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PLAYSTATION | PC | DC | GBC | XBOX | GAMEBOY ADVANCE

MAY ISSUE 016

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Tribes 2

A massively multiplayer tribal survival stunner

Unreal II

For real. Latest details inside

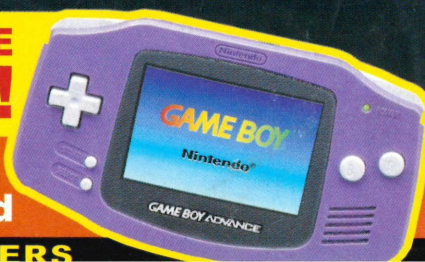
Daytona USA 2001

Rolling Staaart!
Sega's latest conversion is a hit

Winning Eleven 5

It's ISS. It's on PlayStation2.
It's fantastic

**GAME BOY ADVANCE
REVEALED!**

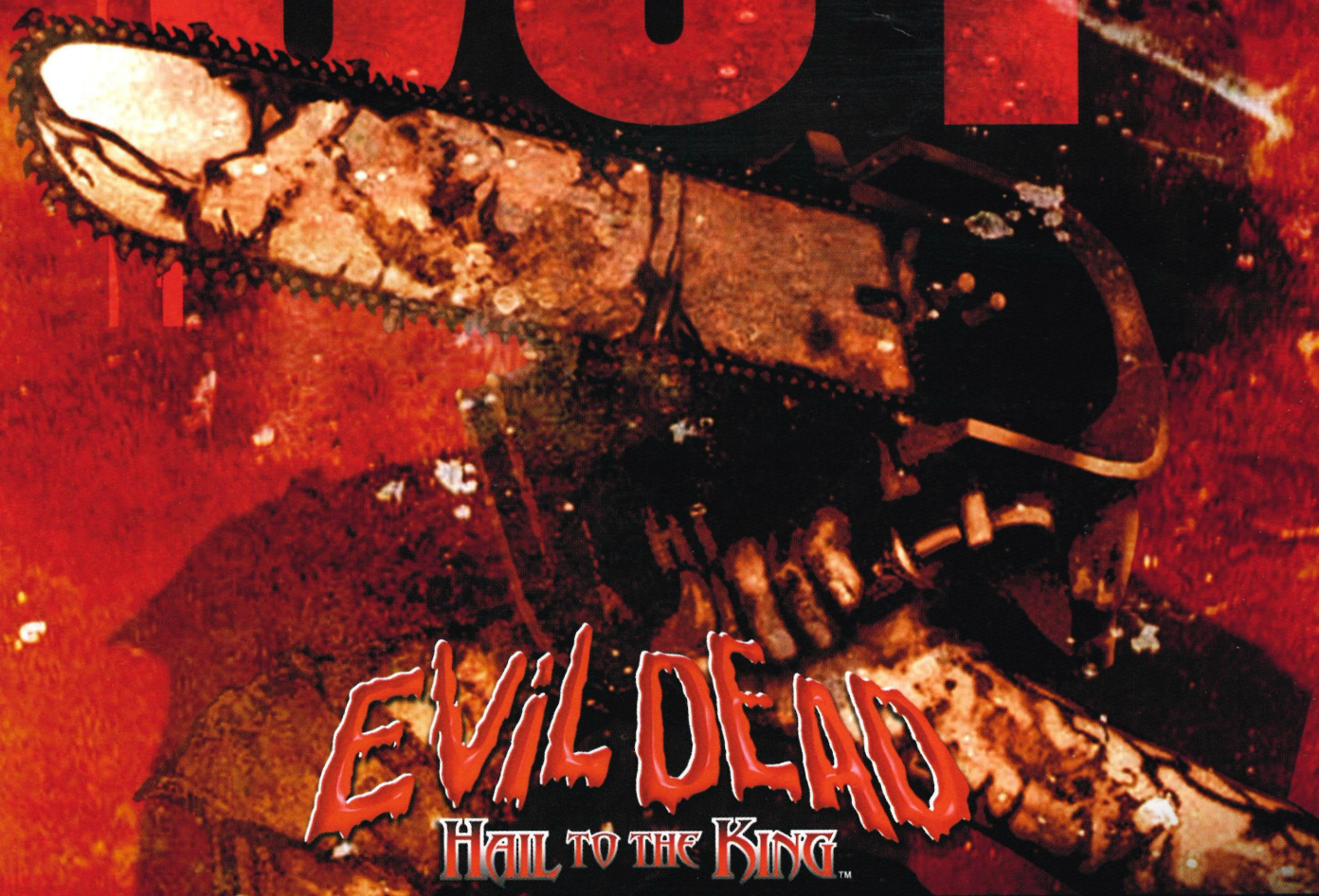


Plus 22 reviews, previews and pipelines including **Tropico**, **Serious Sam**, **Crazy Taxi 2** and **Pokémon Silver & Gold**

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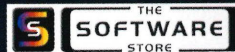


EVIL DEAD

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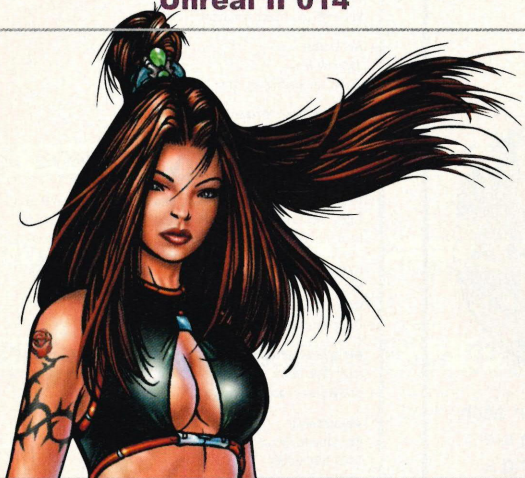


HEAVY IRON STUDIOS

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contents

Unreal II 014



Tropico 016



Serious Sam 026



Tribes 2 030



Game Boy Advance 038



REGULARS

News	08
Cheats	10
Forum	11
Insite	32
VFM	37
What's the Word?	66

PC GAMES

Unreal II	14
Tropico	16
Anarchy Online	18
C&C: Renegade	19
Star Trek: Away Team	20
The Moon Project	22
The Sims House Party	24
eRacer	25
Serious Sam	26
Fallout Tactics	28
Tribes 2	30

HIGHLIGHT

Game Boy Advance	38
------------------------	----

CONSOLE GAMES

Shenmue II	46
Crazy Taxi 2	47
Rugby	48
Confidential Mission	50
Winning Eleven 5	52
Fur Fighters	54
Quake 3 Revolution	56
Tiger Woods PGA Tour 2001	58
Jungle Book Groove Party	59
MDK 2	60
Daytona USA	62

Crazy Taxi 2 047



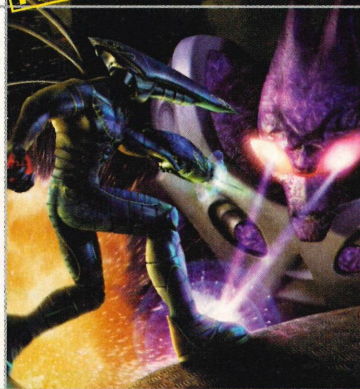
Winning Eleven 5 052



Confidential Mission 050

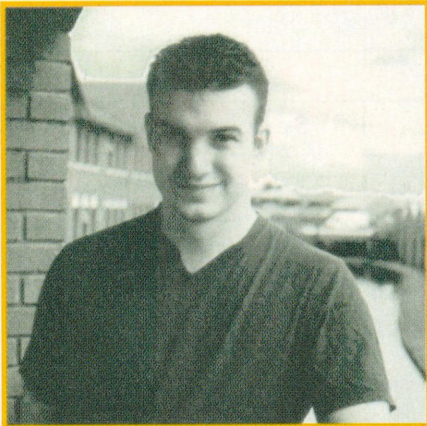


FREE MDK 2 poster 033



Console site: www.consoledomain.co.uk
 PC site: www.gamesdomain.co.uk

Editor's note



GBA silences the office whingers

When new consoles arrive in the GDO office, there's normally at least one voice that greets them with complaints. It happened with the Dreamcast ("It looks like a sandwich toaster, and all the games are crap,") it happened with the PS2 ("It plays DVDs in green-ovision, and all the games are crap,") and it'll probably happen with the Xbox and Gamecube too. The same thing applies to PC hardware, with the cry most often being "£400 for a graphics card? Do they think we're mad?" But the Game Boy Advance proved different. Instead of the usual complaints, everyone to try the new handheld was full of praise, and the only gripe we could come up with was that it may be slightly too small for those with larger hands. If Nintendo can keep the price down, as it promises, it's sure to be a real winner. You've probably noticed there's a different face at the top of the column this month. Former editor James has stepped up to take the reins of both the magazine and the website, so sadly his lame puns will now be distributed to a much wider audience. Hopefully you won't notice any huge changes in the magazine - we're still free, independent and unofficial, and still only available at your friendly local independent retailer. If you have any comments about the new issue, drop us a line, either at the postal address to the right or by email to mike@gamesdomain.com. Enjoy!

Mike Smith
Editor

What's the score?



GDO carries marks out of ten on each review. Here's how it works. We are prepared to offer 10s (which bring a gold award) to only a few select 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.

Marks of 9 (which get silver awards) 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. An 8 or a 7 is still a good mark, and if the game appeals to you it should be well worth buying.

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GamesDomain

WHAT ARE YOU PLAYING AT? The GDO crew spill the beans

This lucky bunch of misfits are paid to play games all day. So what do they play when it's time to relax? Here's our guide to the games destroying our already-fragile social lives this month.



Currently playing: **WINNING ELEVEN 5**

Since this shiny blue plastic circle of delight arrived in the office, it's been tougher than usual to get a sensible word out of Gareth. Having honed his skills writing this month's preview, he proceeded to thrash the entire office and declare himself champion. Will he stay that way when the rest of us catch up? Find out next month.



Currently playing: **FEAR EFFECT 2**

Jayne's been playing DIY this month, assembling a set of new shelves to store our vast back catalogue of games. Now only she understands the intricate and complex filing system, so if we want to play something we have to be nice to her. Drat. In between, she's still hooked on last month's Fear Effect 2.



Currently playing: **BLACK & WHITE**

Secure in his new role as Senior Editor, former GDO head honcho James has been indulging his caring side playing Black & White. "My monkey keeps disappearing," he complained to us. No, James, he's starving to death and reappearing at your citadel to recuperate. "Ah, looks like I need to spank it more often," he said, visibly relieved.



Currently playing: **BLACK & WHITE**

In contrast, Kev's cow has developed a taste for sheep, thus risking introducing BSE into his islands. Not to worry, Kev - your misbehaving bovine's likeness for drop-kicking your villagers about the place will ensure none of them live long enough to display the symptoms.



Logos Logos Logos Logos Logos

How it works works

Video Games

SONIC	ATARI	EYE
12100	12105	12101
NINTENDO	C...	DEFENDER
12103	12110	12112
PlayStation	A...	中皇
12102	12109	12104

Music

YOU LOGO	EMINEM	Fat Boy Slim	Britney
13160	13153	13169	13100
O...	MADONNA	Kylie	Christina Aguilera
13186	13161	13162	13104
S CLUB 7	HONEYZ	blur	a1
13154	13149	13165	13148
westlife	PRODIGY	Limp Bizkit	Stereophonics
13152	13136	13178	13157

Cartoons

CARTOON 1	CARTOON 2	CARTOON 3	CARTOON 4
11020	11023	11030	11051
JOHNNY BRAVO	CARTOON 5	Winnie	CARTOON 6
11032	11033	11041	11001
CARTOON 7	CARTOON 8	CARTOON 9	dibbit
11088	11102	11049	11007

Film and TV

THE X FILES	F.R.I.E.N.D	Ali-G	007
11752	11770	11833	11756
MATRIX	CARTOON 10	Buffy	Neighbours
11760	11782	11798	11803



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60068	Robbie Williams	Rock DJ
60075	S Club 7	Party
60057	Mojo	Lady
60007	Bahamen	Who let the dogs out
60090	Top Loader	Dancin' in the moonlight
60149	Shaggy	It wasn't me
60960	Outcast	Sorry Ms Jackson
60129	Hearsay	Pure & Simple
60125	Gorillaz	Clint Eastwood
60103	Wu-Tang	Gravel Pit
60117	Destiny's Child	Survivor
60163	Wheetus	Teen Age Dirt Bag
60167	Usher	Pop Ya Collar
60025	Dido	Here with me
60008	BB Mak	Back there
60051	Madonna	Music
60019	Craig David	Walking away
60122	Five	Getting Down
60777	So Solid Crew	No Good for Me
60162	Westlife	Up Town Girl
60062	DJ Quicksilver	Free
60032	Eiffel 65	Blue
60041	Kern Kraft	Zombie Nation
60096	Watergate	Heart of Asia
60058	Moloko	Sing it back
60043	Limp Bizkit	Rollin'
60066	Red Hot Chili's	Under the Bridge
60039	Jennifer Lopez	Love Don't Cost
60078	Spice Girls	Holler
60082	Steps	Deeper shade of Blue
60017	Christina Aguilera	What a girl wants
60062	Popa Roach	Last Resort
60085	TLC	Creep
60063	Pink	Most Girls
60038	Jakatta	American Dream

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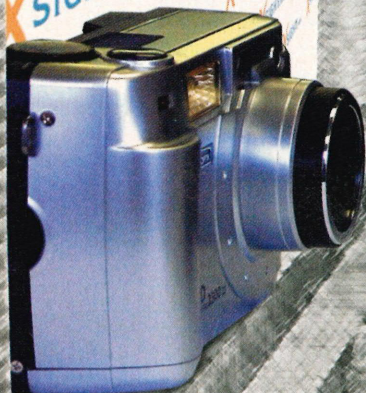
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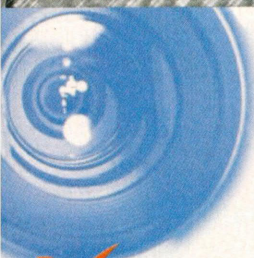


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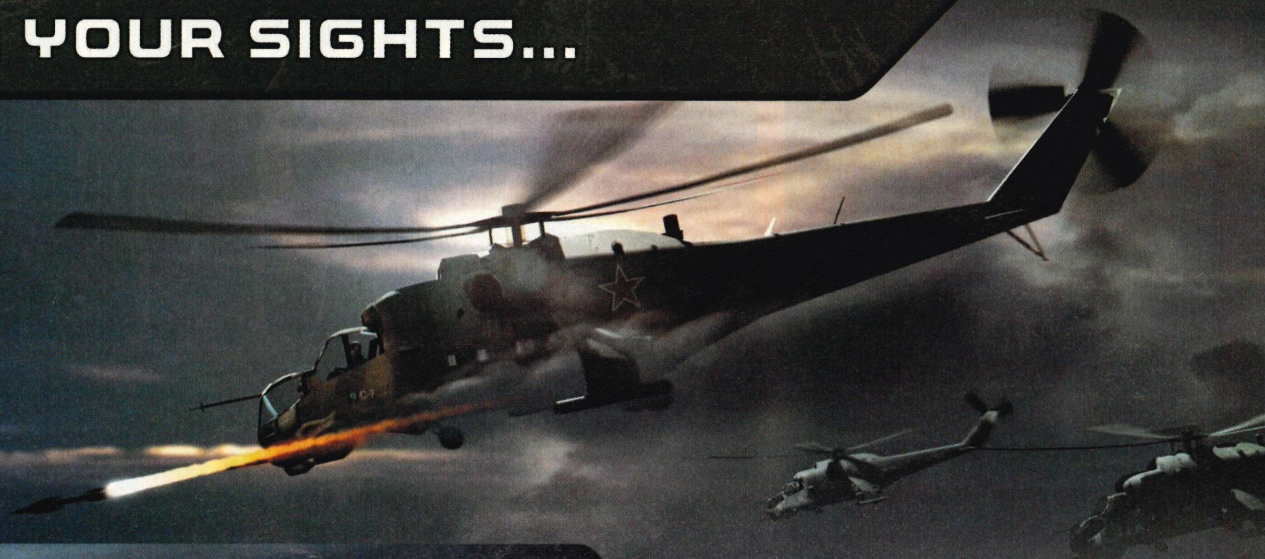
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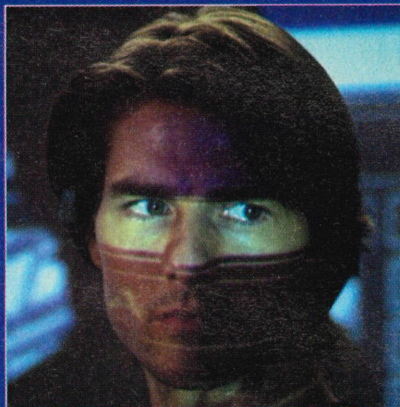
John Mullins returns

Developer Raven Software and publisher Activision are returning to action with *Soldier of Fortune 2*.

Players will take control of John Mullins, the hero of the first game, as he performs missions for the top-secret counter-terrorist organisation The Shop in the bloody and violent first-person shooter. Mullins will travel across the world shooting up Prague, Colombia, Hong Kong and Kamchatka (Russia) with some of the missions based on the real-life exploits of John Mullins, a genuine special forces officer and military consultant.

The game will use the Quake III engine and detailed skeletal animations for lifelike character movements and per-pixel hit locations for ultra-realistic and ultra-gory damage modelling. *Soldier of Fortune 2* will feature the ROAM Terrain System that allows John to jump into armoured trucks and helicopters to carry on the good fight.

Soldier of Fortune 2 will be released in spring 2002.



Infogrames on a mission

Infogrames is to develop a next-generation title based on summer smash *Mission Impossible 2*.

The company - which released games based on the original *Mission Impossible* - secured the rights for the sequel from Viacom Computer Products and has announced the game will be available on Xbox and PlayStation2 in autumn 2002.

The game will follow the exploits of the action hero spy Ethan Hunt as he attempts to find about the biological nightmare that is the Chimera virus with face-swapping antics included.

POPSTARS GO JUNGLE

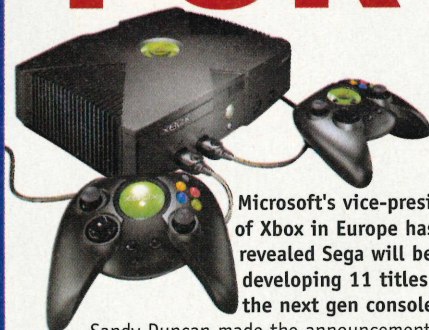


Ubi Soft Entertainment has signed hit pop group Hear'Say to promote *Jungle Book Groove Party* for the PlayStation2.

Ubi Soft signed up the band - who were made famous by the hit ITV show *Popstars* - in conjunction with *Top of the Pops* Magazine. Hear'Say are featured playing the game and the magazine will offer readers the chance to win signed copies.

Hear'Say's Kym said: "It's so cool, really wicked: we want one for our house!" Fellow band member Myleene added: "It's such a great laugh and a great way to keep fit". *Jungle Book Groove Party* features nine songs from Disney's classic film "The Jungle Book" and is on sale now.

SEGA GAMES FOR XBOX



Microsoft's vice-president of Xbox in Europe has revealed Sega will be developing 11 titles for the next gen console.

Sandy Duncan made the announcement when he spoke to Games Domain during the build up to Bill Gates' keynote speech to the Tokyo Game Show last month.

The news is likely to silence critics who cast doubt on Microsoft's ability to crack the Japanese market.

Describing Sega as "the most leading-edge games producer," Duncan mentioned *Jet Set*

Radio, *Sega GT*, *Panzer Dragoon* and *Gunvalkyrie* as confirmed titles. Release dates are not yet available. He also confirmed that not only will *Dead or Alive 3* be released on the Xbox, it will be exclusive for a limited time.

Duncan also announced that, following consultations with Japanese consumers, Microsoft had decided to redesign the Xbox controller. Functionally the controller would remain the same, he said, though it would be slightly rearranged and smaller.

And when questioned about the recent rumours concerning delays in Xbox's online support, Duncan issued the following clarification. "We plan to support some form of online games at launch in Japan. We won't support online gaming at launch in the US, but it will follow shortly after. In a UK context, there is a good chance we will have online gaming at launch."

PC DEAD? NO WAY JOSÉ!

A panel of gaming executives gathered at San José, California, to discuss the future of PCs and consoles.

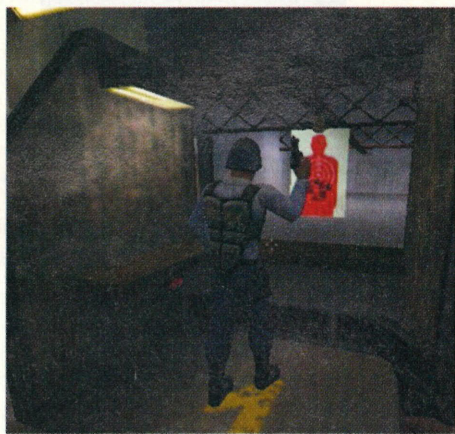
The question was 'Consoles vs. PCs: Is the PC really dead?', and the majority agreed that although console and PC gaming have equal amounts of support, the real money lies in consoles.

This was said to be because of the PlayStation2's growing success and the imminent arrival of the Xbox and Gamecube. Check out the Vox Pop for our readers' views.



Warren Spector receives the best PC action/adventure game award for Deus Ex

HALF-LIFE FANS SET TO GET THE BLUES



Action gamers will be rocket-jumping for joy with news of another Half-Life game.

Originally planned as part of the Dreamcast Half-Life port, Half-Life: Blue Shift will give gamers an all-new stand-alone single player episode in a similar approach to the expansion pack Opposing Force.

Blue Shift casts the player as another of Half-Life's incidental characters. This time, you'll be playing as one of the blue-suited security guards who helped, and occasionally hindered, Gordon in the first episode.

VIEWPOINT

It seems that the marketing gurus are in full flow this month with announcements that David Beckham and Hear'Say are lending their particular talents (just being famous) to the games industry.



Ubi's Jungle Book romp is actually a lot of fun if you're into the dancemat

thing but it will be interesting to see if Rage's Becks-backed footie titles come close to emulating the exquisite talents of the Man Utd winger.

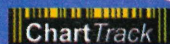
Other news this month saw Gran Turismo finally finished, and Nintendo having to delay the release of the Gamecube.

Oh, and a bunch of our favourite films are being made into games.

Check out next month when these pages will be filled with hot-off-the-presses news from our on-the-spot correspondents at the biggest games event of the year, E3 in Los Angeles. We can't wait to see what's being unveiled, and rest assured we'll have all the top announcements for you.

uk charts

ChartTrack UK all format charts - week ending April 15, 2001



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ChartTrack collects sales data from more than 4,000 UK outlets. Supporting retailers include Argos, Asda, Blockbuster, Comet, Game, GameStop, John Lewis, MFI, Currys, PC World, Saturn, Tesco, Virgin, WH Smith, Woolworths and a small selection of independents.

1	Pokémon Gold Nintendo	GBC
2	Pokémon Silver Nintendo	GBC
3	Black & White Electronic Arts	PC
4	Simpsons Wrestling Fox Interactive	PSX
5	Rugrats in Paris THQ	PSX/GBC/PC/N64
6	The Sims: House Party Electronic Arts	PC
7	Quake III: Revolution Electronic Arts	PS2
8	Duke Nukem: Land of the Babes Take Two	PSX
9	ISS Pro Evolution 2 Konami	PSX
10	Lego Island 2 Lego Media Int.	PSX/GBC/PC

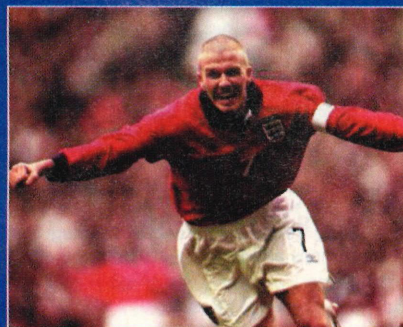


Eidos to make millions

Eidos has announced it will publish two new editions of Who Wants to be a Millionaire?.

The chart-topping success of the quiz game, based on the international hit TV show Who Wants to be a Millionaire?, has proved to be an even bigger hit than silicon icon Lara Croft.

A junior version of the game will be released in the summer on the PlayStation and PC while a sequel will be released on PC, PlayStation and PS2 this autumn.



Rage is on the ball

Rage has signed a three-year licensing deal with soccer superstar David Beckham.

Under the multiple-platform agreement, the Manchester United megastar and England captain will contribute to the development of forthcoming Rage football titles, the first of which is expected before Christmas.

Details of which platforms the games will appear on have yet to be revealed, but like the multi-millionaire soccer idol himself, it's sure to draw in plenty of media attention.

Games make you smart

A UK Home Office report has found that children who play video games are likely to be more intelligent than those who don't.

One study found that those who had been hooked on games for at least five years had generally had reached high educational standards, gone on to further education and then into better than average jobs.

This is in contrast to reports that have questioned whether violence in games can lead to aggressive behaviour in gamers. So perhaps playing games instead of studying isn't such a bad thing after all!

Ever tried? Ever failed? No matter. Try again. Fail better. Not our words; the words of Samuel Beckett. We are sure the great playwright would now write: Ever tried? Ever failed? Check out the cheats below and never fail again.



Cossacks - PC

Press **ENTER** and then type these cheats in:

Code	Result
supervisor	Fog of war on/off
money	Give resources
multivar	Press "P" to access all units
www	Activates "supervisor" and "multivar" cheats



Conker's Bad Fur Day - N64

Select Options and then Cheats from the main menu. Enter:

Code	Result
DRACULASTEABAGS	50 lives
BOVRILBULLETHOLE	Shoot all objects
EASY	Easy mode
VERYEASY	Very easy mode



Hostile Waters - PC

Open 'Run' from the Windows Start menu and browse for the Hostile Waters .exe file then add '-setusupthebomb' at the end. During the game you can press F8 to bring up the console where you can use one of these cheats.

