighted to find our doubts were unfounded; running in 1024x768, MGS is a graphical world away from the blurry PlayStation, and looks even better with the

application of a little anti-aliasing. And, thankfully, the game remains almost unchanged.

For instance, the PC version shares the same save system as the PSX version; players can save at any time, but are returned to the beginning of the "stage" when they load. This keeps much of the ambience and tension of the game intact without being overly frustrating. Controls are also largely the same, although players can use the keyboard, mouse, or gamepad. The keyboard and mouse are a bit awkward, so the gamepad is really the only way to go, considering how important close control is.

Certain, more unusual things were also carried over from the PlayStation version. For instance, the original game occasionally called for unorthodox uses of the PSX equipment in order to proceed. The same logic applies in a modified fashion on the PC version, but loses a bit of the "uniqueness" factor it had.

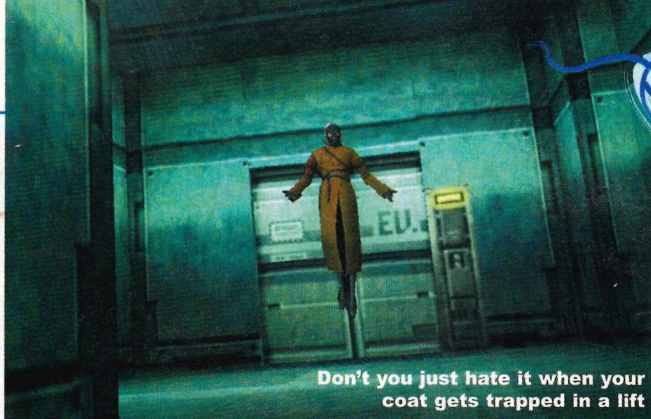
Unfortunately, though the higher resolutions make Snake's world much crisper, many of the textures haven't been re-rendered for the PC version. In practice, this means that faces look indistinct and characterless. Some of the text can also be a little blurry.

For those unenlightened people who never played MGS on the PlayStation, let us explain. You play the enigmatic Solid Snake, and must single-handedly infiltrate an Alaskan military base to prevent a group of terrorists from launching a nuclear weapon. It focused heavily on stealth and avoidance of enemy guards, and had a huge number of weapons, objects and hidden options to play with. The tension, atmosphere and engrossing

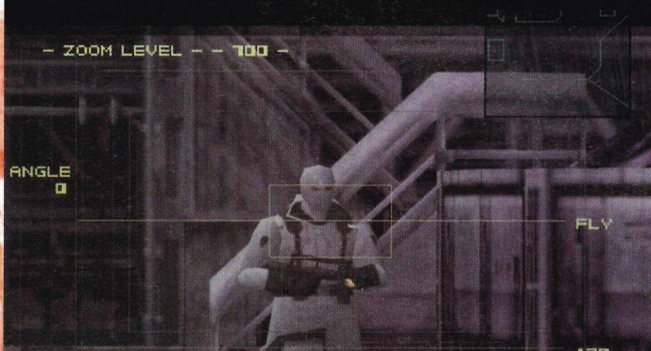


About the only thing wrong with Metal Gear Solid on the PlayStation was that while the game was reasonably long, it was so immersive and compelling that most people finished it in a few, all-night sessions. The PC version includes the VR missions - a huge set of 200 challenges ranging from the moderately difficult to the almost impossible, released as an add-on to the PSX game - to improve the game's longevity. And there's so much hidden stuff in the game it takes several plays through to discover even a fraction of it.

Metal Gear's blend of tactical battle, stealth, and pure destruction is nothing but appealing; the plot is guaranteed to keep you at the edge of your seat, and the twists and turns continue right until the close. There is enough packed into this port of the game to keep the new player occupied for quite a while. If you have played the game on the PSX, however, this isn't anything you haven't really seen before, and there isn't enough new material here to keep you occupied. If not, what are you waiting for?



Don't you just hate it when your coat gets trapped in a lift



JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-233, 32MB RAM

GD SUGGESTS:
PII-266, 64MB RAM

- PUBLISHER: MICROSOFT
- DEVELOPER: MICROSOFT
- RELEASE: OUT NOW

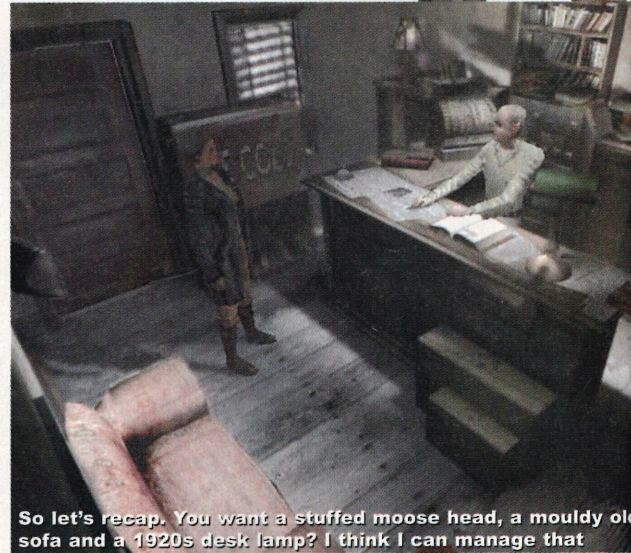
GD ONLINE:

www.gamesdomain.co.uk/gdreview/zones/reviews/pc/oct00/mgs.html

- + Looks great, but people lack well-defined faces
- + Excellent voice acting and sound effects
- + Almost 100% intact from PSX version
- + Hundreds of VR missions
- Some interface and cut-scenes badly ported
- If you've played it on PSX, you've played it here..

8
OUT OF TEN

BLAIR WITCH VOL 1: RUSTIN PARR



So let's recap. You want a stuffed moose head, a mouldy old sofa and a 1920s desk lamp? I think I can manage that

The Blair Witch Project was a film that divided audiences like no other. One half were on the edge of their seats the whole time; the other half wondered why everyone was getting motion sickness from the shake-o-vision camera work.

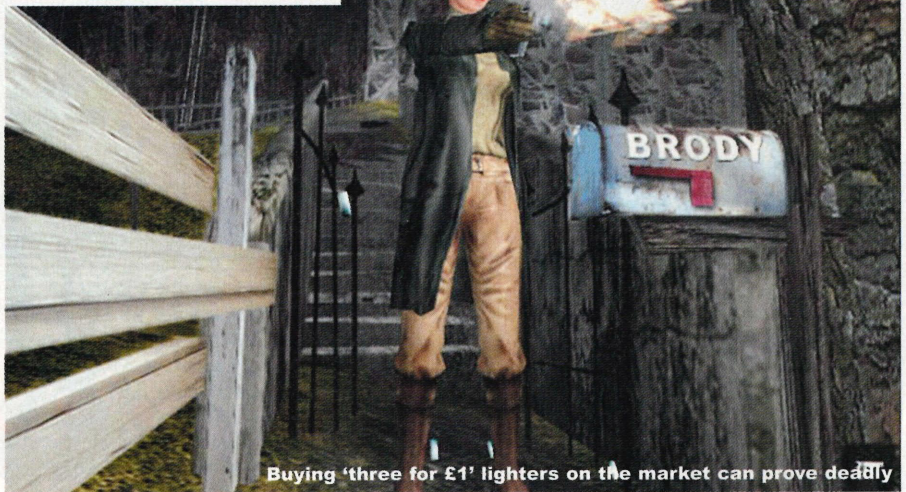
The idea that there would be a game to follow up the film's success was certain. Exactly what you would do in this game was not. Let's face it, Blair Witch could have been a FPS, RTS, RPG and just about any other acronym you could think of. It turned out to be an 'action/adventure'; just as good as any other, we suppose.

You play Elspeth 'Doc' Holliday, a member of the top-secret Spookhouse which has been sent to investigate the same naughtiness that happened in the film. Naturally, anything relating to murders, rituals and ancient evil is going to be popular, and many fans of the film are going to rush out and buy the game no matter what it's like.

If you can say one good thing about Blair Witch, you could certainly say it looks pretty special. Because it uses the Nocturne engine, its mean and moody colour schemes lend themselves perfectly to the Blair Witch mythos. Thin, spindly trees overhang pathways; rivers are a deathly pale grey and the dynamic lighting is probably some of the best ever created. Flashlights are used to great effect, especially in the woods.

The sound, too, helps to make Blair Witch just as absorbing as the film. In the background, vague, atmospheric mutterings create a genuine horror-film mood, and the vague shapes flitting about in the background will raise the hairs on the back of your neck.

To start out with, though, the game's a little



Buying 'three for £1' lighters on the market can prove deadly

confusing. In fact, because there's no intro, you'll probably have to play the training mission through several times to find out what the heck is going on. The training mode is supposed to be part of the game, which makes things feel a little weird when an in-game character watches you equip yourself for the mission and comments on every item. It's like someone watching you pack for your holidays and making comments like: "Ah, toothbrush, very handy. Good for cleaning teeth, you know," about every item.

So, you book your room in Burkitsville and after the innkeeper drops a few hints you get to explore the town. For half an hour it seems like you've got the freedom to go where you like, talk to who you want and generally just horse around. It doesn't take long, though, before you

realise the game's actually very linear. Everything has to be done in a certain order because it simply won't let you do anything else. If you go to investigate Parr's house, for example, you can't leave until you've discovered every scrap of evidence. To be fair, however, it's not significantly worse than others of its type, and Resident Evil players will be well-used to this style.

But in contrast to old favourite Resi', Blair Witch's 'puzzles' are non-existent. There are only two and both involve endless amounts of random knob-twiddling in order to find a 'hidden message', one of which doesn't even relate to the plot but, again, you can't advance until you discover it.

Progress in the game is made by talking to the right people at the right time. All you have to

BLAIR WITCH VOLUME ONE: RUSTIN PARR



Nothing more satisfying than a Sunday morning waxing the taxi, Sarah mused

do is click on the person you want to talk to and watch the conversation unfold. You feel like you've got less control than you do over a Scalectrix car. Ironically, there's actually a 'hard' mode that gives you fewer clues, but as you don't actively need to think anyway, it really doesn't make any difference.

Blair Witch's main problem lies with the camera angles. Although they're fantastic for looking dark and evil, they're not great for actually playing. The wildly different angles used on the same location makes it all too easy to end up running around in a series of straight lines and over-corrections. This isn't so bad when you're pottering around town, trying to talk to everyone. But when you're belting through twisty woodland footpaths with a hellhound, two zombies and a ghost all chasing

after you it becomes more than a handful. There is an alternative point-and-click method available but it doesn't really help because it has the same problem: adequate for mooching about, over-stressed in combat.

But on the other hand, the game is a lot less expensive than typical offerings, and fans of the genre or film will enjoy immersing themselves in the Blair Witch mythos - when it's allowed to shine through the game is enthralling. The trouble is that it can get submerged under a torrent of linearity, weird camera angles and poor controls. There's also a mountain of little niggles such as subtitles not matching the speech and back-to-front cursors. Just like the film on which it's based, the game will divide audiences - handle with care.

The extent of Posh Spice's weight loss only became apparent when she removed her frock



JUDGEMENT SYSTEM REQUIREMENTS

MIN: PII-266, 64MB RAM

GDO SUGGESTS:
PII-450, 96MB RAM

■ PUBLISHER: TAKE TWO
■ DEVELOPER: TERMINAL REALITY
■ RELEASE: OUT NOW

GD ONLINE:
www.gamesdomain.co.uk/gdreview/zones/reviews/pc/oct00/blair.html

+ Outstandingly good graphics capture the film well

+ Absorbing when Blair Witch mythology comes through.

+ Excellent and atmospheric sound

- Confusing start.

- Too linear for many

- Beware of high system requirements

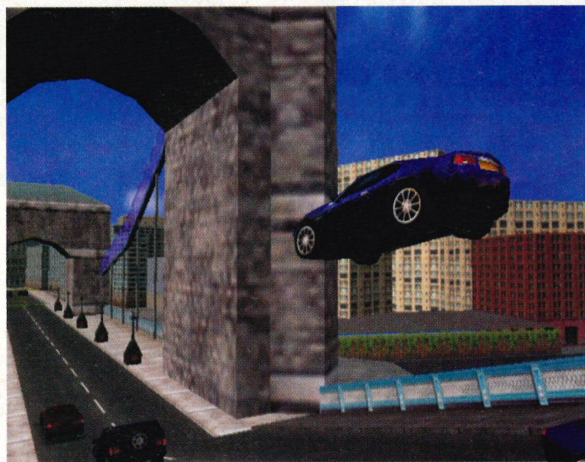
OUT OF TEN
6

WORDS: JAMES KAY

MIDTOWN MADNESS 2



Remember kids, playing **Midtown Madness 2** will make you go out, steal cars, and drive round the town with smoke coming from your tyres. You have been warned.



Two years ago, Microsoft released one of the most exciting driving games ever when they brought us **Midtown Madness**. The over-the-top action, devil-may-care attitude and hyper-realistic driving mode played like no other game. It was **Need for Speed on steroids**. The only thing missing was a mission pack. It seemed like a perfect fit: instead of **Chicago**, why not **San Francisco**, **New York** or **Los Angeles**?

The cars are largely holdovers from the previous title with a few notable exceptions: Audi TT, Mini, double-decker bus, London Cab, LTV (Hummer), fire truck and Aston Martin DB-7. These additions are nice but don't change the game substantially.

The unpredictable nature of the cars' handling, however, has been addressed in this sequel and they now bounce, career and glance off cars, buildings and architectural structures with much more enthusiasm. You won't find anything resembling **NASCAR 3** or **Grand Prix Legends** here - every law of physics is sacrificed on the altar of fun.

Online play has been improved and enhanced as well. Multiplayer includes all the familiar race modes as well as **Free for All** and **Cops and Robbers**, which speak for themselves. These features were available in the original **Midtown Madness** but implemented somewhat imperfectly. You'll be happy to know that the network code is much more robust and can handle eight players at once without a hiccup. Matchmaking is done through the **MSN Game Zone** and worked extremely well. Practically everyone that joins a game makes a successful jump into the multiplayer game.

Visually, the game delivers pretty much the same as found in the original. As you might expect, **Midtown Madness 2** takes advantage of **DirectX 7.0a's** hardware transform and lighting and allows **GeForce** owners to finally utilize the on-board circuitry you paid for.

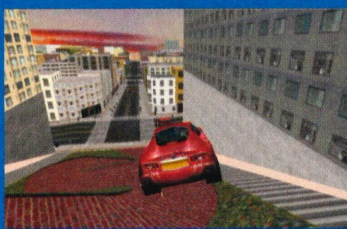
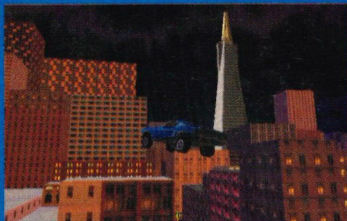
We ran it on a **PII-266** and found a slight performance increase with **T&L** turned on. With the game at **1280x1024** we experienced practically no jump or stutter, though **1024x768** was slightly more friendly for those massive pileups that are a part of the game. The good news here is that gamers with a **GeForce** but only modest processing power will probably have

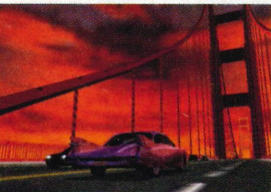
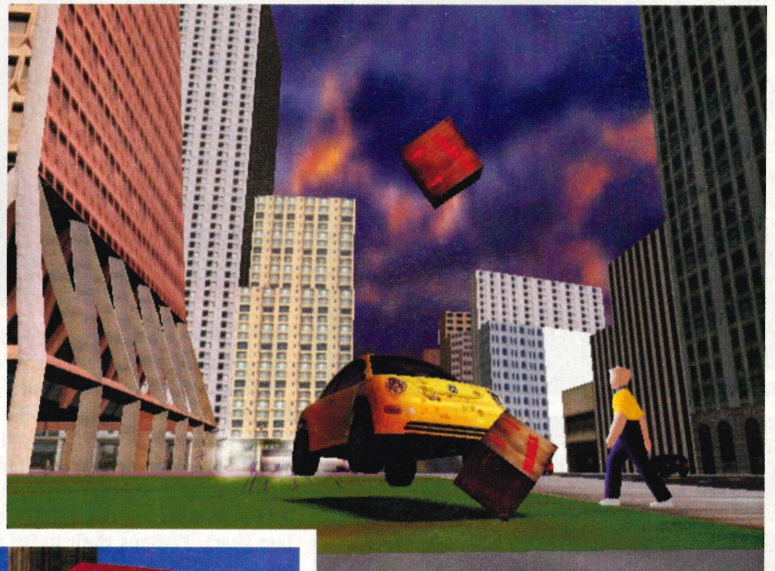
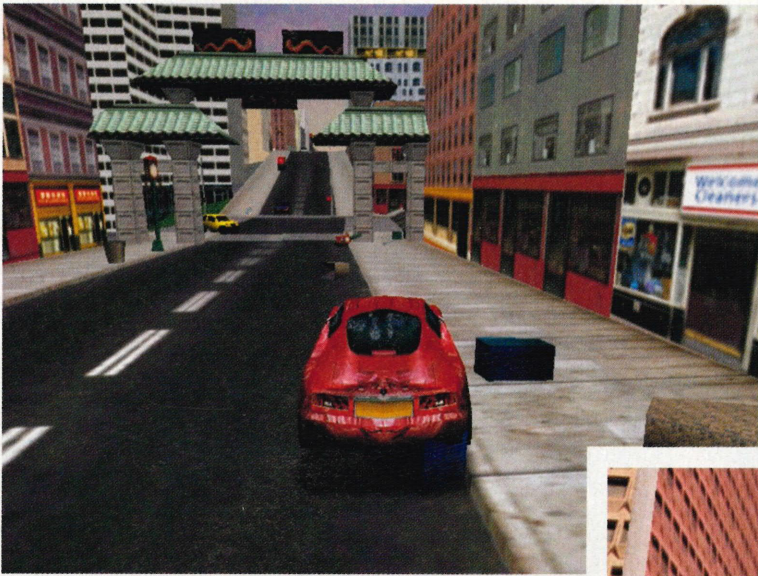
Enter **Midtown Madness 2** - everything you loved in **Midtown Madness** set in **San Francisco** and **London**. Unlike more traditional racing games, **Midtown Madness 2's** approach is focused on the race rather than the finish line. It boasts a beefed-up physics engine that, for the most part, relates more to your interaction with the environment than driving physics.

