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DRIVER 2

WE ARE NUMBER ONE

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PS2 FIRST!

TEKKEN TAG TOURNAMENT

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REVIEWED!

PERFECT DARK

Better than Goldeneye! All the guns, gadgets and gore revealed!

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Dead or Alive 2
Dragon Valor
Force Commander
Fur Fighters
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Pokémon Stadium Guide
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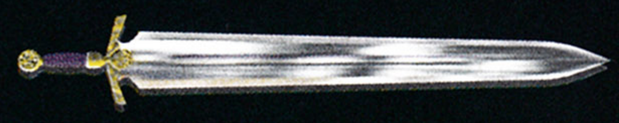

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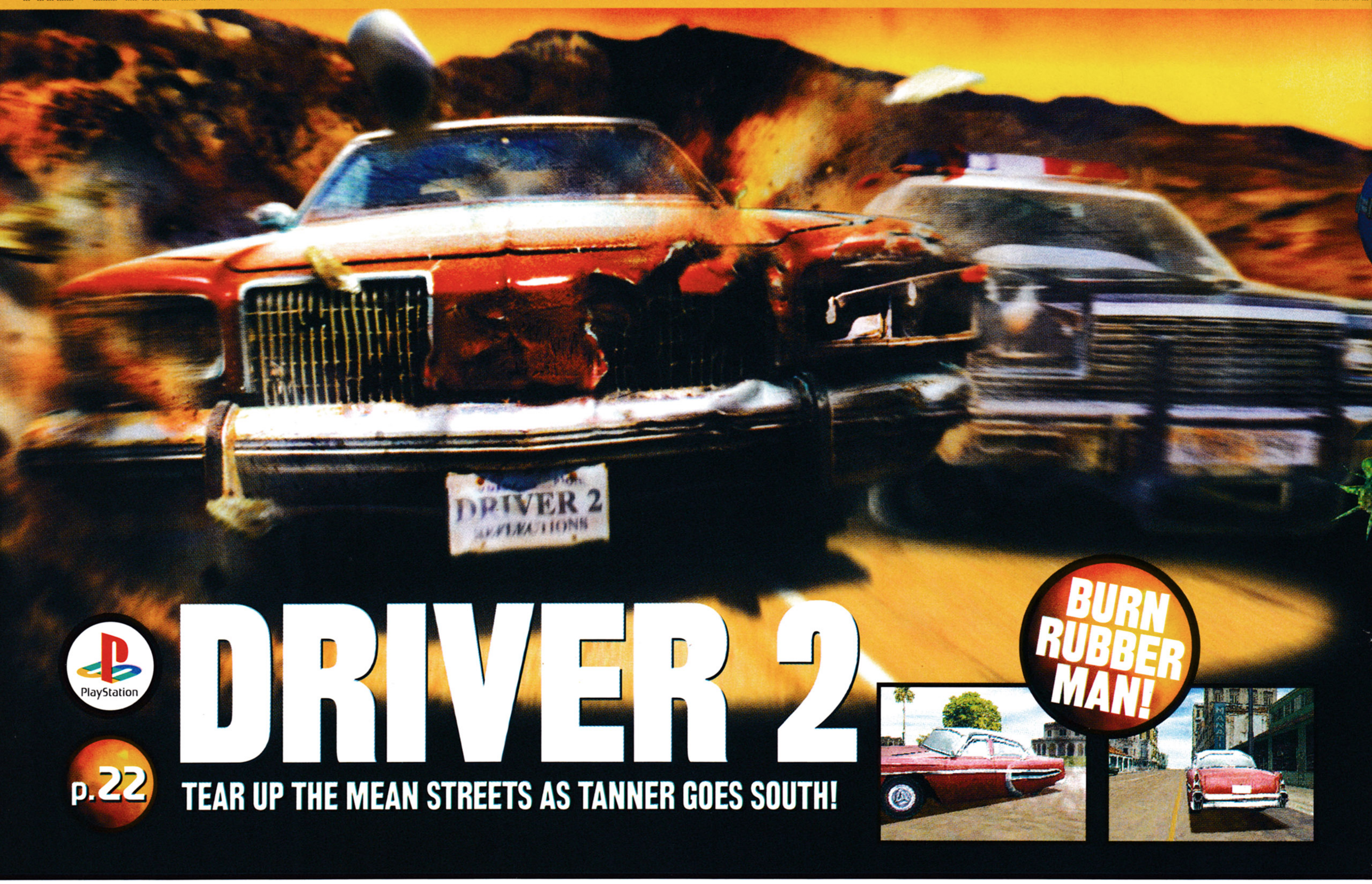

PlayStation

DRIVER 2

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TEAR UP THE MEAN STREETS AS TANNER GOES SOUTH!

BURN RUBBER MAN!

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Fantastic footie action for the European Championship

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Put Maul to rest with some hot tippage

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Old-skool vampire slaying with no Buffy in sight

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The original, and some would say the best

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Turn a bunch of slackers into champions

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Yet more Bonded codes to ease your mission stress

Quake (N64) 55
The king of the killers still rules

Toy Commander (DC) 55
Make it all the way to the snail race

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Dinky driving nightmares made simple

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Open up those extra arenas for Punchy and Co.

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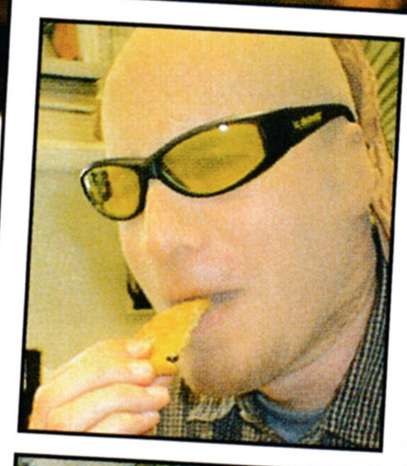
GamesMaster TEAM GM

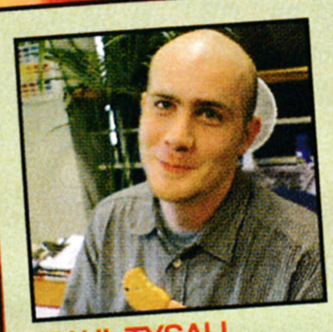
The Driver 2 Who's Who in #95!

ROBIN ALWAY
ROBIN 'BANKS'

Fave game this month: Perfect Dark
Worst game: Rally Masters
Favourite cartoon character: The Dungeon Master
Favourite smell: Fresh money in note form



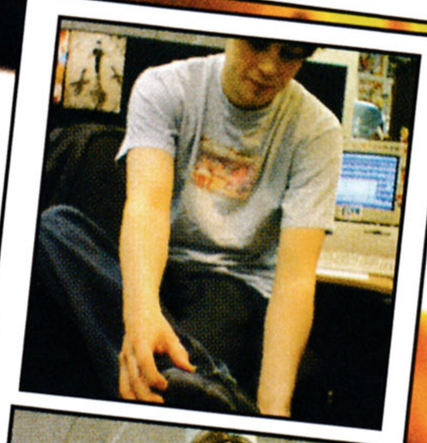
"I want this man for the job. He's got style, grace and panache. No Ollie won't do – he's just a muppet."

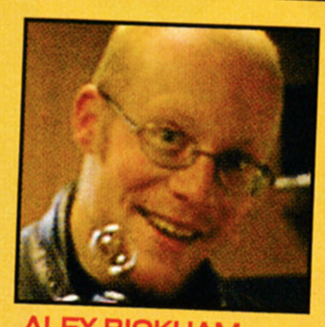


PAUL TYSALL
DA ROADRUNNER

Fave game this month: Sword of the Berserk
Worst game: F1 Racing
Favourite cartoon character: Ren (as in Stimpy)
Favourite smell: Meat

Paul took armed robbery as a way of earning a bit more cash but he has also realised it's great way of dieting.

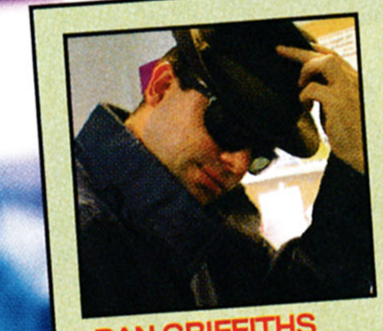




ALEX BICKHAM
ALLY 'WALNUTS'

Fave game this month: Driver GBC
Worst game: Rug Rats
Favourite cartoon character: Aeon Flux
Favourite smell: Motorbike oil

Who is this masked raider? Oh no he's going to pull a gun on us! Hold on... it's that cheeky chappy Ally 'Walnuts' Bickham with a bubble gun. Just look at his face!



DAN GRIFFITHS
DANNY NO NUTZ

Fave game this month: Force Commander
Worst game: Jedi Poor Battle
Favourite cartoon character: Bravestar
Favourite smell: Tuna

"*Driver 2*'s criminal underworld? Pah, nancies, the lot of 'em. We've formed the GamesMafiosa. A criminal syndicate so devoid of morals we'll sell you a hot PS2 and then swap it for a consignment of shop soiled Lara fleeces. Evil has a new name..."

Failing in his career as a Ray Charles impersonator Jonnie turns to crime. Ignoring the Porsche and the BMW, he goes straight for the Morris Minor. "I like to travel in style," he said. Whatever...

Arch tipster by day, terror of the underworld by night. Andy's part hitman for hire, part kung fu expert and part trainee dinner lady. If only we hadn't run out of film...

Dave has managed to combine his hobby – cross dressing – with his day job – bank robbery to devastating effect. What a ponce.

DAVE HARRISON
CAMP DAVID

Fave game this month: Tekken Tag
Worst game: Euro 2000
Favourite cartoon character: Papa Smurf
Favourite smell: My finger

"But, I'm funny how? Funny like a clown; I amuse you? I make you laugh? I'm here to amuse you? You think I'm funny? I'm funny to you? I'm a clown to you?" Er yes...

JONNIE BRYANT
JONNIE TWO TIMES

Fave game this month: Fur Fighters
Worst game: Euro 2000
Favourite cartoon character: Lionel Hutz
Favourite smell: Fried Onions

ANDY COLLINS
ANDY 'TWO HELPINGS'

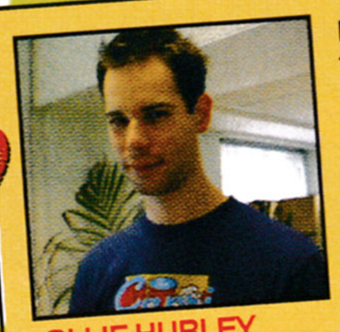
Fave game this month: Tekken Tag
Worst game: Jedi Power Battle
Favourite cartoon character: Penfold
Favourite smell: Andreas' Mum.

JONATHAN DAVIES
JOE BANANAS

Fave game this month: Metal Slug 2
Worst game: Road Rash
Favourite cartoon character: Duncan from He-Man
Favourite smell: Vinegar

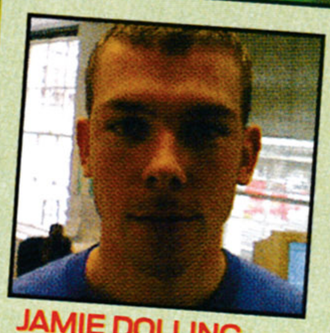
TEAM GM

" You disrespecta my family. Mmmmh Mmmmh ...cough, hack, bleurrrgh!". Forget finding a horse's head under your duvet. Slag off GM and we'll send Kathy round to vomit tissues over your trainers!



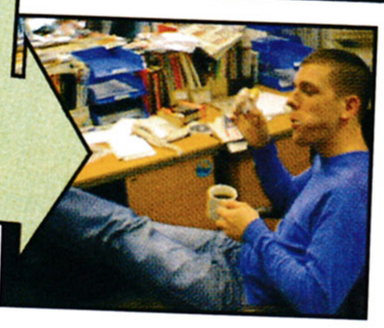
OLLIE HURLEY
OLLIE NO HAT

Fave game this month: Alien Resurrection
Worst game: Rally Masters
Favourite cartoon character: Mr Benn
Favourite smell: Napalm – first thing.



JAMIE DOLLING
SUPERCOP

Fave game this month: Dead or Alive 2
Worst game: Winback
Favourite cartoon character: Pepé la Pew
Favourite smell: Duvet

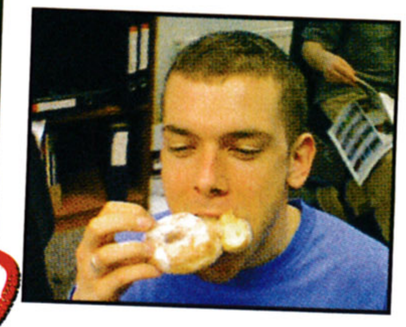


The GM office is always safe with eagle-eyed supercop Jamie and non-stop battle against crime. "It's criminal these doughnuts are going to waste..." Thanks Jamie we're safe once again.

CATHY MCKINNION
CATHY TWO EYES

Fave game this month: Wetrix
Worst game: Driving Emotion
Favourite cartoon character: Bod
Favourite smell: Freshly cut grass

"I don't understand this concept of small cars I thought they were just far away"



Ollies' dodgy dealing gets him in trouble once more. Trying to sell counterfeit trading cards cunningly called Pocket Lobsters, he's rumbled by undercover cops. Just look at his face as he's pulled off. What a muppet!

Games journo by day, Nick is also the toughest police chief in the area, renown for his short fuse. Called Chief Inspector Cole for comic reasons he's one tough cookie. You don't mess with Cole's Law...

NICK JONES
CHIEF COLE

Fave game this month: Driver 2
Worst game: Euro 2000
Favourite cartoon character: Hong Kong Phooey
Favourite smell: Toenails

GRAHAM DALZELL
DON CORLEONE

Fave game this month: Martian Alert
Worst game: Ehrgiez
Favourite cartoon character: Bat Fink
Favourite smell: Co-orfee

Top assassin, Graham is also a master of disguise. Just with a false tache and a hat he is a man of a million faces.

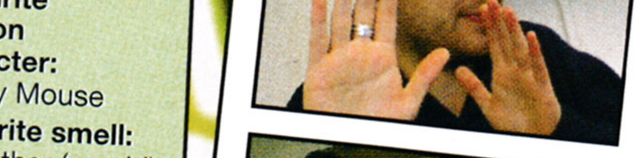
PETE WILTON
DON SIMPSON

Fave game this month: Tekken Tag
Worst game: Wetrix
Favourite cartoon character: Screwy Squirrel
Favourite smell: The sea

MARK GREEN
DON DOTHAT

Fave game this month: Perfect Dark
Worst game: Rally Masters
Favourite cartoon character: Bender (Futurama)
Favourite smell: The smell of success

Supergrass cueball Bickham tries to play coy. "I knowa no-ting". Oh yeah, but he soon regains his memory with a little lubrication – a signed picture of Gaby Roslin. "Your pen's behind your ear..."

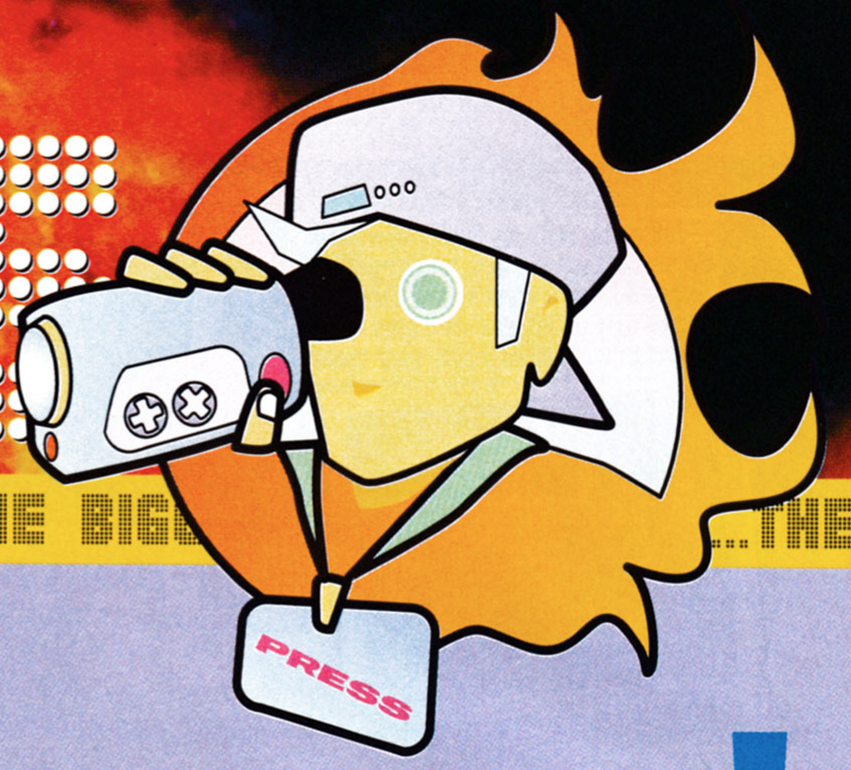


JEZ BICKHAM
CUEBALL

Fave game this month: Perfect Dark
Worst game: Daikatana
Favourite cartoon character: Homer Simpson
Favourite smell: Roast pork

Two-bit dimestore hood Greener tries to have off with our PS2. Not looking where's he's going, he is easily caught, disarmed and brought to justice by a undercover Venetian blind.