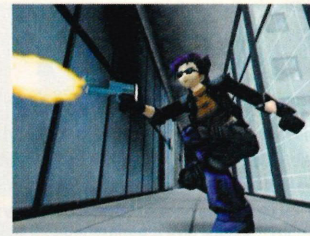
Code	Result
enableallmovies 1	Enable all the movies in cinema menu
filthylucre 1	Gives you 999,999EJ
invulnerable 1	God mode for all units
revealmap 1	Reveals map
Winlevel 1	Complete mission



LMA Manager 2001 - PSX

When you have to enter your name type in these for an extra boost:

Code	Result
Filthy Rich	£500,000,000 to spend
Potions	Heal players in one day
Super Stars	All players rating 10



Oni - PS2

During gameplay, press select, highlight help and press the following combinations:

Infinite Health	L2, L1, L2, Square, Circle, Square, R3, L3, R3, Circle. If done correctly, you will hear a sound. Enter again to disable.
One-Hit Kills	L2, L1, L2, Square, Circle, Square, L3, R3, Circle, Square. If done correctly, you will hear a sound. Enter again to disable.



Evil Islands

During gameplay, press ~ for the console and type 'thingamabob' to enable cheat mode. Now press ~ again and type any of the following. Where there is # type in a number.

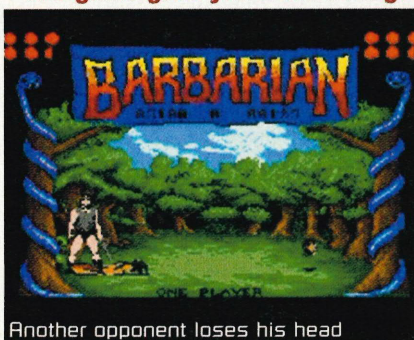
Code	Result
help	List console commands
give 0 money #	At the Map Selection/Party Equip screen, get gold coins
give 0 exp #	At the Map Selection/Party Equip screen, get experience

REPLAY

Some games, no matter how old they look, have themes that last an eternity.

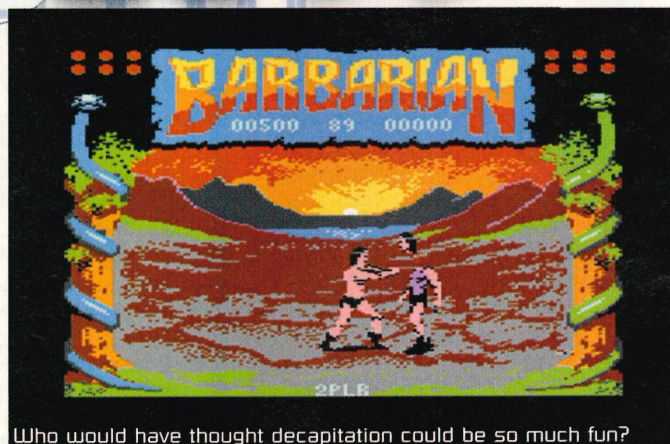
Take Barbarian, which was designed by Palace Software in 1987. Barbarian had all the ingredients to make one classic game. Its plot was simple: get to the bad guy and get the girl. To do this you had to face various opponents and battle to the death in a gladiatorial-style; unfortunately it was before Russell Crowe's time.

The game gave you a wide range of moves with



Another opponent loses his head

which to deal out death with your sword. Who can forget the stunning Web of Death or the visceral Flying Neck Chop that detached the head from your opponent? Of course it wasn't as gory as some games are now,



Who would have thought decapitation could be so much fun?

but a little green goblin would come and drag defeated bodies off and kicked any severed heads like a football. Now that's entertainment!

Barbarian was available on Commodore 64, Spectrum, Amiga, Atari ST and Amstrad.

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

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Or email gdo@gamesdomain.com
(remember to enclose your address)

*prize games will be up to a value of £50 and subject to availability and whether full contact details are provided

GAMES FOR IDLE RICH

Thanks for the Black & White review Mike, in which I was rather struck by your passing comment: "... if you're the kind of person who plays a game for ten hours and then gets bored, you'll see such a small fraction of Black & White's delights as to make the experience pointless."

You don't seem to have considered that the question of ten-hour boredom is utterly irrelevant to the normal adult with a job and a family, to whom the idea of spending ten hours playing a computer game is utter fantasy. Employed parents steal the odd half hour for gaming here and there. Occasionally we might manage a couple of hours.

It seems very odd that so many computer games seemed to be designed for the idle rich who have nothing to do in life but play games all day.

I am not going to buy Black & White, or Europa Universalis, or any of these silly monster games, because there's no chance that I'd ever have time to play them.

And no, the idea of playing monster games in lots of half-hour fragments spread over months of real time doesn't appeal to me at all.

Jonathan Palfrey, near Barcelona, Spain

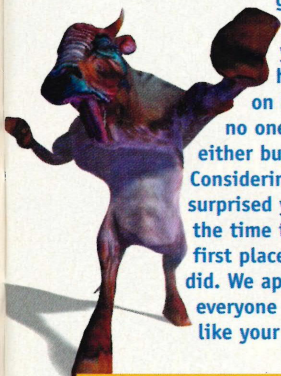
By email

GDO says:

It's good to see our reviews are being read in sunny Spain (GDO's Black and White review was also published online) but it's curious that someone from the country which introduced the siesta to the planet should complain about games designed for the idle. Surely normal protocol in Espania is to rise at about noon, eat huge quantities of Paella and then fall asleep until it's time for tea (more Paella). With a schedule as packed as that, it's no wonder you don't get time to play games.

And as for rich? Black and White will cost you about £35 in the UK which may seem a lot, but when you think of the hours of

gameplay in that little box it's a bargain when you compare it to a hour-and-a-half movie on DVD for £20. Besides, no one is forcing you to either buy or play games. Considering you're so busy, we're surprised you managed to find the time to write to us in the first place. But we're glad you did. We appreciate letters from everyone - even miserable chaps like your good self.



BLACK & WHITE WASHOUT

You must be playing Black and White on a supercomputer. Try running it on a machine that mere mortals (not highly paid reviewers) own. It is very slow, very, very jerky, almost impossible to control and very very frustrating. My system more than matches the system requirements on the box. I have defragged and done God knows what, short of going out to buy a new PC. I feel conned and ripped off. Reviewers like you ought to warn us.

John McCormick

By email

GDO says:

Highly paid reviewers? You must be confusing us with someone else. The majority of the review was conducted on a PIII-500 and Geforce2 MX. This is rapidly approaching the bottom end of the gaming PC spectrum, and you'd have considerable trouble even buying such a low spec machine these days. Though the game wasn't totally smooth and flawless, it was certainly a pleasant playing experience. We pointed out in the review that owners of lower-spec machines could expect difficulties - if you're sure you don't have a hardware or driver problem, it looks like it's time to bite the bullet and upgrade.

TOO HOTLINE TO HANDLE

I am writing in to complain about the fact your 'write-in' competitions have been completely replaced by 'phone-in' competitions. Calls to these 'phone-in' competitions cost more than an average phone call and are an expensive alternative to more traditional 'write-in' competitions.

I love entering the competitions from GDO, but I'm really disappointed. Will you be bringing back the 'write-in' competitions?

Matthew Skilling
Scotland

GDO says:

Blimey Matthew. We already bring you the best bloomin' games mag in the world for free! What more do you want? Seriously though, we introduced the phoneline to make it easier for readers to enter our competitions and to simplify the admin at our end. It has to pay for itself, but at 50p a minute it's cheap compared to similar hotlines in other publications. Sorry you're unhappy about it but the cost of each call shouldn't be much more than a giant coke at your local hamburger restaurant. It won't rot your teeth either and you might even win a great prize.

Star Letter

ULTIMATELY DULL

After having a Dreamcast from the day of its launch I decided it was time to try the delights of Sony's PS2. So armed with my cash I visited my local computer shop and purchased the ultimate games console.

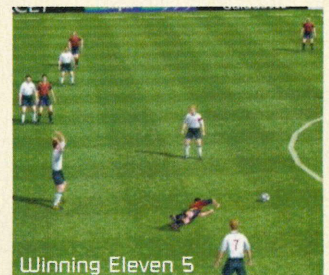
I was so excited to have Sony's black box sat underneath my TV; unfortunately this did not last long. Just six weeks into sampling the 'ultimate console' my dreams of spending many hours on top quality games were shattered. Where the hell is the gameplay? After all, it is the games that make the console.

I purchased Zone of the Enders and finished it in a day: I got more play value out of the MGS2 demo boxed with the game! Star Wars Star Fighter was no better: great graphics but only 14 missions. I decided to try Shadow of Memories, that was even worse - no gameplay to speak of more like an interactive movie.

If these games are an example of what is in store, the PlayStation2 could be in for a rough time. The Dreamcast had some excellent games like Shenmue, Resident Evil: Code Veronica and Jet Set Radio to name just a few. The Dreamcast never really made it even with these great games.

So with the games available for the PS2 at the moment things look bleak for Sony's black box. Let's hope that the quality of the games for the PS2 picks up soon or it may go the same way as the Dreamcast.

Paul Bradley
Derby



GDO says:

We've got to agree with you up to a point Paul, but the times they are a changin'. When we first got our grubby little mitts on a PS2 the initial releases were hardly awe-inspiring. Titles like Ridge Racer V and Tekken Tag looked good, sure, but we'd seen it all before. However if you check out our preview of Winning Eleven 5 (p.52) you'll see that the PS2 version of one of the most playable games ever released on PSX has been maintained and even improved on.

We've always said the Dreamcast was a great machine badly marketed but we're equally sure there's still a lot to come from the PlayStation2 so don't give up on it yet.

FEBRUARY ISSUE COMPETITION WINNERS: For a full list of competition winners, please write to the usual address.

PC GAMES



S E C T I O N

PIPELINES PREVIEWS REVIEWS

All your banana republics are belong to us



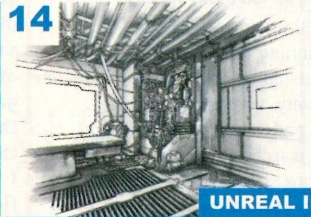
Mike Smith
Editor

It's been a quieter than usual month in the office, as the joys of *Black & White* have largely given way to frenzied *Tribes 2* sessions as we adapt our FPS "skillz" to its new environment. *Tribes 1* never made much of an impact on these shores, but hopefully its sequel will do better - it's got some fascinating unique elements that make it an absorbing and exciting play. Just make sure you get plenty of practice offline before taking on the world.

Just as we were going to press, a copy of *Tropico* dropped through the letterbox, so we'll be sure to have a review of Poptop's banana republic sim for you next issue. We're also expecting a video card based around Nvidia's latest chip, the Geforce3 - the basis for the Xbox's graphical processor - so we'll be giving that a thorough workout.

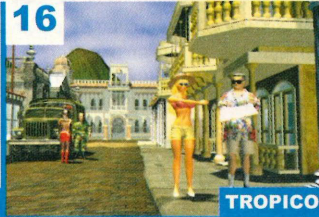
As usual, if you have any comments or opinions to raise about the current issue, let me know at the usual address. Hope you enjoy it.

mike@gamesdomain.com



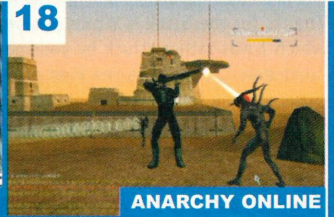
14

UNREAL II



16

TROPICO



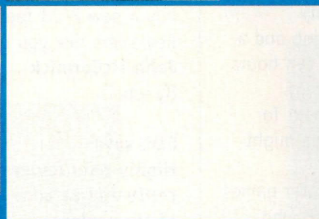
18

ANARCHY ONLINE



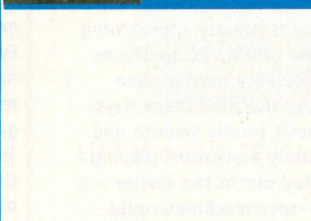
19

C&C RENEGADE



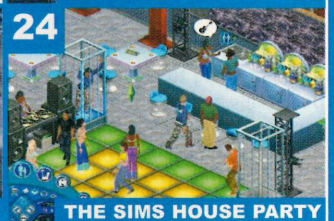
20

STAR TREK: AWAY TEAM



22

THE MOON PROJECT



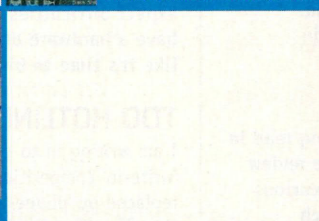
24

THE SIMS HOUSE PARTY



25

eRACER



26

SERIOUS SAM



28

FALLOUT TACTICS



30

TRIBES 2

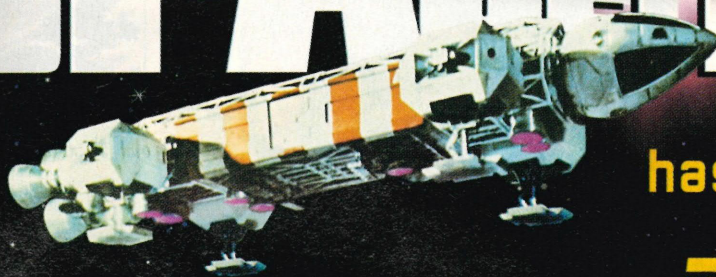
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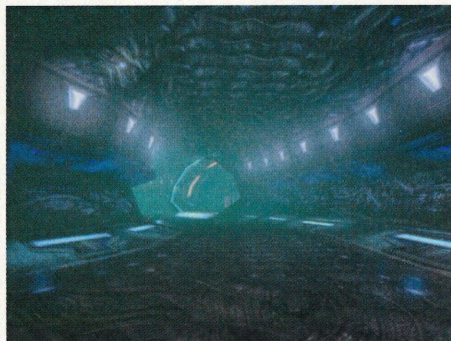
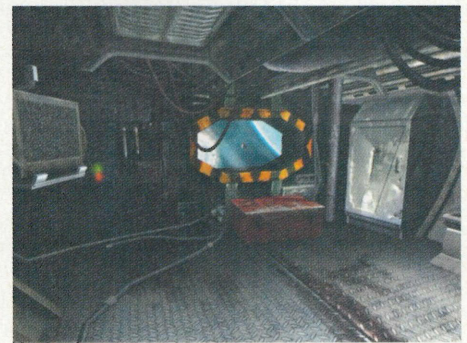
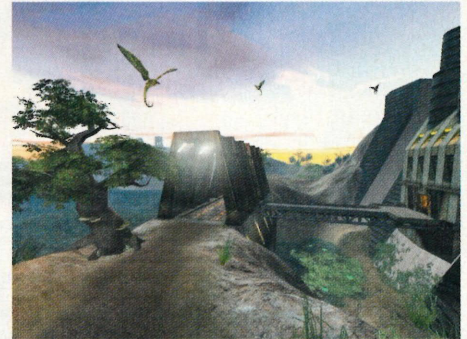
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Unreal II

Top multiplayer shooter returns to its roots



What a Butlins holiday camp will look like in the year 3040 (probably)



■ Unreal II will take place in both indoor and outdoor areas



■ No, not some sort of jellyfish - in fact, a Shian Warrior

Following 1999's superb multiplayer-fest *Unreal Tournament*, details of the next steps for this successful franchise have been thin on the ground. But it seems those times are coming to an end and information on two follow-up titles is gradually leaking out. It seems the Unreal games are to divide: the multiplayer end of things is to be continued in a game known as *Unreal Warfare*, whereas the single-player torch is to be passed on to Legend, to create *Unreal II*.

The *Unreal II* team consists of a number of familiar faces - Legend CEO Michael Verdu and Wheel of Time level designer Scott Dalton leap out immediately. Pimpmaster General of Epic, Cliff Bleszinski, is mentioned as Executive Producer - so sadly it looks like Legend won't be getting the benefit of his level design experience.

The game looks to be at least partly focused on plot and characterisation, rather than out-and-out violence. The player takes the role of a Terran Colonial Authority Frontier Marshal, a 24th century version of a wild west sheriff, roaming space in a beat-up starship, called Atlantis. Your support crew numbers three - your wisecracking alien pilot, Ne'Ban, Isaak the cranky engineer, and Aida, your "spook," or intelligence officer. Hmm. Sidekicks in a FPS? Reminds one of a certain *Ion Storm* game (no, not *Deus Ex* - the other one) With the Unreal heritage behind it, this title will hopefully turn out somewhat better.

A total of 13 story-driven missions will be included, each containing different tactical situations such as hostage rescue, escort missions, defending a structure or base, stealthy infiltration and recon. The game will also contain an *Unreal Tournament*-style tournament ladder, through multiplayer levels which will be playable against bots or human players over the Internet.

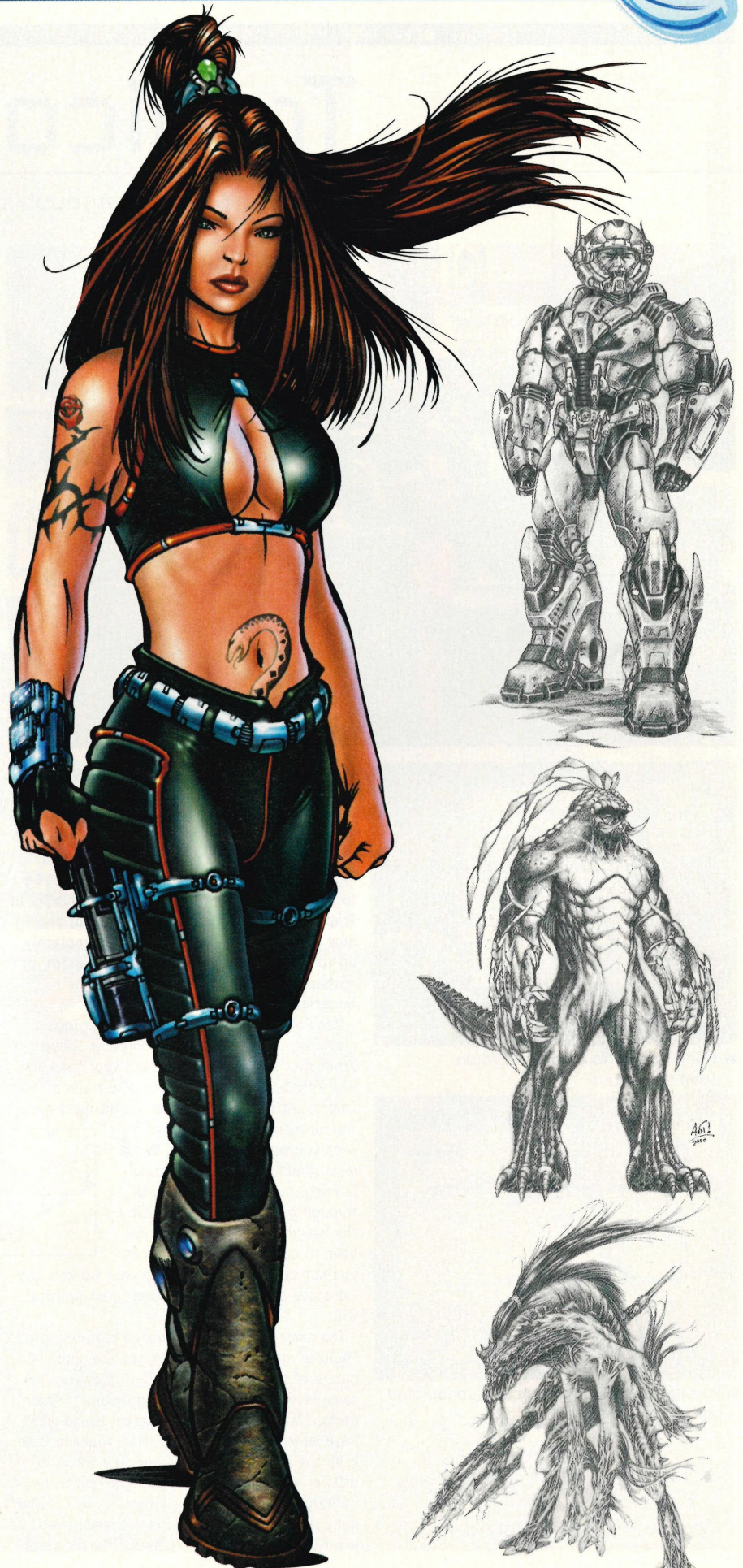
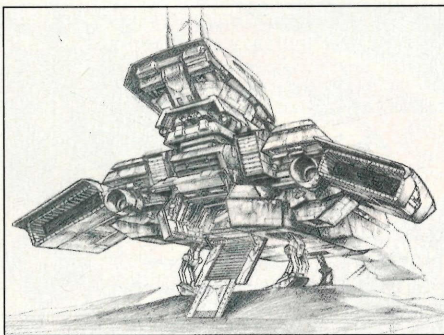
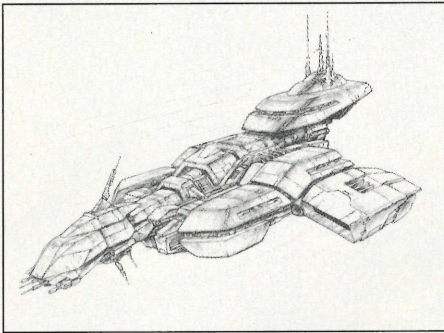
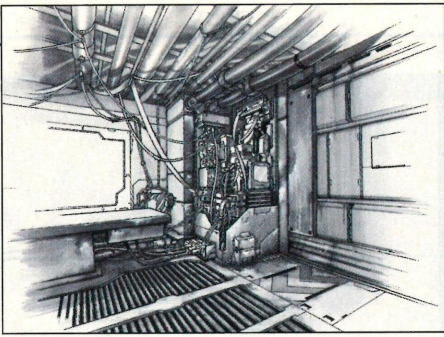
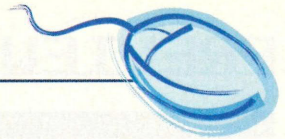
The new technology includes realistic outdoor terrain, a new skeletal animation system, per-

"Polygon counts will increase tenfold over previous instalments"

polygon character collision detection (allowing for *Soldier of Fortune*-esque locational damage), and a particle physics system to model fire, smoke or weather effects. Polygon counts are expected to increase tenfold over previous instalments.

Some of the old favourite Unreal weapons will be included - rocket launcher, assault rifle and sniper rifle - but new guns will be added, taking the total to 15. These include a multi-mode grenade launcher, firing a bewildering array of different ordinance, a flamethrower, and a "Takkra," a handy-sounding weapon that releases a cloud of hunter-killer drones.

Fans of the series will be pleased to hear the alien warriors known as Skaarj are back (it would



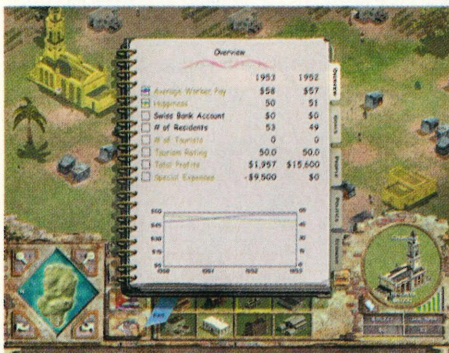
hardly be an Unreal game without them, and joined by at least 23 all-new enemies. Other foes include Striders which are not a threat alone, but present a challenge when they clump together to form a variety of larger, more dangerous monsters. Humans have taken to employing cybernetically-enhanced soldiers to do their dirty work for them, so you'll be facing off against these armoured thugs.

Multiplayer modes include the normal selection of capture-the-flag and deathmatch variants, but sadly there's no mention at present of Unreal Tournament's much-loved Assault. Maybe that's being left for Unreal Warfare to handle. Instead, a new and as-yet-unnamed game type will be included, which sounds like a mixture of Tribes and Team Fortress. It will have a class-based character system, and include nanotechnology replicators able to build a variety of weapons and tools like automated gun turrets, force fields and recon or repair robots.

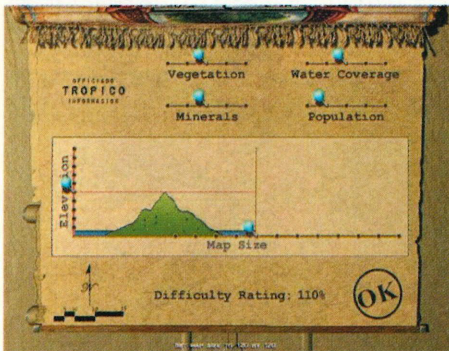
The team states its goals as to produce a cohesive, rich and story-based experience, while preserving the intense, fast-paced nature of Unreal Tournament. From the shots, it looks like the engine's got what it takes to compete with the best - let's hope the Legend team can back it up with the same solid single-player gameplay we've come to expect from the Unreal name.

Tropico

Run your own banana republic



■ Think this is how Gordon Brown does the books?



■ You too can rule over sparsely-populated volcanic islands

What would many of us do if we had the chance to do as we pleased? Drive fast cars? Fast women? Or maybe rule the world? Well, if you're short of a white cat and 200 miles of underground monorail, then the next best thing might be to rule over your very own banana republic. In Tropico that's just what you get to do, and how you choose to go about it is completely up to you. Set yourself up as Fidel Castro, or perhaps as a right wing puppet for the imperialist Americans?

Many of you will be familiar with PopTop's previous release, Railroad Tycoon 2. A sound economic "simulation", it looked very good and had a friendly interface - both also traits of Tropico. At its heart, Tropico is a business game. You have to bring in the cash to keep yourself in power, the two most direct routes being through farming, mining and industry or through getting tourists to visit the island. At the same time you have to control your spending as you put up new buildings, pay your workers and use some of your dollars to exert your political will.

The game shares many common features with "builder" games like Sim City, yet the contained nature of the setting allows PopTop to consider some very deep and interesting factors in their design. It's expected that a typical island won't have more than 500 people on it. Your job is to keep the people happy, fed and in work while making money, fending off possible revolts or military coups by paying enough homage to the army, and exploiting your island's resources wisely. While you can grow nine different crops

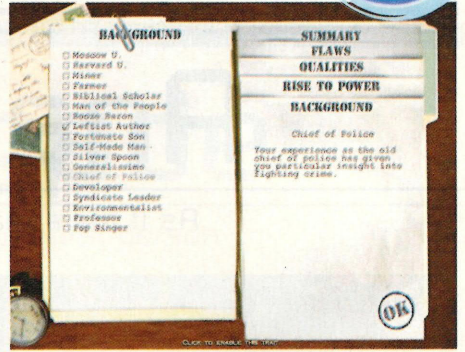
(including sugar, bananas and coffee) and harvest four resources (oil, bauxite, gold and iron), you need to consider longer-term environmental effects, if you plan to rule for a lifetime. A barren wasteland of felled forests and exhausted mines doesn't leave much for the future, or for the present if located right outside your five-star luxury hotel.