Midtown Madness 2 offers three driving modes: **Cruise**, **Crash Course** and **Race**. **Cruise** combines you, your car and an unsuspecting public in a powder-keg situation. **Crash Course** takes you through one of two careers which combine driving instruction with purpose-driven missions: **Hollywood stunt driver** or **London Cabbie**. **Race** mode offers three variations: **Blitz**, **Checkpoint** and **Circuit** driving. **Blitz** is similar to a time trial, **Circuit** races require the driver to pass along a planned course through the city and complete several laps against other aggressive **AI** drivers and **Checkpoint** races combine the checkpoints from **Blitz** with the **AI** competition from **Circuits**. These races may be the most fun of all because you must navigate the streets, avoid traffic and beat your competition. Think **Cannonball Run**.

ON THE FLY

Midtown Madness 2 doesn't exactly have the most realistic physics model in the world.





The sport of throwing boxes off skyscrapers onto Beetles was proving a big hit in San Fran

JUDGEMENT SYSTEM REQUIREMENTS

MIN: PII-266, 32MB RAM

GOOD SUGGESTS:
PII-400, 64MB RAM

■ PUBLISHER: MICROSOFT
■ DEVELOPER: ANGEL STUDIOS
■ RELEASE: OCTOBER 6

GD ONLINE: Original Midtown Madness demo at:
www.gamesdomain.co.uk/demos/demo/889.html

+ Wonderful gameplay

+ Good graphics

+ Devil-may-care attitude

+ Great maps

- Few new features since the original

8
OUT OF TEN

WORDS: TY BREWER

no performance bottlenecks, as most of the visual effects are handled by the video card.

Both San Francisco and London are known for their fog and Microsoft has successfully implemented fog effects into the game - not as eye candy, but as a real interactive feature of the game.

Sadly, Microsoft chose to limit gamers to 16-bit colour which doesn't really do justice to the fog effects. Also, while the sound wasn't exactly annoying, it wasn't special either.

Microsoft has added an enhanced damage model to the game that allows for breakaway parts, such as wheels and body panels. The level designers have come into their own and provided many more opportunities to get

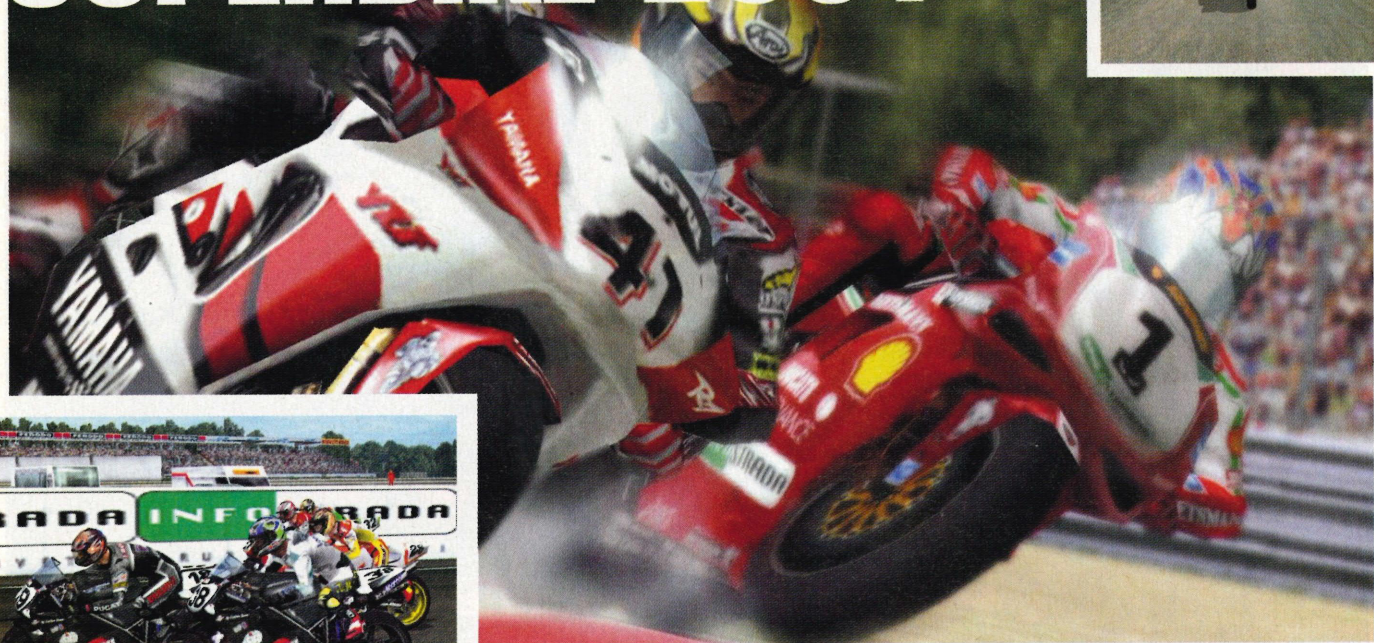
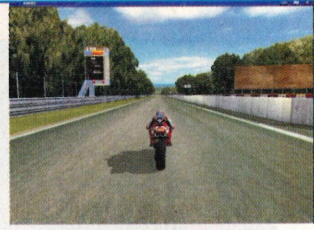
airborne, more objects to run over and destroy, shortcuts hidden throughout the map and the ability drive inside some of the buildings.

Midtown Madness 2 is a difficult case to judge. It is a lot more enjoyable than the original, yet the game isn't significantly enhanced over its predecessor.

When push comes to shove, this game should have been named Midtown Madness 1.5. Microsoft will hopefully follow up with a mission pack when they want to add a new city to the mix and not charge us for a full game.

But remember this: the glee derived from reenacting a 300-foot jump from over the streets of San Francisco should not be underestimated.

SUPERBIKE 2001



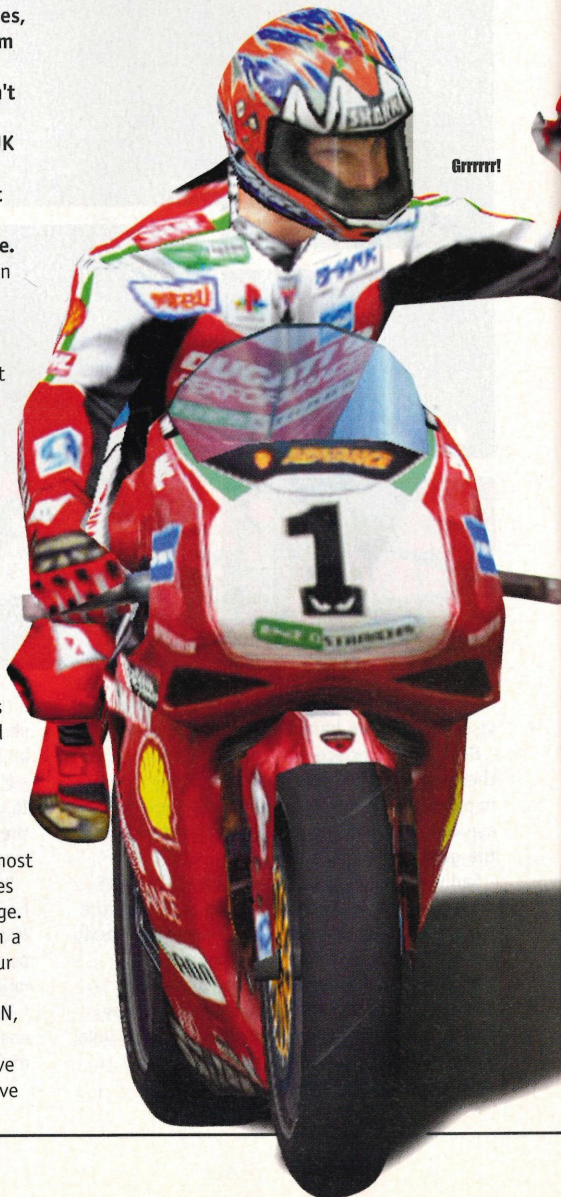
Unlike some of the EA Sports franchises, Superbike has always received a warm reception here at Games Domain Offline. It's odd that more bike games aren't being made, especially in the light of the World Superbike series' popularity in the UK (the Brands Hatch round had the highest attendance of any single UK sporting event last year). Perhaps their rarity is reason enough for welcoming another to the stable.

In true EA Sports style, Superbike 2001 is an update to last year's Superbike 2000. The developers have added the new machines for this season - Honda's new all-conquering VTR1000SP, complete with a ram air duct that could swallow a bunny, and the Suzuki-engined Bimota SB8R. While SBK2000 was already graphically strong, the update adds effects like smoking tyres and flying bike debris, and weather effects have also been improved. This year's new tracks, Oscherslebe in Germany, Imola in Italy and Valencia in Spain are also included.

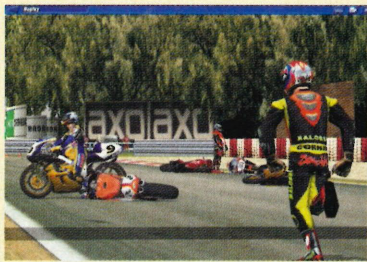
At first glance, SBK2001 is tremendously appealing. Only the lame commentary (seemingly unchanged from the previous episode) prevents it from being better than watching the races on TV. All the bike models are excellently realised and well-detailed, and the riders are realistically motion-captured. Though it's a shame the cornering styles of each individual aren't modelled, they still move about the bikes most convincingly.

For the record, they also fall off the bikes most convincingly - causing more than a few wincies in the office as we watched the virtual carnage. The replay option covers the whole race, from a variety of camera angles, so you can bore your friends with saved clips of destruction.

Multiplayer options are varied, including LAN, Internet and split-screen two-player, sadly missed in many PC games these days. If you've got a few mates who are into bikes, you'll have



SMASHIN' FUN



Any bike game is nothing without spectacular crashes, and SBK2001 has some of the best. But strangely, nobody ever gets hurt; if only life was really like that.



Above: two of this season's additions, the Bimota to the left and the new Honda V-twin. Below: Foggy receives a trophy; a sight sorely missed this season.



lots of fun emulating your heroes when it's too wet to go do the real thing.

Each circuit is instantly recognisable, although it seems the developers have re-used some of the old designs for Donington - it's had some remodelling this year, and despite its track layout remaining unchanged, some scenery is wrong. There's also a concerning lack of spectators on many of the tracks - people don't just watch from the stands, you know.

That said, the atmosphere is helped out by some good sound. A good set of speakers and a sub will capture both the characteristic Ducati rumble and the screaming racket of the four-cylinder machines beautifully.

The handling model is impressive, though, and on the hardest difficulty level the bikes are convincingly difficult to keep right-way-up. Smoothness is the key to success - opening the throttle too wide mid-corner will, at last, result in the airborne high-side antics SBK2000 lacked. About the only unrealistic elements to be found here are that the bikes seem a little too eager to drop into a corner under braking, and the front end is perhaps too liable to tuck under when changing direction quickly in a chicane. But in doing this you'll discover the damage model remains disappointing - crash too many times and you're out, that's it.

The new training mode, which talks the new player through each corner of each circuit, is

interesting enough, but one has to wonder how much use this information is going to be to the inexperienced. There's no information on bike control, or tyre preservation, or how to cope with wet races, all of which are potential stumbling points for beginners. But the new bar at the bottom of the screen showing your speed compared with the ideal for the corner you're on works well, and will make life easier for many.

So it's a shame that a lack of attention to detail lets Superbike 2001 down. Although to a cursory inspection all looks well and good, it just cries out for a few minor improvements that would lift it above the ordinary. The pre-race scenes with the "brolly dollies" shading the riders on the grid are excellent, so why not include the post-race celebratory wheelies and burnouts? Where are the track-side marshals? (They're there, but usually hiding behind scenery.) In this respect, SBK2001 is way behind the atmosphere-drenched detail-fest that was GP3.

And a little more effort on the finer points of bike racing would have paid off. Although it's a competent package, and a worthwhile purchase for those who missed the previous EA Sports offering and don't fancy the more in-depth GP500, in the light of other racing games it's left a bit lacklustre. Perhaps EA will spend a little more time on the next Superbike game, but bearing in mind its other sports titles, it seems unlikely. Shame.



JUDGEMENT SYSTEM REQUIREMENTS

MIN: PII-300, 32MB

GD SUGGESTS: PII-400, 64MB

■ PUBLISHER: ELECTRONIC ARTS
 ■ DEVELOPER: EA SPORTS
 ■ RELEASE: OCTOBER 6

GD ONLINE: To download a demo, go to: www.gamesdomain.co.uk/demos/demo/1245.html

- + Bike handling
- + Excellent graphics
- + Like watching it on TV
- + Good multiplayer facilities
- Lack of detail
- Difficulty curve gets steep

COMPILED BY
6
 OUT OF TEN

WORDS: MIKE SMITH



BALDUR'S GATE II: SHADOWS OF AMN



Can BioWare do it again? We were sceptical. We doubted it. We had burned-out on Baldur's Gate's long hours slogging through open fields, fighting little monsters and solving numerous messenger quests.

Beautiful and amazing as Baldur's Gate (BG) was, in the end it wasn't enough. And, here we were faced with BG II. Had the developers listened? Could they surpass Guido Henkel's genius with their own engine, Planescape? Well, they could and they did - sort of.



Baldur's Gate II: Shadows of Amn begins where Baldur's Gate left off. Allowing you to import your party from the prequel, it also offers new classes which include Barbarian, Sorcerer and Monk in addition to 20 new kits. The kits, such as Assassin, Beastmaster, Undead Slayer, and Bounty Hunter often must be obtained by solving specific in-game quests adding unique abilities and stats. This variety adds incredible depth and replayability. However, that wouldn't be enough

alone. Some 300 spells (more than Baldur's Gate's 120), and a myriad of cool weapons help. One of the most commendable additions to BG II is the ability to truly play evil characters of all types.

The story unfolds in the deepest, darkest bowels of some foreign dungeon. You have no idea where you are or how you came to be there.

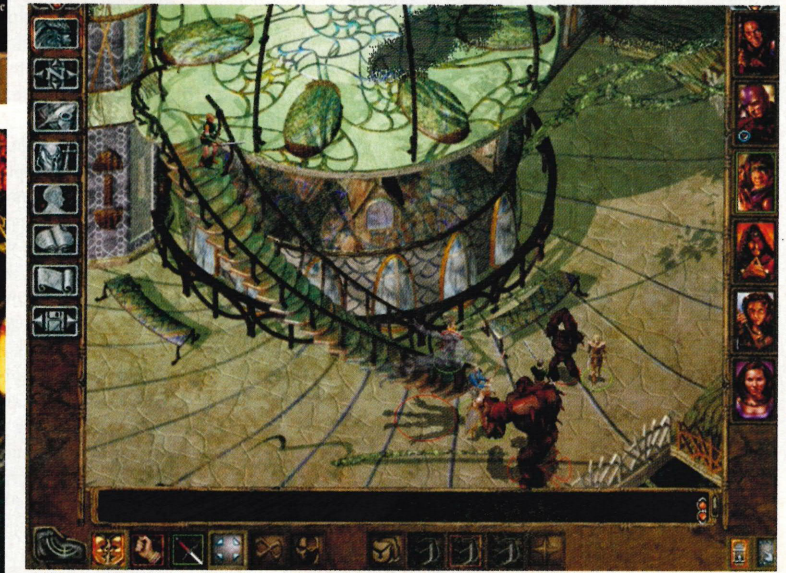
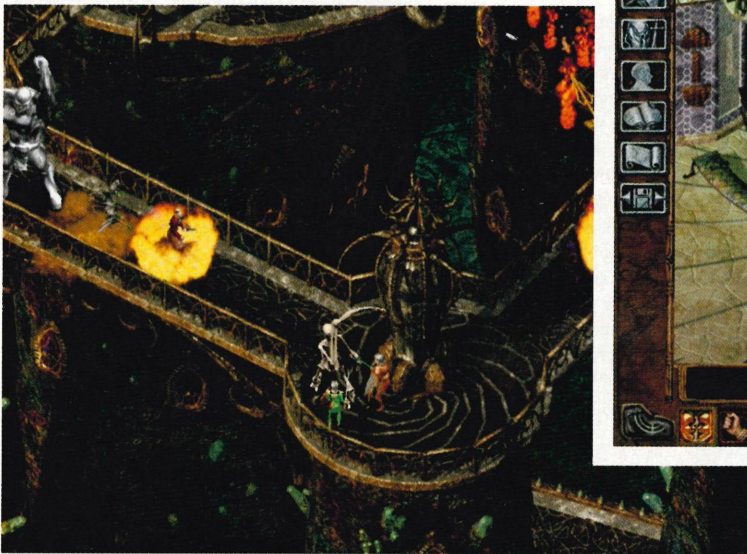
Sounds normal enough (for a role-playing game), but the BioWare team really has put together intricate stories and sub-stories which bind you to your chair with an addiction Baldur's Gate just didn't hold. Its array of tough choices means the story unfolds differently depending on how you determine your fate.

While you wander about you are continually haunted by dreams directed by your former captor, who just happens to have one of your colleagues from Baldur's Gate in his grasp.

It does not just lie with you alone, as your party members have personalities now and partake in long conversations with each other, you, and other characters you find along the way. Depending on where you go, various plots will crop up - you must decide if they are worth your time and trouble. But thankfully, these quests are no longer messenger runs, but heroic deeds which find you battling to save various keeps or halls, which you can keep for yourself afterwards. This is immersion; and it's often dark and disturbing.

While the aspects of story and character development are far





superior, BG II's problems lie in what now is an ancient game engine. Granted, the graphics are improved to 800x600 resolution and include 3D options. The interface, although nearly identical to Baldur's Gate, has new artwork, with more character portraits added to the original BG ones. However, the inability to move

quickly (run, or like in Planescape, move directly to any point) is sorely lacking. The fact that there is no teleport back to town slows things down, and yet more annoyingly, you "must gather your party before venturing forth" instead of being able to switch locations regardless of the whereabouts of the rest of your party. This is made worse by BG II's silly pathfinding. Adding to these frustrations, the game often struggled on our reasonably potent testbed PC.