HOT NEWS



Wipeout Phwor!

» DEPUTY EDITOR

Hello and welcome to Hot News! Every month, I'll be bringing you: sizzling new games on every format (Bong!), all the latest on the next-gen consoles (Bong!),the best shots anywhere (Bong!) and, er, some silly stuff.

» Robin Alway

» First shots of PS2's European line-up!

Hang onto your lunch people, a new *Wipeout* is spear-heading Sony Europe's PlayStation 2 hit list. Proving that there are games outside the States and Japan, Sony UK unveiled a line-up heavy on driving (*Wipeout Fusion*, *The Getaway*, *Formula One 2000*, *Evo Rally*, *Sprint Car Racing*) but with a dollop of football (*This Is Football*) a portion of action (*Dropship*) and even a smidge of fantasy (*Drakan*) thrown in.

▲ The new *Wipeout* environments look truly stunning and are chock full of background animation – something completely wasted on the player as they scream past at break-neck speeds.

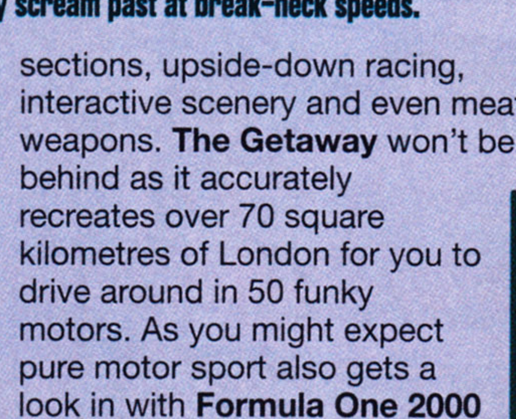
▲ Going underground! Say goodbye to the sky and hello to some moody colours.

▲ Once again the courses produce instant nausea in the less hardy.

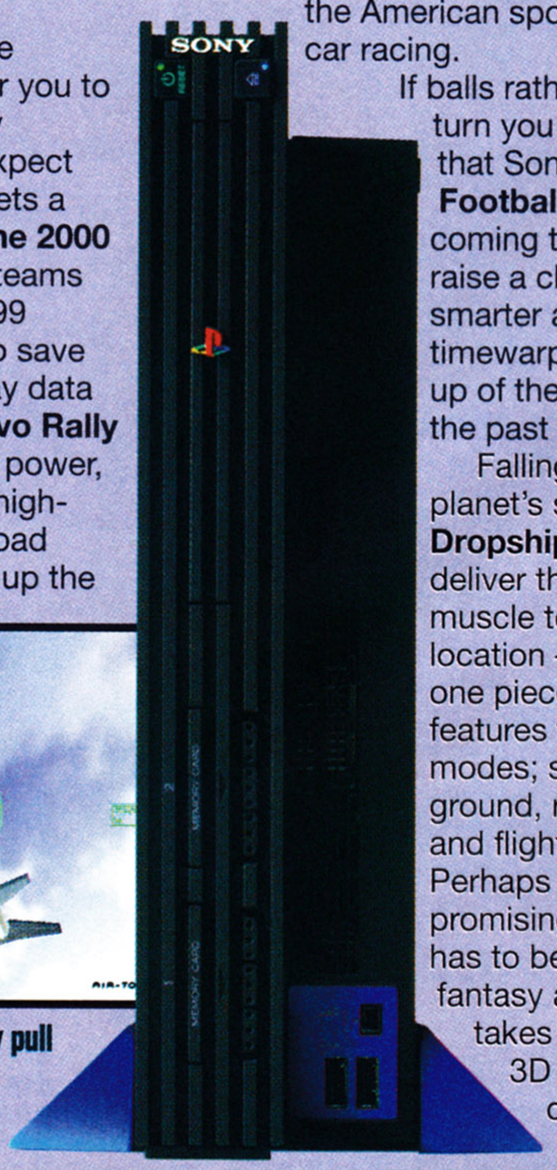
Wipeout Fusion is likely to grab your eyes first with incredibly crisp and speedy graphics. The real joy is that the gameplay and tracks have been given a total overhaul with free-form sections, upside-down racing, interactive scenery and even meatier weapons. **The Getaway** won't be far behind as it accurately recreates over 70 square kilometres of London for you to drive around in 50 funky motors. As you might expect pure motor sport also gets a look in with **Formula One 2000** featuring all the tracks, teams and drivers from the 1999 season and the ability to save championship and replay data to memory your card. **Evo Rally** provides the dark horse power, promising 48 stages of high-speed car-bashing off-road slideage, while bringing up the rear is **SPIN**, a game based on the American sport of sprint car racing.

◀ Guide warrioress Rynn through eight lands in her battle to roast evil alive with the help of her soulmate, the fearful dragon Arokh.

▲ It's a London thing. The shots we've seen of *The Getaway* so far have left us all breathless and reaching for our A to Zs. Which way to Piccadily Circus then?



▲ Death from the skies. If Sony pull off the combination of genres, this should be outstanding!



If balls rather than wheels turn you on then news that Sony's **This Is Football** franchise is coming to PS2 should raise a cheer. Faster, smarter and with a timewarp league made up of the best teams of the past 50 years.

Falling through each planet's stratosphere in **Dropship** your job is to deliver the right military muscle to the right location – preferably in one piece. Dropship features three action modes; space-to-ground, realtime strategy and flight sim combat. Perhaps the most promising action offering has to be **Drakan**, a fantasy adventure that takes *Tomb Raider*'s 3D in an RPG direction!

KONAMI REVEAL THAT METAL GEAR SOLID 2 WILL BE RELEASED BY AUTUMN 2001

p.10

FINAL FANTASY 9
Sword and sorcery ahoy! Going back to their roots, Square drop the sci-fi influences for the latest installment of their epic series.

p.11

ZELDA: MASK OF MAJORA
GamesMaster pulls together the latest hot shots from Link's forthcoming adventure. And mighty fine it looks too!

p.12

E3 PREVIEW
The cutting edge movers and shakers from the world of videogaming get a preview right here. We take a look at what's going to be shaking LA to the ground next month.

RARE'S NEXT MONSTER GAME

» Dinosaur Planet set to rock E3

Developers Rare are being coy about their next killer N64 game. *Dinosaur Planet* will be receiving the star treatment as Nintendo's showpiece at this year's E3 and so Rare have revealed only a few details. It's a 3D adventure of epic proportions that has warriors Sabre and Krystal journeying to Dinosaur Planet to battle an ancient evil. Along the way they are helped by various dinosaurs that become the heroes' side kicks distracting enemies, digging holes and generally being helpful as only dinosaurs can. The gameplay will combine combat with puzzle solving and interaction with over 50 characters. This could be another N64 milestone and GM expect the Expansion Pak-only adventure to be a kinda *Jet Force/Zelda* experience, but with lizards. Nintendo hope to prove that there's still life in the 'ol console yet, and retain support until the advent of Dolphin by riding the renewed interest in the N64 spraked by all the Pokémania!

◀ **Krystal, the feline heroine carries a martial arts style staff. You'll need to use both character's skills to triumph.**

▲ **It'll come on a 512Mb cart and need every bit for its great looking dinos.**

▲ **Meet Sharpclaw! No firm details on the nature of his evilness but expect to feel that club.**

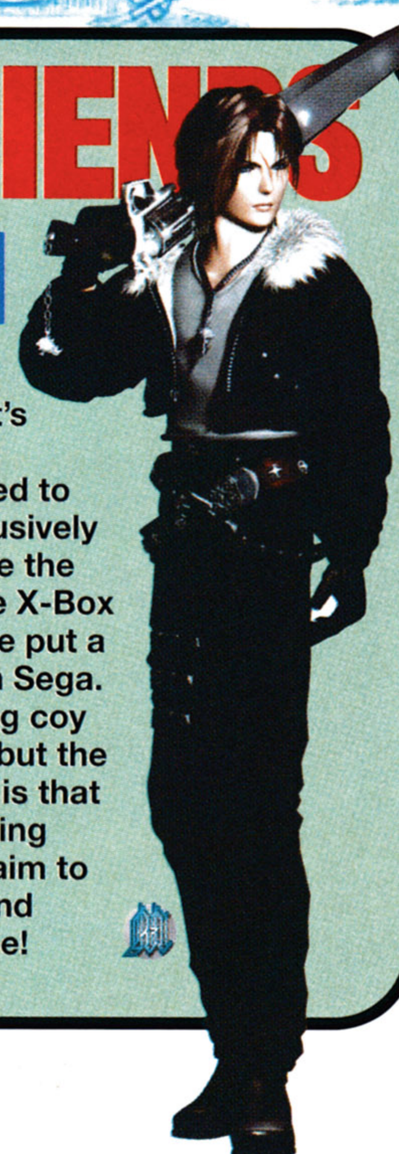
▲ **Sabre (as in -tooth tiger?) swings a sword and wears a rather fetching cloak.**

X-BOX FAILS TO FIND FRIENDS

» Bill attempts to make eastern alliance

Microsoft are rapidly realising that breaking into the world of consoles is no stroll in the park. As newcomers to the market the PC giants are quickly trying to associate themselves with the best in the business but without much success. Reports from Japan rumour that Microsoft made an outrageous bid to buy gaming giants Square for $1 billion. (The statement can be made all the more sinister if you use a Dr Evil voice). But the makers of the *Final Fantasy* series, politely declined the offer and joined an elite groups of companies are rumoured to have rejected Microsoft's advances.
Namco also refused to make games exclusively for the X-Box while the cost of making the X-Box and DC compatible put a stop to a deal with Sega. Microsoft are being coy about the reports but the latest speculation is that they are approaching Nintendo with an aim to make the X-Box and Dolphin compatible!

▲ **The X-box demo was impressive, but where are Microsoft without support?**



SCANDAL MONGER

COP THIS
Empire Interactive have announced that *Starsky and Hutch* will be swinging their Ford Torino into the lives of PC and PS2 gamers. Pencilled in for a 2001 this follows *Dukes of Hazzard* as another cult TV conversion. What next? *The A-Team*... yes please!

WHAT A RACKET
After the magic that was *Mario Golf*, Nintendo have confirmed that Mario will he hanging up his Pringle jumper and pulling on a Fred Perry shirt for *Mario Tennis 64*. All the usual gang – Peach, Wario, Yoshi – will be there and will be joined by a newcomer in the form of Luigi's cousin. You can bet your life it's going to be ace.

GNARLY MAN
The PS2 will take it's first dip in the water sports world with surfing sim *Surf Roid*. The game was playable at the Tokyo Game show and received a luke warm reception. But the best bit is that the game will come with a finger board that sits on top of the analogue sticks to give you that authentic boarding experience.

MORE HOG?
Sonic 2 has already been confirmed for the DC, but Sega look set to exploit their blue wonder even further. In the pipe line is the tentatively titles *Sonic Shuffle* which will be a collection of multi-player challenges, very similar to the N64's *Mario Party*.

NINE LIVES

NEWS OF FF9'S CAST!

Personality. Some games have it up front with famous faces on the box but only Square could make it an integral part of the way you play. You see, in *Final Fantasy 9* it's who you are that counts as items will grant different abilities depending on which character is using them.

Each of the eight stars of *FF9* has four equipment slots; Weapon, Shield, Armour and Accessory. Although this limits the number of items that you can use at once, if an item is equipped for long enough then the power it provides will become part of your character and can then be used without that item needing to be equipped. This opens up a range of possibilities for tactical play with some players choosing to learn abilities from items while others swap them about faster than a bag of red hot conkers.

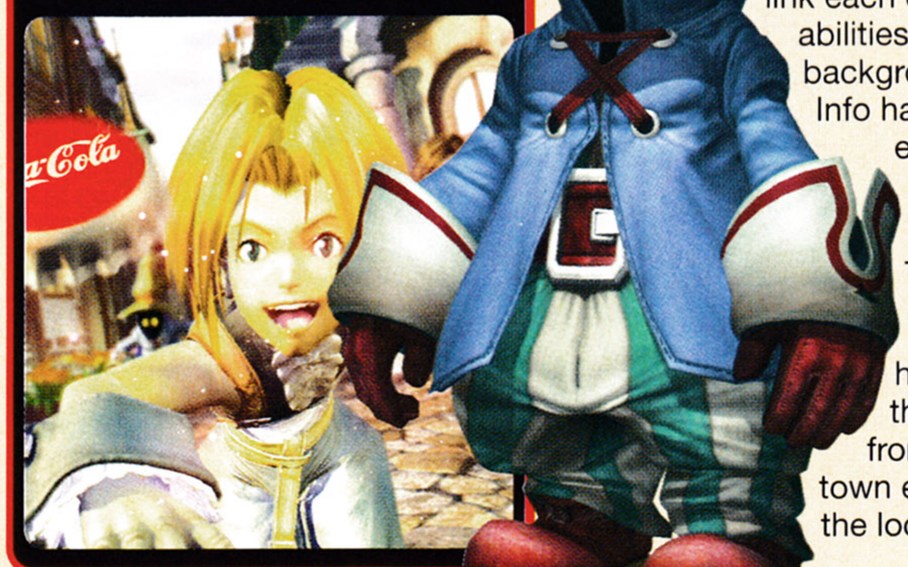
GM brings you stunning renders of three of the main characters Zidane Tribal (lion-tailed male thief aged 16) Vivi Ornitier (hooded black mage boy, aged 9) and Adelbert Steiner (big knight from the Alexandria Kingdom, aged 33). We can also reveal details of the other five cast members; there's Freija Crescent (female knight with a troubled past), Eiko Carol (a bright little girl), Quina Quen (a hungry monster), Garnet Til Alexandros 17th (bratty princess) and Salamander Coral (tough, driven adventurer). Unlike *FF8*, this new *Fantasy* will use different character classes (thief, knight, wizard) to link each of the cast's abilities to their background.

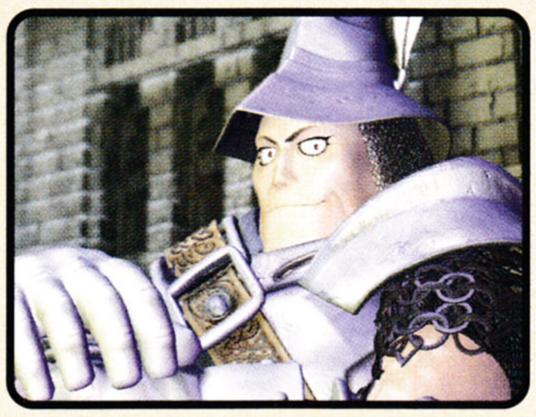
Info has also emerged about one of the locations – the Theatre Ship Prima Vista, a huge airship that travels from town-to-town entertaining the locals.

▶ Wow! Will you look at that! No doubt, it being from Square, you'll be able to explore a vast chunk of it.

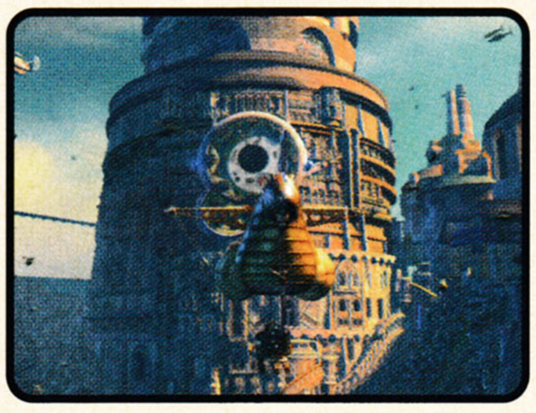
Fantasy Cola!

While we have to put up with a nubbins parrot inviting us to drink Coca-Cola those lucky folks in Japan get a fantastic animated advert starring Zidane and the gang. Show it over here!





▲ Adelbert Steiner's the muscle of the team, but he's no too sharp upstairs. But with hands like that, who's gonna point that out?



Air Show!