There's a variety of ways to win the game. These may be set by the scenario conditions, or you can set them yourself in a random scenario in which you pump in all the parameters. Choose the size and fertility of your island, pick some

"If you want to be an alcoholic, flatulent womaniser, you can"

traits (good and bad) for yourself, and dive right in. If you want to be an alcoholic, flatulent womaniser who used to be a professor at Harvard, you can. But of course one should remember this game is a purely a work of fiction.

The game looks great. Running at resolutions from 640x480 to 1600x1200, it'll adjust to PCs of quite varied specifications. Your island can be viewed at many zoom levels, and that view can be rotated through four positions. As you put up new buildings, you'll see your citizens milling around, going about their daily routines. But you don't get rich or rule well by just looking at



■ Choose your own background

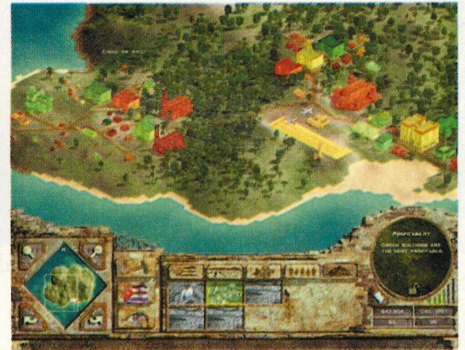
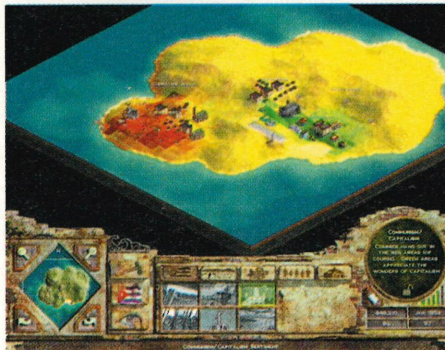


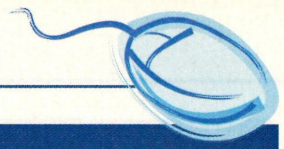
the scenery.

The big question is what means you have to affect the course of the game. Naturally you can build new structures, dozens of them, from bars and spas to churches, from airfields to police stations. You can choose where to place farms, mines and logging camps. You also need to set up houses for your people, construction offices to house your builders, huts for your teamsters. If you've got a lot of stuff to shift, you'll need many such huts. Each building also has options you can set, right down to the dress code in your bars. By choosing locations, and setting wages, you can influence who works where, though all your people will gain skills in certain preferred jobs.

For a more direct route, you can issue edicts, which may be of many types, including religious and social ones. You can condemn the USA, host a mardi gras, declare a national holiday, set a prohibition, or commit to any one of dozens of other special events. If you need to keep your people, the army or the church sweet, these can be lifesavers. For a price, you can also take action on individuals - deporting them, bribing them, arresting them, or the ultimate sanction, killing them.

There's no denying that Tropico is a very innovative game. The Latin-American cold war banana republic setting is one that promises much, and on the basis of what's been seen to date, PopTop is looking set to produce a winner. The presentation is slick and the game is very deep yet extremely accessible. There's a lot of replayability through the random scenario creator, and, just as importantly, there's a range of different playing styles that you can adopt, from benevolent ruler to ruthless, corrupt dictator - you take your pick. It should be well worth the wait. It's also rumoured that there will be a Dreamcast version, so console gamers will also be able to light up a big fat cigar before long.

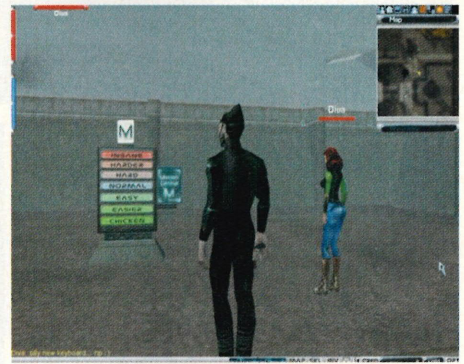




■ PUBLISHER: TBC ■ DEVELOPER: FUNCOM ■ RELEASE: SUMMER

Anarchy Online

As if there wasn't already enough trouble on the Internet



■ The areas in Anarchy Online are varied and range from desert-scapes to city slums

Lost your lust for killing orcs? Does the thought of questing for another elusive magical item no longer fire your blood? Then developer Funcom thinks it has the fix you're looking for.

Whereas other online role-playing games have stuck with traditional fantasy settings, Funcom's upcoming Anarchy Online will feature a far-future milieu. Not only will the game's setting be fresh, but it also features interesting new takes on genre conventions.

"The planet's biggest city, Omni-1, would be right at home in Blade Runner"

The game's action takes place on Rubi-Ka, a remote mining world that produces a material vital to Omni-Tek's core nanotechnology production. The world of Rubi-Ka so far features five large playable zones with multiple urban and wilderness areas. You'll get to explore military installations, rowdy trading outposts on the fringes of civilisation and teeming cities, most with their own political affiliation.

The world of Rubi-Ka is presented with some memorable visuals. Massive city spires dwarf your character, creating a sense of realistic urban space. Some cities are bright and airy, while others, like the planet's biggest

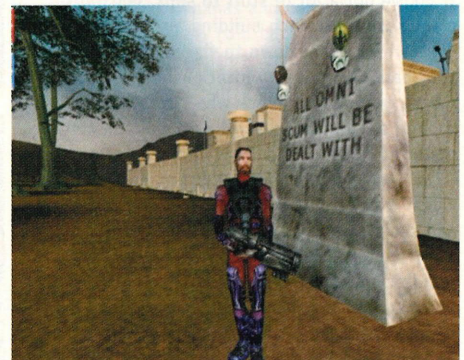
metropolis, grey and grim Omni-1, would be right at home in Blade Runner. If the adventures and other game content prove to be as memorable as the visuals, players should be in for a treat.

To help protect you from an untimely demise at the hands of other players, city centres provide neutral areas where no one can engage in player killing. As you move away from cities and into the wilderness, restrictions on weapon use and player killing realistically drop away.

Regardless, there will be scant rewards for player killing, and Funcom wants to see it related to story-based missions when it occurs.

Almost as soon as you step outside a city's protective walls, you'll be confronted with dangerous indigenous life forms. Since even an oversized snake can chase down and kill first-level characters, teamwork is encouraged. The game's interface, composed of multiple collapsible menus with icons, should let you readily interact with and join with other players to form teams.

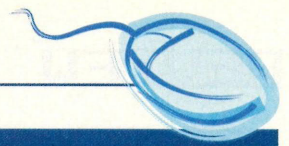
With its emphasis on balanced socialising and combat in a far-future setting, the game so far looks to be a promising alternative to the major fantasy-based online RPGs. Anarchy Online could very well help lead online role-playing in a new direction.



■ The residents of some towns might not welcome you with open arms



■ No online RPG would be complete without wibbly light effects to stun you



■ PUBLISHER: EA ■ DEVELOPER: WESTWOOD ■ RELEASE: TBA

C&C: Renegade

The famed strategy series gets up close and first-person



■ For the first time in C&C you will be able to look your foe in the face and then blow it off

Renegade puts the player in control of the infamous "Commando" unit from the original C&C. You must help the GDI forces overcome the domination of the NOD Brotherhood in a story that parallels that used in the first game.

As producer Daniel Cermak toured through one of eleven missions in the single-player campaign it became immediately apparent that on a visual level, Renegade easily competes with the current standard of first-person shooter games.

"Westwood's focus in the game was on the level of immersion and interaction"

Westwood made it clear that its focus in the game was on the level of immersion and interaction you have with the familiar C&C universe. Playing the charismatic Commando, they really wanted to make the game feel like you've been dropped right down into the action.

The most impressive portion of the demo came as the Commando approached an enemy base. The gate rolled down to reveal wonderfully large and detailed structures, all recognisable from the C&C world. A harvester lumbered on by to go about its, er, harvesting chores - delightfully, you can commandeer this vehicle (and many others), then run rampage on infantry. Even

better, you can infiltrate most structures - "Ever wondered what goes on inside a Tiberium refinery?" teased Cermak. Now you'll find out.

Although only armed with a sniper rifle and demolitions kit in the RTS games, the Commando will access a variety of firearms throughout the game, including the usual chaingun, flamethrower, and the newly introduced tiberium flechette rifle and personal ion cannon.

But Westwood's 'big' announcement for Renegade came in the form of an all-new multiplayer mode they're calling "Command and Conquer" (no smirking). The premise is based on two teams of up to eight players, NOD and GDI, attempting to destroy each other's pre-built base. Each base is fully

functional; harvesters gather resources and power plants keep turrets and other structures operating. In similar fashion to Counter-Strike, players can purchase different vehicles and character classes (rocket soldier, engineer etc.) with credits from refined tiberium and kills. You can win by either destroying all your opponent's structures or placing an 'end game' beacon (Ion Cannon or Nuke) in the enemy base.

There's a few months left to wait, but if history has taught us anything, would you bet against Renegade becoming yet another million seller for Westwood?



■ Renegade will feature all the units that you know and love from the C&C titles



■ Get a new perspective as you go inside the buildings and wreak havoc

Star Trek Away Team

Star Trek creativity is reborn on PC as TV chiefs shun space shows



Star Trek television shows have been dropping like flies. First Next Generation, then DS9, now Voyager - all sent out to deep space. It's a shame, but also a blessing in disguise. All that creative talent has been reborn on computer screens across the globe, producing a distinctly uncharacteristic winning streak for the licence.

Star Trek Away Team is an interesting mix of several genres, including the real-time strategic combat of Commandos, the tactical approach of Rainbow Six, and the good old-fashioned blast-em-up action of its older brother, Star Trek Elite Force. Although the game is billed as squad-based strategy, it's the combination of these genres that make the game intriguing. You never quite settle into one game mode, thanks mostly to some relatively creative scripted sequences that force you to strategise on one map, use stealth on the next, and clear roomfuls of Romulans on another.

Away Team starts with a better-than-average cut-scene to help set the stage. It seems the Romulans have been poking around in Klingon space, engaging them in a few isolated skirmishes. Because this poses a serious political threat to the Federation, a new starship - the USS IncurSION - is called in to investigate. During their investigation the crew discovers that the Romulan aggressors have hijacked two Klingon research officers. This is not a good thing. Fortunately, an "elite force" of specially trained commandos are dispatched to free the Klingon captives and resolve the political crisis.

After a brief tutorial from Commander Data, you'll get a chance to select the team members

you want for the next mission, configure their weaponry, and jump into the action. The crew isn't really all that varied - one science officer is practically as good as another; they are usually only differentiated by one or two items of equipment they carry. Also, while the crewmembers look and sound different from one another, they all act the same way. You might expect your security officer to have a better aim than a science officer, but they both hit their targets just as easily - and they all move at the same speed.

Despite this lack of character definition, the gameplay is entertaining and fast moving. Because the missions have primary and secondary objectives, the maps are not just an exercise in room clearing as in Diablo. This can

"The interesting blend of genres never really delivers"

also be a detriment, as every first-person shooter fan knows. The worst mistake in FPS is forcing the gamer to follow a linear path as they trip various scripted sequences, and in Away Team, there's rarely any sense that you can roam at will. Still, it's fun to switch weapons and characters, rush your unsuspecting enemies, and blast them with phaser rifles and grenades.

Because each character can sneak up on opponents, you can use stealth tactics as well. Unfortunately, this is where the game might appeal only to Trek fans. Sending a Vulcan to do a nerve pinch is a blast, mostly because you can imagine Spock doing it. If you can use your imagination in the game and assume the various

■ The vision cone lets you see where opponents are looking

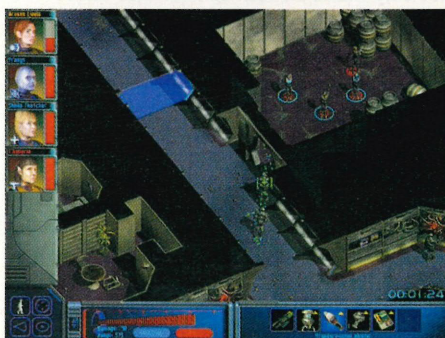


alien identities, Star Trek: Away Team, becomes very much like a TV episode in a good way. However, if you're a serious strategy fan, you might laugh at the lack of character depth, restrictive mission structure, and linear storyline (meaning it becomes very much like the TV show in a bad way).

Graphics in the game are a mixed bag. In some ways, the development team should get extra credit for creating such clean, crisp visuals with sparkling ships, waving flags, and energy emitting force fields. This is no surprise since the Star Trek licence virtually demands a squeaky clean environment. All the ships, locations, and characters are rendered nicely - although the 2D backgrounds are a bit too static for a gaming community which expects everything to look like Sacrifice.

Probably the biggest disappointment with the game is with the AI, which fails to both create the illusion of realism and artificially increases the game's difficulty by requiring the highest level of micro-management. Enemies do little else other than patrol pre-defined routes, come after you with guns blazing when spotted, and laughably, rub their heads after being stunned, then go about their business. Your own team members are brain-dead when left alone and stand rock-still unless specifically ordered to move or attack. The pause-time obviously helps you get your bearings, but constant babysitting doesn't bestow you with much confidence in your highly trained team.

In the end, Star Trek Away Team is an interesting blend of genres that never really delivers. It's perfect for Trek fans who want to get immersed in an interactive television episode (that is, assuming you're finished with Elite Force or just don't like FPS games), but not so great for hardcore gamers looking for a Fallout derivative set in the Star Trek universe. The rest of us might be content with the clean visuals, interesting scripted missions, and mostly entertaining combat. It's one of those games where the more you put into it, the more you'll get out of it.



■ AI is poor but enemies will come at you guns blazing if you're spotted

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: P200, 32MB RAM

GOO SUGGESTS:
PII-450, 64MB RAM

■ PUBLISHER: ACTIVISION
■ DEVELOPER: REFLEXIVE
■ RELEASE: OUT NOW

GAMES DOMAIN Demos Movies Themes
ONLINE: Patches Cheats Walkthrus

- + Combines strategy with action
- + Clean graphics
- + Trek universe
- Can get old quick
- No free roaming
- Away team config is almost pointless

6

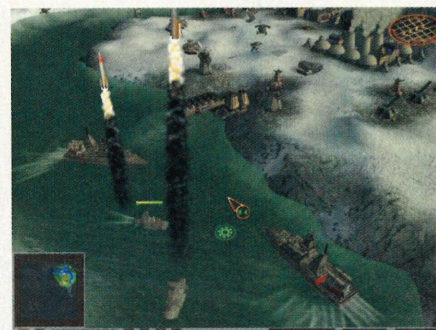
WORDS: JOHN BRANDON

The Moon Project

Topware's dead, but its hardcore game lives on



When the out-of-town shopping centre opened, the High Street became a wasteland



When the news of financial trouble at development company Topware Interactive hit the gaming community a few weeks ago, many hardcore strategy fans bowed in a moment of silence. Not only was it a shock to hear that this small, successful company - makers of the well-regarded Earth 2150 real-time strategy game - was having money troubles, it also made most fans wonder if the highly-anticipated sequel Earth 2150: The Moon Project would ever see the light of day.

The good news is that, though Topware is no more, the game has been released. And interestingly, many of the problems that plagued the first game make their triumphant return. The learning curve is still high, the interface is unfriendly, and the objectives are not always clear. The sounds and storyline seem like they were bought at a wholesale RTS (real-time strategy) game auction, and there isn't a huge amount of innovation at work here.

Still, The Moon Project has tremendous depth of gameplay - mainly because it always seems like there are a hundred different things happening at the same time. Victory requires equal parts stealth, combat tactics, and the ability to retreat when the outcome looks negligible - more important here than in other RTS games. Units are extremely well balanced, and the graphics are just short of spectacular.

One twist to this sequel is that the events in the game unfold in parallel to the original. The Moon Project pits the same three warring factions against each other, each trying to escape a doomed earth, and you're required to

accumulate credits for your evacuation just like in the original. It means that Topware was able to re-use the same story and focus on adding new units, new maps, and updating gameplay.

For those unfamiliar with the first game, The Moon Project uses the classic RTS formula: build a base, mine resources, amass your army, and attack. The big difference in this series is that your home base is separate from the mission map. You send units into the mission and back, thus maintaining your base throughout the campaign mode while adding experience to units and carrying them over to the next mission. Skirmish mode (the only one available in the original demo) is a bit misleading in this regard: units appear from the sky and the battle occurs

“Each mission is a self-contained exercise offering a new challenge”

on one map. In Campaign mode, there are many different maps and locations.

The computer player is not particularly intelligent, but the easy, medium, and hard settings do help novice and experienced users get the right amount of challenge. Interestingly, the action often gets so fast and furious, with battles raging on different parts of the map, that any specific artificial intelligence used for enemy units is sometimes lost in the clutter. The overall sense is that the attackers use a variety of tactics, even if that isn't actually the case. One thing's for sure: throughout the campaign, your own units will almost always be outnumbered, requiring more strategy and



■ Real-time lighting makes The Moon Project a visual feast

stealth than just brute force.

The new "moon units" seem to behave the same as many of the existing units with a few notable exceptions. The Orca Submarine is an interesting stealth sub in that it is only detectable by certain radars. It also packs a punch - namely, the "God's Arm" ballistic rocket. The earthquake generator is another powerful stationary weapon that can wreak mass destruction on even the most resilient structures.

Weather effects seem to have a greater impact on gameplay. In these conditions, you'll be well served if you know the key commands and workarounds when selecting units - blizzards will often obscure the action.

Deformable terrain means that many structures in the game can be blown out of the way at will. This has always been a frustration from early RTS games where some objects were completely impervious to assault - lowering the

realism and also forcing a specific route. Notable visual tweaks - some new explosions and damage effects on buildings and units - greatly increasing the visual impact during battle. Also, real-time lighting improves the overall atmosphere of the game since each unit casts its own eerie glow over the terrain. Seeing a unit flip on its headlights when the sun finally sinks below the horizon line is one of the coolest effects in any RTS game.

If you can deal with the complexity, the depth and character of the game will keep you coming back for more. Each new mission is a self-contained exercise offering a new experience and challenge. Where other RTS games have clear objectives and mission structures, they now seem to offer way too little. If you like your games complex, there's a good chance The Moon Project could become the most thrilling and challenging RTS game you've ever tried.

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: P200, 32MB RAM

GOODSUGGESTS:
PII-450, 64MB RAM

■ PUBLISHER: UBI SOFT
■ DEVELOPER: TOPWARE
■ RELEASE: OUT NOW

GAMES DOMAIN ONLINE: Demos Movies Themes
Patches Cheats Walkthrus

+ Great attention to detail

+ New units are impressive

+ Flashy graphics

+ Very deep

- Only for hardcore RTS fans

- Unfriendly interface

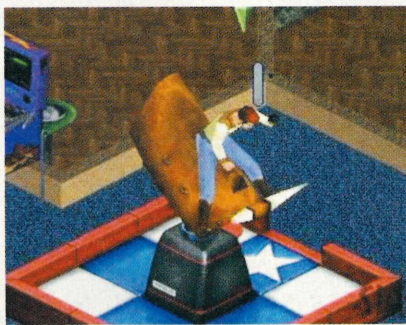
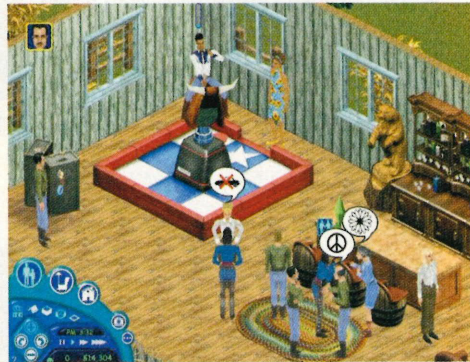
- Dauntingly complex

8 OUT OF TEN

WORDS: JOHN BRANDON

The Sims House Party

What kind of a party has no booze? Well, a Sims House Party apparently...



■ The Bucking Bronco device can be used at one of three difficulty levels and boosts your Sims enjoyment factor while they're on it. The snag is that if they fall off, their enjoyment factor goes down, as does their comfort factor. If they keep falling off, they get so sore they have to sit down or go to bed.

At home on your own? Ever wanted to have imaginary parties with artificial people? Then you should probably seek psychiatric guidance. Failing that, this expansion pack for the blockbuster hit *The Sims* should sate your cravings for human contact. So what does it add to the game?

First off, you get a bundle of new skins to choose from when creating your characters - and we don't mean that in a *Silence of the Lambs* kind of way, merely that you can choose from a

"Getting bladdered may not be big or clever, but it does tend to happen at parties"

wider variety of clothes and hairstyles. If you want really bizarre sims clothing, you're going to have to look on the various fan sites on the Net. *House Party* also includes new wallpaper and floor tiles, to create your own house themes.

But all that decorative gubbins takes a back seat to the main focus of the pack, which is letting your Sims party to their simulated hearts content. The catch is that once you've got them in your house, actually getting them to stay there and party (without bricking up the exits) is a little harder than you might imagine.

You can create a party room with a flashing dance floor, add a set of decks and loudspeakers

(which can run on their own or be DJ'ed by a particular Sim) but you might still find your Sims wandering around all over the house. You have to make sure you've provided them with food by putting out the food table object, filling it, and adding somewhere to sit - the inflatable sofas come in handy here. And that's even no guarantee you'll get all your Sims dancing.

Maybe this is because there's something important missing - alcohol. There are a couple of mini-bars that supposedly dispense alcohol included in *House Party*, but they must be stocked with low alcohol beer or shandy, because not a single Sim showed any sign of drunkenness, even after enough booze to floor an elephant. We'd like to point out that getting

totally bladdered is not big or clever, but it does tend to happen at parties.

As far as value for money goes, *The Sims House Party* is a bit of a borderline case. If the idea of making it easier for your Sims to party appeals to you then it's worth picking up as it contains a variety of party related objects that you can't find elsewhere. If, however, you're just after new skins, objects and decor and aren't really bothered by the whole Sim-party then you're better off visiting a site such as www.thesimsresource.com - where you can get a huge number of new and imaginative skins and objects for free.

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: P200, 64MB RAM

GDO SUGGESTS:
PII-233, 128MB RAM

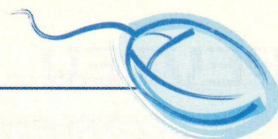
■ PUBLISHER: ELECTRONIC ARTS
■ DEVELOPER: MAXIS
■ RELEASE: OUT NOW

GAMES DOMAIN ONLINE: Demos Movies Themes
Patches Cheats Walkthrus

- + Die-hard Sims fans will enjoy it
- + Fair few new objects, skins and features
- + Some exclusive features
- Many free objects and skins available on the Net
- Not exactly original

OUT OF TEN

WORDS: CHRIS McMULLEN



eRacer

A game all about speed



■ Looks like Schumacher has gone online



■ Unfortunately Rage has let its usual graphical excellence slip

■ eRacer has a wide range of cars for you to jump into and drive online

Whereas most recent racers have been based on real-life contests, Rage's eRacer concentrates on online play, and sets it in a modern-day but imaginary competition. Courses are diverse with settings including a chemical plant, an aircraft carrier and an English stately home. Most are locked at first, and can be opened by winning races.

Although Rage is known for producing graphically excellent games, eRacer's scenery is drab: flat walls with pictures of shops

The driving model doesn't seem to be able to decide whether it wants to be an arcadey, fun experience or a realistic, physics-heavy simulation. It's oddly isolating, and there's none of the subtle feedback games like Colin McRae give the player. It never achieves a sense of controlling a real car, nor does it ever get sufficiently fun to qualify as an arcade game.

Peripheral support is also woefully lacking. There's no force feedback, or dual-axis throttle control, so owners of expensive wheels will be annoyed. It's hard to understand the reasons for their omission.

eRacer's online facilities have a number of interesting features, like the league and best-laps facilities; you can even show your mates your latest victory stats if you have a WAP phone. But online racing games have always been dogged by lag, and the early indications here are not good. Cars would frequently warp about the track, leapfrogging other competitors seemingly at random. This makes for a frustrating experience.

Perhaps we've all been spoiled by the collection of top racing games that have been appearing over the last few months? Grand Prix 3, Colin McRae 2, NASCAR 4 - each far surpasses eRacer in many ways, especially considering NASCAR 4's thriving online community. It's hard to find anything to recommend this cold, uninspiring racer.

"The races have a strange, isolated and lonely feel"

superimposed on them and a noticeable lack of wildlife or spectators. This gives the races a strange, isolated and lonely feel.

This lifeless feeling is accentuated by the uninspired track design. Most of the courses are a series of short to medium straight sections linked by simple right-angled or hairpin bends. The odd crossroads or jump appears, but these generally serve more to irritate than provide interest. Occasionally there's a choice of route, but these are generally badly signposted and confusing, leading to many wrong turns. Though the settings for the many tracks are diverse, the circuits themselves don't make for good racing.