Despite these drawbacks, Baldur's Gate II: Shadows of Amn is what the original should have been. The depth of character development, the fact that now you get to those really interesting character levels (up to level 23 for some classes), superb story scripting, freedom to play various roles including evil alignments, deep NPC interactions which drag you as a leader through muck and mire - as it should be - all result in rich and thoughtful quests and addictive gameplay. Yes, you'll curse at the drawbacks, but that won't stop you being glued to the game. We just can't stop playing, we want to know what will happen next, and there's a whole complicated world to get involved in.

JUDGEMENT SYSTEM REQUIREMENTS

MIN: PII-233, 32 MB RAM

GDO SUGGESTS:
PII-300, 64MB

■ PUBLISHER: INTERPLAY
■ DEVELOPER: BIOWARE
■ RELEASE: OUT NOW

GDO ONLINE:

<http://www.gamesdomain.co.uk/gdreview/zones/reviews/pc/oct00/bg2.html>

+ Well designed overall

+ Loads of interesting quests

+ Characters seem alive; have personalities, intrigues, romances

+ New NPCs for your party, more spells, improved interface

- No teleport, must gather party before

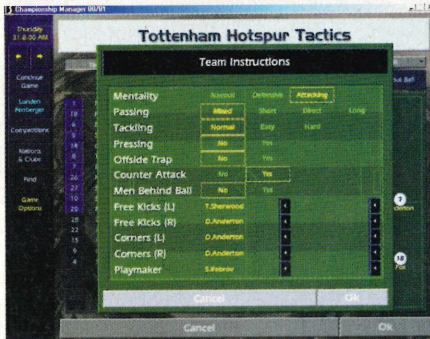
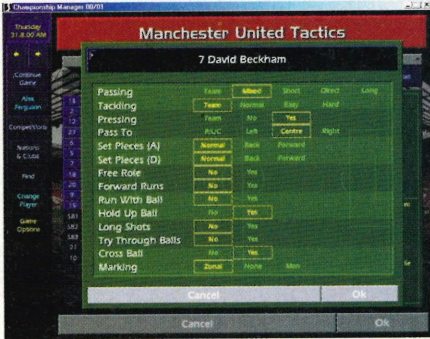
- Minor bugs



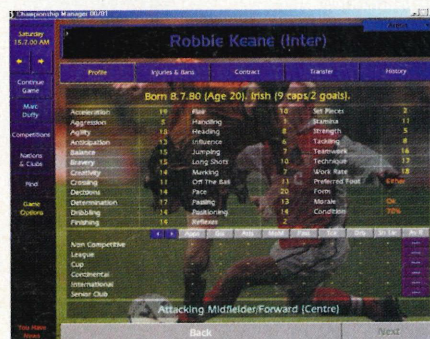
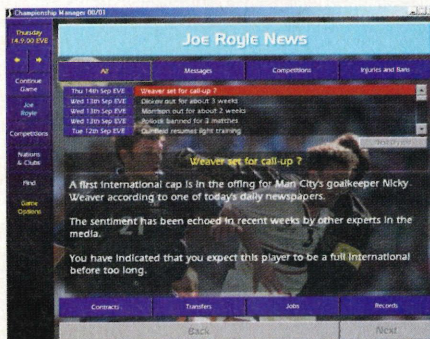
9 OUT OF TEN

WORDS: KAREN ZIERLER

CHAMPIONSHIP MANAGER 00/01



Screen after screen of endless tables, facts and stats with all the visual appeal of Anne Widdecombe means Champ Man 00/01 is for wannabe El Tels only. Curiously enough, Des, etc...



Football. It flows through our nation's veins, bringing fanatical, irrational behaviour to the fore of modern man's mind. On any given Saturday, jubilation, despair, anger, love and hatred are unleashed from the terraces of our mighty stadiums.

Many management games attempt to convincingly transfer this integral part of today's society to the humble home computer. None achieve it in the same life-changing way as the Championship Manager series.

The continual dominance of Championship Manager is often hard to fully explain to the uninitiated. The games have always led the way in comprehensive stats, convincing match engines, and sensible interfaces. Most of all, the 'just one more match' factor has kept many an unwitting fan firmly lodged in front of their PC until the early hours thanks to a terrifying level of immersion. Now over two years old, Championship Manager 3 still dominates the genre with a stranglehold that makes Man Utd's mastery of the Premiership appear to be little more than a promising run of results.

Great though the Collyer brothers masterpiece may be, the attraction of steering your preferred club to glory is somewhat diminished if you're stuck with the old 1998 squads. Thankfully, the games developer's bible comes to our aid. Look up 'sports sim' and the inquisitive coder is firmly instructed to go forth and deliver at least one season 'update' a year - more cash for the publishers, but ultimately more satisfaction for the clamoring hordes of fans.

So here it is: Championship Manager 00/01 is the latest outing for the CM3 engine. A total of 26 concurrent leagues are now playable, with over 50,000 players, managers, and coaches all accurately recreated in stat-tastic form. Quite how Sports Interactive manages to crowbar in so much information each season is beyond our (admittedly limited) contemplation, but they've delivered again with a fairly quibble-free analysis of the world's most popular sport.

Whilst the previous CM 99/00 update made some decent tweaks to the original CM3, the none-stat related updates in CM 00/01 are much

more inconsequential. The inclusion of the Olympic Games under-23 tournament, the Polish league, and rather brief physio reports hardly require you to dive for the manual as you scratch your managerial noggin.

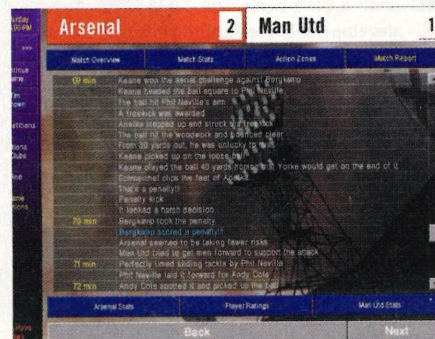
To be fair, the news system is a lot better with plenty of rumours flying around and more chance of your squad throwing the toys out of the pram in a fit of Anelka-style moodiness.

Two other features are worth noting. There's the Sir Alex Ferguson 'demand for fixtures to be re-arranged' option and the much-needed John Gregory 'complain about the ref' button. Still, a Gordon Strachan 'raving post-match interview' feature continues to be sorely missed.

One thing that hasn't changed is the immense processing power guzzled by the game. OK, so a PII-266 will just about grind out the results at a semi-playable speed, but if you want to get more than one country's league modeled in true Champ Man stat-over-kill, a fast PC is critical. Whilst the demands on your PC may seem somewhat excessive for a management game, it's the price to pay for the most detailed stats and realistic game engine on the market.

A humorous error of note is the inclusion of Maine Road as the backdrop to games played at Man Utd. Surely this somewhat glaring gaffe will be rectified before the game goes to final release? The uncanny ability for Everton to surprise the pundits with league-scaling proficiency is still occasionally noticeable. (A bizarre twist of random number generation, or true blue design team bias?) No doubt that debate will continue as the series goes on and the Collyer brothers continue to worship Mr Duncan Ferguson.

In terms of new game-engine additions, CM 00/01 is a tad disappointing. It's basically the same game again, with a few tweaks and brand new stats. But, at the end of the day, Brian, it's still the greatest football management game devised by man and this season's info is absolutely critical to the budding Big Ron.





Championship Manager 00/01

Saturday 15.7.00 AM

7. Nick Barmby (Liverpool)

Profile | Injuries & Bans | Contract | **Transfer** | History

Born 11.2.74 (Age 26). English (12 caps/3 goals).

Availability: Unknown
 Value: €6,000,000
 Fluent Languages: English
 Offers: None
 Interested: None
 Future: **Thinks that the club has a good dressing room atmosphere. Happy to stay at the club.**

Attacking Midfielder (Right/Left/Centre)

Back | Next

Championship Manager 00/01

Saturday 19.8.00 PM

Marc Duffy News

All | Messages | Competitions | Injuries and Bans

Continue Game

Marc Duffy

Competitions

Nations & Clubs

Find

Game Options

Fit 18th Aug EVE: Peacock out for about 2 months
 The 17th Aug EVE: Anderson moves to Liverpool
 Wed 16th Aug EVE: Speculation over Zidane future
 Wed 16th Aug EVE: Dunfield selected for Canada match
 Wed 16th Aug EVE: Tietto selected for Australia match

Speculation over Zidane future

An Italian sports paper reports that Juventus' Zinedine Zidane is homesick and has been speaking to several French clubs about the possibility of returning home.

Manager Carlo Ancelotti has denied that Zidane is unhappy living in the area.

Contracts | Transfers | Jobs | Records

You Have News | Back | Next

Championship Manager 00/01

73

Liverpool 1 - 0 Man Utd

Match Overview | Match Stats | Action Zones | Match Report

Live League Table

	Pld	Won	Draw	Lost	For	Ag	Pts
1st Arsenal	1	1	0	0	6	0	3
2nd Tottenham	1	1	0	0	3	0	3
3rd Leeds	1	1	0	0	2	1	3
4th Man City	1	1	0	0	2	1	3
5th Coventry	1	1	0	0	1	0	3
6th Liverpool	1	1	0	0	1	0	3
7th Aston Villa	1	0	1	0	0	0	1
8th Charlton	1	0	1	0	0	0	1
9th Chelsea	1	0	1	0	0	0	1
10th Everton	1	0	1	0	0	0	1
11th Leicester	1	0	1	0	0	0	1
12th Newcastle	1	0	1	0	0	0	1
13th Southampton	1	0	1	0	0	0	1

Liverpool Stats | Player Ratings | Latest Scores | **League Table** | Man Utd Stats

It grazes the top of the bar!

Championship Manager 00/01

Saturday 15.7.00 AM

Robbie Keane (Inter)

Profile | Injuries & Bans | Contract | Transfer | History

Born 8.7.80 (Age 20). Irish (9 caps/2 goals).

	Flair	Set Pieces
Acceleration	19	10
Aggression	5	1
Agility	15	8
Anticipation	12	6
Balance	15	7
Bravery	15	10
Creativity	14	7
Crossing	11	11
Decisions	14	20
Determination	12	13
Dribbling	14	14
Finishing	14	2
Flair	10	2
Handling	4	1
Heading	11	15
Influence	6	5
Jumping	6	3
Long Shots	13	16
Marking	12	17
Off The Ball	11	18
Pace	10	20
Passing	13	Form
Positioning	13	Morale
Reflexes	4	Condition
Set Pieces	14	78%
Stamina	11	
Strength	15	
Tackling	16	
Teamwork	16	
Technique	17	
Work Rate	18	
Form	6-6.7	
Morale	65%	
Condition	100%	

Attacking Midfielder/Forward (Centre)

Back | Next

Championship Manager 00/01

Saturday 5.8.00 PM

Olivier Dacourt (Leeds)

Profile | Injuries & Bans | Contract | Transfer | History

Born 25.9.74 (Age 25). French.

	Flair	Set Pieces
Acceleration	11	5
Aggression	18	4
Agility	18	11
Anticipation	14	13
Balance	16	6
Bravery	19	13
Creativity	11	12
Crossing	10	11
Decisions	11	10
Determination	20	13
Dribbling	9	13
Finishing	11	4
Flair	5	14
Handling	4	20
Heading	11	15
Influence	13	16
Jumping	6	17
Long Shots	13	14
Marking	12	15
Off The Ball	11	20
Pace	10	6-6.7
Passing	13	Morale
Positioning	13	65%
Reflexes	4	Condition
Set Pieces	14	78%
Stamina	11	
Strength	15	
Tackling	16	
Teamwork	16	
Technique	17	
Work Rate	18	
Form	6-6.7	
Morale	65%	
Condition	100%	

Defensive Midfielder (Centre)

Back | Next

Championship MANAGER

SEASON 00/01

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-266, 32MB RAM

GD0 SUGGESTS:

PII-400, 64MB RAM

- PUBLISHER: EIDOS
- DEVELOPER: SPORTS INTERACTIVE
- RELEASE: OCTOBER 27

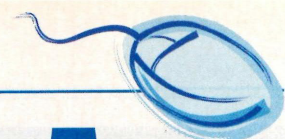
GD ONLINE: CM3 review at:
www.gamesdomain.co.uk/gdreview/zones/reviews/pc/apr99/cm3.html

- + Accurate stats for 00/01 season
- + Still the best football management game
- + Minor tweaks to game engine
- Fundamentally the same game as CM3
- Needs ninja PC to run many leagues simultaneously
- "Gosh! Is it 3am already" syndrome returns

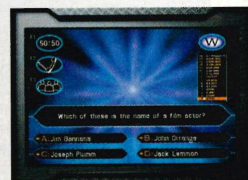
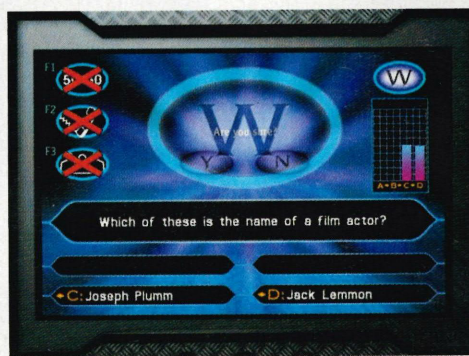
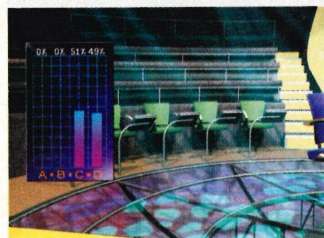
7

OUT OF TEN

WORDS: PETER OLIVER



WHO WANTS TO BE A MILLIONAIRE?



Chris Tarrant is one of the most famous people on British television. Scary thought, isn't it? But true, and due mainly to the success of a little quiz show called *Who Wants to Be a Millionaire?*

A smash hit in half the known world, everybody hangs on phrases like, 'is that your final answer?' and 'You could have won £32,000...and you have!' Such is the fervour surrounding the show that it wasn't surprising to hear of a computer game spin-off being made.

When the computerised version of the US show hit Stateside stores it quickly sold out and sent the game to the top of the computer charts. We all wondered, "Could it really be that good?"

If you've seen the gameshow, you know what to expect here, as the PC version is scarily similar. For those of you who avoid television, or keep it wrapped in silver foil for fear of aliens contacting you, all you have to do is answer a series of questions with the intent of climbing a money ladder. As you progress up the ladder the questions get harder. But at the top there is £1m. Hurray! Unfortunately, with this being a computer game, the £1m isn't real. Boo!

And there lies the problem. Unless you're the type of person that buys puzzle books in service stations or airports you're better off saving up to become a millionaire. This game should perhaps be called, "Who Wants to Spend £25 on

a Dull Quiz Game?"

Because there's no cash on offer, there's no tension in the game. Tarrant asks, "Is that your final answer?" you press 'yes' and get onto the next question. The camera tracks away from the two chairs and Tarrant has his little speeches and it soon becomes extremely annoying.

The pub version of the game has a ticking timer for you to beat. The home version doesn't bother with such excitement - so theoretically you could play the game over several years or just cheat and find the answers on the Internet.

An intriguing way to spice up the action is to play with friends and then bet amongst yourselves as you progress up the ladder. But that could lead to broken friendships as your mates fork out ten quid because the questions soon start to repeat themselves.

Nothing in this game provides any appeal. We're sure loads of older gamers will buy this to test their mettle against the surprisingly hard questions that the game spews out. But the game is even less pleasant than watching Tarrant's other shows.

However, if you are stuck for a Christmas present for a family member who has a computer, then you could palm this off on them and then plead ignorance as to how dull it is.

Is this game worth buying? No. Is that my final answer? Yes, goddamn it!

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: P166, 16MB RAM

GD0 SUGGESTS:
P200, 64MB RAM

■ PUBLISHER: EIDOS
■ DEVELOPER: HOTHOUSE
■ RELEASE: OUT NOW

GD ONLINE: go to www.gamesdomain.co.uk for more quiz game reviews.

- + Very similar to hit TV show
- + A slightly more interesting alternative to quiz books
- You don't win anything which is the sole reason why the TV game show has any appeal in the first place
- Chris, 'Is that your final answer?' Tarrant

4 OUT OF TEN

WORDS: KEVAN MANDER

Introduction

Hi! It's great to be back for another thrilling instalment of the Kids Domain pages in GDO. This month we've been on a magical adventure all the way to Oz - you can read about what happened in our review.

Not only that but we've been swept away into the world of Stuart Little as he squeaks and squeals his way through New York City in his hot-rod. You've seen the movie - now's your chance to find out about the game.

If mice aren't your thing, how about a game of dressing up with the most precocious little girl around? In Totally Angelica you get to don those gladrags and save Cynthia the doll from a fate worse than nappy rash, in the latest adventure from those rambunctious Rugrats on the Game Boy Color.

As usual if there's anything we can do for you, just drop us a line at kd@kidsdomain.co.uk - but not before stopping off for a visit to our fun and funky site at kidsdomain.co.uk. See you all next month!

If you have any comments about the magazine email us at: kd@kidsdomain.co.uk

Win Winnie!

Would you like to join all your favourite characters from the Winnie the Pooh gang in their first ever outing on the Game Boy Color? Would you like to take Winnie the Pooh on an action-packed journey through 21 adventures and mini-games, collecting game cards and rewards as you go? Well, you can if you are one of the lucky winners of our latest fantastic Kids Domain competition.

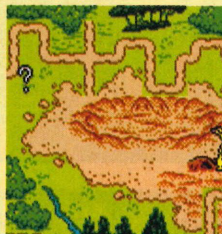
We have ten copies of Disney's Winnie the Pooh: Adventures in the 100 Acre Wood to give away and all you have to do to enter is answer the following question:

Which of these characters is a friend of Winnie the Pooh?

- a) Mickey Mouse
- b) Donald Duck
- c) Eeyore

Write your answer to the question on a postcard with your name and address and send it to: Pooh Competition, Kids Domain, 435 Lichfield Road, Birmingham, B6 7SS to arrive before November 30.

The Editor's decision is final, and no correspondence will be entered into.