Is it a jumbo? Is it a galleon? No, it's the Prima Vista, *FF9*'s floating theatre! This is where all the characters (not to mention many local notables) meet and catch a show. Let's hope Philip Schofield's not on the bill.

SEGA'S MP3 PLAYING VMU REVEALED AT TOKYO GAMES SHOW!

It's... Rod Hull and VMU!

Hi ya kids! I've managed to grab a few moments away from the Pink Windmill to bring you the latest piece of on-line excellence for the Dreamcast's VMU.

Point your browsers in the direction of http://www dreamfiles.com/jap/snakey for a slice of gaming history. Snakey sees you doing your best to heard a squiggle around the screen without touching either the sides or the tail of your wayward line. Keep things together with some nimble finger twitches and the line finally grows to such a proportion that you reach the next, much faster, level. Wow! How totally addictive is that? There's even the option of downloading your highest scores and putting other VMU owners to shame, plus this is the first mini game that can be swapped between VMUs! So head out onto the world wide webbage, grab some snake oil and break this slippery serpent in! Then why not copy a version onto a mates console and have a head-to-head challenge?! Till next month, stay safe.

LEGEND OF ZELDA
MAJORA'S MASK

OUT NOW IN JAPAN!

Hey! Check out these wicked shots from the the killer sequel to the *Legend of Zelda*! Rest assured we'll be covering this fantastic adventure in full before it's release here this Christmas!

2400 GAMES ON SHOW!

E3 - The Biggest Games Show in the World - Looms Large!

On May 11 the doors will open on the biggest ever games showcase, E3 2000. For three days the Los Angeles Convention Centre will host a feast of new games, hardware and peripherals.

Sony are there with PlayStation 2, Microsoft are flashing their X-Box, Sega are pushing the Dreamcast while N64 and PC fans will be spoilt rotten with a glut of new games. Here's a run down of the big new titles that'll be revealed!

PlayStation 2

This is PlayStation 2's first E3 and mere months before the US and UK launch of the machine so they're pulling all the stops out.

Metal Gear Solid 2
Nobody's seen it but rumour has it it's set in the mean streets of New York with a choice of two playable characters. Cor.

The Bouncer
Gangs, fighting and a girl with a horny hair-do combine to make this super-slick adventure one of the most watchable PS2 titles yet.

Wipeout Fusion
The return of the 'Out – this time with extra snappy visuals!

Z.O.E.
A wild robot fighting game from the maker of *Metal Gear Solid*.

Dreamcast

Arcade conversions fuel Sega's attempts to boost falling Dreamcast sales.

18-Wheeler American Pro Trucker
Arcade smoke-belcher - fuelled b the *Crazy Taxi* engine – cruises onto Dreamcast with more power than a fleet of Ferraris.

Ferrari F355
Expect an arcade-purrfect rendition of Sega's mightily impressive (though just a little dull) coin-op smash hit.

Evil Twin: Cyprien's Chronicles
Action adventure in which you play a ten year-old child pitched into a warped dreamworld. Transform into a super warrior and learn lethal moves!

N64

No Dolphin (bah!) but Ninty do provide a few final choice morsels to keep all us N64 addicts ticking over until D-day.

Resident Evil Zero
After the success of Resident Evil 2 on N64, the ailing machine gets treated to its own exclusive 64-bit Resi adventure.

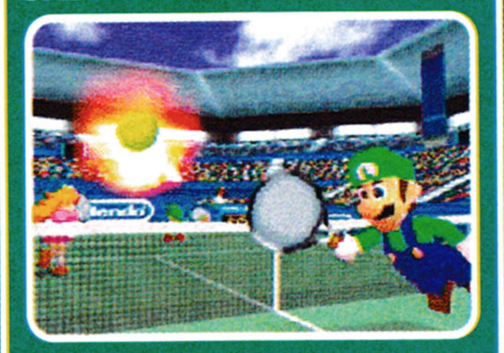
ESCAPE FROM MONKEY ISLAND

▲ The point-'n'-click adventure that spawned a million imitators is marooned in a world of apes once more. You're guaranteed salty seadogs a-plenty and barrel-loads of puzzles.

ONIMUSHA

▲ The eagerly awaited hack-'n'-slash Samurai epic with a touch of the *Resident Evil*s should be playable.

MARIO TENNIS 64



▲ How people laughed at the idea of *Mario Golf* and what a corker that turned out to be! Expect similar cute but insanely addictive fare from those geniuses at Camelot!

PlayStation

Less is more, or at least that's what Sony must think with all their efforts moving away from PS and into PS2. There's still a bit of life in the old dog yet though, with these hits on show.

STAR WARS: DEMOLITION RACER

▲ It's racing, it's shooting. it's... not got anything to do with the Star Wars movies at all really. Still, if it's got Star Wars on the box...

QUAKE 3 ARENA

▲ We can expect a perfect DC conversion of the biggest, baddest first-person shooter of all time.!

PC

The mighty PC goes from strength to strength with plenty of high profile PC games being touted at this year's Expo.

C&C: Red Alert 2
The hit strategy series returns, this time with more polished graphics and even landmarks from around the world to destroy.

The World Is Not Enough
Watch out for this *Quake 3*-powered slice of Bondage.

Final Fantasy 9
There'll be Final Fantasies all over the shop at E3 with 9 on show for PlayStation and 10 and 11 getting their first airing on PlayStation 2, err, too! Turn to page 10 so see why *Final Fantasy 9* could be the PlayStation's last great RPG. Full report next month!

E3 FACTS!

- The exhibition takes up 550,000 square feet. That's a lot of feet – square or otherwise!
- More than 100 games are spin-offs from successful TV series!
- 445 games are being promoted via tie-ins with celebs and sportsmen!

SONY DENY REPORTS THAT THEY ARE PLANNING TO REVEAL A HANDHELD PS AT E3!

WCW WRESTLING VIDEOS TO BE WON!

Yes, this is YOUR chance to get your mitts on the very latest in WCW action. Starrcade features the muscle-bound, lycra-clad likes of Bret Hart, Goldberg, Jeff Jarrett, Chris Benoit and more! Thanks to Warner Home Video we've got five to give away. To be in a chance of winning, just tell us who of the following is NOT a pro-wrestler:

(a) Hulk Hogan
(b) The Rock
(c) Chevy Chase

Write to: Fixed!? I'll give you fixed! GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Who's Who?

Name the faces and win a game of your choice!

Can you name the stars of this new top secret movie-license platform game?

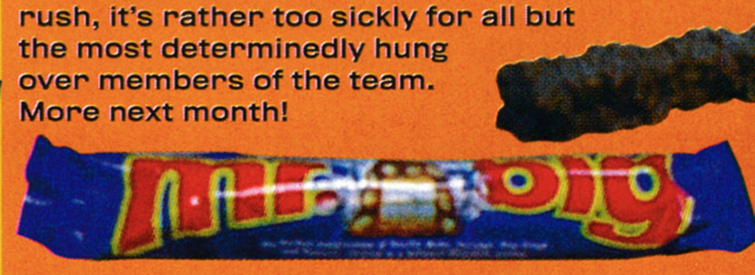
Send your entries to:
Who's Who 94, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW

GM Foods

This month: The Mr Big bar

Mr Big – best known for their number one smash *I'm The One Who Wants To Be With You* – have recently left the soft rock industry to start a new sweet venture. And here it is: a caramel-laced wafer ensconced in a sheath of chocolate, riddled with 'crunchy bits'.

Mmm, sounds good, huh? While we are able to confirm that it does come in handy for that mid-morning chocolate rush, it's rather too sickly for all but the most determinedly hung over members of the team. More next month!



GAME BOY ADVANCING

» Developers plan first GBA games!

There's been more information on the future of handheld games revealed following the recent Game Boy Advance developer's conference.

More than 70 potential developers attended the soiree but only half took home development kits. They'll still have plenty of time to get the games out as we won't see the GBA till next year as Nintendo are still currently more than happy with the phenomenal performance of the Game Boy Color.

To show off the power of the GB the N64 game *Yoshi's Story* was running on the GBA demo hardware.

As for what the finished pocket wonder will look like, there was still no definite announcement but Nintendo did reveal it will definitely be the size of a current CGB but will have a larger, horizontal screen. Cool.

The first games will be revealed at Spaceworld this August. Oooh it's getting exciting!

▼ *Yoshi's Story* was on display running on a prototype 'Advance!

PLANS AFOOT FOR DONKEY KONG COUNTRY ON GAME [illegible]COLOR!

MECH QUAKE FROM TOKYO

» METAL FATIGUE IN THE BIG ARENA!

The latest game from Hideo Kojima – the mastermind behind *Metal Gear Solid* – was unveiled recently at the Tokyo Games Show.

Z.O.E, following the recent trend set by DC titles *Tech Romancer* and *Virtual-On*, sees massive robots battling it out in sprawling 3D arenas.

The game should mark the 'second-generation' of PlayStation2 titles that begin to really test the machine's technical capabilities. The emphasis during the fighting sequences is on incredibly fast gameplay but combined with this are puzzle and adventure elements that you must get through in order to prevent a big ol' space war.

While the robo-battles are already looking great, there's still loads left to do so don't expect this till 2001!

DOLPHIN CONTROLLERS TO HAVE MICROPHONE!

RESI GUN CLOSET

NO.2

THE GLOCK 17

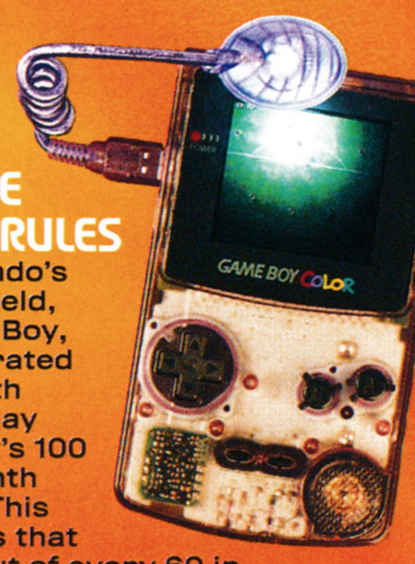
TYPE: PISTOL
CALIBRE: 9MM
COUNTRY OF ORIGIN: AUSTRIA
ROUNDS: 18
WEIGHT: 620G

Using 50% fewer components than other conventional handgun of the same calibre, the Glock 17 is a perfect combination of reliability and accuracy. Made from a synthetic material that is stronger than steel it's impervious to sand, sweat and salt water. A must when cornered by zombies.

SCANDAL MONGER

SONY'S FUTURE

Even with the world reeling from the impact of the PS2, a report published in Japan suggest that Sony are looking even further ahead. Apparently Sony are considering multiple variations of a PS3, with the bottom of the range being purely a games machine while the top range machine would include digital TV recorder, internet connection and other entertainment features. Roll on 2005!



GAME BOY RULES

Nintendo's handheld, Game Boy, celebrated it's 12th birthday with it's 100 millionth sale! This means that one out of every 60 in the world people own an original Game Boy, or a Pocket or Color version. And the pocket rocket seems to show no sign of flagging and is now outselling PlayStation!

DC GOING CHEAP

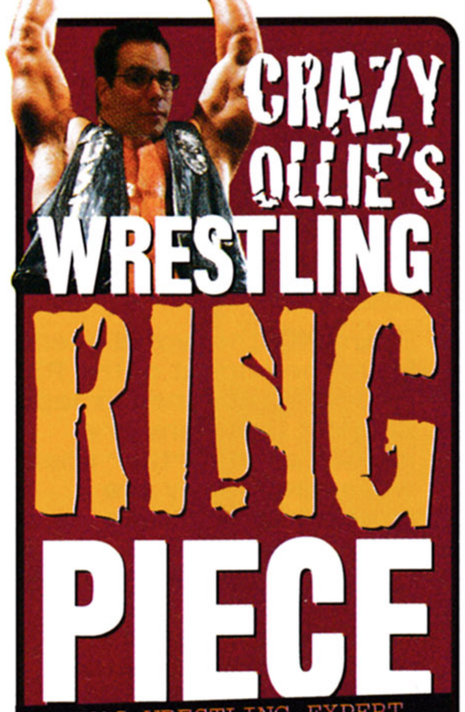
After Sony kindly slashed all their game prices Sega UK are also set to offer gamers better deals. An array of Dreamcast budget titles we be announced shortly. GM expects the move to take the form of a PlayStation platinum line-up with a not too dissimilar £19.99 price tag. As to which make the grade we'll keep you posted.

MONKEY SEA

For those who don't know about Sea Monkeys, they're dehydrated packets of brine shrimp eggs which you added water to until they grow into weird crustations! Strange, eh? Well even stranger is that Creative Labs are creating a videogame about them. *Sea-Monkey Marina* will be with us soon. Great!...

SONY BRAGGING

Sony are counting the cyber chickens before they've hatched and reckon that they will sell 10 million PS2 consoles over the next 12 months! Despite the many teething problems Sony chiefs expect to sell 4 million in Japan, 3 million in the US and 3 million in Europe.



CRAZY OLLIE'S WRESTLING RING PIECE

GM'S WRESTLING EXPERT DISHES THE DIRT!

If you look at the mainstream media attention that wrestling garners, inevitably it's sensationalist and incredibly ill-informed.

Which makes new wrestling documentary *Beyond the Mat* rarer than a decent Mean Street Posse match.

The premise is simple. The film's mastermind, Barry Blaustein, took a break from writing Hollywood scripts for the likes of Eddie Murphy and spent three years shadowing wrestlers ranging from WWF 'superstars' to indie performers desperate for that elusive break.

Unlike the Bret Hart docu-drama *Wrestling with Shadows* there's not much of a narrative to glue it together. But each segment is thoroughly compelling.

Watch in disgust as Darren Drozdov attempts to projectile vomit on demand to prove his worth to Vince McMahon – only to end up hawking pathetically into Vince's bin. Shudder at Jake 'The Snake' Roberts' decline from huge WWF star to messed-up drug addict. And puzzle at Mick Foley's bizarre mission… not to be the most hardcore wrestler ever but the most polite. Truly the actions of a deranged individual.

Beyond the Mat *has a limited UK release from 30 June in London, Manchester, Birmingham, Liverpool and Glasgow. Check local listings for details.*

FIFA HEADS TO PS2!

» EA SPREAD THEIR LOVE TO THE NEXT GENERATION

Japanese PS2 owners have just got their mits on *FIFA World Championships* which is basically the next generation version of the best-selling *FIFA* series.

As expected it's ram packed with international and club teams from around the globe as EA wield their mighty licence once again. But as you can tell from the pictures the quality of the features will be matched by the appearance as this will be the best looking football game around. The player graphics look as detailed as *Virtua Striker* but the shading and light effects look far superior. But while EA almost always produce great looking games the gameplay is always a bit suspect. But after luke warm reception of *Jikkyou World Soccer* from the ISS team, EA could soon boast the best PS2 footie sim.

▲ It looks great but lets hope it plays better than the other *FIFA*'s.

▲ Would you look at the stadium!

▲ The screenshots are keen to focus on the Japanese superstar Nkarta who now plays for Roma.

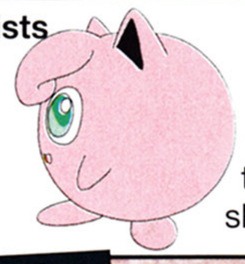
► The environmental lighting effects are the best you can get for any football game.

GAME BOY ADVANCE RUMOURED TO INCLUDE MOBILE PHONE LINK

NEW HEIGHTS FOR POKEMANIA

» MONSTER MADNESS

UK Pokémentalists will finally have the chance to download the elusive 151st Pokémon, Mew, at a special show.



Saturday 27 May is the date to stick in your diaries, with the venue being the Blue Water shopping centre in London – which is being renamed the Mew Water for the day. Geddit?

Pokémentalists!

It's true! The whole world's gone Pokémad!

★ **Many schools have** banned Pokémon trading cards after two boys were mugged for their cards. Police have warned children not to carry the collectibles.

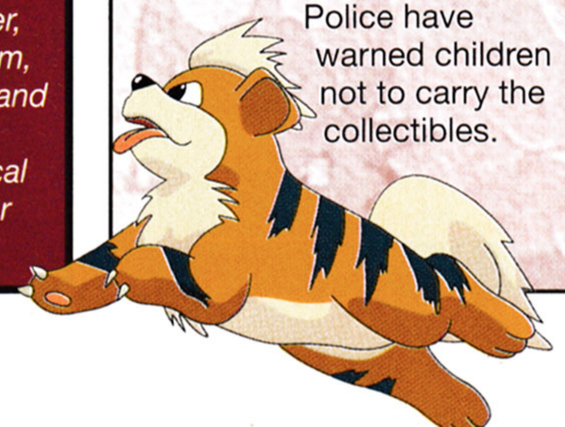
★ **Independent games** shops have been selling the rarest Pokémon cards for upwards of £50.