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-300, 64MB RAM

GOO SUGGESTS:

PII-366, 64MB RAM

- PUBLISHER: RAGE
- DEVELOPER: RAGE
- RELEASE: OUT NOW

GAMES ONLINE: Demos Patches Cheats Themes Movies Walkthrus

- + Innovative online features
- + Diverse course locations
- Generally uninvolving
- Bland sound and graphics
- Poor peripheral support
- Lag plagues multiplayer
- Steep learning curve

4 OUT OF TEN

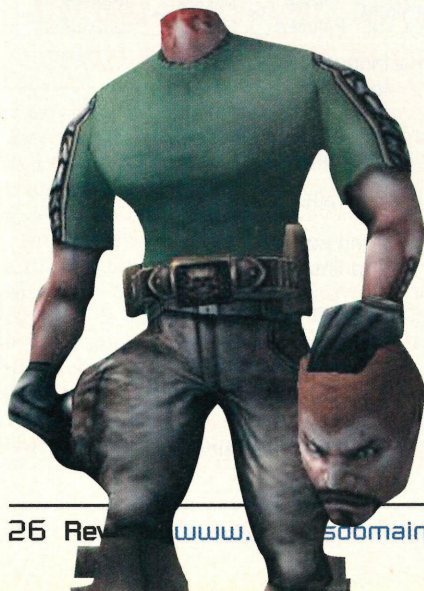
WORDS: MATT SQUIRE

Serious Sam

A seriously good shooter (groan) from the Eastern Europeans



■ Two or four-player split-screen modes are fun



Let's face it, first-person shooters bestride the PC gaming industry like 3D-accelerated colossi. Yet these giants stand on the shoulders of an ever-so-slightly-popular 1993 shareware release called **Doom: the catalyst that sparked the 3D revolution.**

However, recent FPS have eschewed Doom's simple gameplay - chaingunning your way through wave after wave of monsters - in favour of cinematic experiences with intricate plots, multiplayer-specific design and Hollywood-esque set pieces. Until now.

Serious Sam has been written by small Croatian design team Croteam. Appropriately for the gameplay, the plot is the thinnest, flimsiest

"Big guns, ancient Egypt, headless zombies, green monsters and spaceships"

fabrication possible to allow its diverse elements (big guns, ancient Egypt, headless zombies with unlimited ammunition, green monsters that shoot fireballs, and spaceships) to appear in the same game. Obviously, Serious Sam is not intended to be a serious game but, unfortunately, it never really plays itself for laughs. Maybe it's funnier in Croatian, but loses something in translation.

What follows is a romp through a deserted ancient Egypt but it's largely familiar scenery, and lacking the huge array of funereal furnishings seen in Tomb Raider 4 (also set entirely in Egypt). The Serious Engine, tailor-made by Croteam to suit the gameplay, excels at two things. Firstly, the depiction of huge

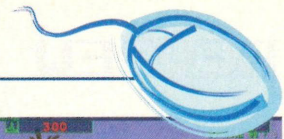
outdoor environments for you to wander through. These are massive, featuring enormous architecture and impressive skylines. Secondly, the rendering of unfeasible numbers of monsters. Even on a lower end PC it can fill an area up with about 50 or so monsters with no discernible drop in frame-rate, and that's pretty impressive. The game can also deal with bad guys of immeasurable size. The first lava golem and the final villain have to be seen to be believed.

And that's what Serious Sam is all about. Level design is mostly a series of arenas where the game can vomit forth armies of villains in various combinations. Gameplay is good: it's

challenging and the big fights are desperately manic, but that's essentially it. Puzzles, such as they are, require only the push of a button, or the location of widget A and its insertion into receptacle B. Enemy AI is

practically non-existent: they don't dodge, they don't flank you, they don't seek cover or call for help. There's no stealth element, but if you want to sneak about then you're playing the wrong game. Go and play Thief again.

While there isn't much environmental sound (tombs are quiet places) the noises made by the villains are great: the kamikazes' screaming and the rumble of charging Wereboars are signs to go on full alert. The guns all go bang in what sounds to be an appropriate manner - best effect goes to the laser, which looks and sounds just like one of the Millennium Falcon's gun turrets. Sam himself whistles tunes from films at appropriate moments, hurls verbal abuse at the villains and occasionally laughs maniacally.



There are options for multiplayer deathmatch, which are fun but basic. More intriguing is a co-operative mode, which allows multiple players to play through the whole game as a team.

Standing with a friend against waves of monsters is great fun, adding an interactive element the game otherwise lacks. Split-screen play is included, but has the usual drawbacks of a small screen and limited controls.

Serious Sam won't take the hardcore gamer long to finish. Easier difficulty settings make it finishable in about seven hours. Higher difficulty, co-operative play and hunting the secrets prolong its lifespan, but it's a short game, and it comes to an abrupt end that doesn't conclude the story. Apparently, later instalments will detail Sam's further adventures.

Inexplicably, Take 2 has decided to release this game at £30, rather than the budget price it commands in the States. It's hard not to be cynical about their reasoning - our advice is, shop around and consider importing a copy from a US retailer, as you may make a significant saving.

First-person shooters have moved on from this style of game, but there are plenty of people out there sick of complicated mission objectives, long periods of waffle breaking up gameplay and puzzles in games that are ostensibly about action. If you're looking for a big gun and a legion of monsters to use it on, then Serious Sam's got what you need, with much prettier graphics than Doom. And the climax before the Great Pyramid is utterly brilliant - it shows the game at its best and the engine's real strengths. Best of all, a small European software developer has created an engine that does things none of the others out there do. Well done, Croteam.



■ A lava golem - one of the bad guys of immeasurable size

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-233, 64MB RAM

GDD SUGGESTS:
PII-400, 128 MB RAM

■ PUBLISHER: TAKE TWO
■ DEVELOPER: CROTEAM
■ RELEASE: OUT NOW

GAMES ONLINE: Demos Patches
MOVIES Themes
CHEATS Walkthrus

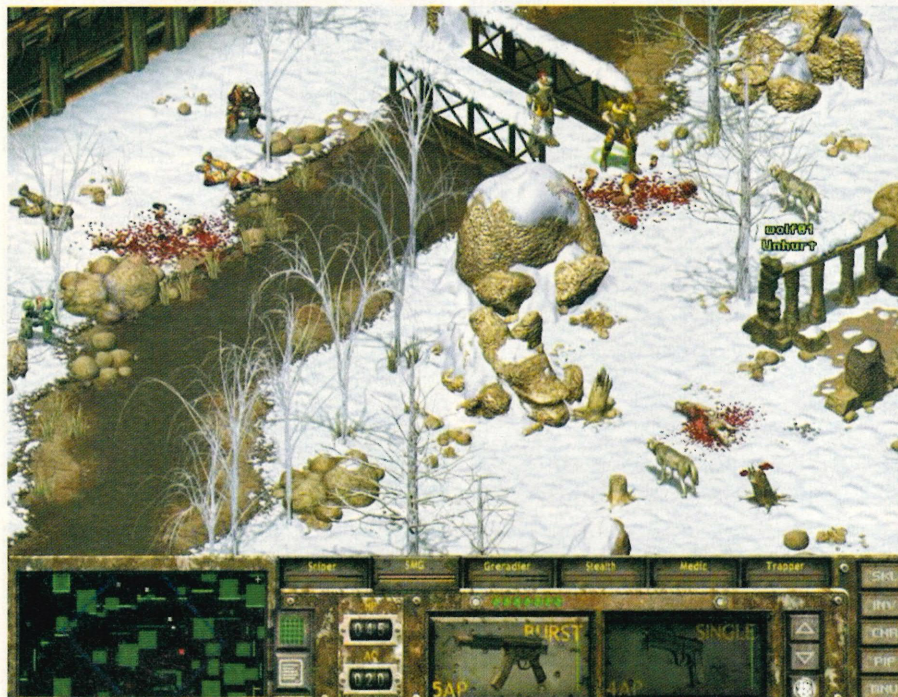
- + Huge outdoor environments
- + Loads of enemies
- + Straightforward, frenetic gameplay
- + Co-operative multiplayer
- Push-button/find-key puzzles only
- Shaky translation
- Limited AI
- Token plot
- High price

7
OUT OF TEN

WORDS: CHRIS GARDNER

Fallout Tactics

An RPG with an emphasis on killing everything in sight



■ Characters are highly detailed with skills, stats and even personality traits

Fallout Tactics isn't Fallout 3. And while that may disappoint fans who have been waiting some three years for a fresh addition to Interplay's insanely popular role-playing series, this new game more than stands on its own, irradiated, two or more feet. Designers at Micro-Forte have taken a completely different approach to the post-holocaust world. Open-ended quests and detailed conversations have been replaced with directed missions and targeted kill shots at the heads of Super Mutants.

You take on the role of a young recruit into the Brotherhood of Steel, a technologically advanced organisation of military fanatics featured briefly in the original Fallout. The setting has been shifted to the American Mid-

West after an airship mission from the group's West Coast strongholds went awry.

The solo campaign takes you from introductory missions against weak sister opposition like human raiders through more powerful foes like Super Mutants, Deathclaws, and the standard Great Menace (TM) to be confronted at the end of the game.

Character creation and advancement is nearly identical to that seen in the previous Fallout games. Points are allocated for the seven primary statistics, and percentage scores are kept for skills. As you would expect in a combat-oriented game, most of the skills are based

around fighting and recovering from fighting. A massive list of perks, both quirky (Way of the Fruit, Drunken Master) and useful (Doctor, Sharpshooter), also return for your choosing every few levels of character advancement.

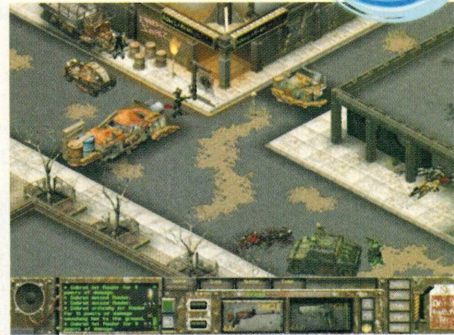
The missions themselves are quite challenging - perhaps a little too challenging for newbies in the very beginning. Enemies are typically barricaded behind well-planned and secure fortifications that require some brainpower to break into. You'll use all of the items, weapons, and ammunition that you scrounge from enemy corpses and containers, along with every soldier's stance and bearing available. Patience is a requisite of anyone who wants to play this one, as you'll typically spend most of your time crawling on the ground in sneak mode, setting

up ambushes, or waiting for an enemy to expose himself to your sniper fire. Running and gunning your way to the goal will never work, even at the start of the game. Missions are extremely long. Even the first adventure,

against a raider fortress set up in a conquered tribal camp, takes well over an hour to get through as you become accustomed to the game engine and gameplay.

Fallout Tactics also stands apart from its "predecessors" in that it offers three distinct modes of play. Individual turn-based mode, identical to that offered in the earlier Fallout titles is available, along with squad turn-based mode, which is very similar to the individual setting but it allows all troops belonging to one player to move at the same time (speeding things up a little, or at least speeding up your perception of what's happening).

"Patience is a requisite of anyone who wants to play this one"

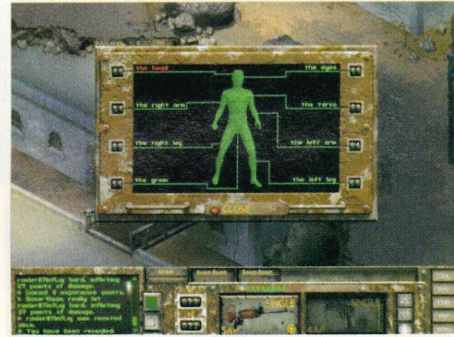
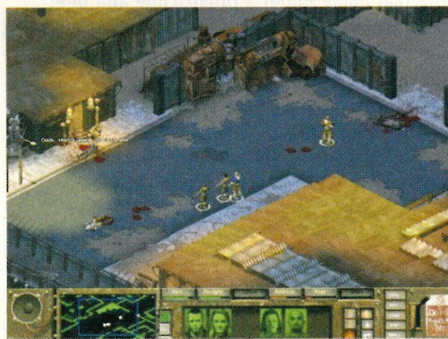


The new addition to the mix is the continuous turn-based mode, something that might as well be called the real-time mode. This setting is the default, and it allows all characters to move simultaneously with the expenditure of action points for all endeavours other than running and walking. Continuous turn-based play is an exciting alternative to the other options, but at the same time it eliminates a lot of the game's tactical element in favour of manual dexterity and mastering the keyboard hotkeys. Thankfully, you can switch back and forth between gameplay modes at any time. This is a good thing, as some groups of foes will prove nearly impossible to complete without "dropping" to turn-based play for a little while.

Visuals are much improved from that seen in Fallout 2, even though the same third-person isometric point-of-view has been maintained here. Thankfully Micro-Forte preserved many of the basics, including the Pip-Boy figure and all the wonderful comics that illustrate the skill, trait, and perk descriptions. Additionally, the engine is lightning fast, even at the top resolution of 1024x768 with all detail settings turned on and maxed out.

Once more some top-notch voice-acting talent has been recruited to bring a Fallout game to life. R. Lee Ermey, who's made a career out of playing hard-ass soldiers (you might remember him from Full Metal Jacket) is immediately recognisable, and Dwight Schultz (of A-Team fame) also makes an appearance. Atmospheric sounds are well-done but sparse. It would be nice to hear a little more of the wasteland.

Fallout Tactics is worthy of its name, even if it isn't the true successor to the series that many have been hoping for. It offers even veterans of tactical gaming a smart challenge that they certainly won't beat overnight. The only real flaw is that continuous turn-based mode leaves a little to be desired. It's simply too frenetic in spots for some tastes. Still, that's a fairly minor quibble with what is undoubtedly one of the more enjoyable strategy offerings of the year thus far.



■ Fallout Tactics provides good graphics and speed on low-spec machines

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-300, 64MB RAM

GOO SUGGESTS:
PII-450, 128MB RAM

■ PUBLISHER: VIRGIN INTERACTIVE
■ DEVELOPER: MICRO-FORTE
■ RELEASE: OUT NOW

GAMES DOMAIN ONLINE: Demos Movies Themes
 Patches Cheats Walkthrus

- + The fantastic Fallout setting returns
- + Sharp, smooth visuals
- + Easy to learn, hard to master gameplay
- + Excellent character creation engine
- Some missions can be too puzzle-oriented
- A little too difficult at first

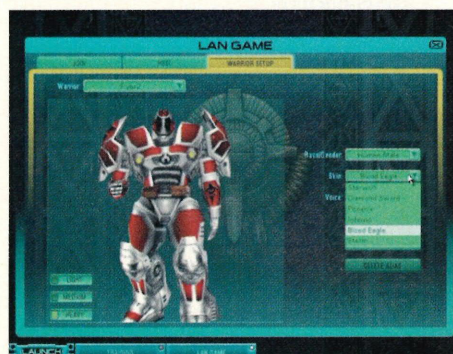
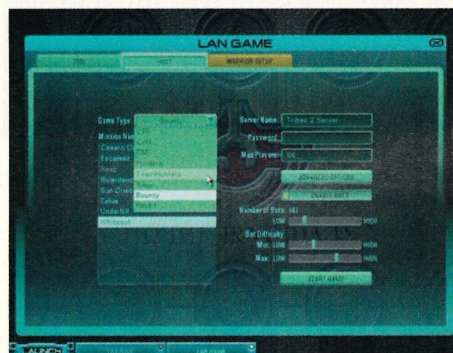
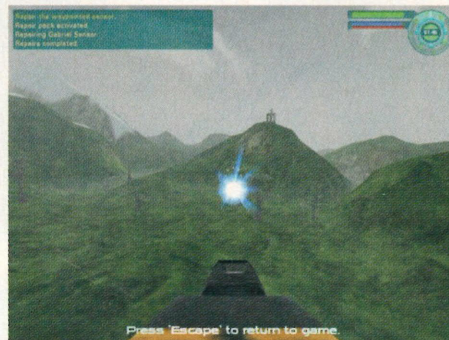
8

OUT OF TEN

WORDS: GARY DOVINS

Tribes 2

Tribes 2 goes to war, but does it fall?



■ There is an amazing range of tweaks you can make to LAN and Internet games

For the last two years, the media hypemeisters at Sierra have been churning out screenshot after screenshot of their beloved multiplayer extravaganza, Tribes 2. But now we'll finally be able to put the real game under a microscope and peel back its eye-candy cover. How does it compare to other multiplayer shooters? How is it different from the original? And can a new player really get a rewarding experience without the frustration of the predecessor's steep learning curve?

As with any large multiplayer universe, learning the game can be quite a battle itself. Ultimately, there's no way to avoid this "newbie orientation" factor because the eventual pay-off comes when you learn all that there is to do. So

"If you have the patience to learn the rules and tricks, it's well worth it"

with complexity comes confusion. Fortunately, the Training mode helps, mostly because it simulates a real online experience. You can also play most (but not all) of the online maps against bots, although they're not terribly intelligent - even at higher difficulty settings. Of course, this can never really prepare you adequately for the real online game, but at least you'll understand more about the environment and basic tactics.

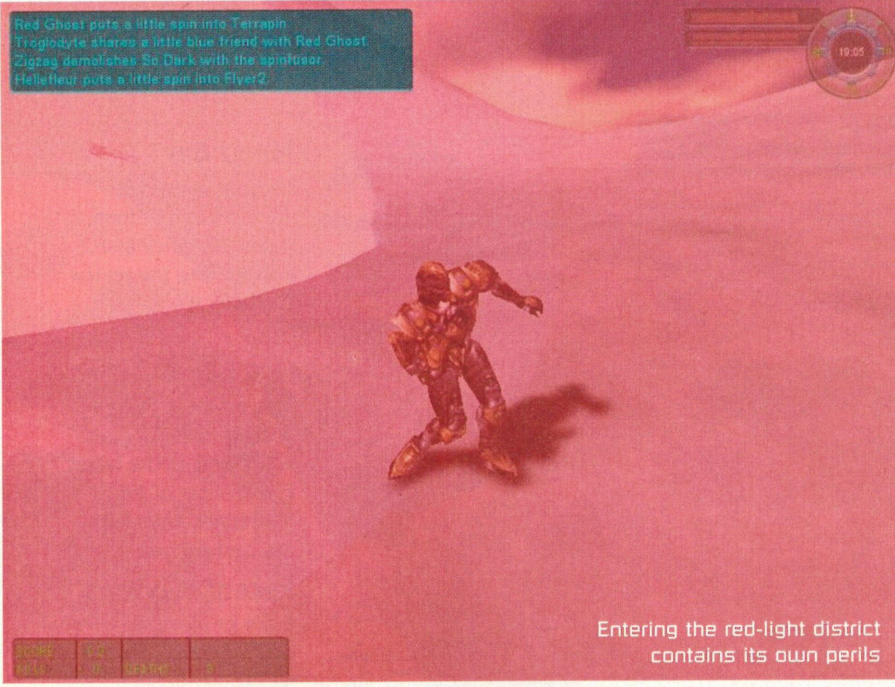
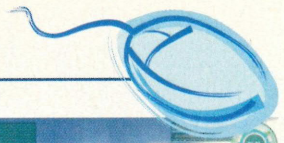
Tribes 2 is not exactly a finesse game. Generally, if you can fly and traverse the rolling terrain, the trick is to barrage the enemy with proximity gunfire and grenades once you spot

them. There's not a lot of cat-and-mouse pursuit because the maps are all outdoors. Also, learning the jumpjet-and-shoot skill is tantamount to being successful in the game, and it takes some practice. You can't really pick off an enemy like you can in Counter-Strike because everyone moves too fast. And it's not like Quake or Half-Life where you can run around and pick someone off with a headshot. This lack of finesse may be a detriment to some players who prefer a cunning strategic game. However, with a little patience, even strategy-minded players can find hiding spots or control points like turret towers, lure their enemy in and go for the kill.

The real excitement comes through all the different roles you can play during battle. Before you take on a role, you have to think about your weapons loadout. You can select whether you want to be a sniper, a defender, a quick attacker, or one of several other roles, by choosing from three armor types and a

variety of weapons and service packs. Once you find your role, the challenge comes with learning how to perform that role better than the next player.

So far, these descriptions of the game generally apply to both the original and sequel. Tribes 2 offers some interesting improvements, starting with some new vehicles that really do change the basic gameplay. On most maps, a vehicle station can be used to create everything from a single-man Grav Cycle to a huge bomber. The Strike-Fighter is a much more versatile aircraft that packs a heavier punch than some of the lesser ground vehicles. The Jericho Forward



Entering the red-light district contains its own perils



Base is the coolest new vehicle - it can be used as a transport and then becomes a remote base with an inventory station and sensors. The only complaint with all the vehicles is that they are very difficult to control, but they're useful if you use them for their intended purpose (e.g. remote deployment or quick movement across the map).

Turrets can now be set up anywhere on the map, which can seriously affect the battle. Some turrets can only be deployed on terrain, others require a metallic surface like a remote base. You can also deploy health stations, sensors used for tracking other players, and a detonation satchel. These significant additions increase the excitement of the battle and add another whole layer of strategy.

Graphics in Tribes 2 are generally excellent. Some of the buildings in this sequel are amazing, although the terrain still leaves a lot to be desired. Some maps do have an assortment of vegetation to spice things up, but mostly it's just rolling hills and buildings. You'll also need a high-end system to see everything at high resolution.

That's right: as with Tribes 1, latency is a serious issue in the sequel. A 56K modem can generally handle things but certain maps, the number of players connected, and the server running the game all drastically affect performance.

Tribes 2 is a fantastically exciting shooter with a richly detailed game environment and varied gameplay. But if you have the patience to learn the rules and tricks, the system to handle the graphics and latency issues, and the demeanour to become immersed in a chaotic and sometimes uncontrolled environment, the rewards are well worth it.



The tutorial missions take you step-by-step through the world of Tribes 2

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PIII-300, 64MB RAM

GDO SUGGESTS:
PIII-600, 128MB RAM, GEFORCE 2

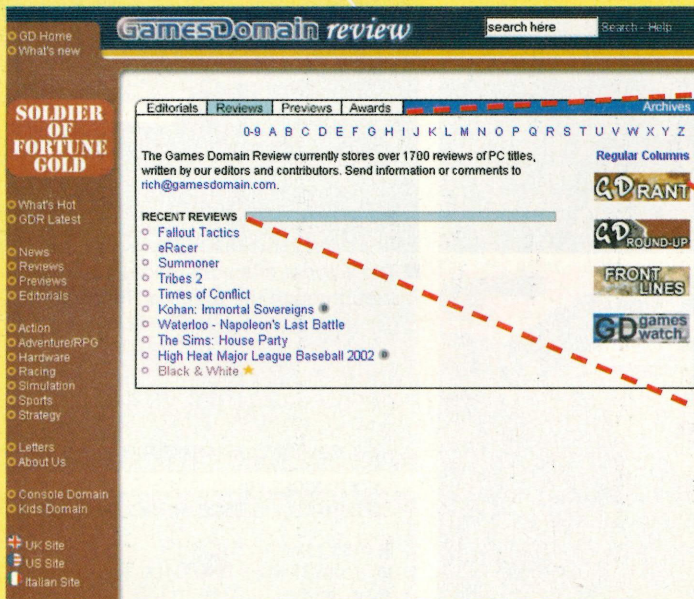
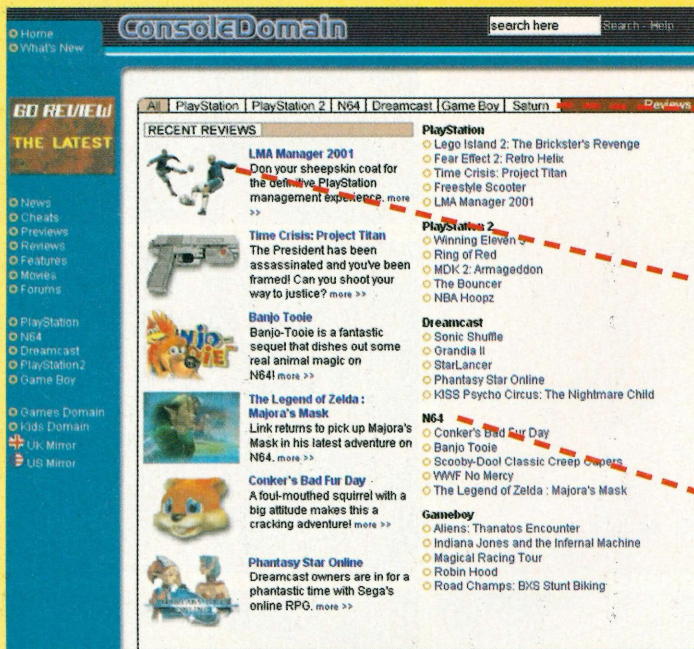
PUBLISHER: SIERRA
 DEVELOPER: DYNAMIX
 RELEASE: OUT NOW

GAMES DOMAIN ONLINE: Demos Patches
 Movies Cheats
 Themes Walkthrus

- + Great team-based gameplay
- + Awesome graphics
- + Well made in-built community features
- + Useful training scenarios this time
- Needs a powerhouse system
- Frequent lag and many users complain of bugs

8 OUT OF TEN

WORDS: JOHN BRANDON



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FIFA '99

■ PUBLISHER & DEVELOPER: ELECTRONIC ARTS ■ RELEASE: OUT NOW ■ FORMAT: PSX



FIFA '99 is the game that made EA's FIFA titles great. For those who thrive on the beautiful game this version presented excellent graphics, a wide range of teams and improved gameplay (before it became a boring goal-fest). The game proves to be silky smooth and has a more intuitive control system than its predecessors. Today's players may balk at the old team lists but will probably enjoy a more challenging game of football. And let's face it, if you buy one FIFA game you've got them all - so you may as well save yourself some cash and get this little classic on budget. **RRP: £9.99**

SWAT 3

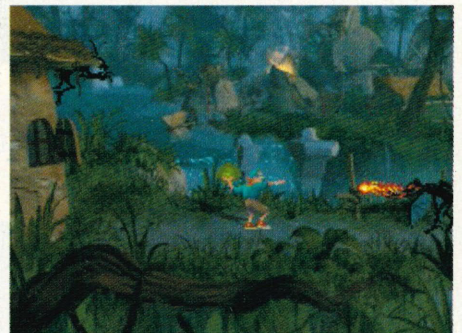
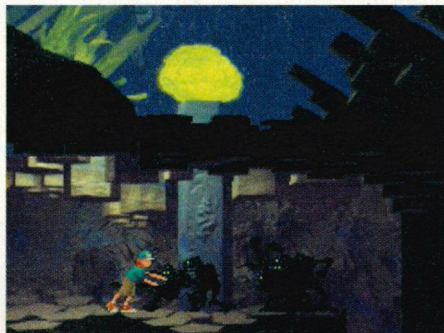
■ PUBLISHER & DEVELOPER: SIERRA ■ RELEASE: OUT NOW ■ FORMAT: PC



SWAT 3's one-hit one-kill tension offers a gaming environment perfect for any action-oriented gamer weary of gung-ho respawn-oriented frag-fests. Set in modern LA, its exceptionally tense gameplay, and team-oriented, real-world slant gives it a fresh and innovative feel. The recent multiplayer patch offers Counter-Strike online thrills and a few extra levels - great stuff. SWAT 3 should be considered an essential purchase for anyone who likes a little strategy and atmosphere in their FPS games. **RRP: £TBC**

Heart Of Darkness

■ PUBLISHER: INFOGAMES ■ DEVELOPER: AMAZING STUDIO ■ RELEASE: MAY 11 ■ FORMAT: PC



Released in September of 1998, Heart of Darkness was a PC port of a popular PlayStation platformer. Andy is a ten-year old boy who journeys to rescue his dog who was kidnapped during a solar eclipse by the Master of Darkness. Made by the same creators as the classic Another World, Heart of Darkness has brilliant cinematic style and superb, atmospheric music performed by the London Symphony Orchestra. Although criticised for being too short, it could be the perfect title for a weekend gamer that wants to take a quick break from lengthy RPGs or tricky first-person shooters. **RRP: £9.99**



Game Boy Advance

While Japanese gaming enthusiasts queued throughout the night in preparation for the launch of the Game Boy Advance on March 21, GDO's staff remained hard at work in the office. However, keen not to miss out on the arrival of a new console, we left all the hard work down to our local importer, who managed to snag us a machine on the launch day. Since then, the office has experienced the scene of grown men and women squabbling like kindergarten kids, desperate for another game on Super Mario Advance.