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★ ACTIVITIES

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★ TOY STORY 2 ZONE

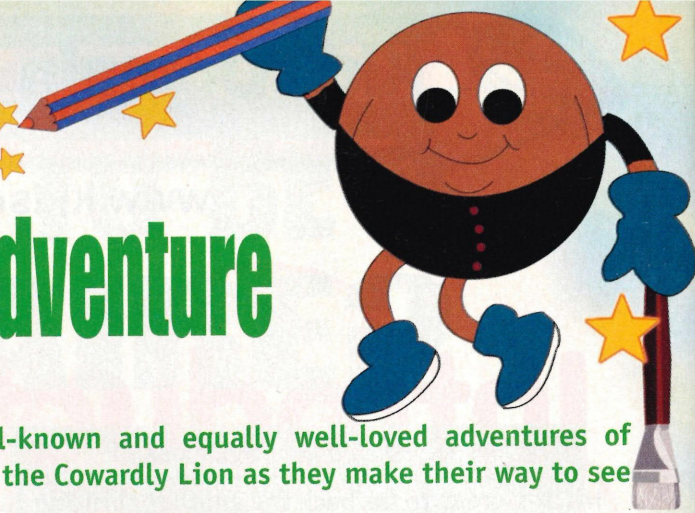
★ SAFE SURFING INFORMATION



COMING SOON...
 NEWSLETTER
 TOY REVIEWS
 DAYS OUT GUIDE



Oz - The Magical Adventure



Oz - The Magical Adventure follows the well-known and equally well-loved adventures of Dorothy, Toto, the Scarecrow, the Tin-Man and the Cowardly Lion as they make their way to see the Wizard of Oz.

The action begins when Dorothy is snatched away by the flying monkeys. It is then up to the others to save her from the wicked witch. To do this, and get their wishes granted, they must complete a number of puzzles and collect jewels. The jewels will then open the door to the castle where Dorothy is being held.



The game gives the impression of cute sophistication as the 3D animation and the four animated landscapes unfold before the player. It is immediately noticeable that, during development, attention has been lavished on the detailed environments. A rich and rewarding experience awaits young gamers as they become increasingly involved in solving the nine games and puzzles. Interaction is a major feature of this title, not only between the player and the main characters, but also between the major and minor characters.

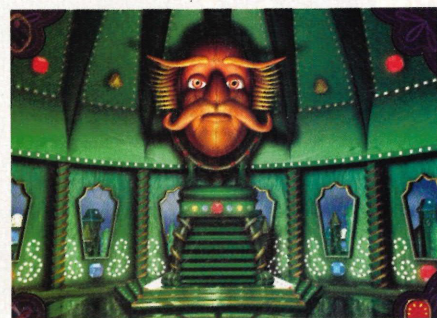


Inevitably, some games are harder than others to complete but none is impossible to understand. All the areas are educationally directed but the teaching is never explicitly expressed ensuring that children are entertained and engaged. There is also a definite and clear progression between the three levels of ability. It is immediately obvious what new skills have been added to the old and which are consolidating the know-how previously learnt.



Activities are directed towards the skills of numeracy, problem solving, listening, logic, colour, shape and pattern recognition. No matter what form the activities take however, Oz - The Magical Adventure opens up discussion and encourages independent thinking. We found this to be a particularly useful title for problem solving. It allows children to try out a number of possible methods, develop ideas and build strategies in many different situations and environments all of which are safe and where failure is handled in a positive manner.

Oz - The Magical Adventure has a solid educational focus that fully supports the National Curriculum for Key Stage 1. It also offers plenty of depth and many, many months of gameplay.



WORDS: CAROLINE WHEATON

Totally Angelica



Join the 'prettiest, most beautiful kid in the whole universe' - not to mention the greatest self-publicist - for a dressing-up extravaganza. Using the familiar Rugrats characters of Tommy, Chuckie and friends, Angelica takes centre stage in this Game Boy Color title aimed specifically at girls.



The premise of the game finds Angelica searching the shopping mall for her lost doll, Cynthia. It turns out that Cynthia is being held captive in the Fantasy World store on the fifth floor. Angelica must make her way through the other stores in the mall collecting items of clothing, jewellery and make-up by completing a number of mini-games. Points are gained on each floor by putting on a fashion show which the other Rugrats judge. Only when you have enough points can you travel to the next floor.



There are seven mini-games in total that vary considerably in the level of skill needed and many of them get harder as Angelica travels through the mall. Every game stands very well on its own and requires the player to use different skills and techniques to win. The final game, Fantasy World, was a welcome change of pace and purpose but, by the end it became incredibly frustrating as Tommy and Chuckie pushed Angelica back and forth with their magic spells.

Dressing Angelica is a hilarious task and one that many young girls will take far too seriously. Players are given total control over what outfits they use for the fashion shows but the scoring system seems to bear no relation to taste. It seems as if the more hideous she looks, the more points you score.

Another feature that marks *Totally Angelica* out from the crowd is the use of the InfraRed Comm port to swap messages and exchange outfits between GBC consoles. Messages are written on the Angeli-comm, an on-screen keypad where letters are chosen using the direction keys. We can also see outfit swapping becoming a cult activity, as borrowing clothes is something that most girls do anyway.

Overall, the look of the game is very slick and reproduces the cartoon almost perfectly. The psychedelic backgrounds and quirky characters are not only fun to look at but also ensure that there is almost nothing to complain about in this game.

Totally Angelica Competition

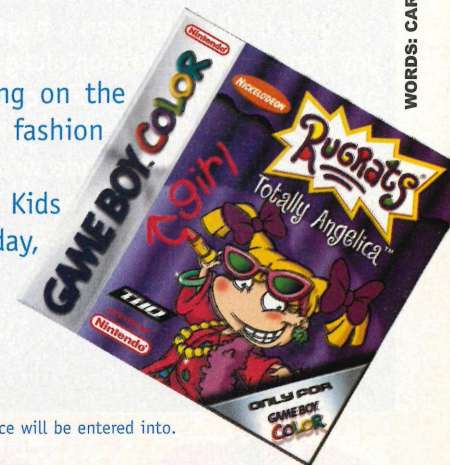
We have five copies of *Totally Angelica* to give away so if you fancy taking on the challenge to rescue Cynthia, or if you just want to create the latest fashion masterpiece, here's your chance.

Put your answer on a postcard and send it to *Totally Angelica* Competition, Kids Domain, 435 Lichfield Road, Aston, Birmingham, B6 7SS. Closing date: Monday, November 27.*

What is the name of Angelica's doll?

- A. Tommy
- B. Chuckie
- C. Cynthia

*The Editor's decision is final, and no correspondence will be entered into.



WORDS: CAROLINE WHEATON

Stuart Little Big City Adventures

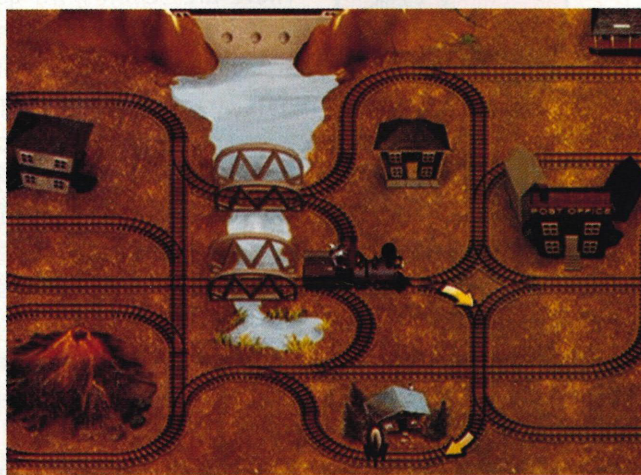
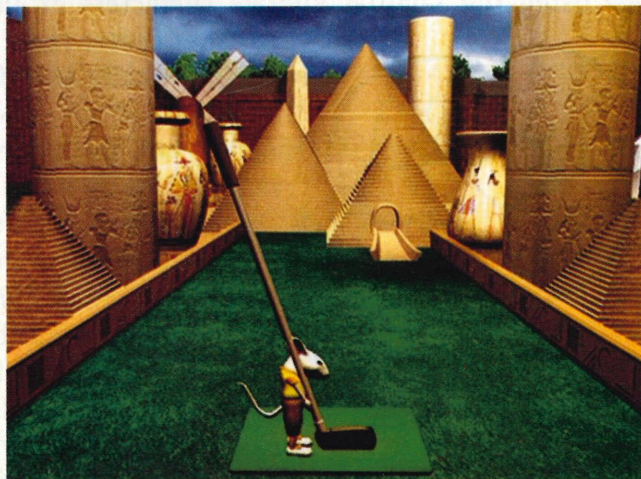
Fans of Stuart Little will be immediately drawn to this title: not only does the box sport a huge picture of the pint-sized star, but the game sees players controlling the fun-loving furry rodent too.

Players get the chance to lead Stuart on his adventures round New York, as he tries out some miniature golf, drives his car through Central Park, takes the boat out on the lake, controls a toy train round the basement and avoids the cats in the kitchen. All of the adventures are part of the story, and will be familiar to those who have seen the film.

The game is introduced in the Little family's living room, where Snowbell explains the games on offer and points out the navigation. This is very simple to pick up. Click on one of the areas in the room to reach the activities, or play the story mode, which leads you through the activities automatically. Each game has detailed instructions at the beginning, but if you find yourself stumped, there's always a help button to click on.

Stuart Little Big City Adventures includes a story mode. This sees Snowbell, the Little's cat, telling part of the story, as players get involved in the action via the adventure games. If you don't fancy this though, you can always play the games independently and try and earn the highest score. And if you want some time away from your PC, you can always print out some pictures to colour-in. There's more printable stuff in the form of certificates honouring your triumphs in the activities.

Stuart Little has been a huge hit in UK cinemas, and any fans it has picked up along the way are likely to be attracted to anything associated with the mega-star mouse. Thankfully, this game is worthy of the franchise being well made with great graphics, sound and gameplay. The different skill levels also ensure that playtime is lengthened and the activities will be suitable for a range of ages.



Disney's
Winnie the Pooh
ADVENTURES
 in the 100 acre wood

Tiggerific News!
 Winnie the Pooh
 Debuts on
 Game Boy™ Color

**Out
 Now**

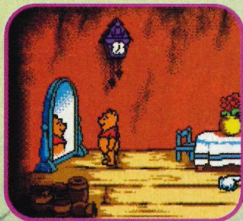
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The first ever
 video game for the
 Winnie the Pooh Gang!

Now you can take
 Winnie the Pooh and
 all his friends on an
 action-packed
 journey through the
 100 Acre Wood!

Over 21 adventures
 and mini-games
 to choose from!



This month it's the turn of Kids Domain UK to be put under the Insite spotlight. KDUK is the UK-based sister site to Games and Console Domain, where you can find all the latest info on all things kiddie - from software to stories.

Kids Domain UK was launched in March 2000. Its aim: to better serve a UK audience that wanted to know all about the latest PC software for children. Since its launch it has grown rapidly to encompass such diverse areas as films, books, days out and console games. It also features an ever-expanding array of features for kids, adults and teachers, plus teachers' resources, safe-surfing guidelines, activities and crafts for kids.

Kids Domain UK has also brought you such fun-filled fan sites as the Toy Story 2 zone, a Pokémon mini-site and an all-new Dinosaur area dedicated to everything prehistoric.

Make sure you catch up with the world's best website for children, parents and teachers: www.kidsdomain.co.uk.

Safe Surf

At KDUK we understand how important it is for children to surf in a safe environment, so we have put together a comprehensive area of guidelines for kids and their parents to follow when they are online.

Kids/Adults/Teachers

Each of the buttons takes you to an area dedicated to specific content for its target audience. That means kids don't get any of the 'boring stuff' and adults and teachers get more in-depth information.

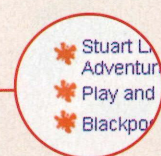


The screenshot shows the Kids Domain UK website layout. At the top right, there's a banner for a Halloween game. Below it are navigation buttons for Home, Kids, Adults, Teachers, and Site Map. A vertical sidebar on the left contains buttons for Kids, Adults, Teachers, What's New, Safe Surf, Clip Art, Holidays, Reviews, Search, and About US. The main content area features several 'Hotboxes' (starburst graphics) highlighting specific content: a Rosh Hashanah article, a Pokémon game review, a dinosaur book review, and a list of articles including 'Crispin The Pig Who Had It All', 'Colcannon', 'Tooter', 'Stuart Little Big City Adventures', 'Play and Discover: Counting', and 'Blackpool Pleasure Beach'. At the bottom, there are links for 'Want to write for Kids Domain UK?', 'Click here for the KDUK site map', and 'Click Here to Visit Kids Domain US (Contains US educational content)'. Copyright information for © 2000 Attitude Network, Ltd. is also visible.



Hotboxes

The three hotboxes highlight the brilliant content that you can find in all three of the main content areas. They'll keep you up to date with all the hottest stuff on site.



Splats

More highlights of the site are just a click away here.



What's new

This button takes you straight through to all the latest content, from activities and stories to film and software reviews. The site is updated daily, so there's always loads of new things to see.



Reviews

With five areas within our reviews section, we cover everything from days out and films for kids to the latest software and book reviews.



Write for us

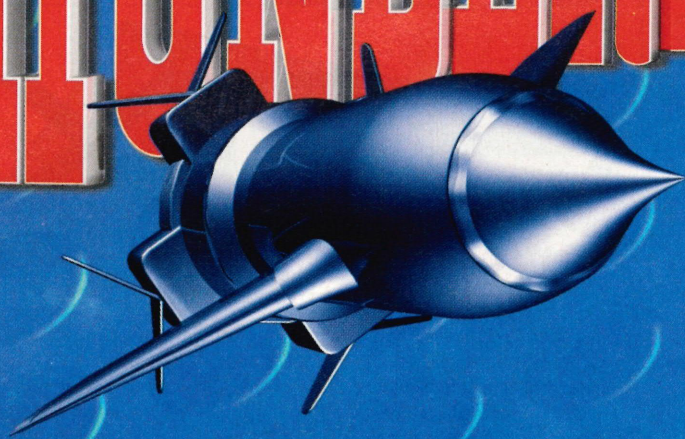
Click on this button and you'll be one step away from joining our ever-expanding team of enthusiastic parent, teacher and child freelancers. We give you the opportunity to get involved and help create a truly unique kids' site.

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BOXING CLEVER: MICROSOFT



When Microsoft brings the world's press together for an international, simultaneously presented announcement, there's bound to be Xbox on the agenda. Games Domain headed for London's West End for a live hook-up with a San Francisco theatre, and Microsoft's presentation.

As expected, the main event for the evening (or afternoon, as it was in San Francisco) was Microsoft's unveiling of its full list of third-party developers. Numbering almost 160, the list contains practically every big name in the industry and, in a response to concerns about the level of Japanese support (thought to be necessary for any new console), about a third of the list are Eastern companies including giants like Namco. The full list includes names like Climax, Argonaut, Core, Id, Konami, Rage, Volition, MGM and Eidos.

Microsoft Xbox manager J Allard, dressed in a boxer's dressing gown, presented the list in the form of a huge scroll of paper, and for him to read out the names of all 159 companies took several minutes. As he went, he revealed a few tasty snippets about his dealings with some companies - particularly that Unreal

maestro Tim Sweeney emails him "every day".

"We will have new brands, new ideas and new concepts," he explained. "160 of the world's greatest developers are flocking to Xbox. We've been working with these companies for the last 15 months."

However, EA is particularly conspicuous by its absence. This seems odd, given that EA-signed Peter Molyneux has been a vocal Xbox supporter in the past. Other notable absences include Square, Blizzard, 3DO, Mucky Foot, Mattel and Shiny Entertainment, although a reliable source told us Microsoft is talking to at least 20 more developers.

Signed companies are all very well, but many people have been criticising Microsoft's stubborn refusal to show any games - now that's all over, too. A reel of game footage was shown to the eager crowds; although it mainly featured familiar PC games, there were a number of more mysterious images.

Those we recognised included old friends like Unreal Tournament, Tony Hawk and Colin McRae - and some still-in-development stunners like Max Payne and Republic: The Revolution.

The less-familiar games included a

mysterious title looking for all the world like Sonic Adventure, and Ms. Croft looking even more slinky than usual in the latest instalment of perennial best-seller Tomb Raider. We also noticed what looked suspiciously like a clip from the recently-released Unreal 2 tech demo.

Microsoft also presented a selection of industry supremos talking Xbox. Haruhiro Tsujimoto, Capcom's MD, commented: "The game console industry is constantly changing. Our creativity must also progress in accord with these changes. The birth of the Xbox allows us this opportunity."

And Eidos president Rob Dyer said: "Eidos' Xbox games portfolio is far into development. The combination of time, technology, and tools will allow us to deliver future-generation games at launch."

President of Take Two Interactive, Paul Eibeler, also waxed lyrical about the capabilities of Microsoft's new console.

"The specs of this system are so powerful that all our developers are singing its praises. There's no substitute for the kind of satisfaction we feel when we can see something we've only visualised come to life."

FT MOVES IN FOR THE KILL

Boxed in?

Microsoft addressed many criticisms at the press conference. No longer can people complain that Xbox will just be launched with a small collection of PC ports, and Allard has managed to pull many previously Sony-exclusive franchises onto Xbox. You can bet Sony top brass isn't too pleased at Konami's decision to convert Metal Gear Solid.

So how can a PC software publisher begin to make an impact in the highly competitive console market? Let's not forget new entrants have achieved dominant positions in the past - there's a certain TV manufacturer that went from nowhere to number one within a few short years.

But the PlayStation2 is looking powerful. By the time Xbox launches, it will have a strong user-base in the UK and, inevitable early problems aside, will have a compelling line-up of top titles this time next year. Microsoft's suite of development tools is familiar to most programmers - it's built on DirectX, on which many coders cut their teeth, and MS hopes this will mean an avalanche of quality titles from day one.

Price will be another crucial question. There's no doubt that by the time Xbox hits the high street, PS2 will have lost its excessive price tag, and be available for sensible money. Can Microsoft afford to undercut Sony? Judging by the huge budget it has set aside for marketing - reportedly \$500m - taking a loss on the hardware is not going to be a problem.

And there shouldn't be any of the supply problems PS2 is undergoing - using modified versions of existing PC components means the factories and infrastructure to produce Xboxes are already in place. On this evidence, Xbox is going to make a powerful competitor to Sony; it's going to make for some interesting times next year.

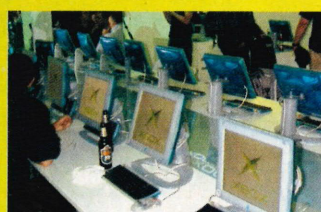


Konami backs the box

Japanese publisher Konami was among the first companies to announce specific Xbox titles. On the way are Crash Bandicoot X, Jurassic Park X, Silent Hill X and, most interestingly, Metal Gear Solid X. These games will all be conversions of Konami's existing titles on other consoles - but it'll be interesting to see what Konami can do with the colossal performance potential of Xbox.