★ **UK sales of the N64** have increased by 35% since Pokémon Stadium was released for the console. Meanwhile, over one million copies of the game were sold in a mere three weeks in the US.

★ **Pokémon's even got** God's blessing! Well, the Vatican's, anyway, with its recent pronouncement that it is, "Full of inventive imagination." However, the Mexican Catholic church has condemned the phenomenon.

★ **There are fears that the** Mafia may start to distribute counterfeit Pokémon cards.

★ **Finally, eight-year-old** Harvey Flexman wanted an Vaporeon card so much that he offered his baby sister, Mollie, during a special Pokémon swap-show.



DAILY RADAR UK

» Keeping an ear out for the latest gaming news

Daily Radar, one of the most authoritative gaming websites on the Net will be getting itself a UK version called – wait for it – Daily Radar UK. You'll be able to get your game news 24 hours a day as when the UK team go to sleep the US team will be starting their day!

To enter this crazy world of news, reviews and the hottest gossip out there get on down to **www.dailyradar.co.uk.**

PICK

THE BEST LINE UP

AND WIN TICKETS FOR

COPA AMERICA

With Dreamarena Fantasy Football 2000 you could manage Europe's greatest side. To enter, register on Dreamarena between May 15 and June 10 and pick a team from any of the 352 players competing this summer. If you've got a winning line-up, you and a friend could be off to Colombia for the Copa America next summer.

Dreamarena Fantasy Football 2000

SEGA

Dreamcast™

SEGA & DREAMCAST ARE EITHER TRADEMARKS OR REGISTERED TRADEMARKS OF SEGA ENTERPRISES, LTD.

lifebyte.com

Sort Your Life Out!

New website features everything you need to know about life!

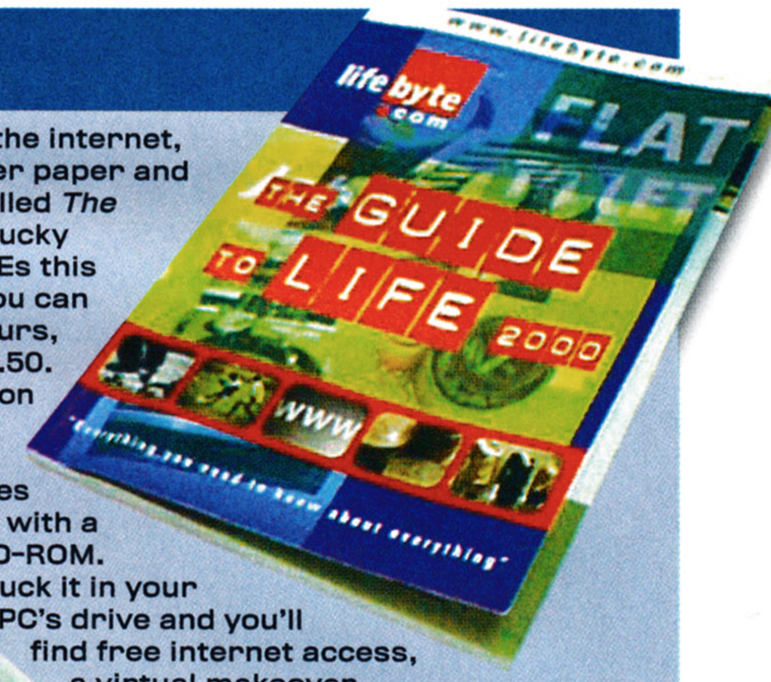
Life, eh? It can be a very complicated business, making 10-hit combos in *Tekken 3* or beating Mewtwo in *Pokémon Stadium* look like mere child's play. Which is where top new website lifebyte.com comes in. It's stacked to the gunwales with hot tips, news, chat, and advice to help you get the best out of life.

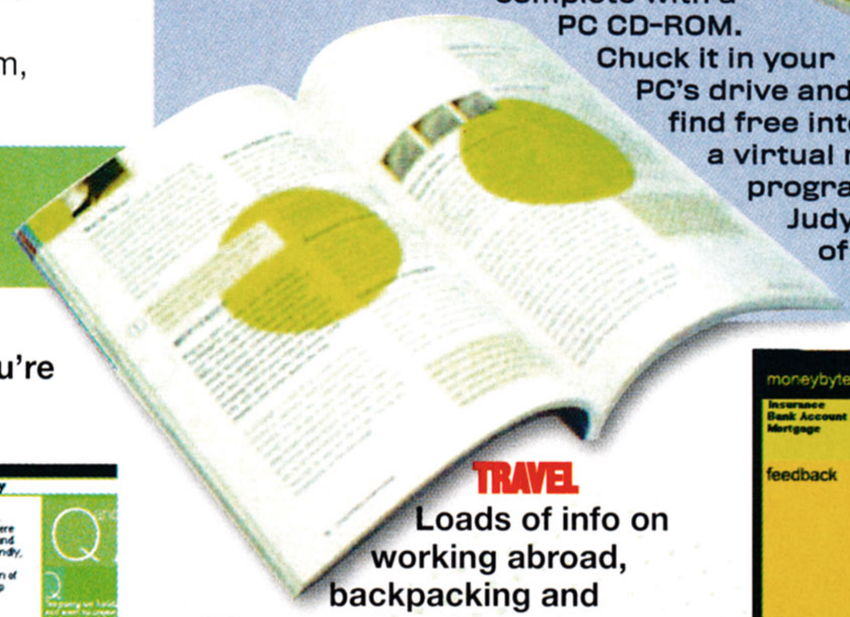
Lifebyte.com features 12 easy-to-access channels that take in everything from money and style to motors and careers. And, wahoo! - there's a games section too! (See Get a Life box for more info). Each channel carries the latest news for that subject. Even better, you can chat to other users about the topics that most interest you. If you need specialist help in any area, you'll be glad to hear that each channel has a resident expert that can answer the trickiest questions you can think of.

So if you want to move out of home, find out the pros and cons of getting a credit card or just get some ideas of where to go on holiday, you'll find the answers on Lifebyte.com. It will help you, to quote the irritating one out of Bewitched, "get a loife!". Ahem, sorry, life.

Guide to Life

As well as living large on the internet, lifebyte.com's got a sister paper and ink based publication called *The Guide to Life 2000*. Anyone unlucky enough to be sitting their GCSEs this year will get a free copy. Or you can buy one from WH Smith, Balfours, Alldays and Sainsburys for £2.50. As well as giving you pointers on every aspect of life from how to become a DJ to where you go for advice on drugs, it comes complete with a PC CD-ROM. Chuck it in your PC's drive and you'll find free internet access, a virtual makeover program that'd make Richard and Judy jealous and a special version of the scratch-tastic ejay virtual DJ





Get a Life!

Lifebyte.com's divided into 12 separate channels that should cover everything you're interested in getting info on:

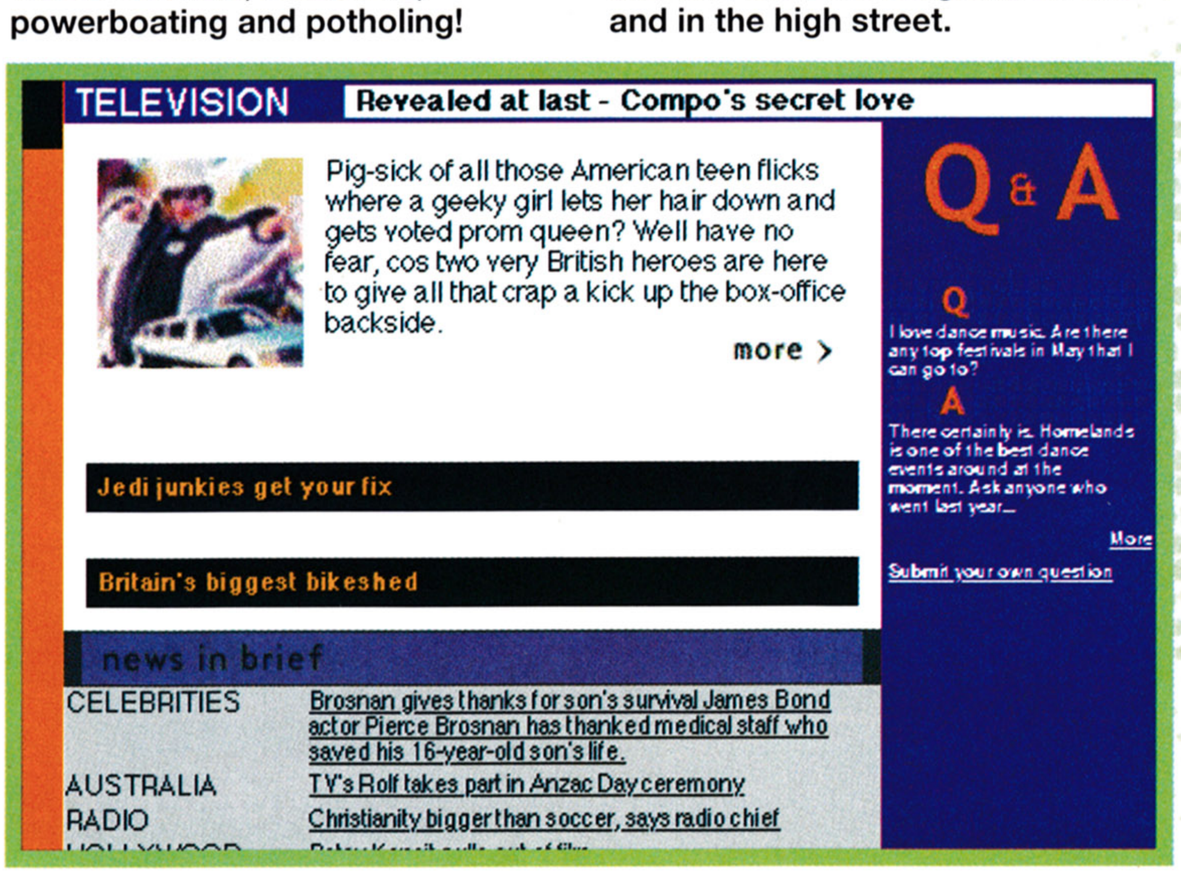
SOUND
All the latest music news and views.

SPORTS
Find out what's going down in the world of sport.

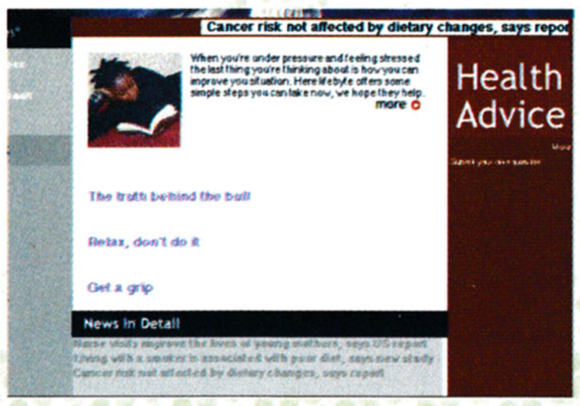
GAMES
Up to date news plus a chance to chat with fellow gamers

EVENTS
Everything you need to know about music festivals, museums, powerboating and potholing!

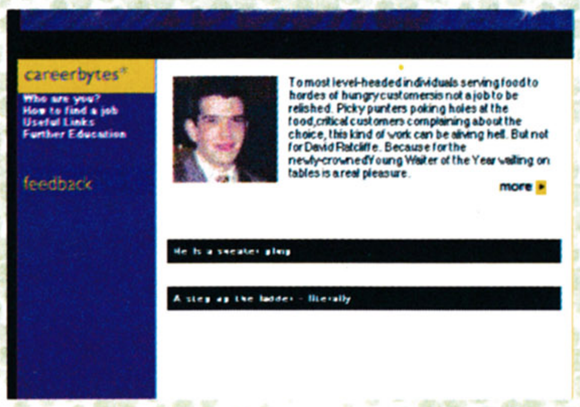
STYLE
Get yourself the coolest clobber and find the best bargains on-line and in the high street.



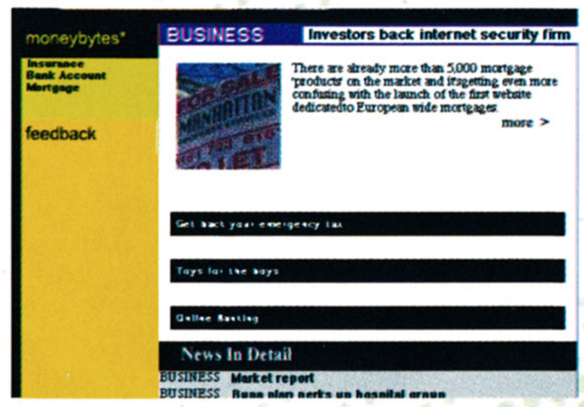
TRAVEL
Loads of info on working abroad, backpacking and exciting ways to get away.



BODY
Full of facts about drugs, sexual health and how to cope with stress. Get the real facts here!

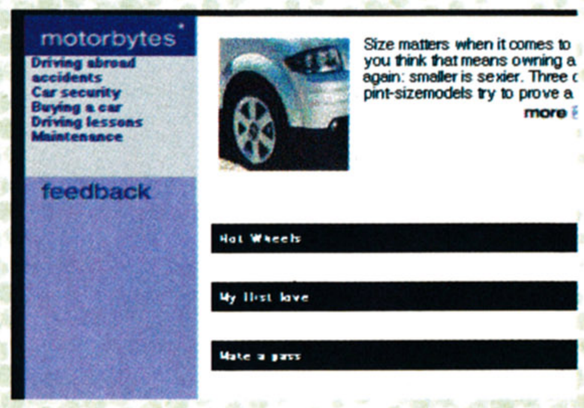


CAREERS
Find the perfect job for you and then go out and get it!



MONEY
Control your cash and you'll never be skint again! Hopefully.

HOUSE
Everything you need to know about renting and buying a home. Don't get ripped off!



MOTOR
How to get the best deals whether you're learning to drive or looking to buy your first car.

TECHNO
All the latest info on the internet, mobile phones, computers and cool gadgets.

tony hawk's pro skater 2

"Woa big guy, those some totally knarly moves you got there!" Yep, yep, yep the Hawkster's back and he's got a whole new Eastpak full of stunts to show off to fans of the board. Strap on those pads and enjoy the handful of grabs we've hunted down for you.

COMING SOON

Want to know what to get excited about in the world of videogames? Check this lot out...

GAMESMASTER'S ESSENTIAL GAMING CALENDAR

Each month the research monkeys at GamesMaster bring you the most up-to-date release schedule around. With this you can find out exactly what's on the horizon for you chosen format. And we don't just cover the upcoming UK market, we also provide a sneaky peek at what our Japanese pals are hankering after. So if you want to be in the know, then there's no better place than our Coming Soon section to plan your purchases over the coming months.