If you were asked which single factor has made Nintendo's Game Boy the best-selling handheld console in the world, what would your response be? Top-notch graphics? Software availability? Pokémon? Affordable price, maybe? Though Pokémon was a huge factor in its success late in the machine's life, it was its simplicity that ensured the battle was over before Pikachu joined in.

While rivals, like the Atari Lynx and Sega

Game Gear, opted to wow consumers with technical superiority, Nintendo happily stuck to its guns with what at first seemed an inferior and perhaps over-simplistic pocket-sized gaming device. It was only when the joys of Tetris, Super Mario Brothers and the like were realised, more and more people bought into the craze. Nintendo didn't need jaw-dropping graphics or multi-channel

"The first thing you'll notice about the GBA is its compact size"

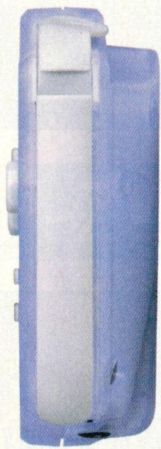
sound to dazzle: it all came down to having playable games, and lots of them. A set of batteries would last for hours on end, while power-hungry rival machines relied upon mains adaptors for continuous gaming, thus defeating the objective of portable console gaming.

Following several price drops, then a rebirth as the Game Boy Color, it was clear Nintendo had dictated the pace of the

market and others simply couldn't keep up. Now with the Pokémon phenomenon ensuring the machine continues to become a part of everyday life for kids and grown-ups alike, Nintendo has finally released the true successor to the Game Boy - the Game Boy Advance.

The first thing you'll notice about the Game Boy Advance is its compact size - quite unusual for a portable colour device. Measuring a minute 144.5mm x 82mm x 24.5mm, it feels smaller than the Game Boy Color, but is actually slightly bigger. However, the screen is 50 per cent larger than its predecessor and really dominates the machine's fascia, which is just what we like to see. It also offers a resolution increase of 60 per cent, allowing clearer graphics.

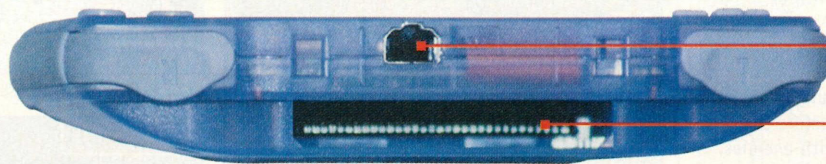
This saving on weight is due to the fact that Game Boy Advance games are roughly half the size of regular Game Boy games, so you can carry plenty of them around with you on your travels. Like the PS2, it's backwards compatible, so you can play Game Boy Color games on a GBA - they



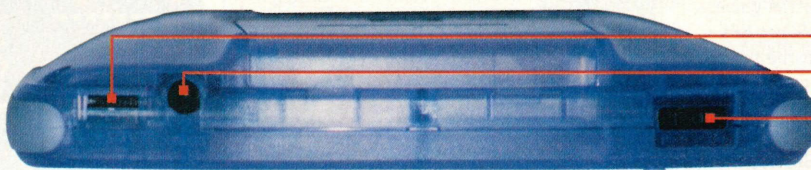
- Left and Right shoulder buttons
- Power light
- A and B buttons
- D pad
- Colour LCD screen
- Start button
- Speaker
- Select button

Measuring up to the challenge

For comparison purposes, our large images at the top of the page are in the region of two-thirds life size. You could just about rest four GBAs on top of this magazine, and two on top of a standard DVD case, although the GBA is slightly thicker. In fact, those with large hands may find the machine a little too small, and shoulder buttons a touch tricky to operate. The D-pad and A and B buttons are practically identical to those of the Game Boy Color.



- Accessory connector
- Cartridge slot



- Volume control
- Headphone socket
- Power switch



Underneath the Game Boy Advance

The bottom view shows the battery compartment, and the new slimline cartridge format. Old GBC cartridges protrude some distance from the top of the unit.

protrude from the top of the machine, slightly spoiling its sleek exterior, but it's a small price to pay for having an entire back catalogue of compatible titles already on the market.

Buttons are the standard A, B, Start, Select and D-pad, along with two new shoulder buttons (like on the old Super Nintendo pad). The functions of these vary according to the game. In Super Mario Advance, they scroll the screen to see what's around you; when using old Game Boy Color games, they stretch the screen to flick between regular and widescreen format, making the action that bit easier to discern.

The Game Boy Advance does not have a back-lit screen - an omission, but one that never hurt the GBC. This means you'll have to play in light environments and there's no chance of sneaking any late gaming sessions under your duvet after bedtime (cue lots of mini-light peripherals). However, batteries will last a good long time, which was a major downfall of the back-lit Sega Game Gear. It only requires two AA size (1.5 Volt) batteries too, so it's not exactly going to

break the bank every time you need to change them. When playing at home, a mains adapter is a must-have accessory but, naturally, Nintendo has designed its own bespoke adapter for the GBA and the adapter for the GBC won't be suitable.

If you really can't stand the wait until the Game Boy Advance is released on June 22, then you could do a lot worse than snap up an imported Japanese machine. The only real downside of making such an investment is the astronomical price of the unit and its games. Typically around the £150 mark for the console and up to £50 per game, this is nearly double the price of official PAL units. We've seen import GBAs going for as much as £220. Oh, and all the instructions will be Japanese too. But even considering the price, this is the one of the few consoles to have landed in our office and lived up to its hype.

GBA's funky packaging - coming soon to a store near you. And hopefully at a bargain price, rather than the silly prices of import units.



HIGHLIGHT

When the GBA is released at the end of June, you'll be able to pick from a variety of launch titles to play on your new toy. The list is likely to include F-Zero, Super Mario Advance, Rayman, Castlevania: Circle of the Moon, Tony Hawk's Pro Skater 2, Chu Chu Rocket, Konami Krazy Racers, Army Men Advance, Earthworm Jim and Ready 2 Rumble: Round 2, although precise details are unlikely to be available until the day itself.

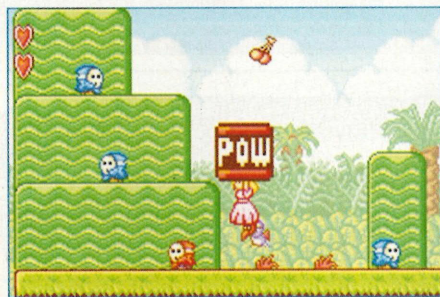
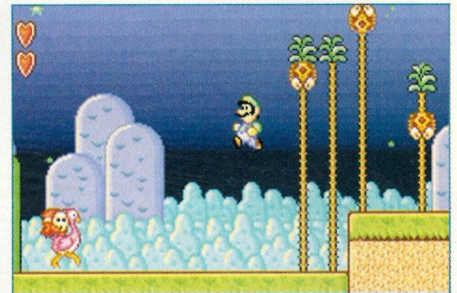
Super Mario Advance

Arguably the finest 2D platform hero of all time, the pot-bellied, pint-sized plumber is back, this time on the sparkling new Game Boy Advance. It's been a long time since we enjoyed Mario and co. in their traditional platforming role, so this feels a lot like a blast from the past, but in this case that's certainly no bad thing.

The gameplay is near faultless, in terms of both level content and the responsive controls that make playing this game such a fun experience. Levels have been carefully thought out to offer you extra health just before a tricky boss or nasty level section filled with enemies. This is incredibly effective at encouraging you to persist, even on the trickiest parts of the game.

Graphically, the game matches the Super NES version down to a T and even though the screen size is much smaller, the visuals are crystal clear. Even the in-game music and sound effects present unexpected aural delights.

If you're planning to invest in a GBA, Super Mario Advance is the first title you should buy. Its finest qualities are its simplicity, depth, superior graphics and outright compelling gameplay. Just a word of warning though, having embarked on your quest, you'll be totally gripped until the very end.



■ The appearance of Mario on the handheld console will surely be a boost, as well as the feature to play various characters - in a similar manner to Sonic Adventure

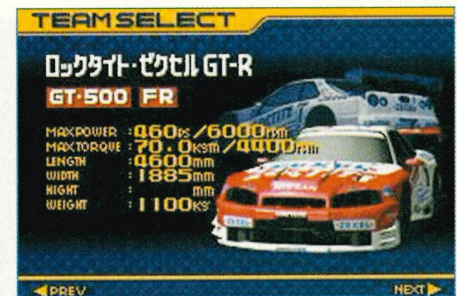
Grand Touring Car Championship

Touring car racing is screeching on to the Game Boy Advance with GT All Japan Grand Touring Car Championship, bringing more options and gameplay than you could shake a gear stick at.

The game is split into two main sections: Quick Race and Championship, the latter being more in-depth as you can change your car's setup and compete in a series of races to make it to the top. If you want to have a blast around a few tracks either works well, simply because it's so easy to save your game progress as you play through the different races. You can play alone or link to other GBAs for multiplayer races and there's a really good course edit facility that is simple to use and churns out some great tracks for you to save and race on.

The only disappointing aspect to the game is that when you hit other cars on the track, even if it's not your fault, they bounce off you and speed away until they're just dots on the horizon. Meanwhile the bump has drained you of all your power and you're left struggling to make it back to the pack and get back in the race.

GT is surprisingly detailed and great fun to play - a great beginning for racing action on the GBA and hopefully only the start of wheely good things to come.



■ Grand Touring Car Championship features the kind of car set-up facilities you would find on a PlayStation racing game

Further away are such promising-looking titles as GT Advance Championship Racing (described as a "handheld Gran Turismo,") Bomberman Tournament, Silent Hill, Thunderbirds and a conversion of Cinemaware classic Wings. Sonic the Hedgehog Advance, Vigilante 8, Spyro the Dragon and Crash Bandicoot are all also thought to be in development for the handheld.

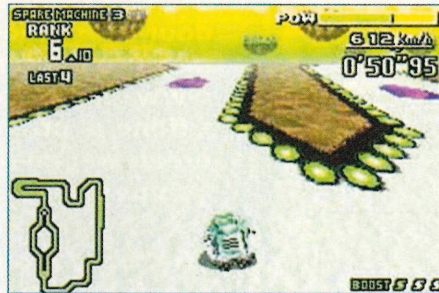
F-Zero

Nearly a decade after its smash hit SNES release, the hyperactive racer F-Zero is back on Game Boy Advance. At first, you'd be forgiven for thinking this was simply a straightforward port of the original, but this game features completely new tracks and vehicles to race in.

During races, your craft can easily be damaged by slamming into the electro-charged walls or other crafts, so you'll need to drive through the repair pit lane, which is situated just after the finish line. After completing each lap you're awarded a short boost power-up, which can be used by pressing the two shoulder buttons simultaneously. This is superb for overtaking rivals, although needs to be used with extreme caution and certainly not before a hairpin bend.

Graphically, the Game Boy Advance comfortably does the game justice. While the in-game music will inevitably annoy after a while, the sound effects are great. F-Zero is already a proven hit and demonstrates the Game Boy Advance's ability to produce a stunning-looking game on a micro-sized screen, while translating its captivating gameplay too. Among the titles currently available for Nintendo's new console, this ranks as an essential purchase for racing fans.

■ Playing F-Zero will certainly recall that classic era of gaming on the SNES and stay your desire for some Mario Kart action



Castlevania: Circle of the Moon

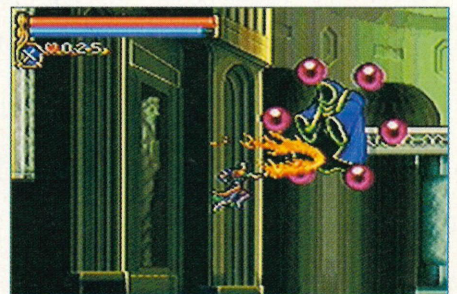
Originally released in 1987, the Castlevania series has been going strong ever since, making appearances on all of Nintendo's consoles over the years. The GBA is going to be no exception.

Its gameplay is action-packed with a massive selection of baddies for you to destroy. They come at you fast and regenerate so that if you backtrack through a room you're already cleared, you'll have to kill even more of them. Some of them will drop items for your quest, like collectible cards and weapons.

Your on-screen character is a nimble fella: his body moves and bends as he bounds about and even his cape billows behind him. The monsters are equally well animated and varied both in their appearance and range of attacks, which means that the fighting elements in the game are diverse and you have to use your whole range of attacks to defend yourself or defeat your foes.

But it is advised that you amass as many combat and attribute points as you can - otherwise beating the boss creatures at the end of each level is impossible. There's so much to have a go at and so much detail and addictive gameplay that fans of the series won't be disappointed - in fact, you may just think that it's fang-tastic! (Ed: Sorry.)

■ A vampire hunter's work is never done, all those night-shifts, putting your life on the line and does anyone appreciate it? Not even a snog off a distressed maiden!



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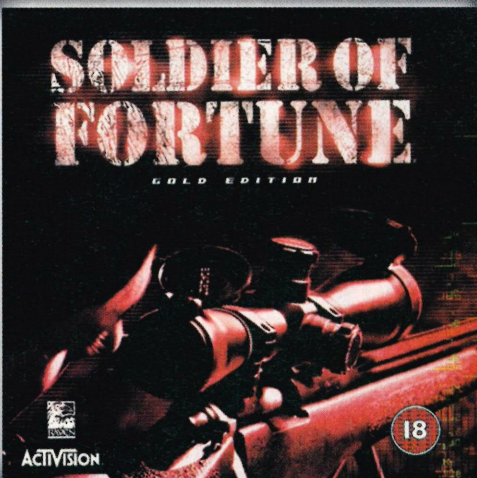
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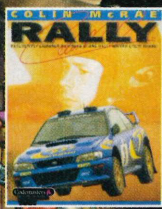


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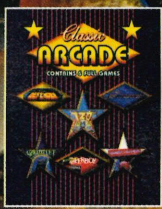
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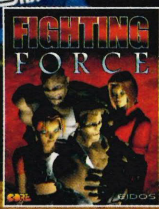
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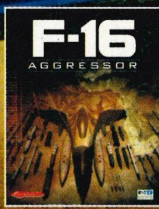
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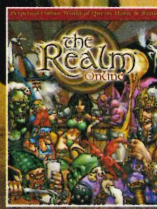
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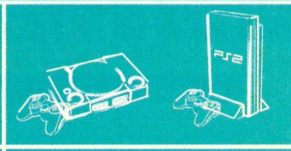
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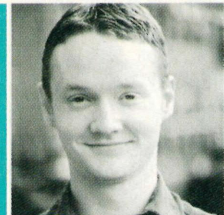
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GBA makes a great impression

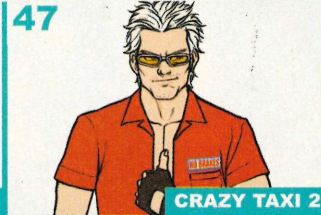


Gareth Holden
Assistant Editor



46

SHENMUE 2



47

CRAZY TAXI 2



48

RUGBY

By far and away the highlight of this month turned out to be the arrival of Nintendo's slick, petite powerhouse of a handheld: the Game Boy Advance.

Finally our excruciating wait ended on March 21 when Nintendo launched its 32-bit beast in Japan and thanks to some nifty undercover work, we managed to snag one before even the Japanese gaming public. Imagine jumping back to the good old days of SNES gaming, shrink the screen to fit snugly into your hands and you're nearly there. Forget about lugging a PS One around with a supposedly portable screen, a controller and a bunch of games, not to mention a power source - the Game Boy Advance is where it's at!

Just imagine going head to head with three friends in the ultimate karting battle - Mario Kart on the GBA! And that's just the tip of the iceberg which includes proven hits like Tony Hawk Pro Skater 2, Chu Chu Rocket, Super Mario and Silent Hill to name but a few.

If you're feeling fed up with next generation consoles failing to live up to the ludicrous levels of hype, big titles suffering setbacks and others being cancelled altogether then June 22, 2001 is the only date you need to know.

gareth@consoledomain.com



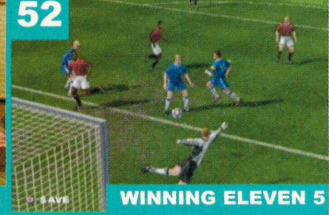
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FUR FIGHTERS



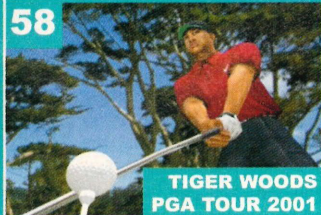
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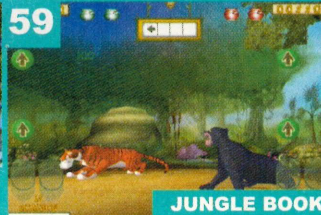
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WINNING ELEVEN 5



58

TIGER WOODS PGA TOUR 01



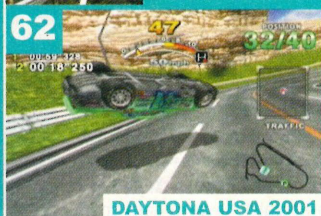
59

JUNGLE BOOK



56

QUAKE III REVOLUTION



62

DAYTONA USA 2001



64

POKEMON SILVER & GOLD



60

MDK2



65

HARVEST MOON



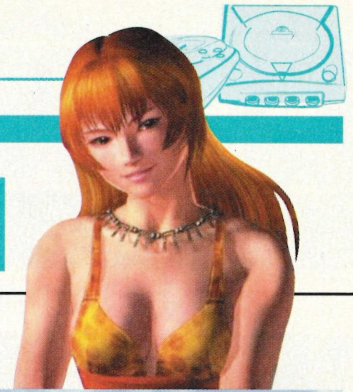
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Shenmue II



Ryo's hunt for the evil Lan Di continues



■ Gazing across the table Ryo whispered: "I'm gonna rip your arm off sucker!"

On April 14 2001, Sega used its Game Jam event to unveil the sequel to the most expensive title in video game history: Shenmue II. Thousands of Sega fans gathered at the Zepp Tokyo in Japan, where the next generation of Dreamcast titles were showcased including Phantasy Star Online Version 2, Sonic Adventure 2 and Crazy Taxi 2.

Shenmue II's developer, the highly acclaimed Yu Suzuki of Outrun and Virtua Fighter fame, was at hand to demonstrate the sequel to AM2's

"The future for Dreamcast fans isn't looking quite so bleak"

masterpiece, which at one point in the time, was believed to have been canned by Sega. Despite the speculation, Shenmue II was displayed in all of its 128-bit glory, looking leaner, meaner and more technically accomplished than ever before.

The title's game engine, Suzuki-san explained, is more advanced than the original's, allowing for more realistic facial expressions, character movement and environments. It will also allow over twice as many inhabitants in specific locations. The original engine could handle over 300 characters in one area, whereas the sequel can handle over 1000! Arguably Sega's most ambitious title ever, in its entirety, Shenmue II's

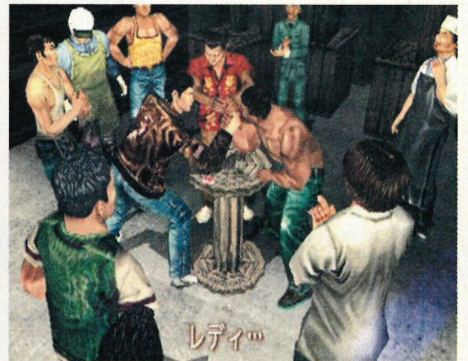
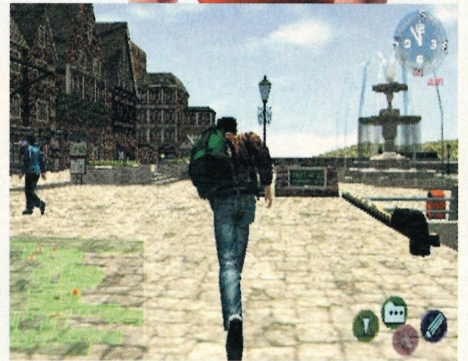
'play field' will be ten times that of the original.

At Game Jam, Yu Suzuki also revealed that the sequel's QTEs (Quick Timer Events) would be far more involving than the ones featured in the original game. While the prequel's QTEs only allowed one button press at a time, the sequel will incorporate more complicated routines, allowing for more intricate d-pad combinations.

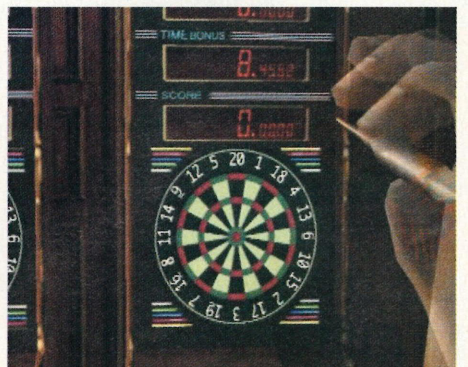
In the original version of Shenmue, your character's spending money was given to you on a daily basis. In the sequel, however, the emphasis has shifted so that players actually have to earn their spending money, through foul means or fair: gambling or honest, hard graft. In typical Shenmue fashion, the sequel will feature a variety of mini-games -

not only will these give player's opportunity to earn their wages, it also acts as a distraction from the game's main objective. The original's amusement arcade is also expected to make a welcome return - we wait with baited breath to see which of Sega's back catalogue of coin-ops Yu Suzuki decides to include.

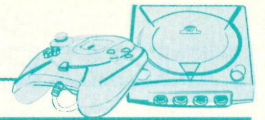
As things stand, Shenmue II is about 75 per cent complete, and in its early state it's looking mightily impressive. If hailed game designer Yu Suzuki can build upon the immersive Shenmue world he created, the future for Dreamcast fans isn't looking quite as bleak as a PS2 owner would have you believe.



■ Finding your way around won't be as hard this time



■ New games include drinking 17 pints, playing darts and then necking a kebab



■ PUBLISHER: SEGA ■ DEVELOPER: SEGA ■ FORMAT: DREAMCAST AND PS2 ■ RELEASE: JULY 6

Crazy Taxi 2

More wild rides in the sequel to Sega's Dreamcast masterpiece



■ Partly set in New York City, the game reproduces both the congestion and the streets

With Crazy Taxi, you won't get a much better example of Sega doing what it does best - making the world's finest video games. Visually, the game was groundbreaking, but its real show-stealing asset was its compelling gameplay that begged you to have just one more go.

The concept was so simple, yet so cunningly addictive - tear up the city streets in an open-top cab, picking up passengers and then dropping them off at the correct location. Now

fistfuls of dollars, you'll have to delight them with your terrifying trickery, which should be easier now the game allows you to pick up multiple passengers, just like the bonus games in the first version. You'll be able to gather up to four people at once, although this will obviously make it trickier to drop them all off before the timer runs out. They'll often need to get out at different destinations too, so don't expect an easy ride. But succeed and you'll be smiling all the way to the hall of fame.

"A whole new city will be at your mercy, based on the Big Apple itself"

Sega is waxing up a sequel to this zany experience, which promises more of the same plus a cab full of new treats.

First up, a whole new crazy city will be at your mercy, based on the Big Apple itself. Your fare-reaping duties will now have to contend with the New York congestion - just think of the chaos you'll be able to churn up.

Also included will be an all new trick called the "Crazy Hop" to make full use of each car's souped-up hydraulics. Players will be able to hop over oncoming cars and between rooftops to make light work of traversing the city.

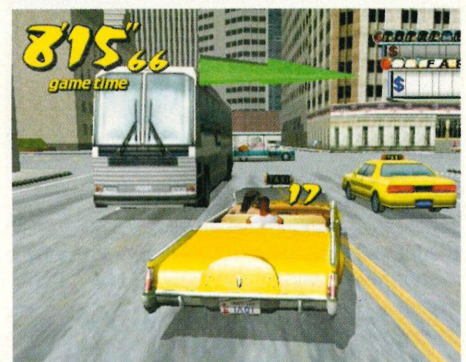
Of course to keep your customers coughing up

Crazy Taxi 2 will introduce a whole new cast of characters, from Kindergarten teachers to cheerleaders - wahy! The four playable characters in the game will be Slash, Iceman, Cinamon and Hot-D and again each will

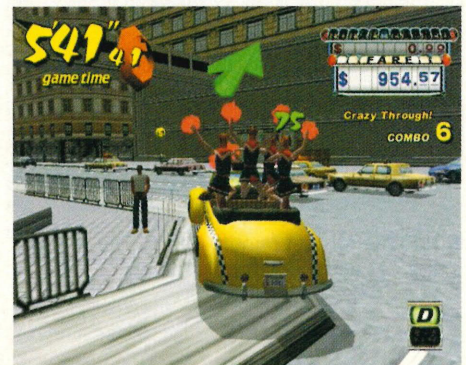
have unique attributes according to the car they drive.