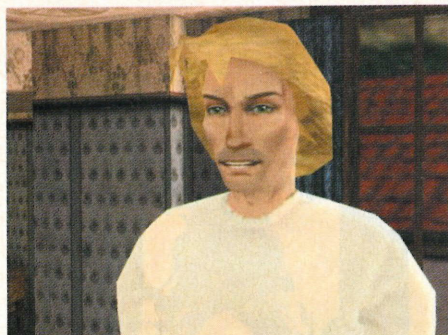
X-y Specs

Modified Pentium III, running at 733MHz.
300MHz "X-Chip," developed by MS and Nvidia.
64Mb 200MHz DDRAM, shared between all Xbox functions.
8Gb hard drive.
5x DVD drive with movie playback.
10/100 MBps Ethernet networking facilities.
Optional modem.
Four controller ports.



GABRIEL KNIGHT III

■ PUBLISHER: SIERRA ■ DEVELOPER: SIERRA ■ RELEASE: OUT NOW ■ FORMAT: PC



Featuring the voice talent of Tim Curry and the best adventure story, like...ever, Gabriel Knight III was also praised for its great use of 3D to create an explorable environment and brilliant cinematics. These are only a few of the plus points for the third, and possibly final episode in this adventure series. Sent to Europe to help a friend, you are quickly drawn into the tale of the enigmatic Gabriel Knight, his assistant Grace and their hunt for a kidnapped child and the curse of a vampire. **RRP: £10**

TOY STORY 2

■ PUBLISHER & DEVELOPER: ACTIVISION ■ RELEASE: OUT NOW ■ FORMAT: PLAYSTATION



Relive the wonderful adventures of Buzz, Woody and company in this platform game based on the movie. It takes you through all the major locations featured in the film as you try to complete various objectives and collect coins. Toy Story 2 is a good game for kids and can prove a challenge to adults - both will enjoy the movie clips and the jaunty music that accompanies the game. The active camera may prove annoying, but tolerance will prove Toy Story 2 to be an enjoyable and charming game. **RRP: £20**

COMPETITION

Budget games: a chance to relive some classic fun at a cheap price. But there is no cheaper price than free.

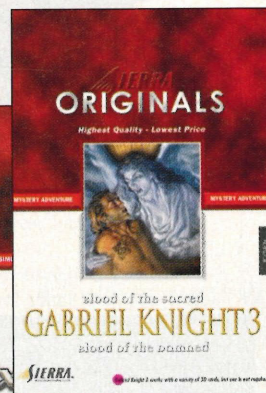
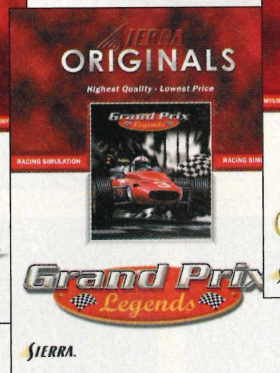
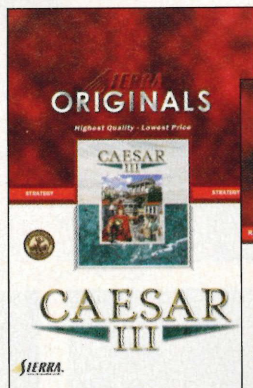
You might find that you have a longing to be an investigator in the paranormal, spooky 3D adventure game, Gabriel Knight III (see above). Maybe you have a desire to be a 50s speedway driver in Grand Prix Legends, or you might want to go further back in time and reign supreme over Egypt in the highly-acclaimed strategy game, Caesar III. We have all three to give away to the first ten lucky people out of the GDO hat who answer the following question correctly:

What do you call a series of three?

- A) Biology
- B) Trilogy
- C) History

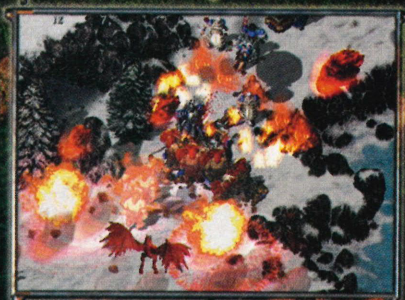
Send your answers to: Don't Know Much About History Competition, Games Domain Offline, 435 Lichfield Road, Birmingham B6 7SS, before November 30.

The Editor's decision is final, and no correspondence will be entered into.



KINGDOM UNDER FIRE

Action RTS and RPG Meet
in a War of Heroes

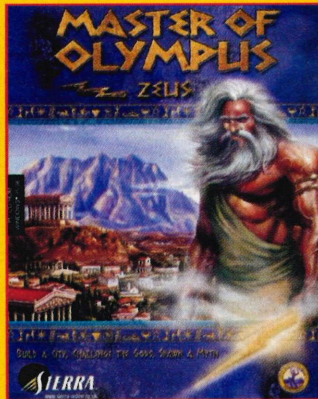


AVAILABLE NOVEMBER 2000





UNDER CONSTRUCTION



FROM THE CREATORS OF THE CITY-BUILDING CLASSICS CAESAR III AND PHARAOH



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CONSOLE GAMES



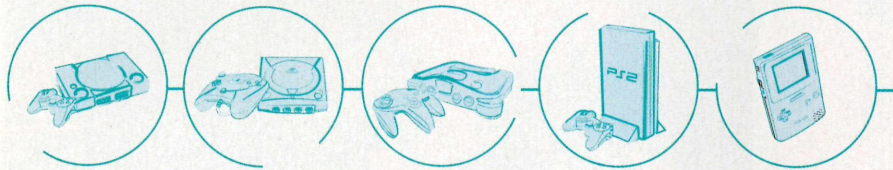
As November 24 looms ever close, I get an increasing number of letters from people asking whether they should slap down an order for a PlayStation2, buy a Dreamcast instead or wait to see what the new year brings. Well if the truth be known, by the time you read this, if you haven't already ordered a PS2 then you probably won't get your grubby hands on one this side of the new year anyway.

So either you can snap up a Dreamcast and start building up your collection of games now, or sit tight until you can actually get your hands on Sony's futuristic box of tricks, which could be some time yet. Before you write-off the former option, just look at what's in store for Sega's underestimated leap into the next generation. With proven classics like Soul Calibur, Sega Rally 2 and Sonic Adventure; blockbusters in the making like Shenmue, Daytona USA and Phantasy Star Online and of course the upcoming online blasting of Quake III, Half-Life and Unreal Tournament, what more do you want? A DVD player maybe? Erm...well you can buy one of those cheaply if need be.

From Sony's corner, you can simply mention the support of leading software developers, like EA, Konami and Namco, virtually guaranteeing a string of top-notch titles. But then again, you can use the same theory for Microsoft's Xbox, for which over 150 developers have signed up, so why not hold out for that? But then there's the Nintendo Gamecube too...

So what you need to ask yourself is just what style of games you enjoy playing. After all, a console is only as good as the games that are made for it!

Air your thoughts to gareth@consoledomain.com



PREVIEWS



p46

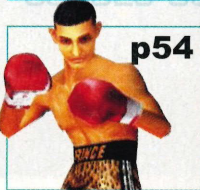
Quake 3 - DC



p48

Shenmue - DC

REVIEWS



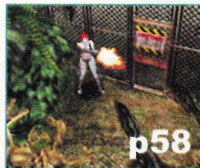
p54

Prince Naseem Boxing - PSX



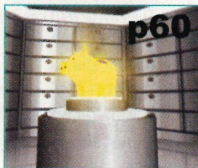
p56

Medal of Honour Underground - PSX



p58

Dino Crisis 2 - PSX



p60

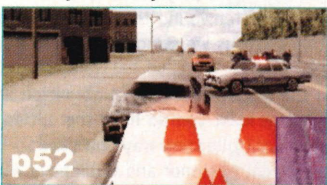
Incredible Crisis - PSX

REVIEWS



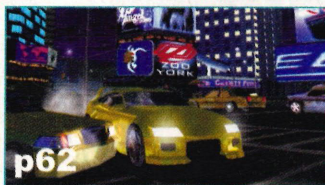
p50

Ultimate Fighting Championship - DC



p52

Driver 2 - PSX



p62

Midnight Club - PS2



p64

International Karate -GBC



p65

Flintstones - GBC

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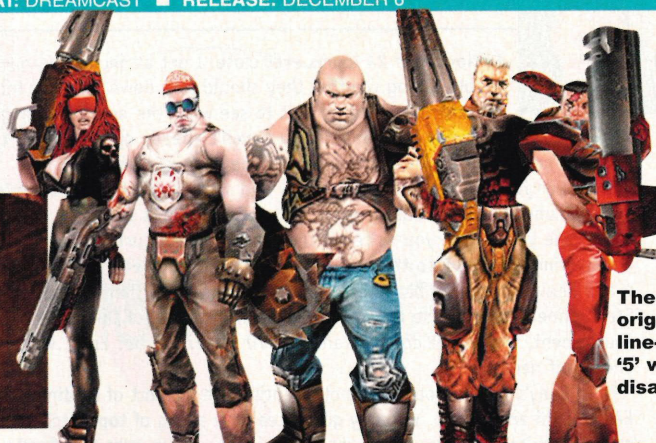
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■ PUBLISHER: SEGA ■ DEVELOPER: RASTER PRODUCTIONS ■ FORMAT: DREAMCAST ■ RELEASE: DECEMBER 6

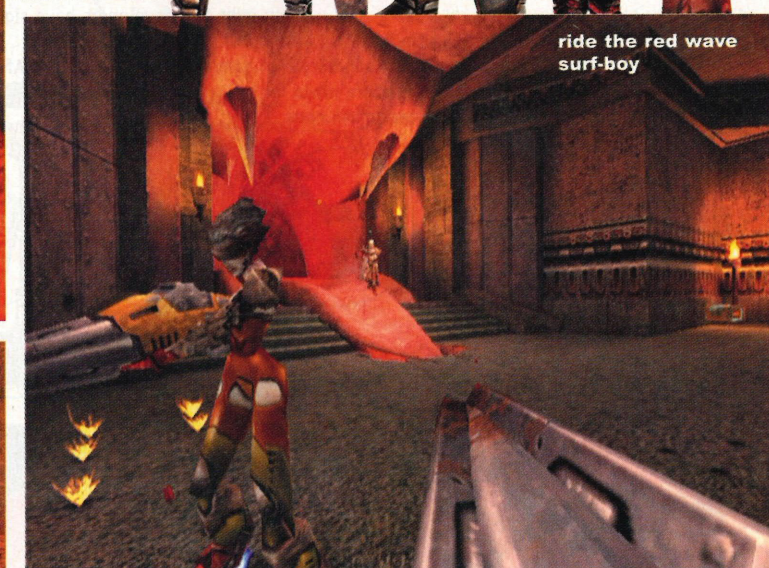
QUAKE III



The original line-up for '5' was a disaster



Could I press madam to a cream bun?



ride the red wave surf-boy



QUAKE'S FIRST TAKE

What a difference a couple of years make! First released in 1996 the original Quake now looks like a dog's dinner compared to the latest release. Newly three-dimensional, the game rocked and stunned us all. Now with advanced 3D cards and super-powerful computers Quake III on the PC looks like the dog's...well, you know.

Ever since the first Quake hit the net in 1996, the computer series has remained one of the foremost first-person shooters in the gaming world.

Id Software's Quake III had a massive following on the PC and now it's time for the Dreamcast to enjoy some fraggin' action. We went to Sega's London HQ to get to grips with the first playable version of Quake III on the Dreamcast.

The first thing we wanted to know was whether Sega's box of tricks would be man enough to give the same kill/thrill enjoyment that the game provided on the PC.

Well from what we saw it seems that it can - the console really suits the in-yer-face action that Quake III provides. After all, it's all about running around and shooting people with big guns, and if that isn't perfect for a console game, then what is?

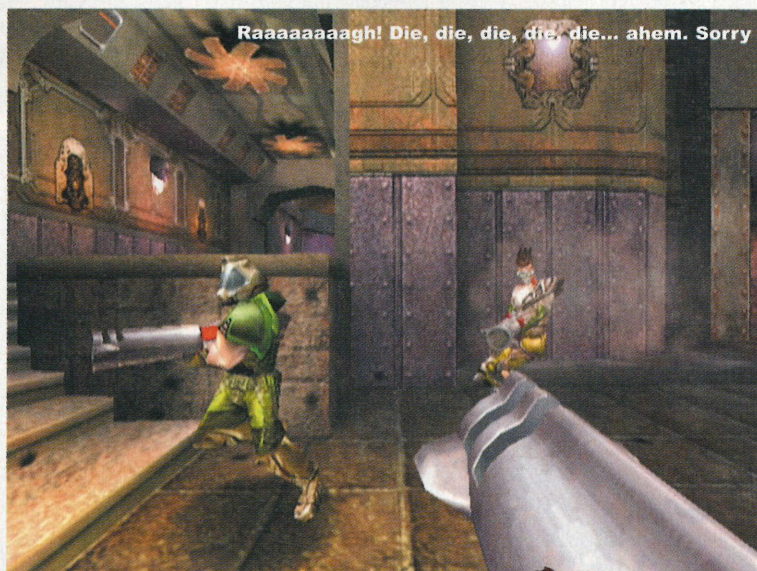
However, Quake III doesn't look quite as impressive on the Dreamcast as the PC. The PC version's higher resolutions and true curves (rather than curves made up of many short straight lines) all ensure it wins that battle. But it still looks good on DC and the developers have done a fine job. All the peripheral lighting effects are intact, such as lightning streaking up and down the tubes which decorate the levels, and add to the atmosphere. The layered fog and reflections, which were superb on the PC, have been ditched, however, in favour of speed.

So to Quake's speciality - online play. Although Quake III seemed little more than a technology demo on the PC, on the Dreamcast it really holds its own. The 33k modem provides decent enough speed but at a limit of only four players at a time. PC owners will scoff at this: they have the ability to play 16 player online games. This limitation is only really evident on Capture the Flag where you only have two players per team, limiting tactics somewhat.

Of course, for those who do have mates there is a four-player split-screen feature, and it is still as smooth as whipped cream. Although, finding four people who want to play a Dreamcast game might be a bit hard.

Another problem that players of Quake III on Dreamcast may encounter is the control system. Quake players on the PC have the ability to choose between mouse and keyboard (favoured), gamepads and joysticks. The average Dreamcast owner won't have forked out for a keyboard. And does the Dreamcast have an ingenious control system that makes it a dream to use? Well, no, not really. When we played it using the controller we often found that the game was a stop-start affair as we struggled to find our bearings.

Using the mouse-keyboard combination was better, but at least you do have the option to set up the controller any way you like. So fans of Turok, Medal of Honor and Goldeneye will all be able to configure the controls to their



favourite settings. During an Internet game it is likely that the mouse and keyboard man, with all the controls at his fingertips, will win through in the end.

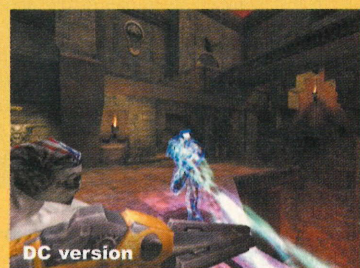
The only really dodgy part of Quake III seems to be the music. Quake originally had great music by Nine Inch Nails and Trent Reznor. Quake III, on the other hand, has some of the worst attempts at rock music that you could ever hope not to hear, with whining guitars and shouty vocals. The voices of the characters are equally unkind to the ears featuring a series of macho men grunts and girly-girl squeals.

All in all, Quake III is looking as if it could be a fun and enjoyable game to play on the Dreamcast. If you've always wondered what the fuss is about, Quake III DC will make you realise. And if you're a fan of these games, you won't be disappointed by the Dreamcast version of what some people say is the best first-person shooter on the PC and maybe now on the Dreamcast as well.



WHICH LOOKS BEST: PC OR DC?

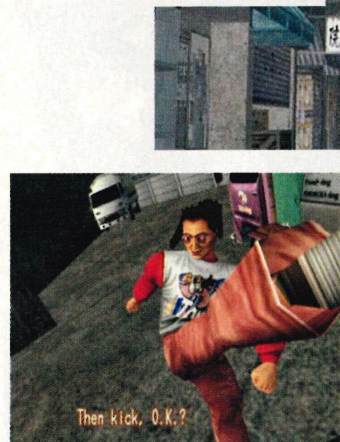
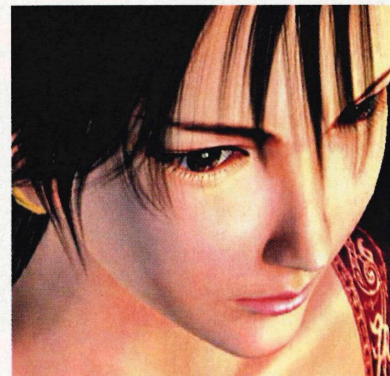
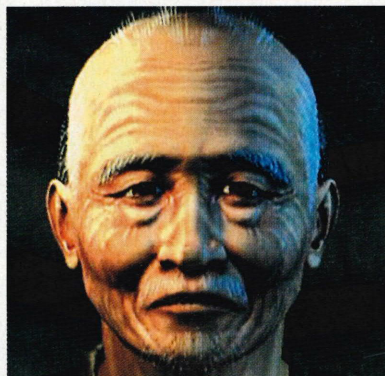
Taking a look at the DC and PC comparison of screens you can see that the graphics look a bit rougher on Dreamcast. The true curves (pictured above) have been dropped. You can also see that the resolution of your home TV doesn't really allow Quake III to shine like a PC running at 1280x1024. Oh well, as Sega say, 'If you're looking at the architecture then you're playing the game wrong!'





■ PUBLISHER: SEGA ■ DEVELOPER: AM2 ■ FORMAT: DREAMCAST ■ RELEASE: DECEMBER 8

SHENMUE



White T-shirt, leather jacket and jeans. Ryo-san easy rides through the streets of Yokosuka



Step forward, step again.

Sega's epic RPG has finally finished its drawn-out translation process, just in time for Christmas. Now that Ryo-san and friends speak the Queen's English, will it be an essential purchase for game-starved Dreamcast owners?

Shenmue has always been one of the jewels in Sega's Dreamcast crown. Five years in the making, it's an old-school adventure game given a next-generation facelift. Playing it for the first time is an awe-inspiring experience - although the graphics are superb, the cinematic and dynamic feel of the game lifts it above its peers. It's the gaming equivalent of an Akira Kurosawa film.