MAY

25th	Jeremy McGrath 2000	Acclaim	GB
25th	Nightmare Creatures 2	Konami	PS
25th	Need 4 Speed: Porsche	EA	PS
25th	Cyber Tiger	EA	N64
26th	FA-16E Super Hornet	Microprose	PC
26th	Soccer Manager	Infogrames	GB
26th	International Karate	Virgin	GB
26th	Croc	Fox	GB
26th	Silent Bomber	Sony	PS
26th	Bass Landing	Sony	PS
26th	Street Fighter EX 2 Plus	Virgin	PS
26th	Soccer Man 2000	Anco	PC
26th	Star Trek: New Worlds	Interplay	PC
26th	Starship Troopers	Hasbro	PC
26th	Half-life: Team Fortress 2	Sierra	PC
MAY	Nightmare Creatures 2	Konami	DC
MAY	BattleTanx	Nintendo	N64
MAY	Banjo Tooie	Nintendo	N64
MAY	Mickey's Racing	Eidos	N64
MAY	Zelda Gaiden	Nintendo	N64

JUNE

2nd	Mario Party 2	Nintendo	N64
2nd	Fur Fighters	Acclaim	PC
2nd	Croc 2	Fox	PC
2nd	Deep Fighter	Ubi Soft	DC
2nd	Renegade Racers	Interplay	DC
2nd	Ecco the Dolphin	Sega	DC
2nd	Giga Wing	Virgin	DC
2nd	Heroes of M&M	Ubi Soft	DC
2nd	Spirit of Speed	Sega	DC
2nd	Fur Fighters	Acclaim	DC
2nd	Oddworld Adventures 2	GT	GB
2nd	Asterix: Dogmatix	Ubi Soft	GB
2nd	NHL Rock the Rink	EA	PS
5th	Triple Play 2001	Nintendo	GB
9th	Open Tennis 2000	Nintendo	GB
9th	Test Drive 6	Infogrames	GB
9th	Nascar 2000	EA	GB
9th	F1 Racing Champ	Ubi Soft	GB
9th	Pro Pool	C' Masters	GB
9th	Star Trek: Voyager	Activision	PC
9th	Vampire: Masquerade	Activision	PC
9th	Earthworm Jim 3D	Interplay	PS
9th	Colin McRae Rally 2.0	C' Masters	PS
9th	Alundra 2	SCEE	PS
9th	Jeremy McGrath 2000	Acclaim	PS
9th	Prince Naseem Boxing	C' Masters	PS
9th	Operation Winback	Virgin	N64
9th	F1 Racing Champ	Ubi Soft	N64
9th	Zombie Revenge	Sega	DC
9th	Toy Story 2	Activision	DC
16th	X-Men	Virgin	PS
16th	All Star Tennis 2	Ubi Soft	PS
16th	Infestation	Sony	PS
16th	Baldur's Gate	SCEE	PS
16th	Hogs of War	Infogrames	PS
16th	Earthworm Jim 3D	Virgin	PS
16th	Excite Bike	Nintendo	N64
16th	Icewind Dale	Interplay	PC
16th	Diablo 2	EA	PC
16th	Heist	Virgin	PC
16th	F1 Racing Champ	Ubi Soft	DC
16th	Arcatera	Sega	DC
16th	Tony Hawk's	Activision	DC
16th	Take The Bullet	Sega	DC
16th	Golf King	Infogrames	GB
16th	Hot Wheels Stunt	EA	GB
16th	CAT Construction	Nintendo	GB
16th	Men in Black 2	Crave	GB
16th	Dragon Dance	Nintendo	GB
21st	Vagrant Story	Square	PS
23rd	Time Stalkers	Sega	DC
23rd	Marvel vs Capcom	Capcom	DC
23rd	Plasma Sword	Virgin	DC
23rd	Wacky Racers	Infogrames	DC
23rd	Stunt GP	Sony	DC
23th	Hasbro Classics 2	Hasbro	PC
23th	Stunt GP	Hasbro	PC
23rd	Grandmaster Chess	Mindscape	PC
23rd	Player Manager 2000	3DO	GB
23rd	Hercules	Titus	GB
23rd	Wacky Races	Infogrames	GB
23rd	Driver	Infogrames	GB
23rd	Pocket GT Racing	Virgin	GB
23rd	Casper	Interplay	GB
23rd	Hercules	Titus	N64
23rd	Blues Brothers	Titus	N64
26th	Dino Crisis	Capcom	PC
30th	Mille Miglia	SCi	PS
30th	Paperboy	Midway	PS
30th	Gauntlet Legends	Midway	PS
30th	Jeremy McGrath 2000	Acclaim	PC
30th	Taz Express	Infogrames	N64
30th	Perfect Dark	THE	N64
30th	UEFA 2000	Eidos	GB
30th	Playmobil	Hasbro	GB
30th	Pokémon Pinball	Nintendo	GB
30th	Cool Bricks	Nintendo	GB
30th	Jeremy McGrath 2000	Acclaim	DC
30th	Gauntlet Legends	Midway	DC
30th	Silver	Infogrames	DC
30th	Super Magnetic Neo	Sega	DC
JUN	Black & White	EA	DC
JUN	Dark Forces 3	Activision	PC
JUN	Black & White	EA	PC
JUN	Vanishing Point	Acclaim	PS
JUN	Disney World Racing	Nintendo	PS
JUN	Pokémon Yellow	Nintendo	GB

JULY

5th	Speedball 2100	Activision	PS
5th	South Park Rally	Acclaim	DC
7th	Colin McRae Rally 2.0	C'Masters	PC
7th	Insane	C'Masters	PC
7th	Saboteur	Sony	PS
7th	World Touring Cars	C' Masters	PS
7th	StarCraft 64	Nintendo	N64
7th	Pokémon Snap	THE	N64
7th	Alice in Wonderland	Disney	GB
7th	Daikatana	Eidos	GB
7th	Metro Street Racer	Sega	DC
14th	Tomb Raider	Eidos	GB
14th	Maken X	Activision	DC
14th	Space Channel 5	Sega	DC
14th	Bust A Move 4	Acclaim	DC
14th	Dark Reign 2	Infogrames	PC
14th	Reel Fishing 2	Natsume	PS
14th	Rampage Through Time	Midway	PS
21st	Harvest Moon 2	Crave	GB
21st	X-Men Mutant Academy	Activision	GB
21st	Trick Boarder	Nintendo	GB
21st	Legend of River King	Nintendo	GB
21st	Mortal Kombat Special	Midway	PS
21st	Front Mission 3	Square	PS
28th	SWIV	SCi	GB
28th	Grand Prix 3	Microprose	PC

COMING SOON IN JAPAN... What's about to hit the shelves of Akihabara...

JUL Armored Core 2 — Sony — PS2

The giant mechanical mercenaries return to rid yet more futuristic cities of robotic terrorists.

AUG Res Evil Zero — Capcom — N64

A N64 only *Resi* title set before the strange events that befell Raccoon City in the first installment.

AUG Jet Set Radio — Sega — DC

Totally bizarre skating adventure with graffiti elements takes the 2D/3D thing to a new dimension.

SEP Onimusha — Capcom — PS2

Dark dealings in Samurai Japan find Capcom getting all sinister on us with this slash-'em-up adventure.

THE ONES TO WATCH OUT FOR... What's big coming up soon in the UK.

Want to know the hottest titles about to blast their way onto the shelves of your local games emporium? Well, look no further as we isolate the games that will make your console shake with anticipation. So, hang onto your bobble hats and expect to see these carving up the top of the UK charts.

JUN Fur Fighters — Acclaim — DC

Killer critters run amok through your Dreamcast in one of the largest games we've seen since *Shadow Man*.

JUN Colin McRae 2 — C' Masters — PS

The Mac is back with one of the slickest rallyers to grace Sony's aging box of delights in ages.

AUGUST

11th	Mario Artist & Camera	Nintendo	N64
11th	Off Road	Rage	PC
11th	Max Payne	Infogrames	PC
11th	Hostile Waters	Rage	PC
11th	Lords of the Realm 3	Mindscape	PC
11th	Incoming Forces	Infogrames	PC
11th	Hostile Waters	Rage	DC
11th	X-Men Mutant Academy	Activision	PS
18th	Parasite Eve 2	Square	PS
18th	Extreme Sports	Sega	DC
25th	Harvest Moon	Crave	PS
25th	Sno-Cross Champ	Crave	PS
AUG	Quake 3	Id	DC

SEPTEMBER

1st	Re-Volt	Acclaim	GB
1st	Maya the Bee 2	Acclaim	GB
1st	Duke Nukem 4ever	Infogrames	PC
1st	Re-Volt 2	Acclaim	PS
1st	Tenchu 2	Activision	PS
1st	BMX	Sony	PS
1st	ECW Anarchy Rulz	Acclaim	PS
1st	Quad Bike	Sony	PS
1st	Vanishing Point	Acclaim	DC
1st	ECW Anarchy Rulz	Acclaim	DC
1st	Turok 3	Acclaim	N64
1st	ECW Anarchy Rulz	Acclaim	N64
15th	Spiderman	Activision	PS
15th	Spiderman	Activision	GB
22nd	Gauntlet Legends	Midway	GB
22nd	Tony Hawk's 2	Activision	PS
29th	Rush 2049	Midway	DC
29th	Rush 2049	Midway	N64
29th	Rush 2049	Midway	GB
SEP	ECW Anarchy Rulz	Acclaim	GB
SEP	Turok 3	Acclaim	GB
SEP	X-Com Alliance	Microsoft	PC
SEP	Half-Life	Sierra	DC

TO BE CONFIRMED...

TBC	Crusin' Exotica	Nintendo	GB
TBC	Pokémon Silver	Nintendo	GB
TBC	Pokémon Gold	Nintendo	GB
TBC	Resident Evil Zero	Eidos	N64
TBC	Crusin' Exotica	Nintendo	N64
TBC	Zelda: Majora's Mask	Nintendo	N64
TBC	Rush 2044	Midway	N64
TBC	Aidyn Chronicles	THQ	N64
TBC	Excitebike 64	THE	N64
TBC	Deuce	Sony	PS
TBC	Driver 2	Infogrames	PS
TBC	Parasite Eve 2	Sony	PS
TBC	Front Mission 3	Square	PS
TBC	Tony Hawk's 2	Activision	PS
TBC	Chase The Express	Sony	PS
TBC	Demolition Derby 3	Sony	PS
TBC	Danger Girl	THQ	PS
TBC	Buffy: Vampire Slayer	Fox	PS
TBC	Sydney 2000	Eidos	PS
TBC	Vagrant Story	Square	PS
TBC	In Cold Blood	Sony	PS
TBC	Final Fantasy 9	Square	PS
TBC	Sega GT	Sega	DC
TBC	Ultimate Fighting	Crave	DC
TBC	Sega Tetris	Sega	DC
TBC	Powerstone 2	Capcom	DC
TBC	Sega Golf	Sega	DC
TBC	Evil Dead	THQ	DC
TBC	Sonic 2	Sega	DC
TBC	Industrial Spy	Sega	DC
TBC	Rent A Hero No 1	Sega	DC
TBC	Animastar	Sega	DC
TBC	Hogs of War	Infogrames	DC
TBC	Ready 2 Rumble 2	Midway	DC
TBC	Rune Jade	Sega	DC
TBC	Deep Fighter	Ubisoft	DC
TBC	Grandia 2	Sega	DC
TBC	Jet Set Radio	Sega	DC
TBC	Vanishing Point	Acclaim	DC
TBC	Samba De Amigo	Sega	DC
TBC	Dead or Alive 2	Acclaim	DC
TBC	Alone in the Dark 4	Infogrames	DC
TBC	Commandos 2	Eidos	PC
TBC	Project IGI	Eidos	PC
TBC	Carmageddon TDR	SCI	PC
TBC	In Cold Blood	Virgin	PC
TBC	Alone in the Dark 4	Infogrames	PC
TBC	Giants	Interplay	PC
TBC	Republic	Eidos	PC
TBC	Castle Wolfenstein	Activision	PC
TBC	Devil Inside	Cryo	PC
TBC	Gangstas	Eidos	PC
TBC	Hogs of War	Infogrames	PC
TBC	Heart of Stone	Eidos	PC
TBC	Praetorians	Eidos	PC
TBC	Driving Emotion Type-S	Square	PS2
TBC	The Bouncer	Square	PS2
TBC	Street Fighter EX3	Capcom	PS2
TBC	Gekikuukan Pro Baseball	Square	PS2
TBC	Tekken Tag Tournament	Namco	PS2
TBC	Metal Gear Solid 2	Konami	PS2
TBC	Munch's Oddysee	GTI	PS2
TBC	Fantavision	Sony	PS2
TBC	ISS 2000	Konami	PS2
TBC	Unreal Tournament	Eidos	PS2
TBC	Gran Turismo 2	Sony	PS2

All release dates are correct at time of going to press but are liable to change at any time, especially the ones for later in the year.

CONNEXION

If you've got a problem, or want to know when a game is coming out, who ya gonna call?

Acclaim
(0207) 344 5000
Moreau House, 112-120 Brompton Road, Knightsbridge, London SW3 1JJ

Activision
(01895) 456 700
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL

Bullfrog
(01483) 579 399
The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey GU2 5AG

Cendant
(0118) 920 9100
2 Beacontree Plaza, Gilette Way, Reading RG2 DBS

Codemasters
(01926) 814 132
Lower Farm House, Stoneythorpe, Southam, Warks CV33 0DL

Core Design
(01332) 227 800
2 Round house Road, Pride Park, Derby DE24 8JE

Datel Electronics
(01785) 810 838
Stafford Road, Stone, Staffs ST15 0DG

Eidos Interactive
(0208) 636 3000
Wimbledon Bridge House 1 Hartfield Road, London SW15 1PR

Electronic Arts
(01932) 450 000
2000 Hillwood Drive Chertsy, Surrey, KT16 0EU

Empire Interactive
(0208) 343 7337
The Spires, 677 High Road, North Finchley, London, N12 0DA

Fire International Ltd
(01302) 325 225
Unit 15, Shaw Wood Business Park Shaw Wood Way Doncaster, DN2 5TB

Gremlin Interactive
(0114) 263 9900
The Green House, 33 Bourdon Street, Sheffield S1 4XA

Infogrames
(0208) 222 9700
The Old Grammar School, 248 Marylebone Road, London NW1 6JT

Interplay
(01628) 423 666
Harleyford Manor Harleyford, Marlow, Bucks, SL7 2DX

Konami
(01895) 470 500
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex

Maxis
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Caledonia House, 223 Pentonville Road, London

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(0151) 282 3000
Napier Court, Wavertree Technology Park, Liverpool L13 1EH

Sega Europe
(08456) 909090
266-270 Gunnersby Avenue, London, W4 5QB

Sony Powerline
(09064) 765 765

Sony UK
(0207) 533 1400
PlayStation Careline PO Box 2047, London W1V 2LP

Take Two
(01753) 854 444
Hogarth House, 29-31 Sheet Street, Windsor, Berks, SL4 1BY

Team 17
(01924) 267776
Longlands House, Wakefield Road, Ossett, West Yorkshire, WF5 9JS

Telstar Electronic Studios
(01932) 222 232
The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP

THE Games
(01703) 653377
Parnham Drive Boyatt Wood Eastleigh Hampshire

THQ International
(01483) 767 656
Dukes Court,Dukes Street Woking Surrey GU21 5BH

Ubi Soft
(0208) 944 9000
Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX

Virgin Interactive Entertainment
(0207) 551 4222
2 Kensington Square, London W8 5RB

Midway Games Ltd
(0207) 938 4488
MacMillan House 96 Kensington High Street London W8 4SG

UK TOP 40 GAMES CHART

NO.	GAME	FORMAT	PUBLISHER	PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	WWF Smackdown	PS	THQ	New Entry			
2	Pokémon Stadium	N64	Nintendo	1	*	*	2
3	Pokémon Blue	GBC	Nintendo	4	3	2	27
4	Pokémon Red	GBC	Nintendo	3	2	1	27
5	F1 2000	PS	EA	2	1	3	4
6	Syphon Filter 2	PS	Sony	New Entry			
7	Toy Story 2	All	Activision	6	7	4	11
8	Jimmy White's 2	PS, PC, DC	Virgin	11	*	*	9
9	The Sims	PC	EA	9	10	8	10
10	Res Evil: Survivor	PS	Eidos	5	5	*	3
11	Gran Turismo 2	PS	Sony	8	8	5	12
12	Sega Bass Fishing	DC	Sega	New Entry			
13	Crash Bandicoot 3	PS	Platinum	13	14	11	25
14	Tomb Raider 4	PS, PC, DC	Eidos	12	6	7	19
15	Tomb Raider 3	PS, PC	Platinum	15	16	12	58
16	Resident Evil 3	PS	Eidos	17	13	10	9
17	Force Commander	PC	Lucasarts	7	4	*	3
18	Theme Park World	PS, PC	Bullfrog	14	11	13	10
19	Champ Man '99/'00	PC	Eidos	19	23	17	20
20	Soldier of Fortune	PC	Activision	10	9	*	3
21	Rayman	PS, GB, PC	Platinum	18	21	20	133
22	FIFA 200	PS, PC	EA	24	26	22	24
23	C&C Tiberian Sun	PC	EA	16	12	6	5
24	Spyro the Dragon	PS	Platinum	22	20	15	24
25	A Bug's Life	ALL	Activision	27	24	21	39
26	Metal Gear Solid	PS	Platinum	25	22	18	28
27	Rugrats: Studio Tour	PS	THQ	New Entry			
28	Star Trek: Armada	PC	Activision	21	18	*	3
29	Fear Effect	PS	Eidos	23	17	9	5
30	UEFA Champ League	PS	Eidos	20	15	14	4
31	Medal Of Honour	PS	EA	29	29	24	19
32	Colin McRae Rally	PS, PC	Platinum	31	32	28	78
33	Player Manager 2000	PS	3DO	New Entry			
34	Tekken 3	PS	Platinum	32	34	29	54
35	Die Hard Trilogy	PS	Fox Int	26	19	31	4
36	SW: Episode 1 Racer	PC, N64	Lucasarts	36	*	*	19
37	Grand Theft Auto	PS, PC, GB	Take 2	*	40	37	121
38	Age of Empires 2	PS	Platinum	39	38	26	25
39	Tiger Woods PGA Tour	PS, PC, GB	EA	35	39	*	3
40	Tony Hawk's Skateboarding	N64, PS, GB	Activision	30	28	30	19

ChartTrack

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
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THE TOPETH!