Sadly there will not be any online game modes, although there will be online functions - let's hope that means plenty of downloadable extras then. The good news is that a split-screen multiplayer mode will accommodate up to four players at a time.

To add a finishing gleam to the proceedings, you can expect a whole new set of bonus games, including one called Crazy Pyramid. Remember the rickshaw from the first game? There's sure to be something equally as entertaining for this instalment.



■ Multiple car bodies will return - including the cadillac-alike



■ You will be able to emulate the driving style of your favorite psychotic cabbies

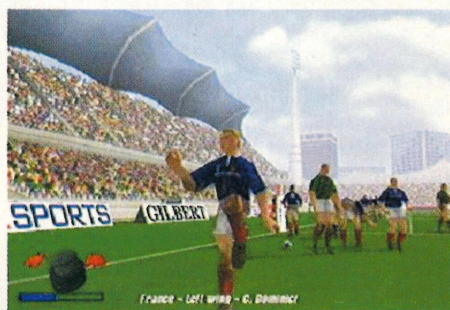
■ PUBLISHER: ELECTRONIC ARTS ■ DEVELOPER: CREATIVE ASSEMBLY ■ FORMAT: PS2 ■ RELEASE: JUNE 15

Rugby

At last, now you can enjoy rugger without being a lager-swilling lard-bucket!



William Hague reacted badly to the question about impeding defeat at the polls



■ Just like the real thing, line-outs are a hit and miss affair!



■ No time for last minute jitters. The teams are set and kick-off is imminent

Rugby has been given rather harsh treatment by game developers in the past. With the notable exception of Jonah Lomu's *Rugby*, we've seen little else offered to represent the joys of a blisteringly cold Saturday afternoon spent rolling round on a muddy field with a bunch of lager-guzzling, 20-stone oafs. Seems strange, considering the massive following of the sport, both in the UK and overseas. Anyway, despite having to cancel last year's *Rugby 2001* for the PlayStation, EA Sports is now beefing up its latest product, simply called *Rugby*, to ward off any would-be competition on the PlayStation2.

Even though football might be your game, if you take even the slightest interest in rugby you should keep your eyes open for this. One GDO staff member, a self-confessed football die-hard who will remain nameless, was gripped by the game to the point where he had to be forcibly ejected from Electronic Arts' plush development studios. (*Ed: It was Gareth.*) This game will be the FIFA for rugby fans.

Following an impressive intro sequence, made up of in-game highlights, it is hard not to be wowed by the sheer attention to detail EA has captured from the sport. From the lifelike, atmospheric stadiums to close-up details like players' expressions and muddy clothing, this is shaping up to be a dream come true for rugby fans.

Heading out on to the field captures the true excitement and tension of a real-life encounter. As the whistle blows, the ball floats through the air deep into your opponent's half; from this point on, it's bone-crunching tackles, hard-

running, slick-passing and precise kicking all the way. The training mode has been superbly constructed to take you through every single play, complete with on-screen instructions and comments, should you make a mistake. Starting off with the basics, like collecting the ball and passing, you'll soon be learning how to kick, win scrums and dominate line-outs.

Even at this early stage, it's clear the game's going to be seriously addictive for two reasons. First, the fine blend of easily accessible arcade-style gameplay with strategic elements for those requiring a more in-depth simulation. The second is the intuitive way the controls have

"This title will be the FIFA for rugby fans"

been assigned to the controller. L1 and R1 are used to pass the ball to a team-mate, while pressing them several times will pass the ball further, missing out players in between. X is used to kick, whether it's from a restart or to punt the ball for touch during open play. A target flashes up while you hold the kick button, so you have to position it quickly and kick the ball before an approaching opponent manages to interfere. Naturally, you can play grubber kicks, up-and-unders and attempt drop goals when the appropriate situation arises. When you've got hold of the ball, the circle button gives you a limited burst of speed, depending on the player's attributes, and is also used to hand-off would-be tacklers. You can dive to ground the ball and even opt for dummy passes and overlaps to break down your opponent's



■ Hammer the circle button to call more players into mauls then quickly distribute the ball to your back line to set up another attack

defensive line.

During open play, there's plenty of opportunity to crush your opponents with some hard hits. Depending on the player with which you tackle, the ball may be spilled out of the tackle or the opponent may turn back and look to set up a maul. At this point, it's crucial to quickly call more players to back you up, by pressing the circle button for each player needed. You can then hold the directional button up to push forward or hold it down to dig in and prevent the opponent forcing you back.

Another impressive aspect of the action is the challenging AI, which makes it far harder for the likes of Italy to overpower New Zealand in a scrum and gives the gameplay a unique feel each time you play. Should your opponents be pushing up to the try line and your tightly-packed defence is keeping them at bay, don't be surprised if they attempt a grubber kick or maybe lay it back for a drop goal attempt. This uncertainty is sure to keep you on your toes throughout the whole of the match. Players may also incur injuries during the game, forcing you to make substitutions and tactical switches to remain on top of the action.

To round off the proceedings, famed rugby commentator Bill McLaren is joined by one of several guest ex-international players to oversee the match. Fitting in with the rest of the action, the commentary is spot on and really gives you a feeling that your strategies are being scrutinised by the experts.

As you can probably tell, we can't wait to get our hands on a review copy of Rugby, which is due out in June. From what we've played so far, EA is well on the way to doing for rugby what FIFA has already done for football.



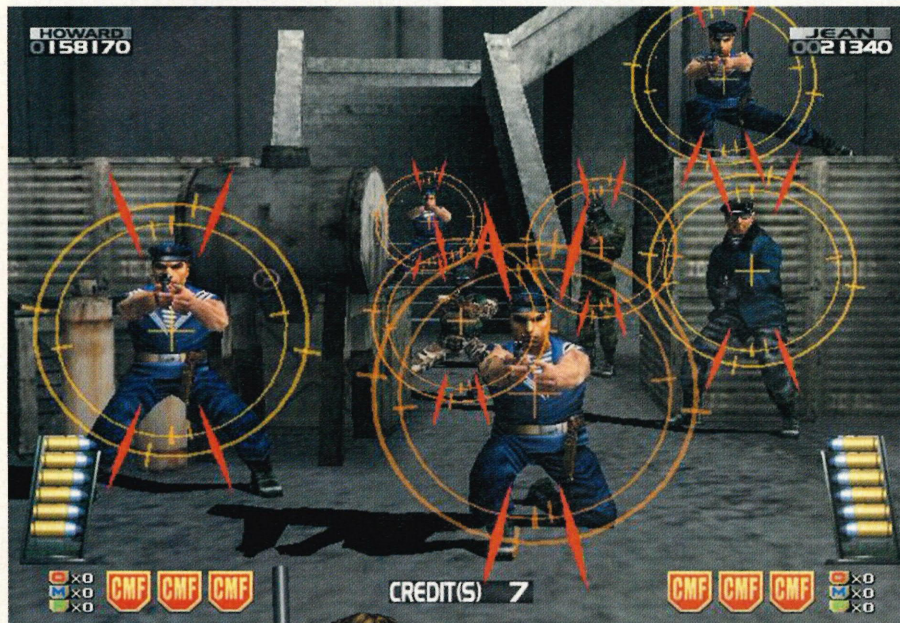
■ It's all in the timing - jump too soon and you might as well not have bothered!



■ Using sly tactics in set plays is crucial to dominating possession

Confidential Mission

We expose the facts about the Dreamcast's latest light-gun shooter



Like the majority of console peripherals, the Dreamcast gun has been somewhat of a one-hit wonder. Not since *House of the Dead 2*'s early emergence has there been an excuse for a trigger-happy gaming session. Now, Sega's Hitmaker division is preparing to port its latest gun-wielding arcade machine onto home format, finally giving Dreamcast owners a reason to dust off those shooters.

Before heading guns a-blazing into the main event, it's well worth getting your eye in. With loads of different modes to hone your skills, there's an opportunity to train and then head into an actual simulation. You can practice combo shots, reflex shots, justice shots (shooting the assailant's weapon-holding arm), judgement shots (which require a split-second decision over whether the person in your sights is a friend or foe) and more. By passing the challenges, you'll then unlock a simulation for each skill, where you'll be taken to a special area to test out what you've learned.

The Confidential Mission itself pits players in the secret agent's uniform of a choice of two hot shots: one a James Bond look-a-like called Howard Gibson; the other named Jean, a spitting image of La Femme Nikita. Working for the Confidential Mission Force, your mission is to save the world from a terrorist organisation known as Agares which has captured a spy satellite owned by the World Coalition organisation. You'll actually embark on three different missions in your quest to bring the head of Agares down to earth. The game is for either one or two players.

Taking you from an archaeological

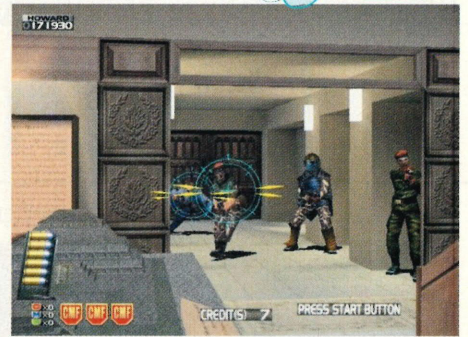
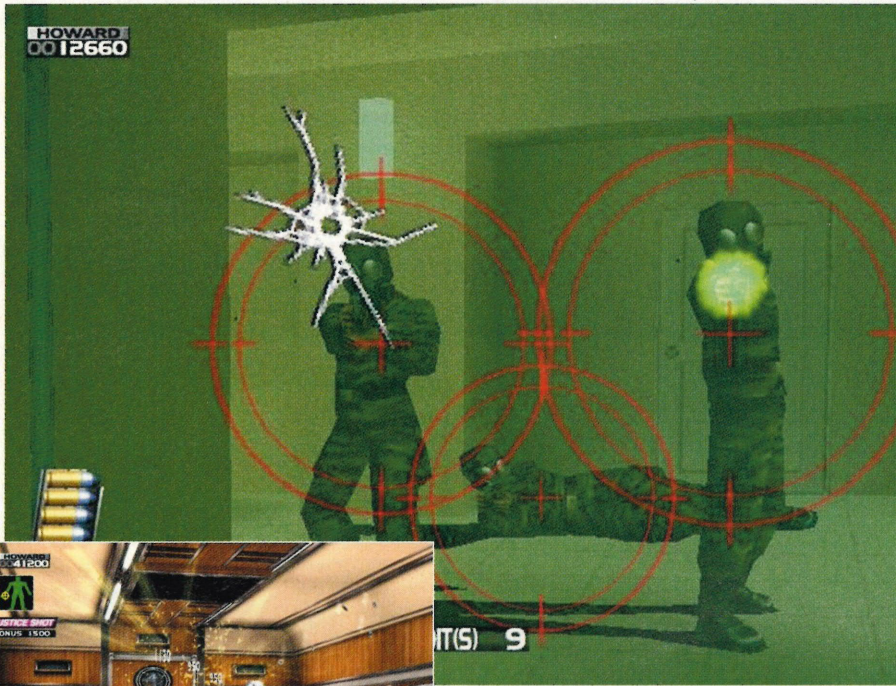
museum to a top secret base, via a train-based shoot-out, the variety of locations is certainly diverse. In fact, if it wasn't for the comical voice-acting, which really struggles to convey enthusiasm, it would truly feel as though you're playing the starring role in the latest James Bond meets Under Siege flick. Right from the start you'll be up against an army of terrorists, with only occasional interludes to deal with the bosses. The first boss encountered resembles an evil Danny De Vito, who has an unnerving supply of remote controlled rocket launchers. Not only do you have to take out missiles with your six shooter, you'll also have to buy enough time to

"You'll need both lightning reflexes and a quick mind"

get plenty of shots in on him too!

Having rescued a key disc from him, your next mission is to rescue Irina Mikhailova, a satellite programmer, who is being held hostage. Disguising themselves as a chef and hostess, Howard and Jean are soon able to free her, but providing the protection to complete the rescue lies entirely in your hands.

If you've ever played one of the Virtua Cop games, either in the arcade or on home format, then you'll feel right at home here. As characters appear on screen, you'll need both lightning reflexes and a quick mind to prioritise enemy killings. Two circles appear around each bad guy, which then begin to converge, showing how close they are locking on to you. While it's simple to outgun the odd two or three enemies in one go, when the screen is packed full of

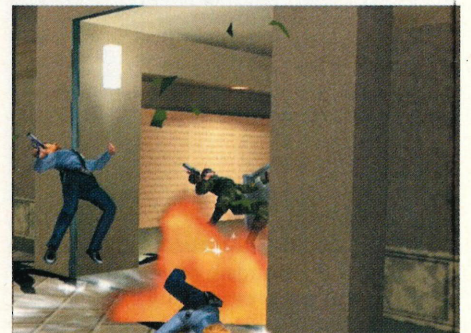


them, only the best will survive. You're armed with a six-shooter, which has to be reloaded by shooting outside the screen. As you progress, there are chances to upgrade it to a machine gun, with a limited supply of bullets, which is great fun for wiping out lines of terrorists with minimal effort. Also available are body armour, grenade and bonus multiplier power-ups.

Unlike the vast majority of light-gun games, Confidential Mission offers some entertaining sequences within the action which affect your passage through the game. For example, in one instance, you're on top of a building armed with a rope gun and have just one shot to hit a specific target within a strict time limit. Miss and you'll be taking the long route around, but be successful and you'll then slide down the rope, taking a huge short cut through the level. Another equally entertaining sequence sees Irina slip and dangle from the train's roof. Only by hammering the B button enough times will you be able to haul her up to safety.

In the visual department Confidential Mission instantly impresses - you'd expect nothing less from a Hitmaker game! From the finely-detailed background scenery to the character models and the top-notch cut-scenes detailing the plot, the action oozes quality. There's even a sequence where you hang upside down from the train's roof and have to shoot enemies through the window, and one where your vision becomes blurred after a noxious gas attack.

Essentially, the only area for concern is in the longevity stakes. Although the two-player option and tough training mode offer enjoyable alternatives to the main mission, there's no denying it is only three missions long. Let's hope this is padded out more in time for the release.



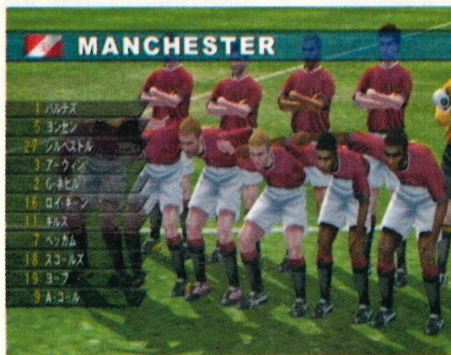
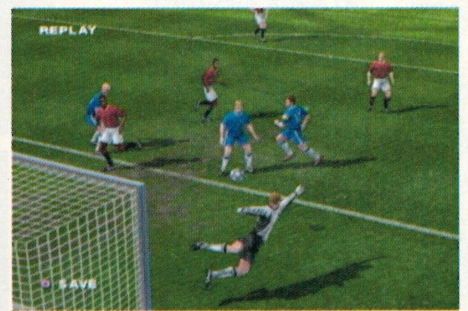
■ This little chappie is about to realise your meaning of six-gun lover

■ A well-timed and well-aimed shot can cause devastating effects

■ PUBLISHER: KONAMI ■ DEVELOPER: KCET ■ FORMAT: PS2 ■ RELEASE: CHRISTMAS

Winning Eleven 5

The 'real' ISS on PS2 is coming. We had a kickabout with its Japanese team-mate



■ Konami's FIFPro licence now means players have real names



■ Winning Eleven's team management allows you to make winning changes

Let's face it - most gamers were disappointed with the PlayStation2 debut of ISS. Sure it wasn't a bad game, it just wasn't up to the sky-high standards we've come to expect from Konami. The reason: two different teams working with different game engines at Konami, one being KCEO, the other KCET.

All you need to know is that KCET is the one responsible for producing the Winning Eleven engine, which was translated into the massively successful ISS Pro Evolution series on the PlayStation. Winning Eleven 5 presents the dream team combination of the "real" ISS and the PS2 and, believe us, it's simply breathtaking all the way.

Starting out, the intro sequence is frame-for-frame a near exact replica of that seen in the recently released ISS Pro Evolution 2 game on PSX. At the menu screen, there's the familiar choice of single match-ups, international cups, an international league and the popular Master League mode, which has two different divisions to battle your way through. As ever, there's also a training mode for some after-hours practising. In all, there are 53 national teams to choose from, 29 of which use real player names, thanks to Konami's FIFPro licence. The Master League itself now contains 32 different club teams spanning from Barcelona to Argentina's Boca Juniors.

Fans of the this long-running and highly successful series will instantly feel at home with the strategic options and play formations that can be tweaked to suit your preferred style of play. Whether you want to feed the ball down the channels to the likes of Beckham for those devastating crosses or perhaps make Zidane your

playmaker through the centre of the park, there's just so much scope for experimentation. Just before you head out on to the hallowed turf for kick-off, there are options to alter the difficulty level, adjust the match length, decide whether to permit injuries, set the number of substitutions allowed and pick the stadium you'd like to entertain in.

As the camera pans around the intimidating arena, red distress flares highlight sections of the stands as smoke disperses and confetti litters the air, conveying a truly continental match flavour. Rays of sunlight almost make you squint, while the pitch is partly covered by the

"Winning Eleven 5 is arguably the best football game on the planet"

stands' shadows, just like you'd expect to see on the TV. The turf changes according to the weather, player shadows reflect each light source with precision and the stadiums themselves could be real. Even the transparent dugout shelters have been included. Replays demonstrate the detailed environments, including camera lens flare from the bright sunlight, which is nothing short of phenomenal.

You'll instantly be impressed by how much the game has revolutionised the ISS Pro Evolution formula, while still maintaining its all-important playability. Simple passing remains crisp and accurate, although the more inventive you are, the greater your chance of playing that killer ball to dissect the opponent's defence. Skills and tricks remain as before, although now include more animation, so in replays you can actually



see your striker shimmy before performing the feint move to trick an encroaching keeper. The one-two passing system is now trickier to execute, although is just as rewarding when it makes a mockery of even the best defences.

Shooting is definitely the most refined aspect of the game, now allowing you more scope to dip, swerve and curl the ball. This is especially useful on free-kicks. Even crosses can now be whipped into the path of your surging forwards, making defending much harder. Rebounded shots are far more realistic now, allowing loose balls to be seized upon by fortunate strikers. The right analogue stick can be used as a unique passing button, so whichever way you press it, the ball is distributed in that direction. This works best when you're running but need to lay the ball off in a different direction.

Though the speed of the game can't be adjusted, it glides along at just the right pace - this seems to be an ongoing trend from ISS Pro Evolution 2. While you can't quite break away at lightning speed, like you could with Ronaldo in the first Pro Evolution game, you do now get three running speeds to experiment with. The slowest allows close ball control and is great for a stop-start change of pace, while the fastest increases the chances of over-running the ball into touch, but is best for exploiting your player's speed. Using a combination of these, you can weave dazzling Ryan Giggs-style runs to turn pesky defenders inside out. There are just too many refinements to detail, but suffice to say that they all come together to complete a near-perfect footballing experience.

As it stands, Winning Eleven 5 is arguably the greatest football game on the planet. The prospect of the improvements KCET is making for the European release is mouth-watering.

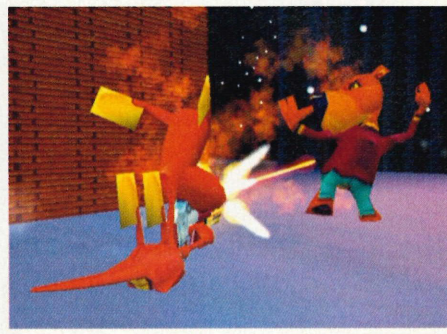


■ Albeit not officially recognised, skipping joyfully is still popular with players

■ Referees are still as harsh as previous games, so be careful with the tackles

Fur Fighters

Cute, cuddly and wielding weapons - but does the fur fly?



■ Chang the firefox lays down the law to some crocodiles



■ The electro-ray makes for the best weapon in the game

Gentle Ben, The Littlest Hobo and Lassie - all great animal activists and mysteriously instilled with a great sense of what it takes to protect the innocent and defeat the dastardly. So when evil strikes and threatens the world's peaceful existence who better than a bunch of hair-brained, flea-ridden animal adventurers to take up the challenge and fight for justice? Soon the Fur Fighters will be unleashed onto the PlayStation2 and - unlike Skippy - they've got an arsenal like Arnie.

The Fur Fighters' adventure begins in their home town just after all of their babies have been kidnapped by the evil General Viggo in a bid to waylay and distract them while he hatches a plan to take over the world. The upshot of this is that the Fur Fighters must pool their collective strength, personal attributes and skills in an attempt to get all of the babies back, stop the dastardly Viggo and save the day.

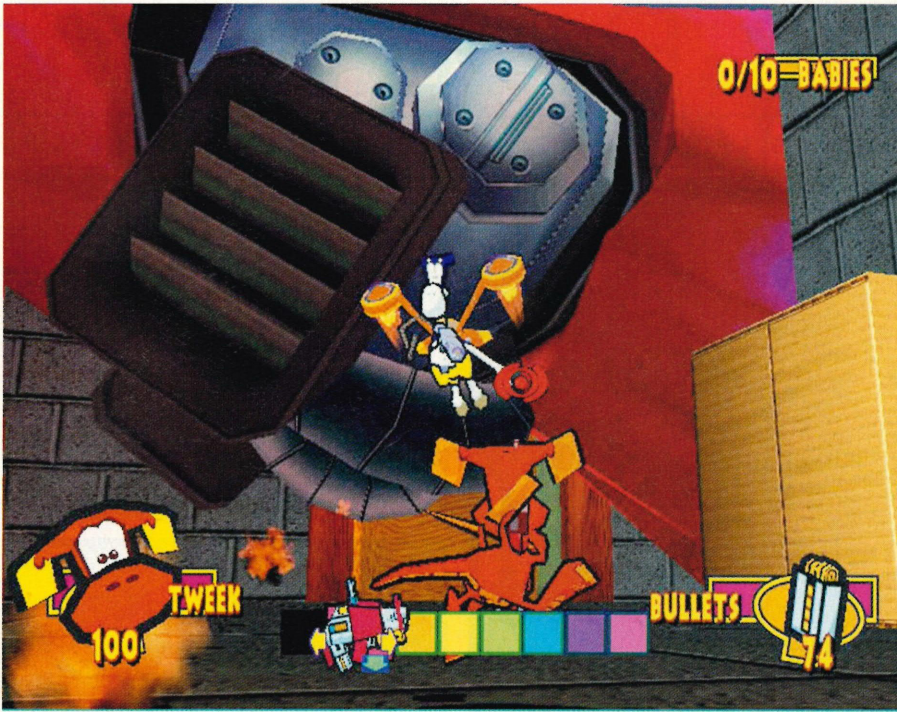
You will play as all of the Fur Fighters throughout the game. Each of them has a special ability; Roofus the dog can burrow, Chang the firefox is tiny and nimble, Juliette the cat can climb, Rico the penguin swims underwater, Bungalow the kangaroo is a great jumper and Tweek the dragon can fly - almost. You call on the Fur Fighter you need by using the teleports that are scattered around the game. Aside from having to think about whose skills you need to complete a task, you also have to remember that the babies that you find will only go with the Fur Fighter they belong to. For example, if you come across a puppy, Roofus is the only character that will be able to rescue

him. Whilst on the subject of the Fur Fighters' babies, it should be made clear that the cute little bairns are also slippery suckers. You'll find them hidden in the most secret and well-tucked away places and you're going to have to go some to rescue all of them. Not only is it inadvisable to leave infants unsupervised on the top of suspension bridges and skyscrapers, you'll also need to collect as many of them as possible to progress through the game. This baby-saving element makes up the majority of the puzzle solving as you assess how to get to each lost child and offers some very challenging tasks.

"Nice little touches make up for the problems apparent at the moment"

The game takes place over 30 levels set in six different worlds, made up of fighting action interspersed with the puzzles and mini-games that you must complete or solve to rescue the babies. The games and challenges you face range from destroying some modern art at the museum to flooding a swimming pool so that you can reach a passageway at the top of the room.

Multiplayer levels look set to offer players some fur-ntastic - sorry - gameplay. Aside from the six extra Fluffmatch levels that have been added for the PS2 version and the huge array of devastating weaponry you have at your disposal, the head-to-head elements in title continue the same wit found in the main one-player game. The environments are well-designed and diverse, and each time you change scenario your Fur Fighter changes clothes. So, if you're in space

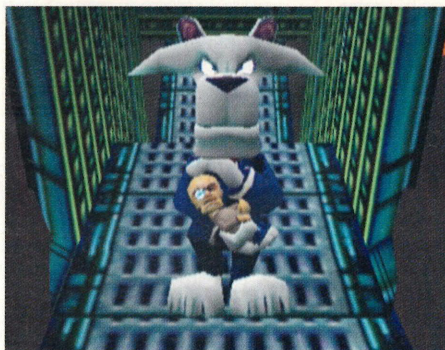


your character dons a spacesuit and helmet and on the James Bond inspired levels, you run about in tuxedos to a moody 007 accompaniment.

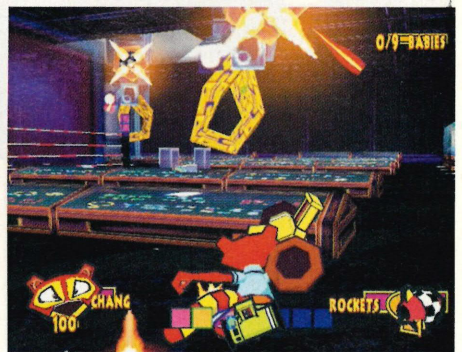
Problems and bugs in the game are being worked on as this is being written, but aside, from the things the developer is addressing, some of the charm that the game had when it was released on the Dreamcast seems to have been lost in the mix. The disjointed language that the characters adopted in the game's original outing and General Viggo's voice, formerly sounding like Leslie Phillips with a serious speech impediment, has been replaced with proper English dialogue. Although the script is funny, the original array of grunts and whistles did the job brilliantly and gave the title a certain surreal quality. They are sadly missed. Also, at the moment at certain points in the game the targeting can go a bit haywire and start to aim at walls and other inanimate objects - curiously whenever you really need to be pointing at a mob of advancing bears.