Producer Yu Suzuki (who "vitalised games both culturally, and technologically, and is a meritorious man in the Amusement Industry,"

according to the Shenmue website) has previously worked on Hang On and Virtua Fighter; both these games turn up in Shenmue, although in different forms. The "free fighting" system, used when the game's hero Ryo battles bad guys, owes more than a little to the Virtua Fighter system. And along with many other games in Yokosuka's arcade, players can lose their pocket money in the Hang On arcade machine.

But you knew all that, right? Shenmue's been hard to avoid in the Dreamcast press. The key to its success in the UK will be whether the plot and dialogue carry over well from the Japanese. And seeing as it's been about a year since the game was released in Japan, the team has had plenty of time to get it right.

To be honest, it's hard to see what's taken

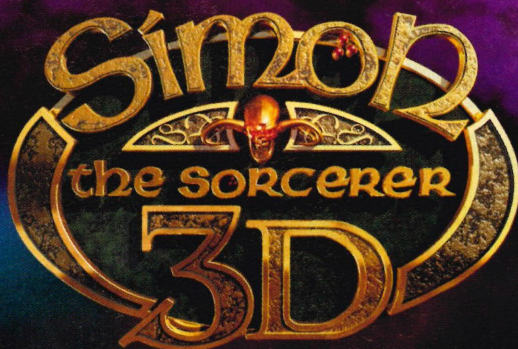
Sega so long. Although the graphics are still just as stunning now as they were when we first saw Shenmue a year ago, it's clear Sega has taken the Final Fantasy approach to translation - the dialogue is stilted at best, and nonsensical at worst, and there are even typos in the subtitles. Now that it's in English, too, it's clear that most of the early part of the game consists of wandering aimlessly around the (admittedly gorgeous) town of Yokosuka talking to people, laughing intermittently at the lame voice-overs.

Whether Shenmue can rise above these problems remains to be seen. Shenmue covers three GD-ROMs, and if the pace picks up after the first, there could be a lot of fun to be had in spite of the poor translation. We'll bring you a full review just as soon as we can.

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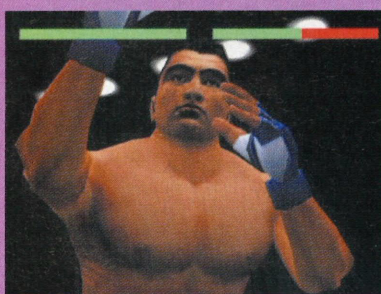
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ULTIMATE FIGHTING CHAMPIONSHIP



TOO VIOLENT FOR UK TV

The powers that be have decreed real UFC too violent for terrestrial TV - but you can always watch Animal Hospital with Rolf Harris as a more gruesome alternative!



If you reckon wrestling sorts the men from the boys, then be prepared to be scared! Ultimate Fighting Championship (UFC) is a true test of killer instinct, and seen by many as so barbaric it shouldn't even be referred to as a sport.

Fighters from all martial arts disciplines compete in one-on-one caged bouts, where few rules apply and the aim is to simply beat your opponent into submission. Time is restricted to three five-minute bouts but, unsurprisingly, they rarely go the distance. Such is the brutal nature of match-ups, fans can only see televised action via satellite in the UK.

Since pummelling the opposition for the UFC licence, Crave has been hard at work trying to bring the hard-hitting action to console format. Thankfully, the wait is over and it's time for the real tough nuts to take centre stage in the ultimate survival of the fittest test. Once you're in the ring there's no escape and if you don't fight to win, you'll be fighting for your consciousness!

Following a lengthy compilation of real-life action to get you in the spirit of things, the menu screen offers plenty of options to dish out your physical punishment. While training lets you get to grips with the each character's moves, the temptation to head straight into a competition will prove too great for most. Predicting this, developer Anchor Inc eases you into the action by locking certain modes, so you will have to earn your right to compete in them.

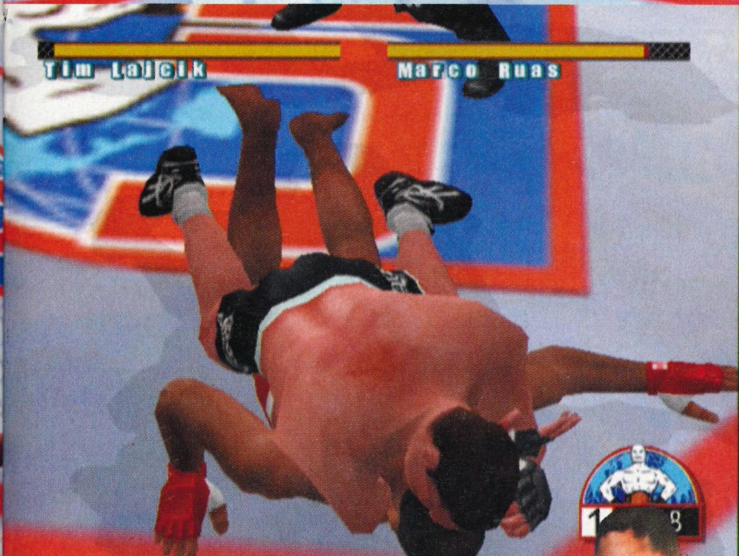
The Ultimate Fighting Championship mode itself is a straightforward knockout tournament for eight competitors. If you are lucky enough

to go the whole distance, a silver belt awaits you. Only by winning this can you then enter that fighter into the Champions Road endurance mode. The aim here is to successfully defend your title against 12 increasingly difficult challengers before claiming the ultimate respect. Having to battle each of the 22 real-life fighters through this challenge is sure to prolong the longevity in single-player mode.

Career mode offers players the chance to create a customised fighter to use in the above modes as well as in exhibitions and customised tournaments. Having personalised everything from your appearance to your style of combat, it's then time to begin the gruelling training regime needed to create an ultimate warrior. Facing you is a ladder of 31 different fighters, all with different strengths and styles of fighting. Each must be defeated to earn skill points, which you can then distribute across your fighter's endurance, stamina, punch and kick power attributes. It's even possible to purchase new moves if you really want to dazzle the crowds.

As you prepare for your first bout, the preceding presentation shows awesome attention to detail with multicoloured strobe lighting combined with spot beams and entrance music to make each fighter's entrance well worth watching.

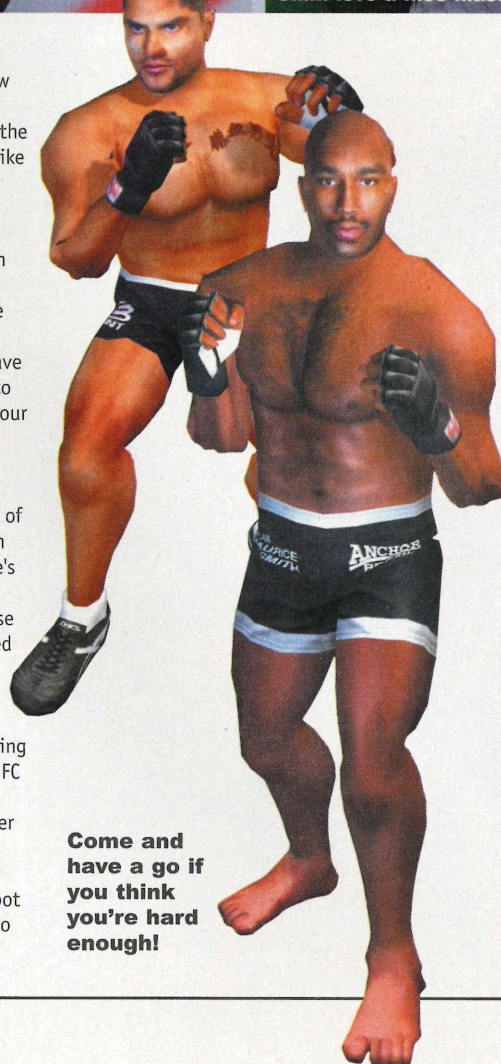
As soon as you begin fighting, it becomes immediately apparent just how much work has gone into developing the game's core engine. Every fighter has an individual style of combat, ranging from wrestling to kickboxing and each is equally responsive to controller button presses,



whether it's a quick kick or an attempt at a grapple. Initially, you'll resort to blow-for-blow slugfests and it's only when you come up against a tough opponent that the beauty of the game's learning curve really shines through. Like all the best fighting games, strategy plays a vital role in being able to predict your opponent's next blow, counteract it and then punish them. Playing similarly to Tekken, each button corresponds to a limb and combining buttons allows you to tackle opponents to the floor, counter their moves or attempt to get them into a submission hold. Both fighters have energy bars which rejuvenate if you are able to block attacks for long enough, complicating your strategy.

Graphically, UFC excels once again and each fighter looks lifelike, right down to visible muscle definition, or lack thereof, in the case of the sumo contingent. As players cross limbs in the most complex of grapples and holds, there's never a problem with polygon collision or graphical glitches, as the quality of this release again strikes you. The gore level can be altered too, depending on how much claret you want to see each time a blow crashes into a fighter's head. With fully 3D character models and zooming, swivelling camera work, everything you could wish for in this translation of the UFC is present.

With plenty of different game modes and over 3000 moves and 1200 combos to learn, it will be a long time before the boredom factor sets in. If you own a Dreamcast and have a soft spot for on-screen brawling then you simply have to add UFC to your collection.



Come and have a go if you think you're hard enough!

ULTIMATE FIGHTING CHAMPIONSHIP

JUDGEMENT

- FORMAT: DREAMCAST
- PUBLISHER: CRAVE
- DEVELOPER: ANCHOR INC.
- RELEASE: NOVEMBER 17

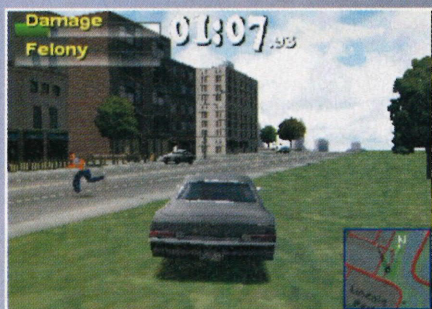
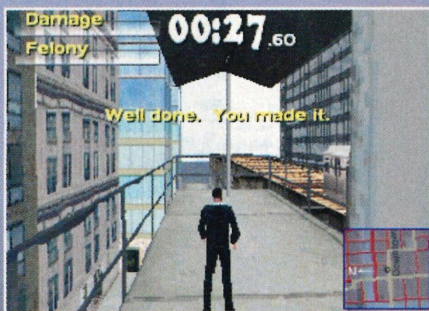
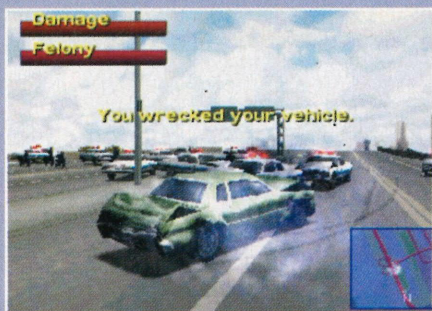
GD ONLINE: www.consoledomain.com/dreamcast/reviews/Ultimate_Fighting_Championship.html

- + Awesome gameplay
- + Accurate visuals
- + Longevity
- + One of the best fighting games so far
- + Bouts can be a bit short

8
OUT OF TEN

WORDS: GARETH HOLDEN

DRIVER 2

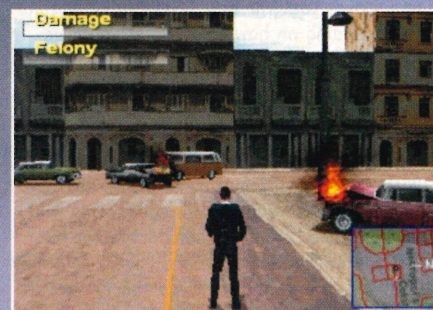


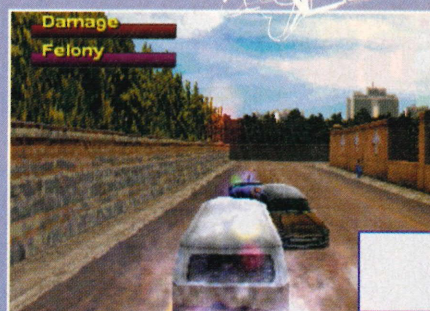
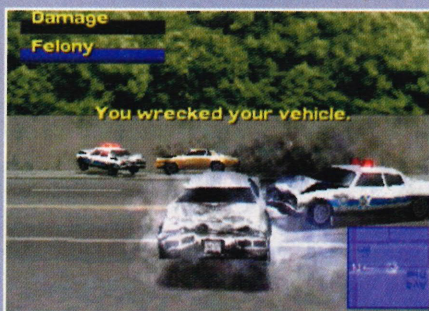
With one of the most enjoyable and original mission-based driving games already under its belt, the Reflections team didn't need to break its back to conjure up another roaring success. However, *Driver 2* will surpass every fan's expectations for more of the same compelling action and the risk of taking a diversion from the original successful formula has certainly reaped its rewards.

The game opens with significantly enhanced video sequences which introduce players to the plot. The first dark and moody scene depicts two shotgun-wielding heavies strutting into a downtown bar. Within seconds they have put on a firework display all of their own and left a trail of devastation (and a couple of corpses) in their wake. Just like a scene out of a Quentin Tarantino flick, convincing brutality is the order of the day. You once again take on the guise of undercover cop, Bruce Tanner, who is joined by new partner, Tobias Jones, whose voice is neatly provided by Huggy Bear. Together, you must infiltrate the seedy underworld dealings of a Brazilian crime organisation. Your investigation will take you from Chicago to Rio, via Havana and Vegas. As the underworld war threatens to escalate across North America, Tanner is once again up to his neck in the battle against dodgy Cuban shipments.

Each of the four locations have been vastly improved from those found in the original game, offering more routes, short cuts and ultimately more variety to missions. As you would expect, each has been accurately modelled on the respective real-life city. From Havana's Spanish colonial architecture to the tacky getaway playland of Vegas, you'll instantly feel engrossed into a whole new culture. Vehicles remain true to each geographical territory too, as do police cars and even radio bantering.

By far the most significant development over the original version is the ability for Tanner to get out of his vehicle and explore, which now forms an integral part of certain missions. Having pursued a suspect to the train station,

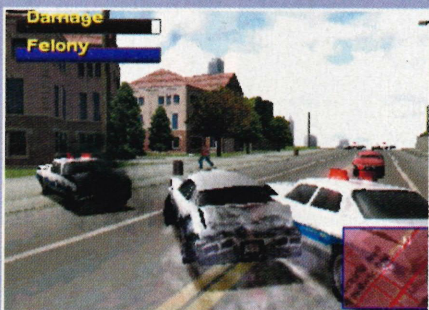




you will now have to follow them up the ramp to the platform before the mission is completed. Similarly, apprehending suspects now involves chasing them, stopping their cars without wrecking them and then jumping in to halt them in their tracks. Of course the best use of this feature is to conveniently swap motors, dumping your damaged one along with any felony rating, but this is only possible once you have given pursuing cops the slip. You can even enjoy a spot of joyriding in police cars, fire engines, trucks and buses; each offers realistic handling and adds to the novelty factor. For added amusement, several bonus cars are hidden within the game, if you are willing to explore every nook and cranny.

While we all loved repeatedly handbraking those right-angled junctions in the heat of a getaway, the original Driver's over-angular city set-ups were one of its few disappointments. Thankfully, all-new curved sections of road now provide more lifelike city representations and link-up nicely with highway slip roads, tunnel sections and flyover sections for a truly authentic feel. Another impressive addition here are the Bascule-style opening and closing bridges, which provide excellent getaway platforms - but only if timed to perfection!

Missions remain addictive as ever thanks to a compelling plot where Tanner has to pursue, avoid, escape or detain the various characters encountered. More cut-scenes are incorporated to add extra purpose to the proceedings and each time you return to a saved game, a shortened version of these recap the story so far, which works well. With Tanner's ability to get out of the car, missions now integrate added tension with his physical presence making the plot more believable. In one scene, he narrowly escapes execution within a dockside warehouse complex, but must quickly jump into a car and escape the intricate maze layout within a strict time limit. We especially adored the way vans and trucks move to block potential escape routes at the very last minute, just like a scene out of *The Italian Job*.



Besides the engrossing single player mode, a new split-screen, two-player mode gives fans the much-needed replay factor once Tanner's work is complete. By far the pick of the bunch is the capture-the-flag match-ups, set in scaled-down street networks. As you race to get the flag and return it to your base to score, you must avoid any collisions with your human rival: these result in your opponent stealing the goods. With so many strategies to employ, (especially recommended is the one where you guard their base so they can't score) this is sure to provide hours after hours of devilishly addictive fun. For lone players there are also pursuit, getaway and driving skills modes to perfect along with the ultra-slick movie editor mode.

Graphically, *Driver 2* is an even smoother affair than its refined predecessor, with more ambitious scenery and moodier atmospheres. Take the night-time stages - they're complete with thunder, lightning, torrential rain, lights reflecting off the greasy road surfaces and, of course, motion-blurred brake-light trails. While there is some obvious pop-up scenery, and other visual imperfections, it is so hard to take your eyes off the action these will inevitably go unnoticed.

Driver 2 is everything fans of the original could have dreamed about and so much more. With a new collection of missions and multiplayer madness guaranteeing longevity, no more questions need to be asked.



Monster cities and magic missions make *Driver 2* a corker of a game. In fact, it's ready to 'Tanner' the hide of the competition.