WWF Smackdown has layethed the Charteth down. The combination of WWF wrestlers and, hey – get this – half decent gameplay, has proved irresistible for PlayStation owners. It probably would have sold even it was arse – but we take our trunks off to THQ for a job well done.

N64 ANYONE?

Three Nintendo games in the top four. Great – but they're all *Pokémon*. And try and spot the next N64 specific game in the Top 40... Well there isn't one. When they do pull their finger out the games are usually top notch but a console cannot live on a diet of pocket monster alone.

INFECTIOUS!

Gabe Logan's hasty return has proved to be most successful. While it was never going to threaten the Pokémania at the top of the charts it has nestled in nicely at number six in its first week. While it might not really challenge for the top spot, word of mouth should see the *Filter* enjoy a lengthy spell in the charts. It's a grower, trust us.

WHO IS IT?

Who is buying *Gun Survivor*? Eh? Is it you? No? Then what's that behind you back? For your brother you say. You should be ashamed of yourself. Your buying it 'cos you're trying to get your money's worth out of that lightgun of yours. *Gun Survivor*? *Bum Survivor* more like.

SENSIBLE!

F1 2000 is still stubbornly hanging in the top five. Rather than doing the Psygnosis trick of releasing the F1 sim at the end of season, EA released theirs as the season began. Aha... clever. Despite using developers Visual Sciences, responsible for the atrocity that was *F1 '98*, their gamble seems to have paid off. Good game, good sales. Justice.

US CHARTS

No.	Game	Format
1	Pokémon Stadium	N64
2	WWF Smackdown	PS
3	Pokémon Yellow	GBC
4	Syphon Filter 2	PS
5	WWTBA Millionaire	PC
6	The Sims	PC
7	Pokémon Blue	GBC
8	Pokémon Red	GBC
9	Mario Party 2	N64
10	Gran Turismo 2	PS

TAG THIS!

Tekken 3, the mother of all beat-'em-ups, has been in the charts for – 54 weeks. And that's only while it's been Platinum. So add on all the weeks from when it was released back in 1998 – plus it actually sneaked back into the top ten a few months ago. It's so good that it's being released on the PS2 but not so cunningly disguised as *Tekken Tag Tournament*.

JAP CHARTS

1	Tekken Tag Tournament	PS2
2	Kirby Star 64	N64
3	Dead or Alive 2	PS2
4	Marvel vs Capcom 2	DC
5	Powerful Pro-ken Pocket 2	GB
6	The King of Fighters '99	NEO
7	Ridge Racer 5	PS2
8	Super Robot Wars 2	W'Swan
9	Driving Emotion Type-S	PS2
10	Warioland 3	GB

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p.26

DRAGON VALOR
Slash-'em-up action with a fine selection of menus reshapes the RPG genre. Grab your sword, buckle on your breast plate and go skewer some lizards.

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...

OUT: SEPT

FORMAT: PLAYSTATION
PRICE: £35
DEVELOPER: REFLECTIONS
PUBLISHER: INFOGRAMES
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE
CALL: 01895 456 700
PLAYERS: 1-4

PREVIEWER

Daniel Griffiths

PlayStation

Factpack
The stuff you need to know...

Missions	40+
Cars	20+
Cities	4
Driving games	6

Driver 2

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

It's back. **Burn rubber** on the **mean streets of Havana**, Chicago, Rio and Las Vagas as **Driver 2 takes you deeper** undercover!

Hold tight, the king of the road is back! *Driver* is everyone's favourite crash and smash, car chase crime game and we're about to be treated to a second highly illegal helping!

DRIVE TIME

Okay, perhaps there was a few things up with 1999's best-selling PlayStation game. Like how about the fact that you couldn't get out of the car? Wassamatter? Locked yourself in there?! And how come all the roads were straight without a bend in sight?... Wha?!... And what about those flyovers – did you ever manage to drive up onto one? Spooky... And, last but not least, what was that story about? Did you even CARE what was going on? Frrt.

Softography
These guys have also made...

Shadow of the Beast	70%
Destruction Derby	82%
Destruction Derby 2	90%
Driver	93%

Well, the good news is that all these faults AND MORE are taken care of bigstyle in *Driver 2*. You can get out of the car, you can carjack other cars mid-mission, you can evade the police on foot... suddenly there's a whole new game on offer!

DO THE TWIST

Let's also not underestimate the effect of the new curved roads. Whereas driving in *Driver* consisted of swaying your motor from side to side through the traffic and then executing exact 90 degree turns at junctions, this is now a lot more like a driving game as you now actually have to steer your car around the city streets. Oh yeah, the cities...

... You can get out of the car, you can carjack other cars and you can evade the cops on foot...

The original *Driver* took us to Miami, New York, Los Angeles and San Francisco. The new *Driver* goes even further afield and visits Havana (in Cuba) Rio De Janerio (in Brazil) while heading back stateside for Las Vegas and Chicago. And there's a whole new improved storyline in there and even Huggy Bear as your sidekick! What more could you ask for!

p.32

FUR FIGHTERS

Cute fluffy creatures get a make-over thanks to some heavy artillery. It's a 'dog blast dog' world and you're in control of the hardest critters around.

p.34

ALIEN RESURRECTION

The bitch is back and is breeding a whole new army of nasties. First-person horror has never been as terrifying or as intense as this!

PLUS!

SPIDERMAN (PS)..... 29
DRIVING EMOTION (DC)..... 30
GALERIANS (PS)..... 38
DEAD OR ALIVE (PS2)..... 39
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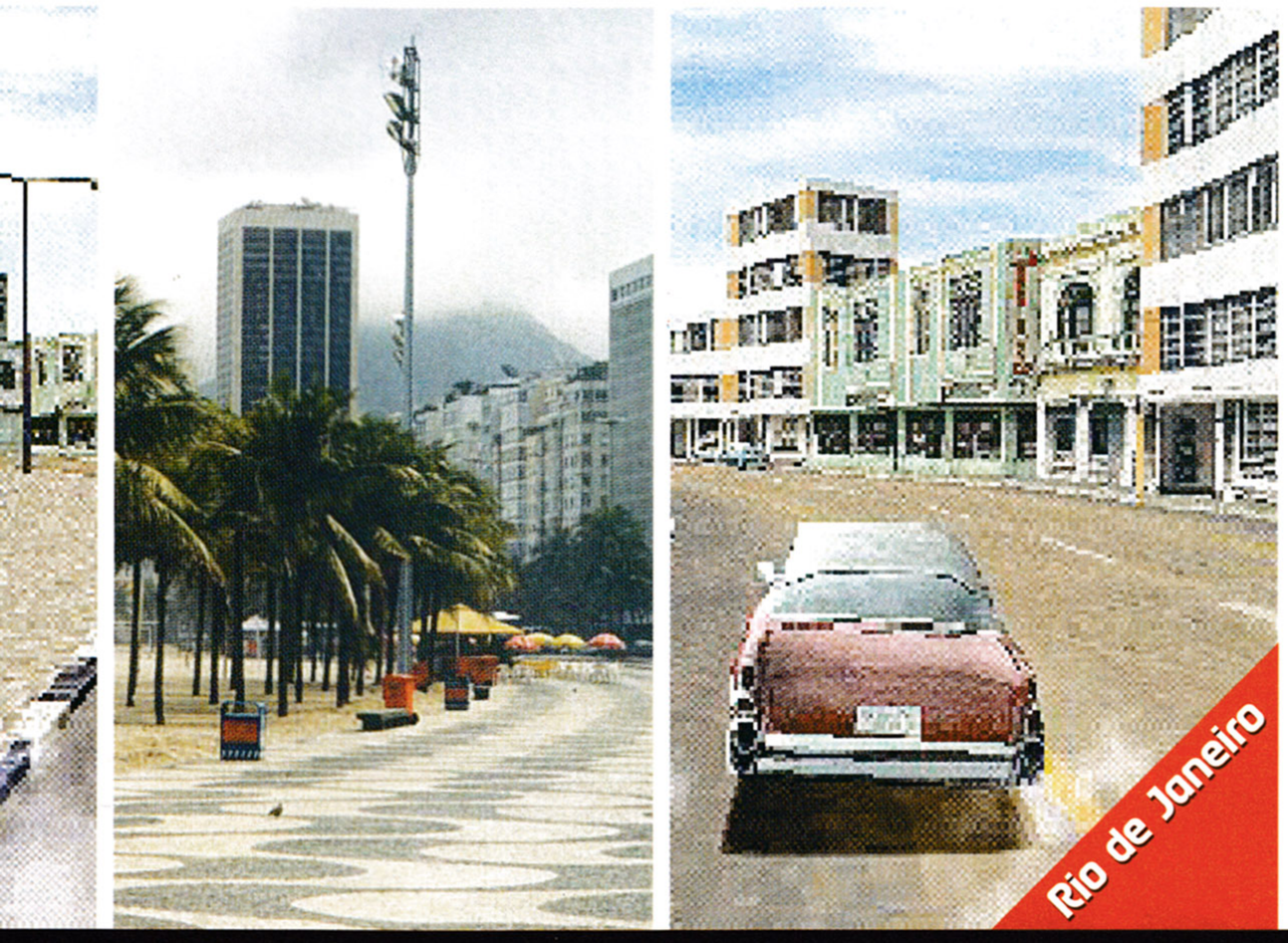
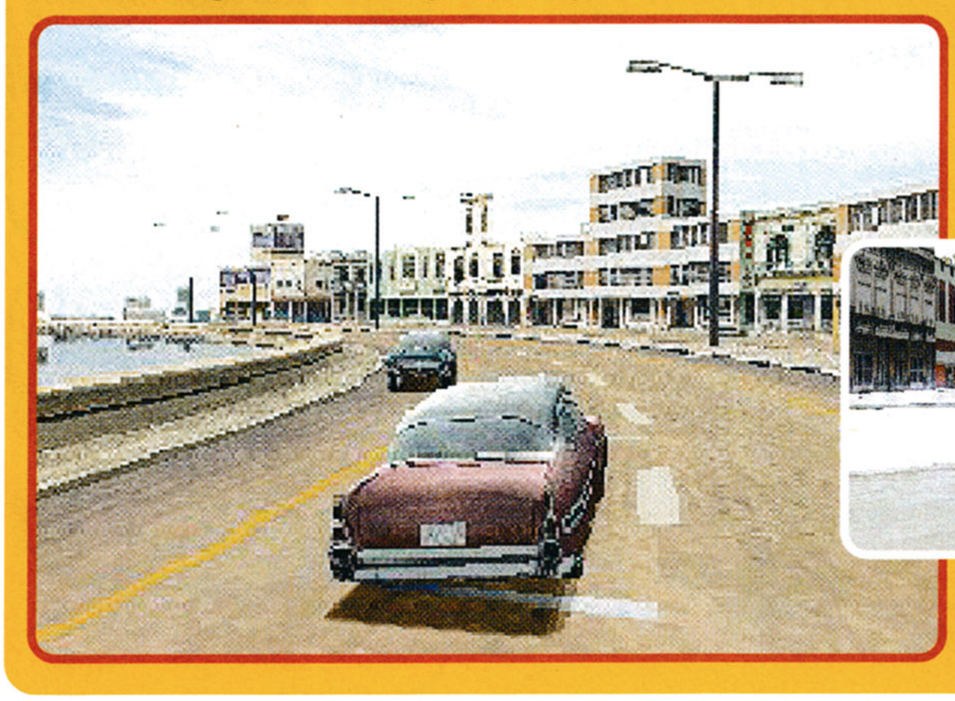
THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...TH



In order to capture the atmosphere and scenery of the four *Driver 2* cities the lucky artists working on the game were shipped off on holiday with a digital camera and a notebook. Here's what they saw. Like the original *Driver*, all the cities remain faithful to their real-life counterparts. So if you happen to already know your way around Havana or Rio De Janerio (yeah, right!) you'll be on familiar territory here...

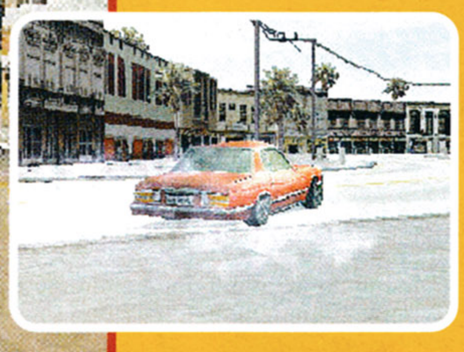
ARRGH! YOU'RE DRIVING ME ROUND THE BEND!

The new curved roads give the world of *Driver 2* a much more realistic feel. Now you actually have to *drive* your car around the city's streets instead of just handbraking around every corner you encounter.

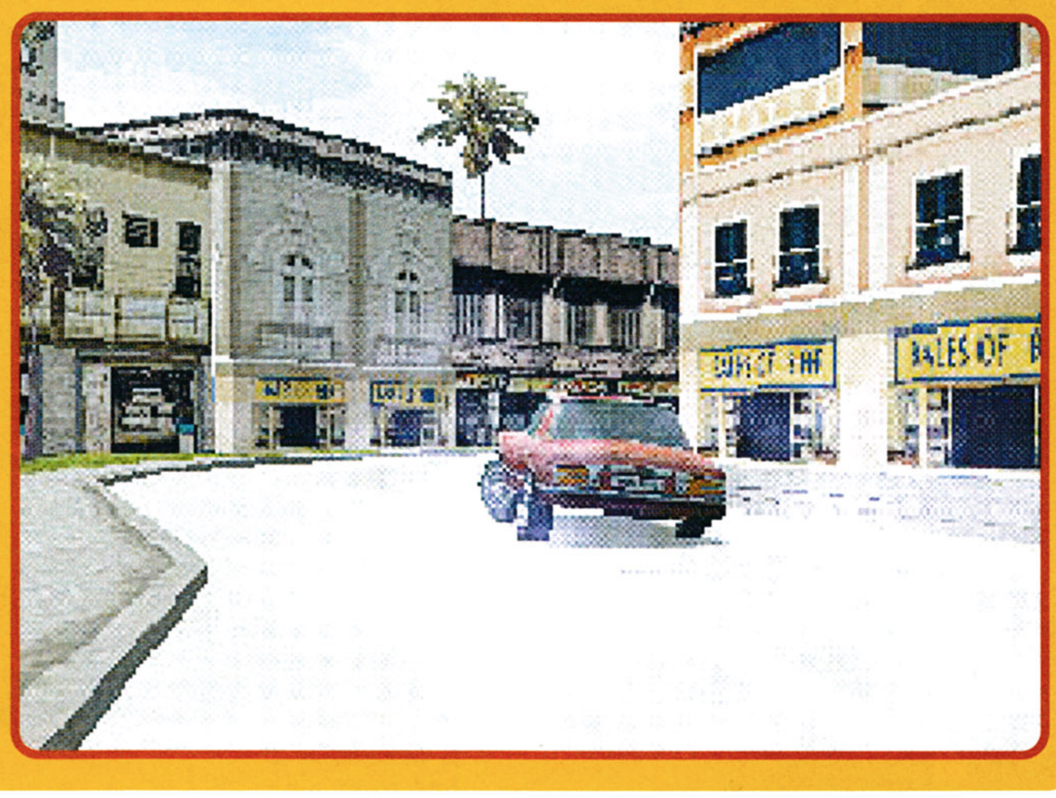


◀ Rather than just being able to plough down endless straights, now you've got to turn!

▼ The bends make for much more sophisticated cornerage than in the original title.



► Hang on a sec, what's our local parade of shops doing in the game? Oh sorry, our mistake.



CHARACTER ASSASSINATION!

The old fashioned *Driver* featured a cast of faceless characters who dished out bank jobs via the answer phone. *Driver 2*'s crew of ne'er-do-wells are much more visible cropping up in cutscenes left, right and centre.

▲ Alvaro Vasquez. A master of the shadows and assassination.

▲ Solomon Caine. The baddest mutha to ever walk the Earth.

▲ Tobias Jones. Tanner's partner and the coolest dude in the game.

▲ Jericho. Solomon Caine's number one assassin. Loves guns, hates people.

▲ Pink Lenny. Unwitting fence about to get himself into a whole lotta trouble.

STEP AWAY FROM THE VEHICLE!