But when all is said and done, Fur Fighters still looks like it will be as good as the first Dreamcast version was when it has been finished. Really nice little touches make up for the problems apparent at the moment. The special effects used on the water in the levels is great, really fluid, shiny and - erm - liquidy and the overall look of the game, the cell shading and visual polish provides an authentic animated-cartoon look.

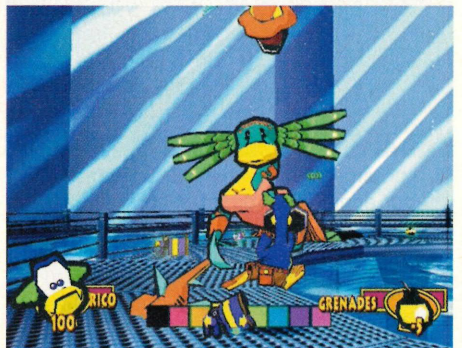
So if you're up for some adventuring fun with a bunch of the most cunning and combat-ready little creatures you've ever seen then keep your eye out for Fur Fighters - it'll make you wonder what would have happened if someone had given Flipper an Uzi.



■ General Viggo is the evil mastermind behind the kidnap plot

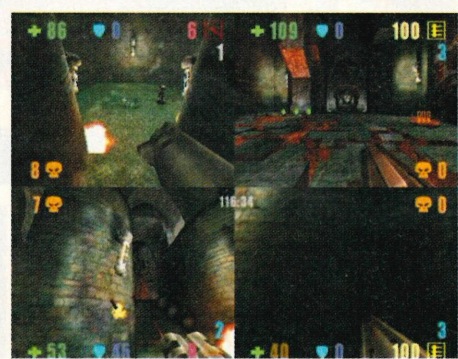
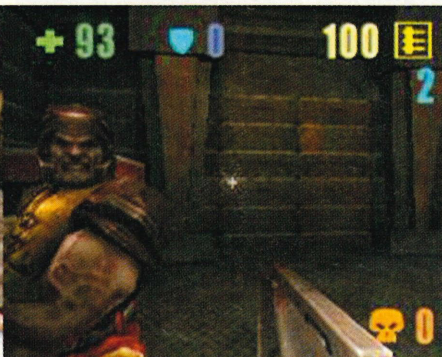


■ The cuddly bears make up most of the cannon fodder in the game



Quake III: Revolution

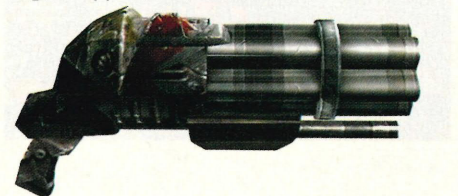
Quake III heads from Dreamcast and PC to PS2 - but is it revolutionary?



■ The levels are so varied in style, whether it is cramped corridors....



■ ...or large arenas, there is a level to suit your appetite for destruction



While the first-person shooter has been enjoying a huge amount of success on the PC for years, it wasn't until the release of Rare's GoldenEye 007 that console owners were truly convinced of the genre's potential. But despite the conversion of numerous titles from the PC to consoles, it's only recently, with titles such as Timesplitters, that the PC-owning fraternity is standing up and taking notice of what's happening on competing formats.

With the 128-bit 'revolution' almost in full swing, console developers are now in the position where they have the same sort of processing clout PC developers have had available to them for some time now. In theory, this means perfect PC-to-console ports should become the norm. So the question beckons: does Quake III: Revolution - Bullfrog's PlayStation2 interpretation of the PC mega-hit - deliver what the technology leads us to expect?

For those of you not in the know, Revolution is actually a take of the PC's Quake III: Arena and Team Arena. These titles were primarily developed with online multiplayer blasting in mind, rather than the previous instalments which included standard fare single-player modes. With Sony's broadband system still in the early stages of development, it comes as no surprise that there's no online option for PlayStation2-owning frag-festers. A disappointment maybe, but Quake III: Revolution is far from a failure.

Bullfrog, the developer responsible for the conversion, has managed to take all of the goodness out of the PC version's multiplayer

modes (Deathmatch, Capture the Flag and Possession) and structured the title's Revolution game mode in a way that makes for a truly engrossing single-player experience. Each level sets you a number of targets that must be adhered to in order for your character to progress to the next stage. Do so successfully, and your character will be rewarded with all manner of power-ups. It may sound a little dull to the LAN party massive, but believe me (thousands wouldn't), it works.

Revolution's multiplayer experience is where the heart of the game lies, though. Four-player

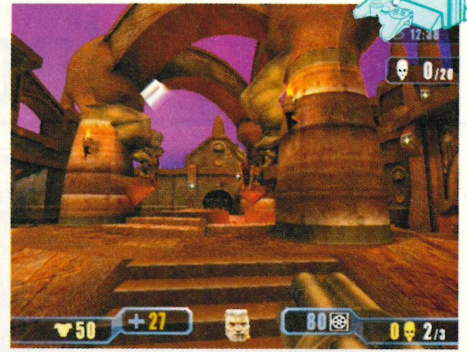
"Bullfrog should be applauded for pulling off this conversion"

console blasting action hasn't been this much fun since GoldenEye 007 made its way to the Nintendo 64. Surprisingly, considering the graphical finesse Revolution offers, the four-player mode is a remarkable achievement with almost no visible slowdown. This is most certainly the game mode that will keep players coming back for 'one final blast'.

As for the arenas available in Revolution, fans of Quake III: Arena, and Quake III:Team Arena, are well catered for, with refined versions of familiar levels cropping up all the time. The kind people at Bullfrog also managed to bolt a couple of PlayStation2 exclusive levels on as well.

Despite the fact that Bullfrog has omitted USB mouse and keyboard support, they have obviously concentrated their efforts on refining the Dual Shock 2 controls. With a series of

Revolution features a cameo from Horny, star of Bullfrog's smash hit - Dungeon Keeper

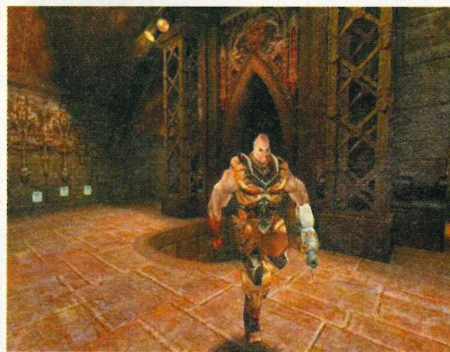


you to instinctively manoeuvre your character through Revolution's arenas. Although not quite as accurate as mouse and keyboard control, it is something that Dual Shock users will come accustomed to in no time at all. One major control innovation over previous console versions of Quake is the inclusion of a dedicated zoom button. This is especially useful for picking enemies off from a distance with your railgun, and disturbingly gratifying when you witness your opponents' gibbs fly across the screen.

Visually, Quake III: Revolution is a far cry from the mixed bag of launch titles originally released for the PlayStation2 last year. 'Jaggy'-free, silky-smooth, 60-frames-per-second visuals are the order of the day - the quality of which is very important in maintaining the all-guns-blazing flow of the game, which, as true Quake fans will tell you, is the essence of the series' popularity.

In the sound department, fans of glam-speed-death-metal crossover bands will be suitably chuffed, as this title has layers of crunching guitars in abundance. Although it may not be to everyone's taste, it works surprisingly well, adding to the frantic pace of the game. As always in Quake titles, other in-game sounds are hugely atmospheric, with superb spot effects such as the weapons being cocked and rounds clattering on the floor.

Bullfrog should be applauded for the manner in which it's pulled off this conversion. With Soldier of Fortune soon to join Timesplitters and Unreal Tournament on store shelves, the PlayStation2 is currently the console for first-person shooter frolics. Revolutionary? Maybe not. Captivating? Most certainly!



Multiplayer games provide the same fast action mayhem of single-player games



The model are all of a superb high-quality

JUDGEMENT

- FORMAT: PLAYSTATION2
- PUBLISHER: ELECTRONIC ARTS
- DEVELOPER: BULLFROG
- RELEASE: OUT NOW

- GAMES: Movies Themes
- DOMAIN: Cheats Walkthrus
- ONLINE: Cheats Walkthrus

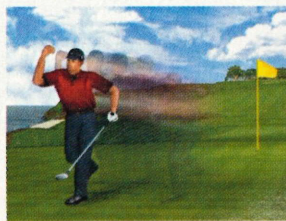
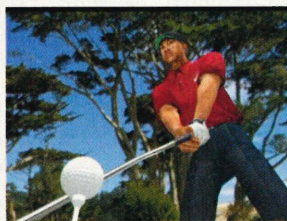
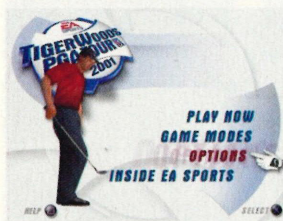
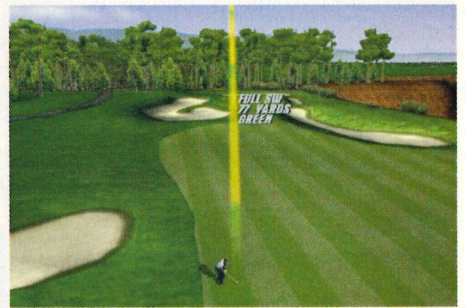
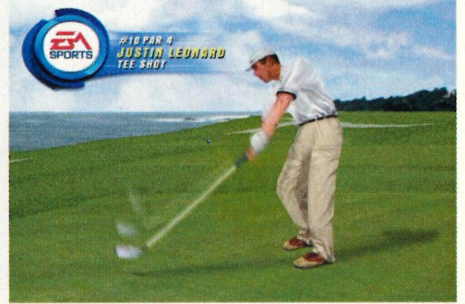
- + Fantastic control
- + Silky smooth visuals
- + Atmospheric sound
- + Levels refined for PlayStation2
- No USB peripheral support
- No link-up support

8

WORDS: MATT VICKERS

Tiger Woods PGA Tour 2001

Does the billionaire golfer make as good a game as he plays?



What could be more relaxing than a round of 18 holes, followed by a round of 18 beers in the 19th? Well, you could of course be enjoying the benefits from the comfort of your sofa, courtesy of Sony's box of tricks. Who better to work a touch of magic than sports gurus Electronic Arts?

Following a glitzy intro sequence packed full of merged video sequences, the menu screen demonstrates the quality of character models, as a real-looking Tiger skilfully juggles a ball at the side of the screen. It's clear that the EA Sports presentation has worked wonders to make even

have to push the stick back to complete the back-swing part of your movement and then all the way forward to complete the forward part of the stroke, hitting the ball. The key is to keep your stroke totally straight - slip right and you'll slice, slip left and you'll hook. Not only does this offer more precision and a rewarding feeling, it also means you're never guaranteed to hit quite the same shot twice.

For those who take their game that bit more seriously, there's the opportunity to customise the gameplay further. From examining the exact 3D layout of the lie to selecting draw or fade, fans will have plenty of opportunity to fine-tune their game before entering a tournament.

Graphically, the game oozes class, which is quite a turn up for golf games. The PS2 handles the luscious scenery with ease, finally making it possible to differentiate

between the green, fairway, rough and surrounding landscapes without having hideous pop-up, blurry patches or huge graphical glitches. You can even make out the waves crashing into the shoreline on the Pebble Beach course, complete with soothing wave sounds.

Tiger Woods PGA Tour 2001 is by far the most realistic golf game to date and should be snapped up even by those with a vague interest in the game. However, there are only three courses to master and, after all, it is only golf...

"Graphically the game oozes class, which is quite a turn up for golf games"

an old man's game appeal to the masses of younger gamers.

Though the playable modes, including quick play, tournament, skins, match and stroke play, don't offer a great deal to revolutionise the genre, the gameplay most certainly does. As opposed to the usual style of power meter, where you have to click a moving power bar three times to determine speed and direction of shot, EA has devised an ingenious, more skilful method. Using the right analogue stick, you

JUDGEMENT

- FORMAT: PLAYSTATION 2
- PUBLISHER: ELECTRONIC ARTS
- DEVELOPER: ELECTRONIC ARTS
- RELEASE: OUT NOW

- GAMES DOMAIN: Movies Themes
 ONLINE: Cheats Walkthrus

- + Ultimately rewarding control system
- + Superb attention to detail
- + Top-notch visuals
- + Atmospheric sonics
- + A dream come true for golfing gurus
- Only three courses
- It's only golf!

OUT OF TEN
 7

WORDS: GARETH HOLDEN



Jungle Book Groove Party

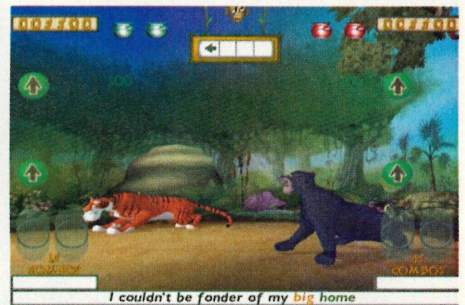
We check out Ubi Soft's jungalist movement



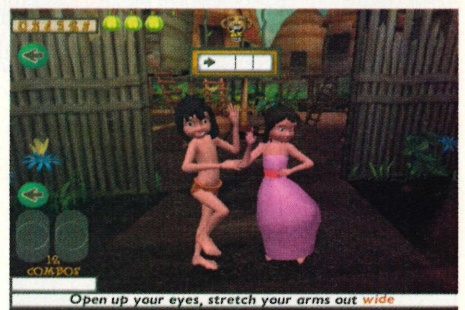
The graphics are a massive improvement on the PlayStation version



In those days, now, way back then...



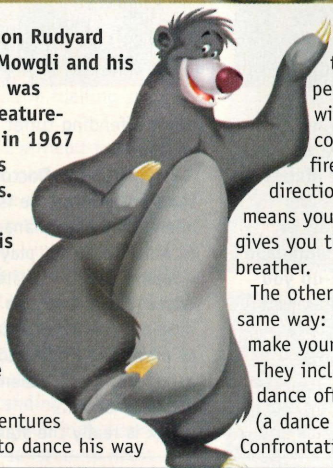
I couldn't be fonder of my big home



Open up your eyes, stretch your arms out wide

Walt Disney's take on Rudyard Kipling's tale of Mowgli and his life in the jungle was originally released as a feature-length animated cartoon in 1967 and even now the story is still entertaining families. Now it's your chance to dance with Mowgli and his furry jungle-dwelling friends as they party hard and boogie the night away in *Jungle Book Groove Party* on the PlayStation2.

The game charts the adventures and obstacles Mowgli has to dance his way



commands that appear at the side of the screen, you are also asked to perform bonus moves that award you with power-ups or mini challenges to complete. You might be awarded with a firewall, for example, which burns the directions as they fall down the screen. This means you don't have to perform them and gives you the chance to take a well-earned breather.

The other modes of play work in exactly the same way: follow the on-screen directions to make your character dance like Fred Astaire. They include versus modes where you can dance off against a friend in Dance Marathon (a dance to the finish), and Power-up Confrontation (a straightforward battle where

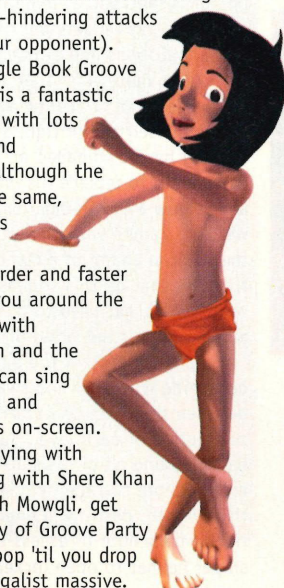
your ability to get to grips with the bonus directions will fling dance-hindering attacks at your opponent).

Jungle Book Groove Party is a fantastic game with lots

through to make it to his new life in the man-village. To get there he must dance against some of the meanest movers in the jungle including old favourites Baloo the Bear, Bagheera the Panther, Shere Khan and King Louie. Only your dancing skills and red hot moves will get Mowgli home, so put on your dancing shoes and get limbered up for some serious jungle boogie.

You have to follow the directions on screen and press the relevant button on your dance mat or controller in time with the music. Aside from a stream of basic

of action, content and challenging levels. Although the premise is always the same, the difficulty curve is well judged so there is always another harder and faster routine waiting for you around the corner. Even people with absolutely no rhythm and the smallest of children can sing along with the lyrics and enjoy the animations on-screen. So if you fancy boogying with Baloo, shoe-shuffling with Shere Khan or even moshing with Mowgli, get your hands on a copy of *Groove Party* and be prepared to bop 'til you drop with the original jungalist massive.



"The difficulty curve is well judged - there's always another harder routine"

JUDGEMENT

FORMAT:	PLAYSTATION 2
PUBLISHER:	UBI SOFT
DEVELOPER:	UBI SOFT
RELEASE:	OUT NOW

GAMES DOMAIN:	Movies	Themes	
ONLINE:	Cheats	Walkthrus	

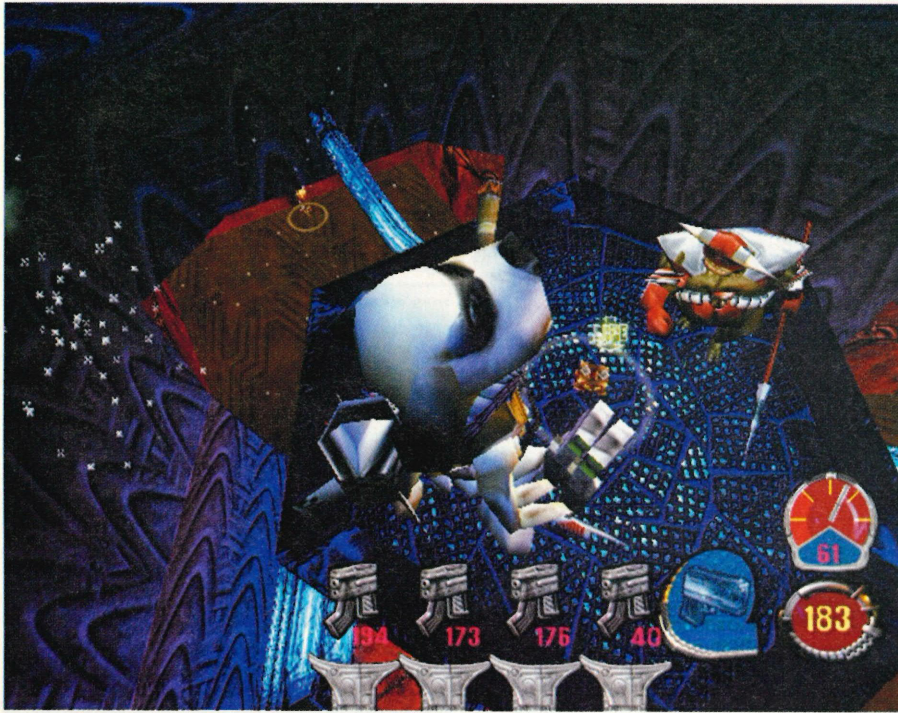
- + Huge amount of entertaining content
- + Fantastic on-screen dance moves and character animation
- + Great songs and bonus material
- + Rhythmically impaired gamers may struggle

COMPUTERPLAYERS OUT OF TEN
8

WORDS: JAYNE BOWEN

MDK2 Armageddon

We 'ged-it-on' with some nasty-ass aliens and a dog



■ Max the dog takes out his fire-hydrant frustration out on some aliens



■ Kurt distracted the enemy forces by blowing smoke rings

The Streamriding Aliens, a group of dangerous extraterrestrials, have invaded Earth and the only hope for the planet's survival is the crew of spaceship *The Jim Dandy*, namely Kurt Hectic the janitor, Dr Hawkins the mad scientist and his handmade mechanical dog, Max. With this line-up you may be forgiven for thinking Earth has well and truly seen its last day, but the three hapless heroes have a few aces up their sleeves.

Kurt has an amazing suit, fashioned by the Doctor, that allows him to fly, use stealth and cunning and is fitted with a nifty sniper helmet and chain gun. The Doctor is fantastic at building mind-blowing gadgets out of household items and although his legs aren't quite what they used to be, he has enough mental agility to get himself out of tight scrapes. Finally, Max the dog has downloaded an action-hero personality to replace his domesticated training and is now a Cuban-cigar smoking, four-gun wielding canine with the attitude of Arnie and the wit and charm of a Mafioso hitman. Are you thinking that all this sounds too weird for words? Well, get used to it, because you're about to enter the world of MDK2: Armageddon.

You play as each of the Jim Dandy's crew, beginning with Kurt and swapping and changing between the other characters after the completion of each level. Kurt's gameplay is based around all of his suit-given attributes. He must explore the alien environments that he is thrown into, destroying enemies, using his ribbon parachute to access lofty heights and his sniper helmet to open locked passages, take

down offending turret guns and destroy alien spacecraft.

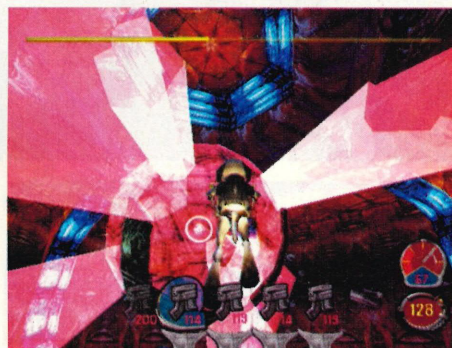
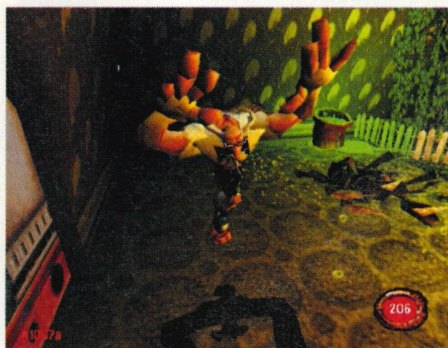
Playing as the Doctor takes more mental power than brute force. He is trying to rid his ship of aliens that have managed to get on board and in order to do so, players have to create weapons and useful items out of things the Doctor finds. You also have to solve puzzles, ranging from how to cross an intricate network of pipes and girders to how to survive the attacks of crazed aliens with only a toaster and a loaf of bread.

Max is really the star of the show though. In

"The attitude of Arnie and the wit and charm of a Mafioso hitman"

the first game in the MDK series, Max did help Kurt out of some jams, but now in his new playable form the canine whirlwind really comes into his own. Max's sections in the game are action-packed slugfests. He has six legs, so bar the two he uses to get about, this means that he can wield four guns at once, for maximum firepower.

It's not so much about the weapons that you have, though, but how you use them. Although Max has a wealth of weapons, ammo can be scarce at some points so hanging back and thinking about what may be around the next corner is advisable. In the same way Max has to use a rocket pack that is refilled at floating gas dispensers. Again, your rocket pack holds only enough fuel for the task in hand - no luxurious trips through airspace in this game - so you



have to plan your route and re-fuelling stops carefully.

MDK2's diversity makes it difficult to know where to start. The action, gameplay and levels are varied, and the multiple-character approach guarantees fresh and interesting gaming. The level design is phenomenal - interiors are smooth and polished, with glass floors, moving platforms and other structural features that are fascinating and irresistible. Its massive spaces are not all fully explorable, but they set the scene superbly and at some points are so gripping that it's worth standing back from the action and having a really good look around.

Aesthetics aside, the game holds so much action, gadgetry to use and imaginative puzzles and tasks to solve that there's always something for you to get your teeth into. The story and interaction between the characters is charming and funny, the cut-scenes that depict what has happened after you've flicked a switch or defeated a major enemy are beautifully made and, overall, the game flows in and out of each of the characters' different adventures and missions with ease.

MDK2 Armageddon is a fantastic sequel. The developers have expanded upon a great concept and storyline to create a thoroughly next-generation game. They have also maintained and strengthened the creativity and imagination of the first title and, while doing all this, managed to make it original, action-packed and addictive. If you were a fan of the first game, MDK2 Armageddon is definitely not to be missed, and if you don't know MDK from MFI, where have you been?



■ The ability to zoom in allows you to make some choice headshots



■ The action never stops in MDK2 Armageddon - just how we like it

JUDGEMENT

- FORMAT: PLAYSTATION2
- PUBLISHER: VIRGIN
- DEVELOPER: BOWWARE
- RELEASE: OUT NOW

- GAMES DOMAIN ONLINE: Movies Themes
 Cheats Walkthrus

+ Superb level design, scenery and environments

+ Action-packed, alien killing slug-fests

+ Great puzzles, character interaction and humour

- PC version was out a year ago

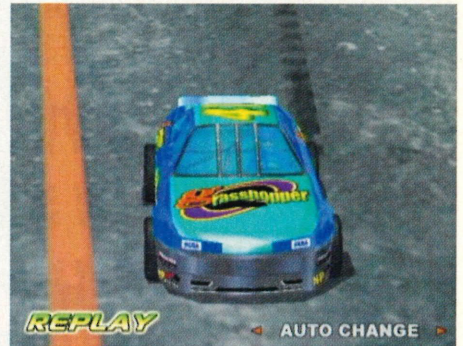


9

WORDS: JAYNE BOWIEN

Daytona USA 2001

"Daytonaaaaaaaaaaaaa!"



■ The handling on the cars means moves like this can see you out of the running



■ Keep your eyes on the road and not the gorgeous, eye-watering, scenery

Daytona USA's appearance as an arcade machine during the mid-nineties was a monumental event in Sega's existence. Such a simple concept - to cram all of the adrenaline-charged, high-octane elements of a full Nascar race into less than eight laps of tense, rewarding arcade racing. The result was awesome with mind-blowing graphics, gripping gameplay, multi-car pile-ups and bonnet-to-bonnet breakneck-speed racing nearly always producing a tense finish.