JUDGEMENT

- **FORMAT:** PLAYSTATION
- **PUBLISHER:** INFOGRAMES
- **DEVELOPER:** REFLECTIONS
- **RELEASE:** NOVEMBER 17

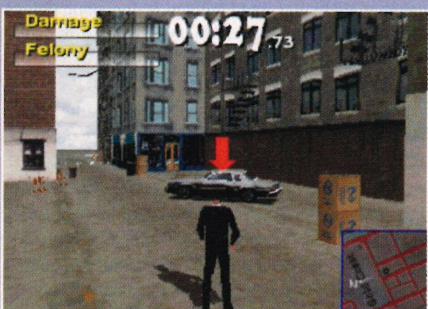
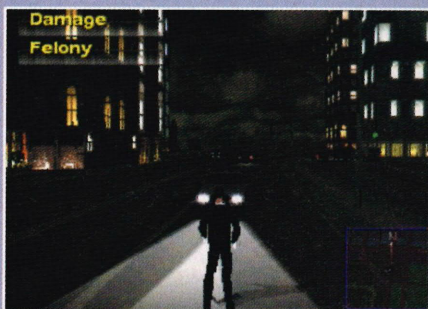
GD ONLINE: Original *Driver* review at: www.console-domain.co.uk/playstation/reviews/Driver.html

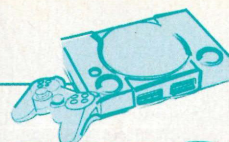
- + Tanner can hijack citizens' cars
- + Curved roads and larger city environments
- + More missions
- + Highly addictive
- + Two player modes
- Pop-up scenery
- Graphical glitches



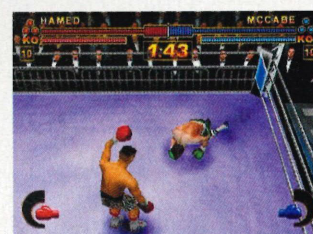
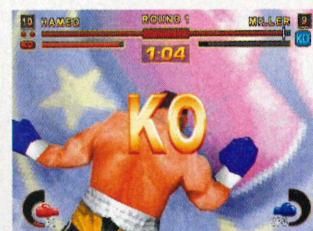
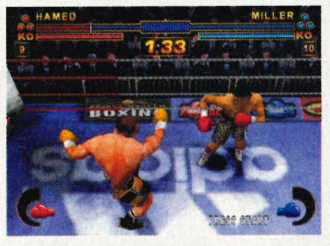
9 OUT OF TEN

WORDS: GARETH HOLDEN





PRINCE NASEEM BOXING



Prince Naz: Sheffield's finest and the best boxer, pound for pound, in the world. Despite his huge success, Naz has remained a humble, almost shy sporting figure, refusing to add to the ludicrous self-aggrandizement of fellow fighters.

Coloured smoke, disco lights, men strutting around in silk bloomers: no, we're not talking the Christmas panto at Bournemouth - it's Prince Naseem Boxing on the PlayStation!

The game is based around a series of modes which allow you to play as either Naz himself or take on the role of a rookie boxer and work your way to the top of your profession with Naz as your mentor and trainer. Practice mode allows you to check out your moves and those of the opposition. World mode is where you train to claim your place at the top and provides the real meat and content for the title. Showcase mode sees you take on a plethora of opponents in a knockout competition and, of course, there's the usual versus mode where you can play against your mates.

World mode is the best aspect to the game and works in the same way as the Championship Manager series - patience is required. After picking your trainee punchbag, you are thrust into months of serious training, with Naz helping you along the way and passing on useful snippets of information.

As you play you can watch other fights that are taking place to check out who may be your

future opposition. Your fighter can peak too soon or put on too much weight if you over or under-train them, and there's no going back once your fight date is set - it's up to you and Naz to get your man in shape.

Unfortunately, it's apparent from the start that the boxers aren't going to pull out any inspired moves. The action is jerky and blood splats look more like someone's thrown a handful of red bricks into the ring. The opposition duck and weave with all the elegance of a clockwork rhino and their cumbersome moves make it infuriatingly difficult to position yourself to get a really good punch in. That's not to say the game is difficult: when you've found your stance and swung a punch it is incredibly easy to keep the pummelling going with rapid button pushing.

Prince Naseem Boxing, although a game that includes some great gameplay concepts, is lacking in the necessary excitement and momentum to sustain your attention for long. The undefeated boxing legend may be a huge success in the ring, but on the PlayStation he just doesn't have the punch and style needed to make it with the best. Just don't tell him we said that.

JUDGEMENT

- **FORMAT:** PLAYSTATION
- **PUBLISHER:** CODEMASTERS
- **DEVELOPER:** CODEMASTERS
- **RELEASE:** NOVEMBER 3

GO ONLINE: www.consoledomain.co.uk/playstation/reviews/Prince_Naseem_Boxing.html

- + Some great gameplay
- + Brilliant manager mode
- + Good multiplayer games
- Some fighting aspects in the game are far too easy
- Blood splats aren't realistic enough
- Lacks momentum and excitement

5 OUT OF TEN

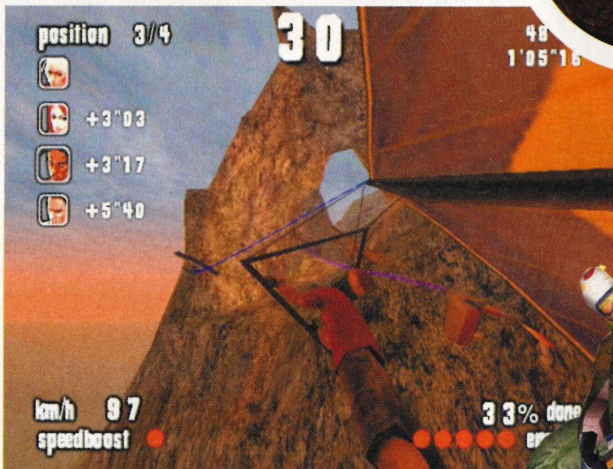
WORDS: JAYNE BOWEN



SEGA EXTREME SPORTS



Get orf moi laaaand!



Now that's just plain dangerous

Not for the faint-hearted, Sega's latest work at the extreme end of the sporting spectrum is a true test of skill, endurance and serious scariness.

Each course consists of three or four interlinked events and works much like a triathlon, where your aim is to finish first.

You may start off on quad bikes, then switch over to powergliders, endure some downhill biking and finally hit the slopes to snowboard down to the finish line. Other events go to the extreme of sky surfing and even bungee jumping. Between each part of the course there's a transition zone marked out with flares where you'll have to either land or dismount to swap to the next event. Naturally, transitions play a crucial part in each race and making mistakes will cost valuable seconds. You'll even get to indulge in a spot of button-bashing depending on how far you have to run to the next piece of race equipment.

Players have the choice of four dudes: Nina, Raga, Cath and Noel, each of whom are happy-go-lucky youngsters, proud to risk their lives on the strength of a flimsy bit of kit. We were slightly disappointed there were no stats for the different characters, making your choice purely cosmetic - likewise each character is limited to a basic range of special moves, which serve no

purpose other than to boost your self-esteem.

However, there are some cheeky short cuts such as rail slides for those with a sharp eye.

Locations are varied, travelling from the Scottish Highlands to the mighty Mount Kilimanjaro, making for some exotic in-game graphics. Smooth, impressive textures convey snow-laden, mountainous summits and grass valleys well and a distinct lack of obvious pop-up scenery makes the action flow freely.

While there are up to 18 tracks, replay value is limited once you've mastered each, although there is the novelty of downloading bonus tracks and players from the net.

Sadly, some of the stages can be a bit too short and unrealistic, especially when they dramatically switch from being dusty trails to snow sections within the space of a few metres. Some will revel in the soundtrack, which includes the likes of Coldplay and DJ Food, but this did little to inject any adrenaline into our gaming.

So, though much more enjoyable than an average snowboarding or biking game, the combined flaws of Sega Extreme Sports soon drag the game down and you'll be left living very far from the edge.

JUDGEMENT

- FORMAT: DREAMCAST
- PUBLISHER: SEGA
- DEVELOPER: SEGA
- RELEASE: OCTOBER 27

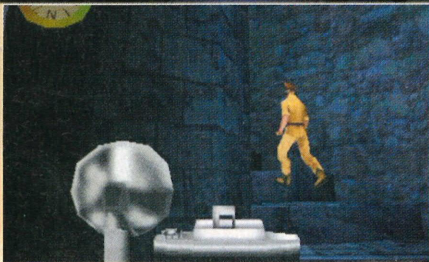
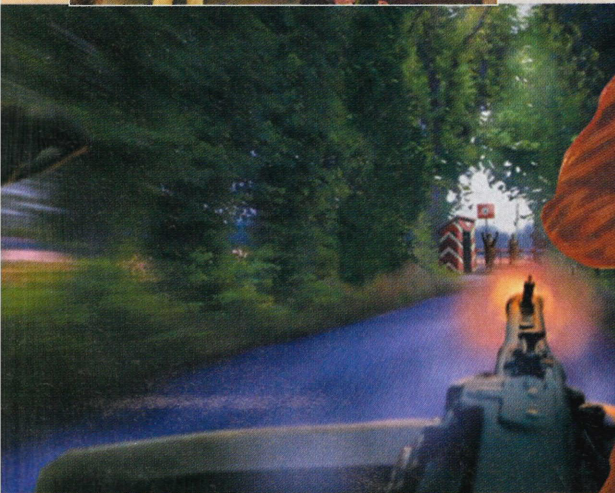
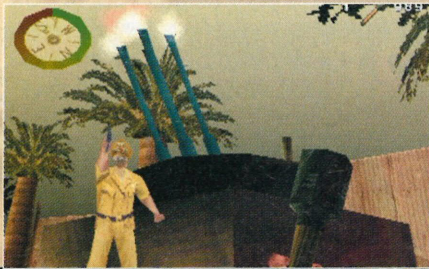
GO ONLINE: More Dreamcast reviews at: www.consoledomain.co.uk/dreamcast/reviews/index.html

- + Great locations
- + Nice varied events
- + Better than your average boarder or biker.
- Stages too short
- Limited replay value
- Just one too many flaws

6 OUT OF TEN

WORDS: GARETH HOLDEN

MEDAL OF HONOR UNDERGROUND™



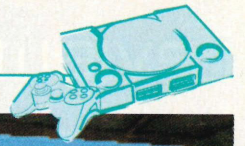
Sneaking around in the dead of night, evading enemy snipers and taking out whistling soldiers from behind with a toothpick used to be reserved for the smoothest of spies: irresistible to all women, with slicked back hair and a tuxedo for every occasion.

Today spies come in all shapes and sizes and have as much success on the espionage playing field as James Bond ever had with Pussy Galore. Medal of Honor Underground is a tale of one such new-age sneak. Tall and dark, charming, a quick-witted master of disguise - oh yeah, and he's a she.

Medal of Honor Underground is set before the first game in the series, during the time of the Second World War. The Germans have the French by the onions and the Resistance is in full swing, trying to loosen the Hun's grip. Manon, a young, female member of the Resistance, has been chosen to complete a series of covert operations to undermine the German threat.

The game has seven missions, all with different objectives that must be met in order for you to progress. There are 22 almost fully explorable 3D levels, set all around Europe and presented in a first-person perspective. For most of the game you can jump fences and explore outskirts for pick-ups and ammo. This great feature means that you can exploit little nooks, ledges and crannies to pick off enemy soldiers when they are out en masse. Although not as tactical as some war strategy titles you can't just storm in and blast away at enemy groups. You must take Manon around carefully and use your ammo sparingly, saving your better weapons for bigger obstacles like tanks and German soldiers on motorcycles.

Your enemies can be found on ledges, behind walls and standing hidden in inaccessible fields. Because of this you will have to look around carefully and make sure you have every angle covered before you go out into the open. Misjudge the situation and you'll be restarting before you can say knockwurst!



The objectives you have to complete are varied, ranging from blowing up enemy tanks and supplies to finding maps and documents. As well as having to be a dab hand at picking off the enemy with skilful head-shots, and knowing when to take a chance and run out into the open, you use a number of disguises that are supposed to allow you the freedom to move about undetected.

An array of authentic-looking weapons are at your disposal including a pistol, a German sniper rifle, grenades and a machine-gun to name but a few. You will also come across German machine-guns that are anchored to the floor at usefully strategic places around the game.

Once you've killed the guard manning the weapon you can get behind it and a few minutes of gratuitous soldier slaughter ensues - great fun! Underground has a fantastic amount of fighting action in the game and there's usually someone or something waiting for you around the corner, generally with a big gun.

Underground's sound is both atmospheric and authentic. The sound of tanks trundling towards

you and enemy soldiers talking in the distance makes for a tense atmosphere. More detailed additions, such as a German spiel being blasted through a megaphone, and the ever-present music are brilliant little touches and give the game extra depth, harking back to the soundtracks used in classic war films.

Unfortunately there are a couple of problems that detract from an otherwise great game. The game doesn't look that hot and the copious on-screen action can make for a jerky frame-rate and targeting problems.

Aside from an introduction made up of real-time footage of scenes of war, there are no real in-game cut scenes, apart from Manon receiving her next mission in the form of a lot of text and dialogue.

Also the disguise element doesn't work very well. For example, when you disguise yourself as a photographer you often find yourself fumbling for a gun to defend yourself against the last German who, a minute ago, was happily posing - no trip to Boots with your holiday snaps for you!

Faults aside, Medal of Honor Underground is still a game with a lot to offer. The action and range of missions are great and the imaginative objectives give the game a true authentic feel.

So if you fancy yourself as a French freedom fighter, get on your PlayStation, make sure you know the German for: "I'm a tourist, honest, Hans!" and you may just find Medal of Honor Underground fits the bill.



JUDGEMENT

- FORMAT: PLAYSTATION
- PUBLISHER: ELECTRONIC ARTS
- DEVELOPER: DREAMWORKS INTERACTIVE
- RELEASE: NOVEMBER 17

GO ONLINE:

www.consoledomain.com/playstation/reviews/Medal_of_Honor_Underground.html

+ Great authenticity and atmosphere

+ Brilliant action and objectives to play through

+ Good sound

+ Great authenticity and atmosphere

- Too much on-screen action makes gameplay jerky

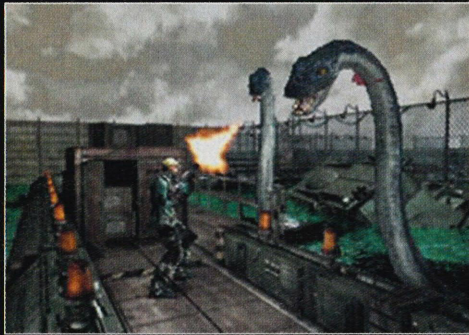
- Annoying disguise mode after novelty wears off

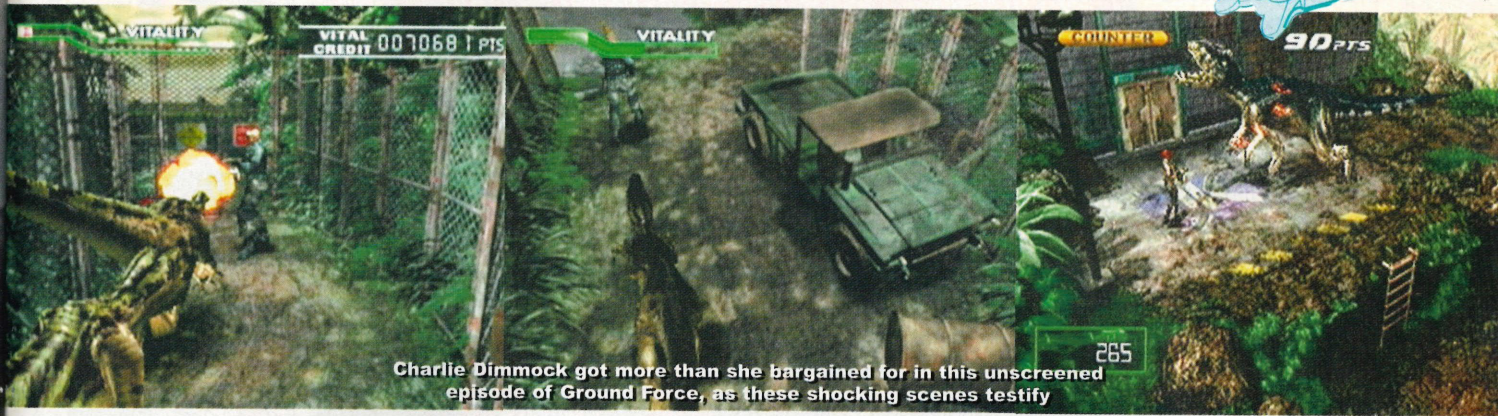
7

WORDS: JAYNE BOWEN

review

DINO CRISIS[®] 2





Charlie Dimmock got more than she bargained for in this unscreened episode of Ground Force, as these shocking scenes testify

Mention the words, "survival horror" and any PlayStation owner will immediately think Resident Evil.

Having defined the genre with some seriously scary zombie creations, Capcom then swapped mutilated corpses for prehistoric predators to provide yet more edge-of-the-seat thrills with Dino Crisis.

While many felt the first instalment of the Jurassic kind didn't quite match up to Capcom's original zombie formula, Dino Crisis 2 will certainly lay these critics to rest. Right from the captivating FMV intro sequence, as you embark on your adventure, it becomes immediately evident just how much Capcom has invested into creating a new benchmark standard.

The plot of Dino Crisis 2 begins after the conclusion of the original. A year has passed since the rogue Dr Kirk was captured but Third Energy research has continued recklessly. Inevitably another accident has seen Edward City, a town devoted to Third Energy research, completely vanish only to be replaced by a prehistoric jungle. Regina, Dylan and the rest of the Special Forces team have the task of rescuing human survivors and recovering missing research data from a treacherous time travel experiment. And this is where you come in.

You take charge of both Regina and Dylan at different points within the game and, cleverly, each is restricted to visit certain areas. While Regina can access electronically locked doors by short-circuiting them with her stun baton, Dylan can hack away overgrown vines that obscure other entrances. These cleverly act as sub-weapons and are carried in the other hand to your main weapon, which means you don't have to fumble around trying to fight off enemies while unblocking an entrance. The usual array of flame-throwers, rocket launchers and shotguns provide plenty of on-screen bloodshed for the increased number of dino species. Pterodactyls swoop around the grim skies, huge snake-necked beasts lurk in the waters, while the main ground threat comes from the mountainous figure of the T-Rex. With more action injected into the proceedings, dinosaurs attack thick and fast and seem limitless in supply.

You are instantly engrossed into a tense atmospheric world from the very first FMV sequence. Even as you explore the first jungle locations, you'll be given glimpses of the deadly T-Rex and Stegosaurus lurking in the backgrounds, just to let you know the real trouble is not too far away. With each step from the T-Rex, the Dual Shock kicks in to rumble, as you tremble in fear of a confrontation.

Dino Crisis 2 is far more than the safe sequel that so many of us were expecting. In fact, bordering more on the daring side, Capcom has transformed the action to integrate more arcade elements. In addition to revamped menu and status screens, an all-new scoring system allows players to amass points as they pass through each section. Dinosaur kills, avoiding attacks, counter-attacking and combos allow players to build up a points total, which can then be used to buy weapons, health replenishments, ammunition and tools needed to progress further into the game. Weapons depots are incorporated into each save point to ensure your character is properly tooled up each time you start out again.