This bit is still so early the perfectionists at Reflections don't want to show it off yet. However, we've seen it and it looks a bit like this, with a *Syphon Filter*-style Tanner figure viewed from a *Tomb Raider* perspective.

You'll be able to wander around and car-jack the vehicle of your choice, *GTA*-style. Cool!

HUGGY BARED!

One of the main differences with *Driver 2* is the addition of your sidekick, Tobias Jones. He crops up to dish out info and accompanies you on some missions. And he's voiced by cool monger Antonio Fargas, best known as Huggy Bear from *Starsky and Hutch*.

TWO-PLAYER... TOO!

Those Reflection's fiends gave us a sneaky peeky of *Driver 2*'s two-player mode and this mock-up shot shows what we saw – two *Driver* games running at once!

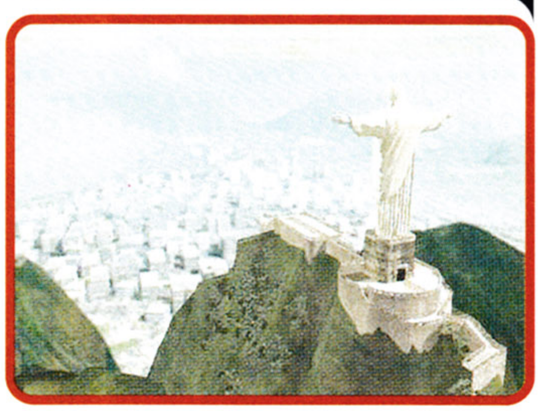
HEAVY PLOTTING!

They've ditched the plot-branching answer phone business this time around in favour of a straight-up play-through-the-game-and-win-style business. The result is a riveting gameplay sensation where half the fun of finishing a mission is just to see what happens to Tanner next...

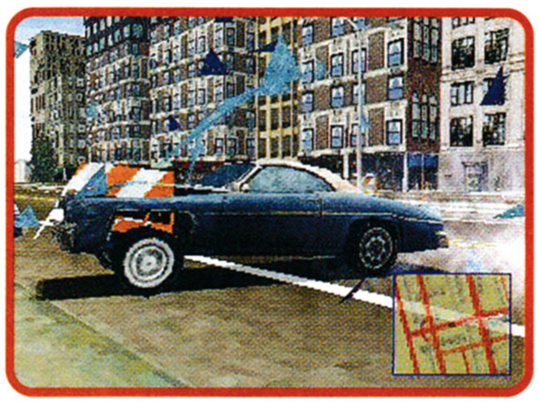
When Tobias lays down the law you'd better listen as the information he gives is invaluable.

► "No, I *don't* know where the Tourist Information Centre is!"

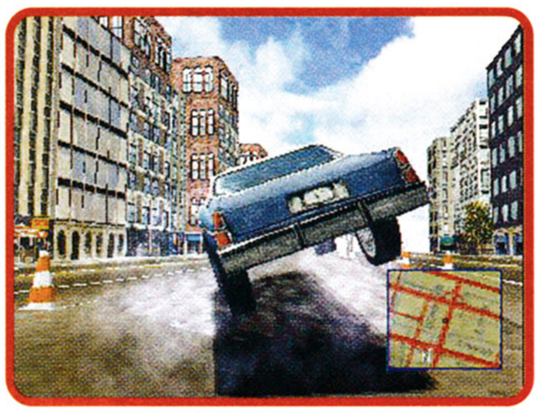
◄ The narrative promises to be just as compelling as the gameplay itself. Smart.



▲ "Jesus Christ, Superstar, came down from heaven in a motor car," don'tcha know.



▲ Heck, look at the state of that. Avoiding doing damage to your car is just as important in *Driver 2* as it was in its predecessor.

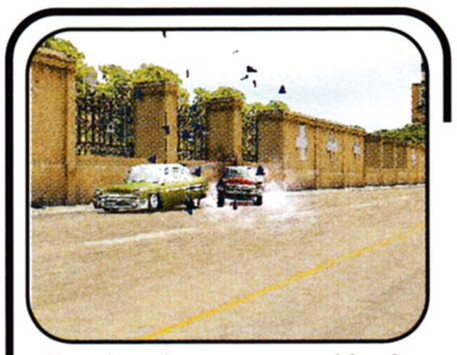


HANDBRAKE!

The car's handling is unchanged from *Driver*.

We never did quite figure out the point of doing burnouts.

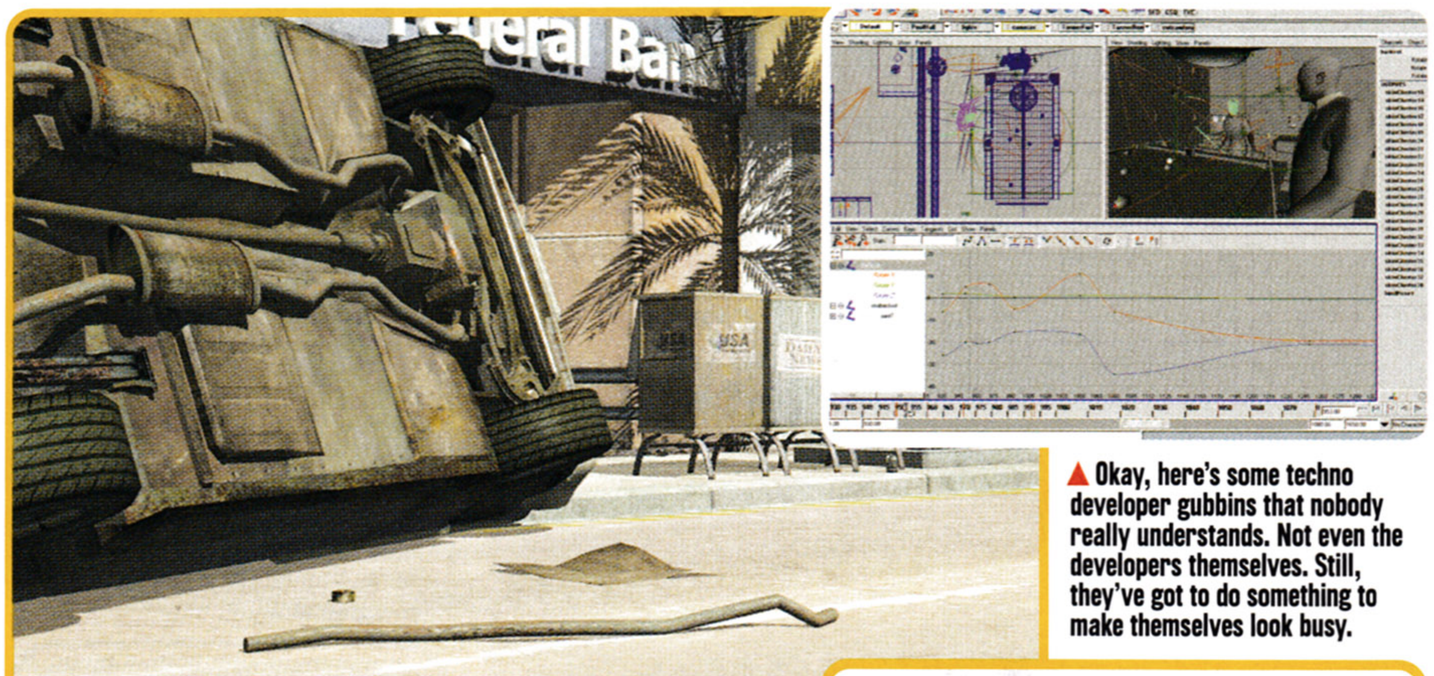
Getting the knack of handbrake turns is crucial to success!



Now then, there was no need for that. Other than it looks good, of course...

LIGHTS, CAMERA, COMPUTER ANIMATION!

The cutscenes are waaaaay better than in *Driver* with full facial animation and lip sync making the whole thing eerily life-like.



▲ Okay, here's some techno developer gubbins that nobody really understands. Not even the developers themselves. Still, they've got to do something to make themselves look busy.

◀ The early sketches are used to develop an overall feel and look for the game.

► Pool halls are the type of seedy venue where you can pick your next job.

BUILDER!

The traffic in *Driver 2* is more realistic than ever with complex junctions, intersections and flyovers being created via the whizz-bag level design program. Expect some bonkers car jumping action.

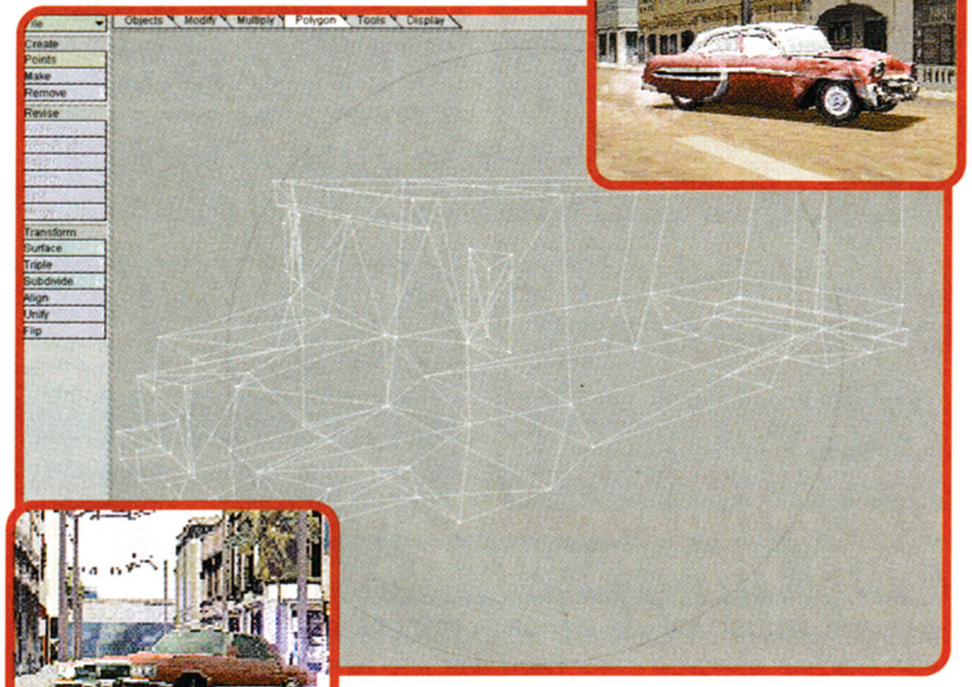
More than ever, you're going to have lots of 'civilian' traffic to deal with.

You can even jump across fly-overs for some cool shortcuts!

TASTY MOTORS!

There's a much greater variety of cars driving around in the cities. Vehicles such as trucks, vans, buses, fire trucks and ambulances are all featured.

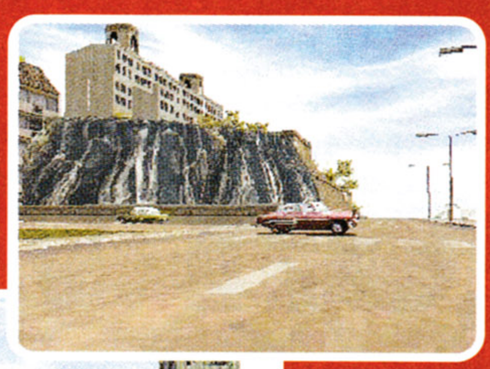
▼ As well as cars, you can also drive round in wire frames. *[Er, no you can't!]*

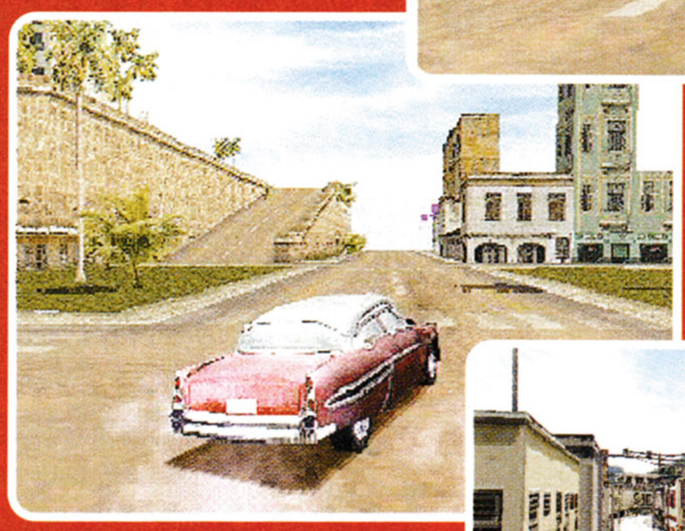


◀ Now then, if you could only commandeer tanks then all our wishes would be fulfiled...

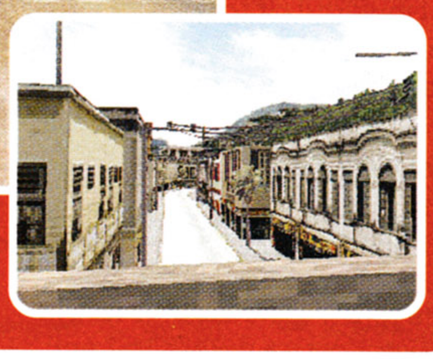
FLY-OVERS!

You might not have realised it but all of the original *Driver*'s cities were totally flat (even bumpy old San Fran). In *Driver 2* the new three-dee technology makes the cities multi-levelled.





▲ Prepare yourself for some *Dead or Alive 2*-style plummeting off blinkin' massive drops. Smart.



▲ You know you're going to end up hurtling up that ramp – just because you can, like.

DRIVER 2 WORLD TOUR 2000. LET'S ROCK!

▲ Expect some French Connection style fly-overs in the windy old city of Chicago.

▲ Classic yank cars from the 50s fill the streets of Havana. Fidel Castro-tastic!

▲ Rio – palm trees and beaches in South America's crime capital.

▲ You'll be belting past some spectacular casinos in Las Vegas.

First Impressions

Stay one wheel ahead of 'The Man'!

This is without doubt another smash hit, building on the success and originality of the first game but adding all the stuff we wished was in there first time around!

The major difference is the fact that you can now get out of the car which changes the game enormously. Now when your car's wrecked you can just get out, peg it to another and nick it! Will you take the truck nearby or go looking for a faster car for the job? The game is now 85% in cars and 15% on foot.

That said, don't expect any *Grand Theft Auto*-style violence or gunplay. Once again *Driver* shys away from such action with no weaponry whatsoever and pedestrians that (once again) magically leap away from any automotive impact. Shame.

Playing *Driver 2* it's amazing to think that the original game featured only straight roads with 90° bends. *D2*'s curved Tarmac means the game feels much more like a driving game and the junctions, multi-level flyovers and city traffic make it feel much more realistic.

The four cities are brilliantly created too and the new cars keep things fresh.

Expect this to top the British charts this Autumn. More soon.

GOOD COP BAD COP

Good: One of our favourite games returns packed with new ideas and a host of graphical improvements.

Still very much a matter of 'drive here and do that' and still no guns and gore? Hmm...

WHERE IT'S AT

It's still in the early stages, but we'll be returning to it plenty between now and its September release.

OUT: AUGUST | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** NAMCO | **PUBLISHER:** SONY UK | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 0207 533 1400 | **PLAYERS:** 1

PREVIEWER

Andreas Olsson

There are some brilliant camera angles which really create a feeling of space.

Dragon Valor

SNAP!

Puzzles, puzzles... We love 'em! And you'll have to solve hordes in this game. As if this wasn't enough you also have to disable killer-traps along the way.

You'd better time your moves carefully or you'll become an armoured kebab.

Most things can be picked up, but not everything is good for you.

Some of the platform levels are a real challenge to get across.

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Dragons everywhere! Big, small, green, blue... And all of them nasty gnashing beasties in need of some slicing!

Dragons have always been a fascinating mythical creature. They have appeared in numerous books and films and are now about enter the videogames stage once again. While some of 'em are cuddly there are only evil ones in Namco's latest title. A powerful dragon is responsible for Clovis sister's death and so, filled with hate, our hero begins his hunt for the killer dragon.

WANDERER

His journey takes him to the Laxis Empire where the actual game begins. *Dragon Valor* is reminiscent of Namco's popular arcade slayer *Dragon Buster* with its mixture of genres. The game is centred upon a basic kill 'em all concept à la *Fighting Force*, but with some added depth thanks to an adventure game influence. You can visit shops to upgrade your inventory as well as get some additions to a very handy arsenal of spells.

ACTION MAN

Most of the actual gameplay is based around full-on action with oodles of swordplay on offer. Just choose any location from the world-map, warp to a dungeon and you're instantly in for some heavy-duty slaying.