We all know how well Sega has converted some of its recent coin-ops to run on the Dreamcast. Daytona is no exception. From the initial intro sequence of the cars rolling along to the moment you first take control of one, Daytona USA 2001 is nothing short of breathtaking. After you choose from the initial line-up of four cars, each with different statistics balancing performance with control, it's possible to race a set number of laps ranging from a quick 2 lap blast to a marathon 40 lap grand prix. You can select up to 40 cars to enter each race.

Championship mode groups four races together and, competing against 39 other racers, your aim is to amass enough points to finish within the top five. Points are scored within each race according to your finish position and extra points can be earned for each lap you hold the lead position. All of the conditions within the races are predetermined and you'll have to drive to your absolute limit to finish first on some of the trickier courses.

Time attack offers perfectionists the chance to shave milliseconds off their personal best lap times, while the versus battle lets you take on a

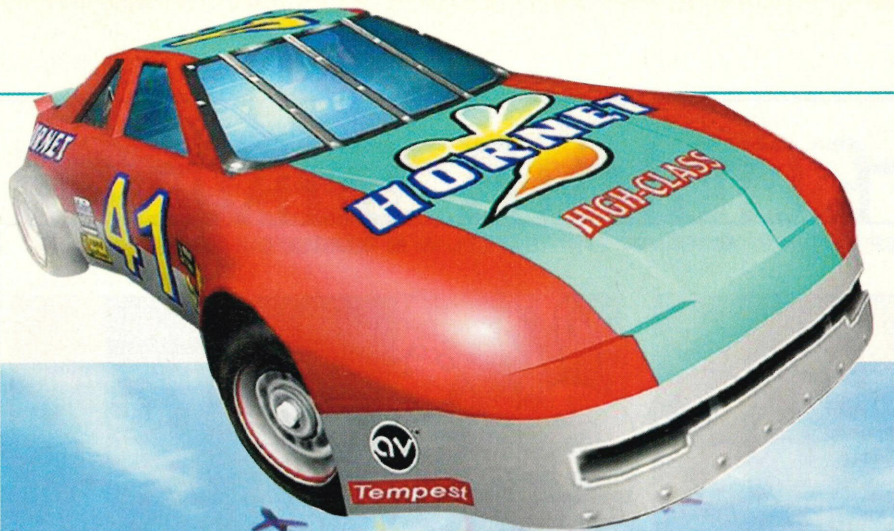
friend. Featuring split-screen action, the frame rate rarely drops and you even get the chance to challenge up to eight computer competitors, which isn't quite up to the arcade's 38 other racers, but still provides plenty of enjoyment.

There's an element of class about the menu screens too - minimal loading times and simple set-up screens convey the arcade origins of this racer. When you finally head out onto the Triple Seven Speedway for the first time, the camera pans around the track to catch up with your car for the rolling start, exactly as it does in the arcade version. All of a sudden you're in control

"Handling will catch you by surprise...twitchier than a Porsche 911 on sheet ice"

and initially the handling will catch you by surprise, being twitchier than a Porsche 911 on sheet ice. However, you can adjust the analogue steering sensitivity within the options screen to suit your style. From then on in, we found this one of the most rewarding and ultimately playable racing games to date.

Cornering and powersliding work down to a T, offering a unique feel to the game, where beginners will be punished by tight corners and only the experienced will be able to conquer harder races unscathed. Hitting the power too early or failing to steer into your skid can often bring hazardous consequences and an inevitable drop down the race ranking. The thrill of blasting down a straight and then using an opponent as a cushion going into a corner always brings a grin to the face. Likewise the



wide straights of Rin Rin Rink provide an excellent opportunity to jostle alongside many other opponents as the first corner approaches.

Graphically, the Dreamcast handles the conversion with ease, without a hint of pop-up scenery and maintaining a rock solid frame rate - even when the track is crammed full of competitors! There are plenty of splendid special effects from hovering helicopters, swooping seagulls and beautifully detailed scenery to gaze at, if you dare take your eyes off the action.

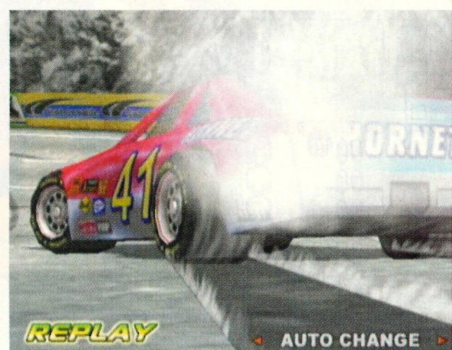
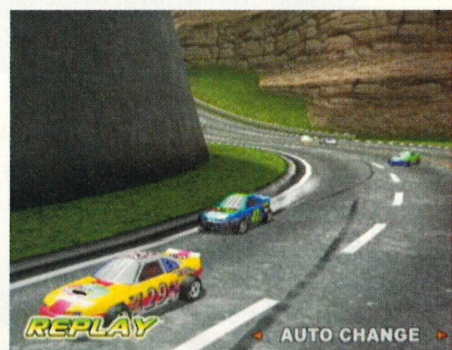
Part of the fun of the Daytona arcade machine was racing your mates, via two, four or even eight linked cabinets. So, including online play in the Dreamcast conversion seemed like a logical choice, but unfortunately, thanks to some difficulties with the implementation in other countries it's been removed from the UK version. Split-screen two-player is included, though, which does a good job of recapturing the multiplayer thrills of the arcade machine.

Fans of the arcade will either adore or simply cringe at the in-game music, which features constant chants of "Daytonaaaaa". New backing tracks have been added to compliment the extra tracks and all the sonics, like the rough growl of the car's engine when over-revved, provide plenty of aural pleasure.

Being fans of the original Daytona arcade, we have long waited for a translation - and thankfully Sega has now obliged. For driving game enthusiasts, Daytona is a must-have title. Think of Crazy Taxi's fun together with Ferrari 355's rewarding gameplay and you're getting close to what Daytona offers.



Daytona allows you to fine tune your beast to burn rubber



The cinematic replays show you all the adrenaline-pumping gear-churning action

JUDGEMENT

FORMAT: DREAMCAST
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE: APRIL 20

GAMES DOMAIN: Movies Themes
ONLINE: Cheats Walkthrus

+ Fantastic gameplay

+ Beautiful visuals

+ Just as much fun as the arcade - but with more options

- Controls slightly twitchy at first

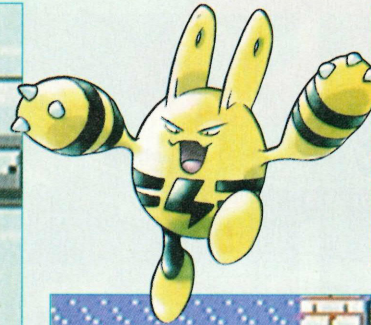
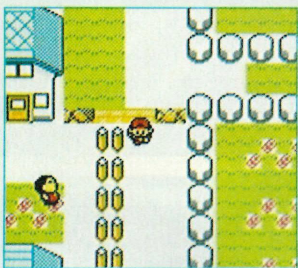
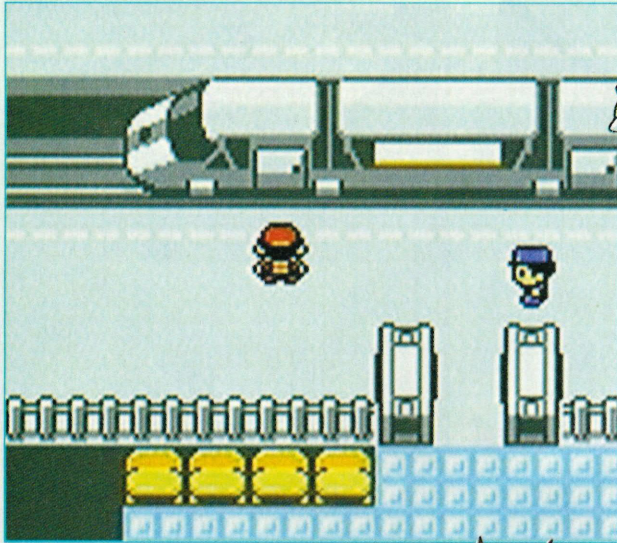
- Online play removed

8 OUT OF TEN

WORDS: GARETH HOLDEN

Pokemon Gold & Silver

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



Nintendo's recent Pokémon efforts since the blockbuster hits Red and Blue could reasonably be described as lacklustre.

In the past few months we've seen the interesting but ultimately empty Pokémon Stadium, the derivative cash-in Yellow, and a selection of cynical attempts to exploit the market dominance of the franchise.

But Silver and Gold (essentially identical, save for the few unique Pokémon they each possess - we were playing Silver) represent the first true Pokémon sequels. A new land to explore, new gym leaders to beat, a streamlined interface,

trainer battle, the difficulty curve of Silver is pitched rather more steeply. Understanding the limitations of your team is crucial, and you'll end up losing a few matches.

Though Silver supports trading and battling with earlier incarnations of the game, Pokémon (and attacks) not present in the preceding games won't work.

The intriguing time system of Silver deserves a mention, too. The current time is stored on the cartridge, and night and day are represented in the Pokémon world. Some Pokémon only come out at night, and some special events only take place on certain days. There's even a shop which only opens in the small hours of Monday morning. Time pressures, however, prevented us investigating its contents. *(Ed: In other words, no-one got up in time to find out.)*

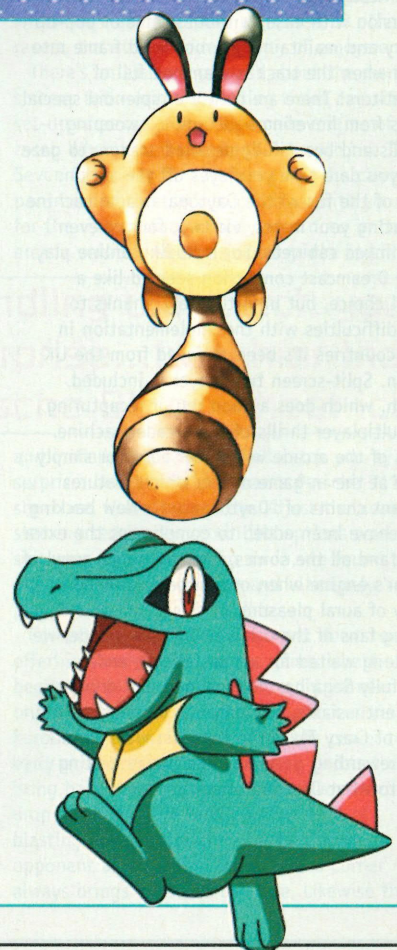
Pokémon Silver is perhaps the perfect sequel. It's similar enough to be instantly familiar to players of the earlier games, but the new graphics, the improved interface and the host of small niceties that Nintendo has introduced make it a whole new experience. It will make boring train rides or flights disappear. Fans will love it, and there's no better place for new players to start. If this is what Nintendo can do with the Game Boy Color, we should all be looking forward to the first Pokémon Game Boy Advance title.

"Perhaps the perfect sequel...similar, but a whole new experience"

better graphics - it's all here. Most important of all, there's also 100 new Pokémon to capture.

Unlike the other Pokémon Game Boy titles, Silver makes proper use of the revamped handheld's colour capabilities. The new interface, while it will be familiar to anyone who's played past Pokémon games, has a number of intelligent tweaks that have the effect of making the new games a much more relaxing experience.

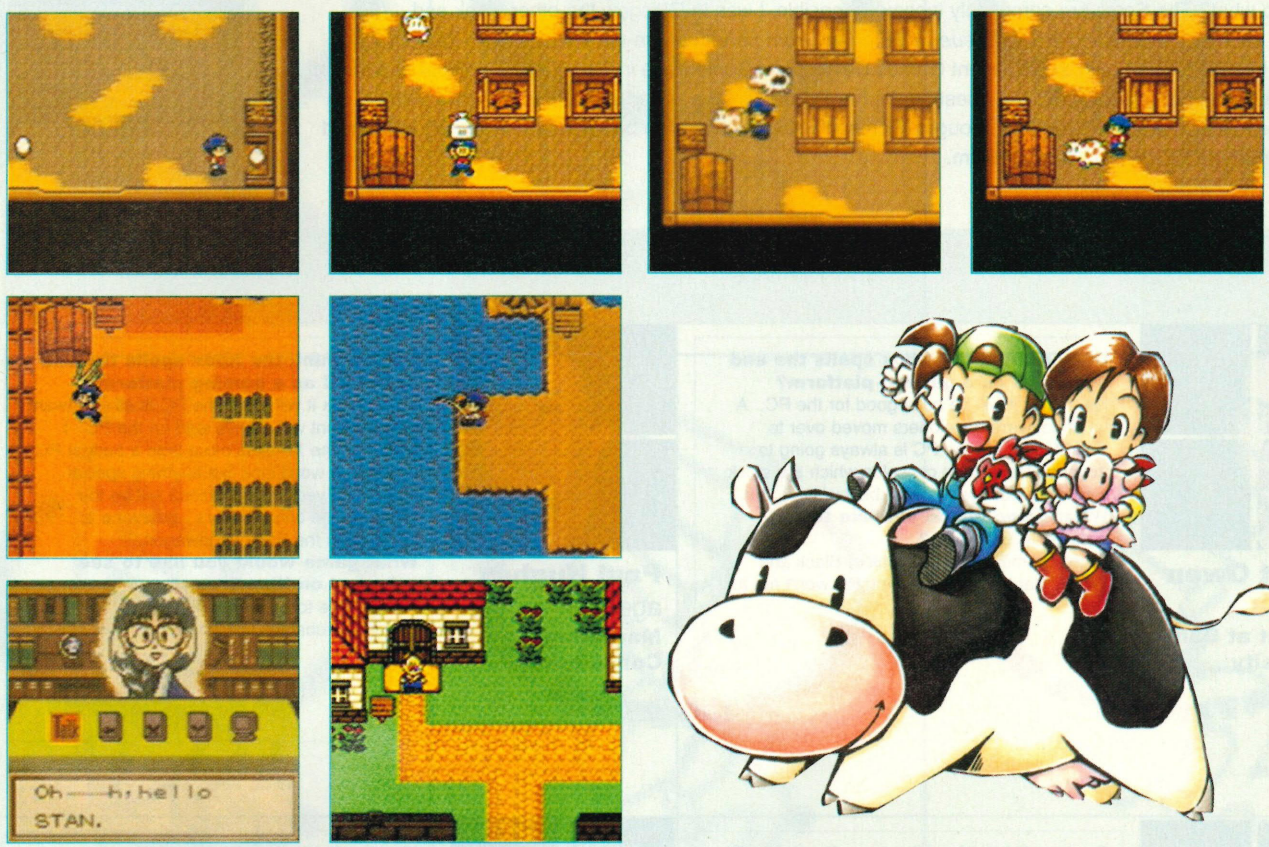
Whereas it was possible to make your way through earlier titles without ever losing a





Harvest Moon 2

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



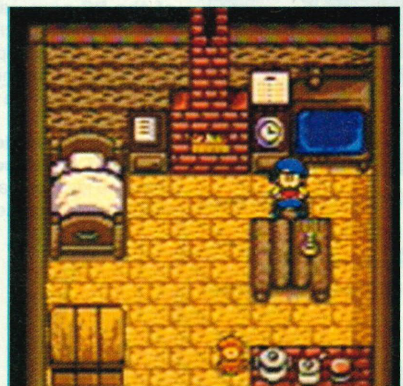
Harvest Moon brings the true meaning of hard work to Game Boy Color. This farm simulation gives players the opportunity to save the local village from being forced into creating a tourist destination by knocking down an abandoned farm that nobody wants to run and replacing it with an ugly (yet profitable) theme park. Well there you have it: it's your job to make the farm into something other than a desolate wasteland, make enough money to live, eat and drink while at the same time putting cash back into the village you are trying to save. And it is

“The game is close to being perfect handheld entertainment”

no easy task. Upon reaching the second season of the first year, it required two pairs of hands (as we had already over-stretched ourselves planting too many crops); we needed another helper but none were to be found. Wages weren't an issue and hiring somebody would ease our struggles to maintain and expand the farm far quicker. After much toiling we managed to get enough money together for our first major expansion, building a bridge across a river. Unfortunately the land beyond was as desolate as the farm had been, with nothing to

encourage a hard working farmer. Expansions are expensive but fortunately there is enough money to be made from your produce to fund these wild and, hopefully, gainful ideas. Not impressed so far? You should be. Not many games on the Game Boy system will keep you going and going until you can't take much more and then keep dragging you back for more. Even in writing this review I'm picking it up again and again, just to get through one more harvest, getting closer to the payoff for all the hard work - sad really, isn't it? Visually the game serves up a feast of fruity colours for the two growth seasons: spring and summer. Then there are more over-ripe and cold colours in the colder months of the year. Everything is clear and obvious, including the fruit and veg, animals and the main man or woman that represents the player.

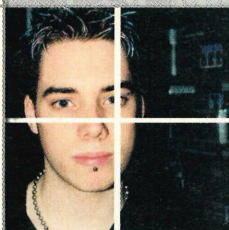
In contrast, the sounds around your farmyard are not too hot. With more time and effort here the game would have been close to being perfect handheld entertainment. Overall, the game creates a real sense of achievement, especially when it takes the player a year to really start seeing the fruits of their labour, which in this game is probably a week's solid playing. It's not a fast moving game by any means but it should be a definite buy for those who want something challenging and different.



WORDS: DAVE O'DONOHUE

What's the word?

This month we travelled up to Bangor, a city of learning in North Wales. Unlike Anne Robinson, we're big fans of the Welsh here at GDO. Okay, so they may speak as if they're choking on half a pint of phlegm but, hey, so what? The Scots are completely incomprehensible. I was in Glasgow the other week and....[Ed: That's enough stereotyping for one issue. I'll take over from here: you are the weakest link - goodbye.] Right. In a discussion held at the recent Games Developers' Conference in San José, California, a panel of top designers was divided over the question, "Is the PC dead?" We asked customers of Acme Games, on Bangor's High Street, whether they thought Microsoft's Xbox console (to be released next year) will herald the end of the PC as a gaming platform.



Stuart Owen
aged 18
Student at Bangor University

Do you think the Xbox spells the end of the PC as a gaming platform?

No, I think it will be quite good for the PC. A lot of software developers moved over to PlayStation, but the PC is always going to advance faster than consoles which are stuck with the hardware they are built with.

What game would you like to see released on Xbox?

At the moment I like the look of Black and White, that looks cool but my PC won't run it.



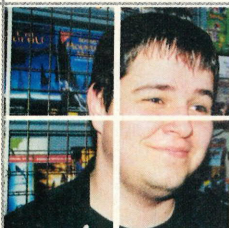
Paul Hughes
aged 21
Marketing Consultant

Do you think the Xbox spells the end of the PC as a gaming platform?

I don't think it will affect the PC at all - software development will always lead on the PC. I don't see the Xbox as more than a budget PC in a box. It won't look like anything special come next year. PlayStation2 will be the winner in the console wars - everyone is jumping on the Sony bandwagon.

What game would you like to see released on Xbox?

I would love to see Virtua Fighter on the console, probably.



Matt Whiteman
aged 21
Student and professional loafer

Do you think the Xbox spells the end of the PC as a gaming platform?

I doubt it because a lot of people have multiple systems. Each company says that its console is going to revolutionise gaming and then, within a year, people have moved onto something new.

What game would you like to see released on Xbox?

I have no idea, probably Diablo with the Hellfire add-on pack because it's quite fun.



Kyje Randall
aged 26
Acme's shop manager

Do you think the Xbox spells the end of the PC as a gaming platform?

No, I don't think so. By the time the Xbox is released graphics cards on PCs will have surpassed the Xbox. You will always have the best games on the PC, on the graphics side of things. There are so many PCs out there already and people buy them at Christmas and kids start to play on them and grow-up with them.

What game would you like to see released on Xbox?

Black and White, yeah, definitely.



Bryn Tew
aged 18
Student at Bangor University

Do you think the Xbox spells the end of the PC as a gaming platform?

I don't think it will. The Xbox looks impressive but the PC will still be able to hold its own. Manufacturers might decide to jump ship but we will just have to wait and see.

What game would you like to see released on Xbox?

I love the Final Fantasy series and I would love to see something along those lines on the Xbox.



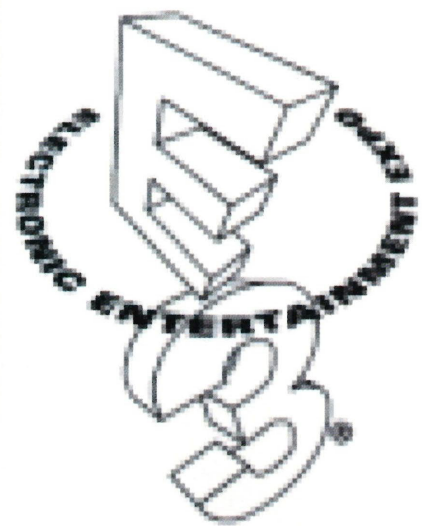
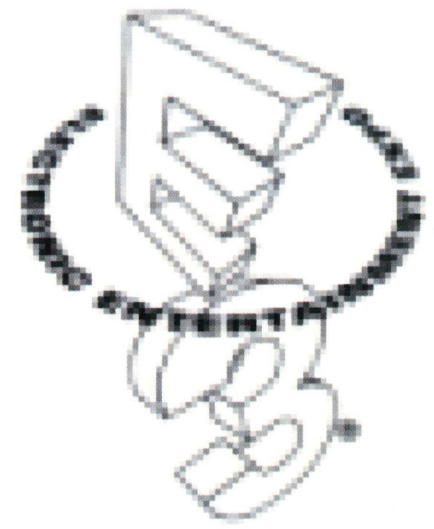
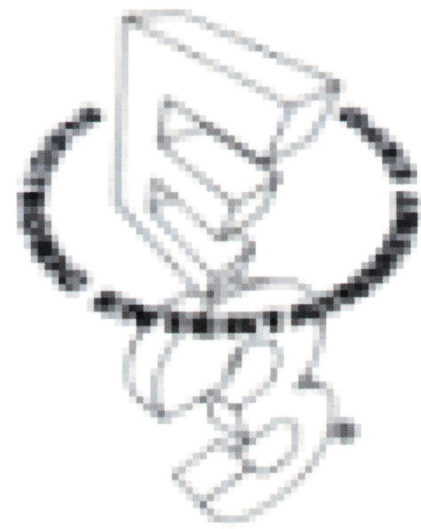
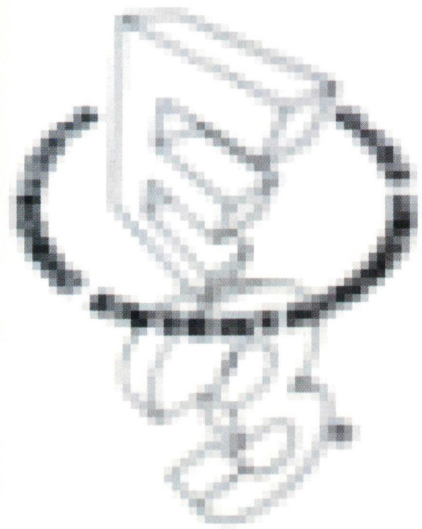
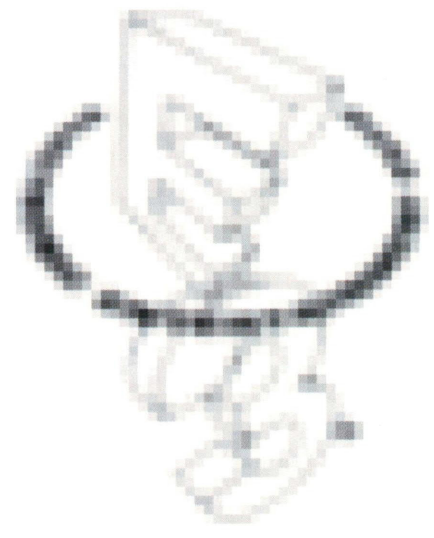
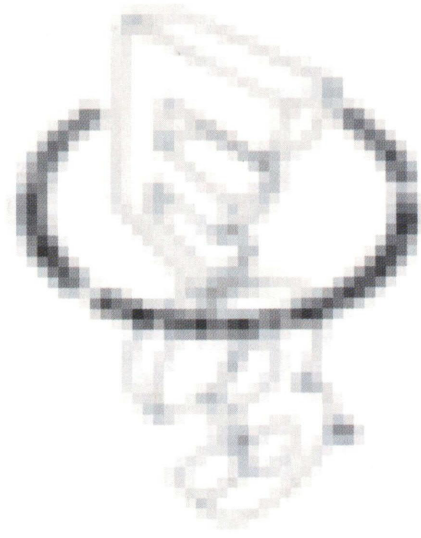
Kelly Lisa Lowther
aged 23
Assistant Manager at the local chippie

Do you think the Xbox spells the end of the PC as a gaming platform?

I'm not really keen on the Xbox and I think that the PlayStation2 will be the big one, Microsoft have left it too long. I think that publishers might move to the Xbox but I don't think it is going to work - people will go back to their PCs.

What game would you like to see released on Xbox?

It would have to be Tomb Raider.



Get a clearer picture of the world's biggest games show. GDO issue 017 - out June 1.

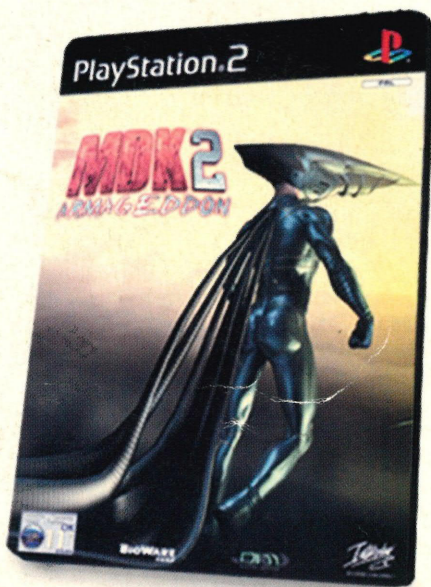
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