Of course there is still plenty of the simple puzzle solving element that fans of Capcom's games have become accustomed to, such as finding hidden key cards and using them on specific doors. While the somewhat annoying "walk through the door" loading sequences are ever-present, improved animations and your points being totalled up during these decrease the tedium.

Although the control system has been sharpened up to allow your character to turn

around faster and move while firing, there were a few instances where the auto-aim feature wrongly points towards an off-screen enemy as opposed to a closer one preparing for an imminent attack. Another slight annoyance occurs when you are in a room that requires two or more camera switches. Although you can appear to have killed all the dinosaurs in the room, more sometimes appear from where you have just cleansed as soon as the camera switches. We found this simply frustrating, but others may see it as an opportunity to waste plenty of lead and continually reap scores of points.

As long-surviving veterans of Capcom's survival games, for us this is certainly one of the most enjoyable to date. Sharper textures, moodier lighting effects and ambitious locations combine with atmospheric, involving audio and an intuitive plot for yet another unforgettable gaming experience. With several enjoyable first-person sub-games to complement the terrifyingly tense action (and even a nice motion-blurred effect when you pause the game) Dino Crisis 2 is simply compelling throughout.

JUDGEMENT

- **FORMAT:** PLAYSTATION
- **PUBLISHER:** CAPCOM
- **DEVELOPER:** CAPCOM
- **RELEASE:** NOVEMBER 24

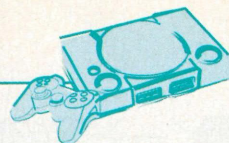
GD ONLINE: Dino Crisis 2 cheats at www.consoledomain.co.uk/cheats/Playstation/5749.html

- + Compelling gameplay
- + New arcade action elements
- + Improved cut scenes and graphics
- + New mini-games
- Auto-aiming can be annoying
- Respawnng dinosaurs cause irritation

8

WORDS: GARETH HOLDEN

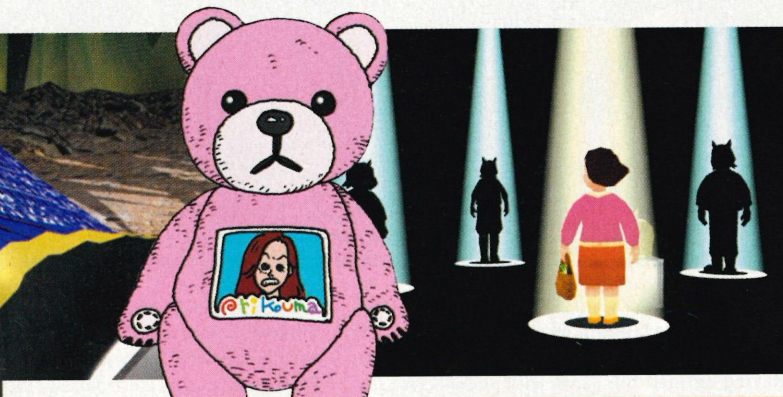




INCREDIBLE CRISIS



After drinking the mother of all cans of lager, the mother of all hangovers quickly followed



The celebrity aerobics class took a nasty turn when Gladiators' Wolf produced a gun



Ever feel like you're having one of those days? Taneo does, every morning. As if having to suffer a comedy name wasn't enough.

Incredible Crisis is one weird little game. You play as each member of Taneo's wacky family and guide them through their particular nightmare of a day by completing a number of simple, but very challenging, levels while trying to keep them calm.

In short, Incredible Crisis is made up of a series of mini-games that will test your eye to hand co-ordination, mental agility and dexterity in ways that you wouldn't think possible. The mini-games are strange to say the least. In one shooting gallery-style level, you must bring down enemy planes attacking a UFO. In another you must help Taneo balance on a flagpole after falling from his office building. You need to help other members of the family out of various scrapes too. Help Taneo's wife escape from masked gunmen on a snowboard; help his miniaturised son avoid creepy crawlies - yes miniaturised, now you're getting the picture.

Each is so different from the last that there's no time to perfect any kind of 'finger-skills' that will see you through the rest of the levels. The

imagination that has gone into the level design makes each one a challenging, bizarre and humorous little gem.

Although the concept is simple, the games are not easy and will leave you grinding your teeth along the edge of your controller if you can't get to grips with them.

Incredible Crisis is full of great movies, brilliant humour and weird and wonderful scenarios. The sound is inspired for about 20 minutes but then it becomes strangely unbearable - as whistles sound off depicting Taneo blowing his top for the umpteenth time. Aside from that it's a smashing little puzzler, full of great imagination and brilliant characters.

So, if the cat's been sick in your shoes, you've had a really bad day and you know that things couldn't possibly get worse, don't think a bubble bath will help. You need Incredible Crisis to show you what a real stinker of a day actually entails.

JUDGEMENT

- FORMAT: PLAYSTATION
- PUBLISHER: VIRGIN
- DEVELOPER: POLYGON MAGIC
- RELEASE: NOVEMBER 3

GO ONLINE:
www.consoledomain.co.uk

- + Brilliantly imaginative concept
- + Great humour and funny characters
- + Movies and gameplay make for a wacky storyline
- Annoying sound
- Sometimes difficult to control

7 OUT OF TEN

WORDS: JAYNE BOWEN



www.icbthegame.com

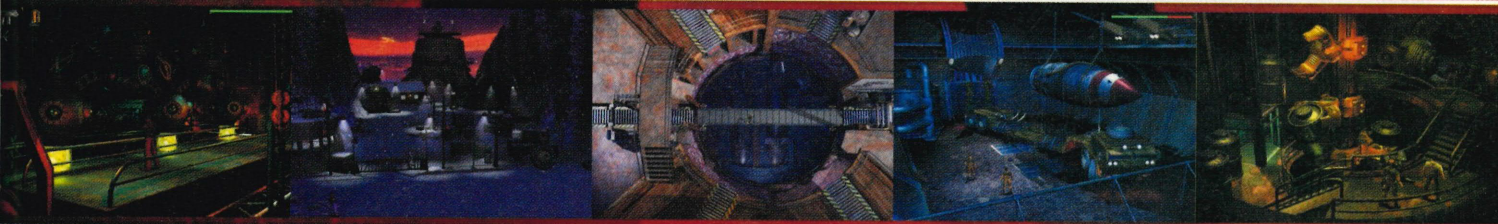
www.ubisoft.co.uk



IN COLD BLOOD™

I'm a British secret service agent sent to Volgia on a mission. It seemed straight forward but things have gone wrong, Nagarov's men have captured me. Despite the torture I can not remember the details, all I know is that I've been betrayed. But by whom? And what for? You are my only hope... help me!

By the way, my name is Cord, John Cord....



Sales Enquiries: Ubi Soft Entertainment, Vantage House, 1 Weir Road, Wimbledon, SW19 8UX.
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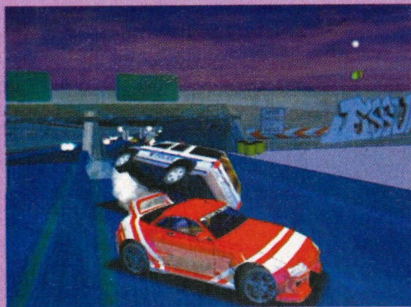
Independents: Pinnacle Software Tel: 01322 665 652.

MIDNIGHT CLUB



THE CHASE

Angel Studios is also responsible for PC title *Midtown Madness 2*, on page 24. Its PC slant means we should expect to see a similar game on Xbox.



Even before the PlayStation2 has been officially launched in Europe, there's a grid full of driving games revving up to capture everyone's attention. While it may not be as hotly anticipated as *Gran Turismo 3*, Angel Studios' latest title is well worth taking for a spin.

Midnight Club boasts two different game locations - London and New York - each containing over 90km of road. Both are accurately modelled right down to land marks, street layouts and, of course, the respective red light districts. There are plenty of activities within each city, split across arcade and career modes.

Arcade mode offers racers the opportunity to explore levels, race against like-minded drivers in one-on-one battles and even indulge in a game of capture the flag.

In career mode, your aim is quite simple - to gain maximum respect by becoming world champion at illegal street racing. To be part of this elite Midnight Club, you'll have to cruise the streets in your souped-up set of wheels searching for other speed freaks, known as Hookmen, and then prove your skills as the ultimate tarmac terrorist.

Your key to the city is a small map in the corner of the screen, which shows you where Hookmen are patrolling. They'll already be thrashing about the city streets, so it's best to predict where they're headed and then start

tailoring them as they zoom past that point: ideally a crossroads. Basically, you have to keep them within your sights until they finally come to a stop and challenge you to a race.

Sometimes alone and at other times flanked by their homies, your rival lays down the challenge with a series of checkpoints set around the city. Your task is to pass through each one and then burn it to the finishing point first.

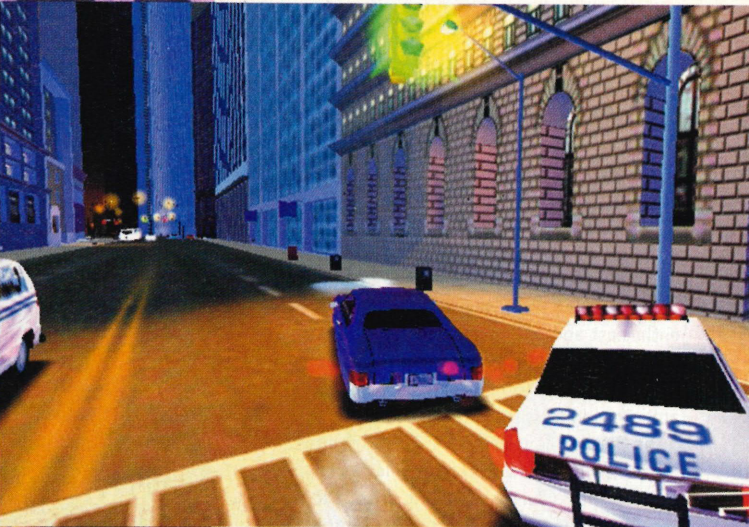
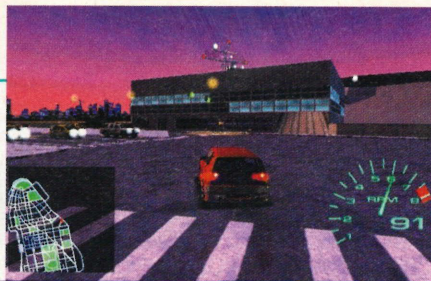
Success sees you stripping rivals of both their dignity and their motors. Each level presents three different hookmen to track down and challenge, before having to take on a boss character.

Starting off in just a New York cab, there are more than 40 different vehicles to collect, which have to be unlocked to use in the arcade modes. All are look-a-like motors as manufacturers generally don't approve of seeing their cars crumpled to bits.

Notable vehicles include cabs, mail vans, emergency service vehicles, sports cars, cadillacs, hot-hatches, buses and pick-up trucks. Each performs differently and while sometimes you'll need the brute power of the fake Nissan Skyline, other occasions may require use of the pretend Mini to weave through tight sections of road.

Races become highly addictive because of the game's non-linear nature - you're free to pick whichever route you think will be the quickest, minimising distance and avoiding any traffic



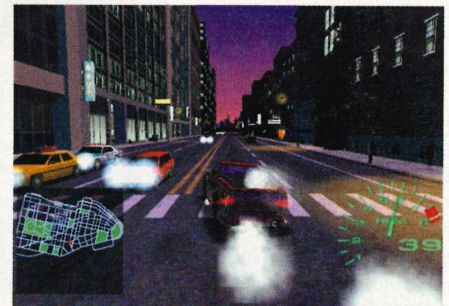


congestion. Some races will encourage you into a circular route around the city, whereas others will force you to zig-zag in and out of tight-knit city streets, desperately trying to avoid collisions which can waste precious seconds. Learning shortcuts is a definite must and the feeling of handbraking your car around a corner on two wheels keeps the pace fast and frantic.

To provide yet more mayhem, the police are always on hand to clamp down on your illegal pursuits by trying to turn your prized possession into a heap of scrap metal.

Graphically, *Midnight Club* impresses immensely with incredible realism and a plethora of jaw-dropping special effects incorporated. Motion-blurred brake light trails, variable weather conditions, pedestrians diving for cover, accurate vehicle damage and light shading that ranks among the best we've ever experienced in a game, all help to create a truly unique atmosphere within each city.

Midnight Club is a solid driving experience that fulfils everything it sets out to achieve. Speed junkies will not be content until they've unlocked every last one of the 40 vehicles on offer, while casual gamers will adore the mayhem-inducing multiplayer madness. Essentially, if you're looking for a fun, addictive, arcade racer, where you can take devious shortcuts to get one over on your rivals, then look no further.



If you've ever fantasised about screaming through traffic free city streets, *Midnight Club* could be just what you're looking for.

JUDGEMENT

- **FORMAT:** PLAYSTATION2
- **PUBLISHER:** TAKE TWO
- **DEVELOPER:** ANGEL STUDIOS
- **RELEASE:** NOVEMBER 24

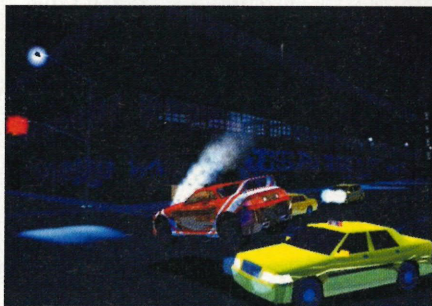
GD ONLINE:

www.consoledomain.com/playstation2/reviews/Midnight_Club.html

- + Loads of cars to unlock and races to win
- + Expansive city locations
- + Plenty of special effects
- + Enjoyable throughout
- Only two cities
- Can become slightly repetitive

7
 OUT OF TEN
 CRITICAL ACCLAIM

WORDS: GARETH HOLDEN



INTERNATIONAL KARATE 2000

■ PUBLISHER & DEVELOPER: VIRGIN ■ FORMAT: GAME BOY COLOR ■ RELEASE: NOVEMBER 17

Later than expected, we bring you the hard-hitting review of the bout-ifully simplistic International Karate 2000. At the time of preview, (GDO issue 005) the game promised heavyweight changes to the original home computer classic to bring it kicking into the year 2000. Question is, are we ready for it?

So there you are, a budding martial arts enthusiast and, rather than joining in the local pub fights and far-from-friendly scuffles down some dark alley, you decide to hone your abilities and take them to the world stage.

The goal: to join up with 27 other fighters in a worldwide tournament and become No.1 in the ancient and still very ritualistic art of karate. At the same time you have to progress through the "Dans" (levels of competence) until finally you reach the pinnacle of your life and claim the right to wear the esteemed black belt.

Now that you've learned the direction you must take, it is time for combat. But beware: the pace of all this can be overwhelming. This is especially the case if you're on the receiving end, which you will find is a regular occurrence if you're new to the genre or the game as a whole. However, soon, like your character, you will improve and go from strength to strength.

Extras found within the game - the bonus rounds - are a great diversion adding variety to a straight forward beat 'em up. You have to defend yourself from bouncing balls with the use of a shield (stay focused as they can be quick), or deflect bombs that, like me on a Sunday morning after a night on the grog, can get nasty.

Scenery is taken from a total of 12 locations worldwide, adding a bit of authenticity to the game. For example, fight in France and you have the Eiffel tower for a backdrop. Sound, though, once again fails to hit the mark and has to be switched off in the first round.

Overall, this is a game that offers gameplay appealing to the more aggressive side of your nature. And with no strenuous combination of controls, you can ensure your opponents return home beaten and wishing they hadn't got out of bed. However, listen to the music and it won't be the opposition character you take your frustrations out on so, as a precautionary note, leave the volume down for the sake of your Game Boy's health.

Despite this title being a great addition to anyone's selection of games (as long as you're into the genre), it still falls short of the office favourite GBC beat 'em-up, Street Fighter Alpha - Warriors Dreams, which demands marginally more involvement from the gamer.





BURGERTIME IN BEDROCK

■ PUBLISHER: SWING ENTERTAINMENT ■ DEVELOPER: CONSPIRACY ■ FORMAT: GBC ■ RELEASE: OUT NOW

Burgertime. Hmmm, that sounds familiar. It couldn't possibly have anything to do with that archaic arcade game from the mid 80s that had everyone making hamburgers and attacking hotdogs with a pinch of pepper? Why would anyone want to resurrect a game that's been dead, done and dusted for over ten years? Just say it ain't so. Well, we're afraid it is.

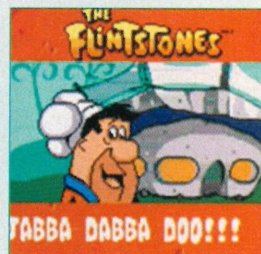
The Flintstones are now back, rejuvenated and ready to go, thanks to another movie outing. But take one look at the game and it'll be enough to leave you wondering how this could happen.

The game actually starts quite well, with an intro accompanied by a thumping remix to the old Flintstones theme tune (no, really) but it's downhill from there. Fred Flintstone is late for work again, so his Boss packs him off to take care of a security problem at Bronto King, the prehistoric forerunner to a certain fast food chain. There Fred has to make up the Brontoburgers by putting together the buns, burgers and other bits. He has to climb ladders and run over the ingredients to drop them to the level below, all while being chased by a few crazed monsters who are out to stop him.

The options allow you to play as Fred or Barney on either easy or hard. You also get passwords after completing every few levels and instead of attacking enemies with pepper, you get a huge club to bash 'em over the head with. The game has a simple enough premise, being predominantly aimed at kids, but the gameplay is so sluggish no kid raised on the adrenaline of a Pokémon battle will have time for something so tedious. It is exactly the same thing over 24 very long levels, the design and layout changes, but once you've completed the first few levels it gets very stale, very quickly.

The graphics are colourful but their quality is as prehistoric as its stars. The characters are dull and lifeless and the backgrounds have no detail. All this is accompanied by some very annoying remixes of the theme tune. The first one was good because of its novelty value, but do you really want to hear another 20 different versions?

Should you buy this game? Well, unless you're a fan of stone age entertainment: yabba-dabba-don't!



WORDS: MARIA GEORGIU

No matter how much gum a Manager chews...



the craving won't go away

Championship MANAGER

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