Dragon Valor is in 3D, although the movement is rather limited but, niggles aside, the mixing of genres seems to have given this title the potential to become a smash hit!

Softography
These guys have also made...

Tekken 3	95%
Ace Combat 3	66%
Ridge Racer 5	94%

DRAGON STOUT!

In a standard RPG, you gain your experience points by slashing as many monsters as possible. In *DV*, however, you're rewarded after killing certain bosses. Smooth.

◀ Hmm, a blue sword-fighting rhino... I reckon it's time for some action!

▼ Your magical abilities comes in handy when you're against this boss.

... visit shops and upgrade your inventory as well as **sort out** some additions to **your arsenal** of spells ...

Factpack
The stuff you need to know...

Playable Characters	9
Different Storylines	3
Spells	+8

Okay, two knights on my sides and one in the front of me. I reckon that my sword has its work cut out.

FULL SMOKING JACKET!

We have all heard of motion captured footie players, but have you ever heard of motion captured dragons? You have now 'cos Namco went a little bit on the crazy side when they created the stunning intro. Actual models of dragons were photographed and combined with the CG-created backgrounds.

▲ There's not one, not two but literally hundreds of dragons that you have to fight before the end.

▲ The attention to detail in the intro is simply stunning. You almost think that some of the beasts are real.

▲ Dragons have often starred in books and films, but this time they're pure evil and up to no good.

FLY BY!

You have a one-screen world map for a perfect overview of the kingdom that you happen to be in. Just choose your location and voila you're in the middle of a battle! You can also go to the Trader House and buy some useful stuff for your inventory like extra weapons and magic items.

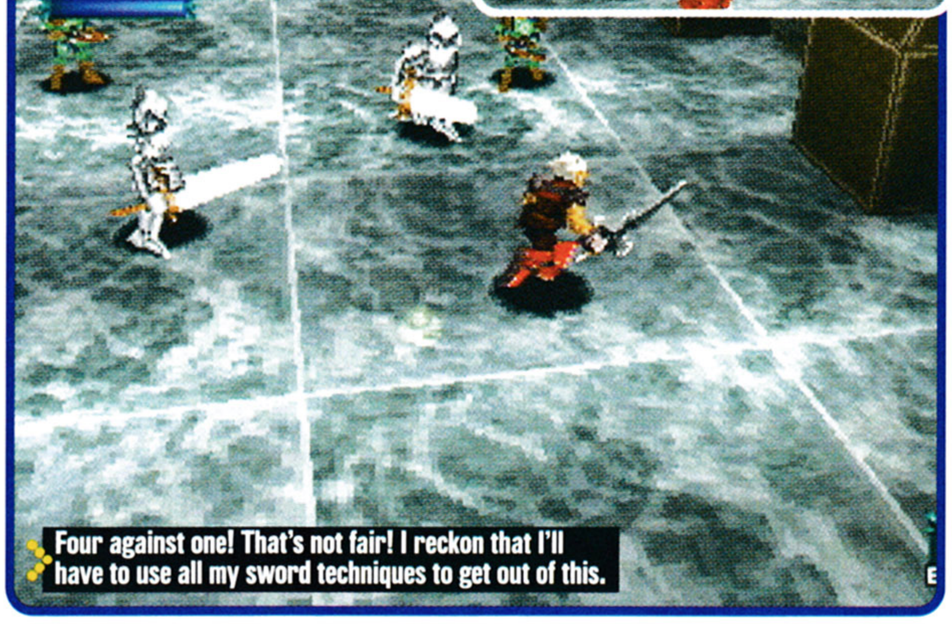
▲ The kingdom might look peaceful on the surface, but just wait and see...

▲ After each action sequence you can visit the local trader for some upgrades.

FAT OLD BACKPACK!

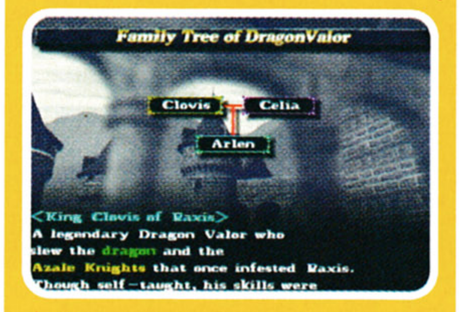
While most of *Dragon Valor*'s actual gameplay is action-based, there are still some major RPG influences with an involving story line and a familiar inventory screen that you can pull up at any time.

◀ The inventory screen will stir some familiar memories for all RPG fans.

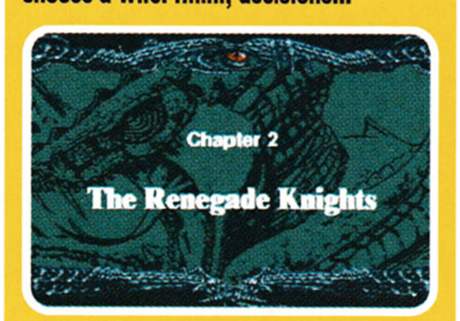


BREADING!

Why not squeeze in as many genres as possible? Of course there should always be a basic form of a dating-sim as well... or maybe not. However, it adds more depth to the game. After each chapter, you get to marry someone and your sibling then becomes the hero of the next chapter.



▲ After each chapter you have to choose a wife. Hmm, decisions...

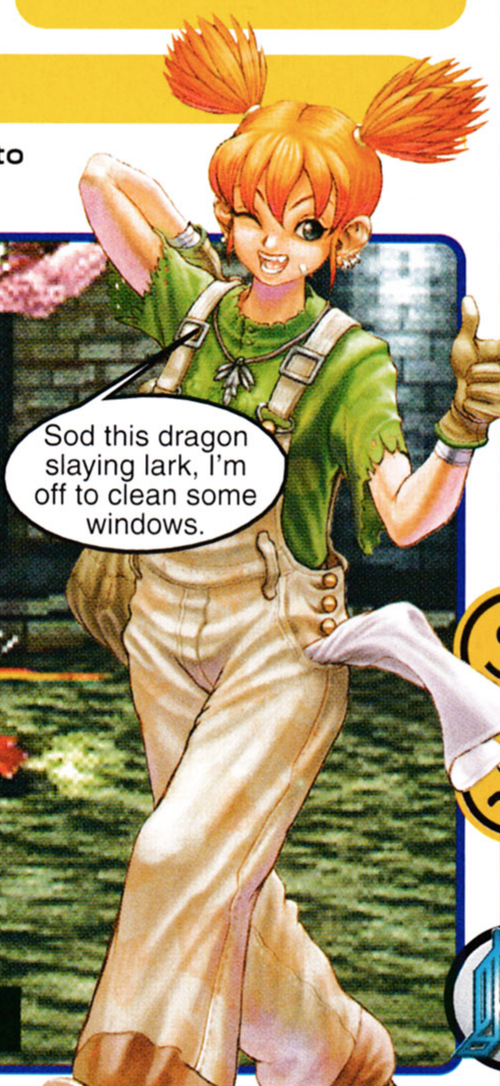


▲ There's a hero for each chapter and it all depends on the wife you choose.

ON TOP OF OLD SMOKEY ALL COVERED IN SCALES...

The game is divided into chapters. Each one contains several sub-levels and tasks that have to be solved before you face up to the fearsome dragon that dwells at the end of each level.

▲ The graphics might not be the best ever, but those flame balls look mighty realistic and they're quite lethal as well.



First Impressions

Slay me baby one more time!

Mixing up genres seems to be the summer fashion, at least according to Namco. Packed in *Dragon Valor* you'll find action, adventure, RPG, puzzle and even dating sim elements. Blending different genres into one title often results in a refreshing experience and DV doesn't seem to disappoint. Most of the gameplay, though, is mainly 3D-action.

While there is fun to be had exploring maps and buying herbs, *DV*'s strongest feature its brilliant control system. It wont take you long to master the basics, but it will take you some serious time before you handle your sword like a true dragon slayer. There are loads of different combinations on offer and, as if this wasn't enough, you also have quick access to all sorts of powerful offensive and defensive spells.

The graphics on our version couldn't really match graphical wonders like *Spyro 2* and *Medievil 2*, but *DV*'s genuine gameplay should make up for the difference. The same goes for the music that can be a tad annoying at times. If Namco can just polish up this little beast it has the potential to shine like a diamond. We'll deliver you a steamy review of this title in the near future.

GOOD COP BAD COP

The depth of control is a pure delight. You'll soon find yourself swinging your sword better than Conan.

The title doesn't feel as fresh and new as it should do with its unoriginal plot and uninspired graphics.

WHERE IT'S AT

DV took Japan by storm and will sweep us away as soon as they've straightened out all the Kanjis.

‘R U ONLINE WEBHEAD?’

www

Sending text messages is the fast, fun way of staying in touch – in secret and in silence. In short it’s a great way to communicate with friends and family wherever they are. Distance and time are no problem, you can send text messages to most digital phones in the UK and to many networks around the world, all for just 12p (incl VAT). Check it out for yourself by sending a text message to **9786** and we’ll send you one back. Your user guide will provide instructions for text messaging on your phone, or you can find help on our website at **www.vodafone.co.uk/text**

When you really have something to say – say it in text

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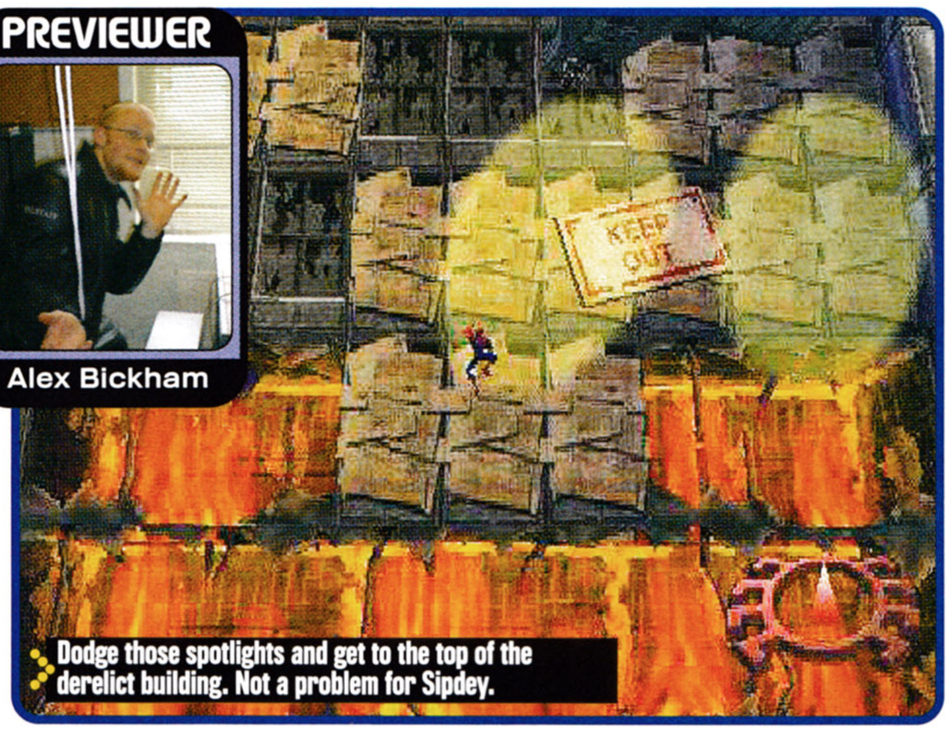
OUT: NOW | FORMAT: PLAYSTATION | PRICE: TBC | DEVELOPER: NEVERSOFT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01895 456 700 | PLAYERS: 1

PREVIEWER

Alex Bickham



Dodge those spotlights and get to the top of the derelict building. Not a problem for Sipdey.

Kapow! Crack! Ftoomch! Aieee! Ol' web head dishes out some justice with his fists.

▲ You run into this scorpion-type thing with his whip-like stinger while trying to rescue a hostage. Ouch!

▲ Spidey likes his action alfresco thanks to his far-reaching web slingers, so expect plenty of roof-top battles in the game.

Spiderman

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Thwipt! The **web slinger returns** in a game **all of his own!** Our **spidey sense is tingling** about this one!

Spidey's the man, you know. As super-heroes go, he's got it all going on... ace powers, foxy girlfriend, and despite that slightly camp suit, he's a pretty cool-looking guy.

'Bout time that someone made a decent computer game about him, then. That's just what developers Neversoft are doing, and judging by the demo version, they're doing a damn fine job of it.

Softography

These guys have also made...

Tony Hawk's Skateboard	90%
Apocalypse	63%
MDK (PS)	89%
Skeleton Warriors	76%

POWERED UP

This isn't just some bog-standard 3D adventure though – Spidey has a range of snappy super-powers at his disposal revolving, as you'd expect, around his web-throwing abilities. He can ensnare baddies in his silky strands, swing around from building to building, and scamper around walls. Magic!

It's a good job he can defy gravity, as there are sections of the game that rely a lot more on stealth than strength – some areas require spidey to sneak around and despatch guards and goons before they spot him and sound the alarm. *Metal Gear Silky*, anyone?

And here's a top fact – Neversoft are basing the game on the fab *Tony Hawk's* engine, so it should be as slick and sharp as the Hawkster himself was. Neversoft have also been working hard on character animation – Spidey looks and moves like a proper cartoon character, in that slightly exaggerated fashion that makes the cartoon so great.

> **... some parts of the game rely a lot more on stealth than strength...**

But hold your horses... Spidey won't be hitting the shelves till the autumn, or possibly later this year. Fear not though – we'll keep a beady eye (or eight) on Spidey's progress. In the meantime, devour these glorious screenies, and try not to be impressed. Go on, we dare you.

BOSSING!

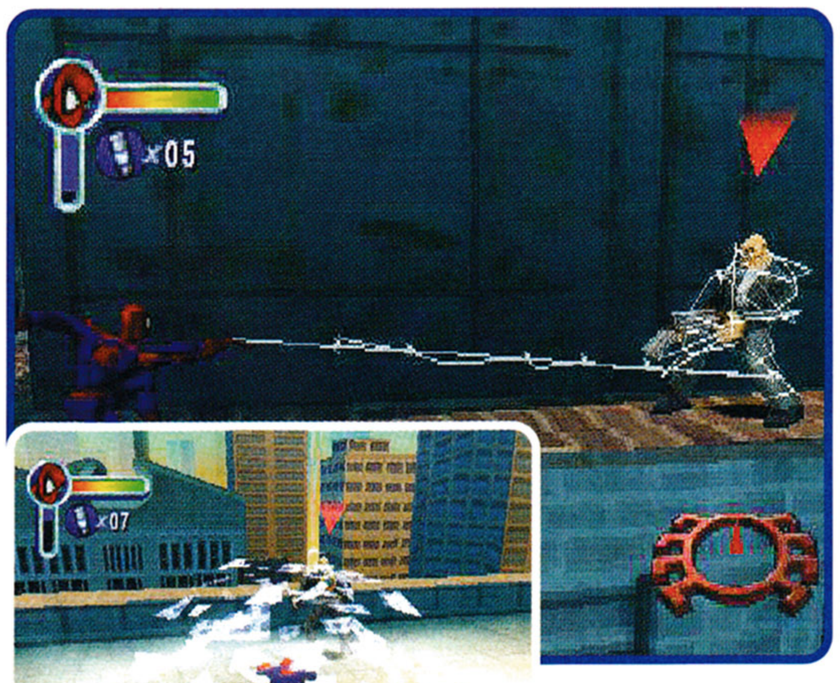
There's a whole lot of scrapping to be done throughout the game, and you'll meet some meaty bosses as you swing your way through Manhattan. They'll come and have a go, because they think they're hard enough. So, spin a web any size and utilise you arachnid powers to prove them all wrong.

▲ The scorpion's taken a hostage. He's no match for Spidey though, is he? But then, that's up to you...

▲ There'll be plenty of rooftop battles. The beauty of it is, if you fall off, you can always climb back up again.

HE DOES WHATEVER A SPIDER CAN, YOU KNOW!

Spidey's powers are some of the neatest elements of the game we've seen so far. Naturally, a lot of them are web-related (thanks to the influence of the Marvel universe), but he's got a few more tricks tucked away up his sleeves (what sleeves? – Ed) to bosh the baddies with as well. Peter Parker would be well jealous.



▲ The webslinger's standard skill is his, um, websling. He can capture enemies, draw them in, and drop 'em with a blow.

See his spidey-sense a-tingling? Or perhaps he just needs some Anadin.

GOOD COP BAD COP

It's Spiderman! With all his powers! And he gets to beat up bad-ass dudes! What more d'you want?

Single-player only? Shame that – we reckon *Spiderman* would be a corking multi-player mash.

WHERE IT'S AT

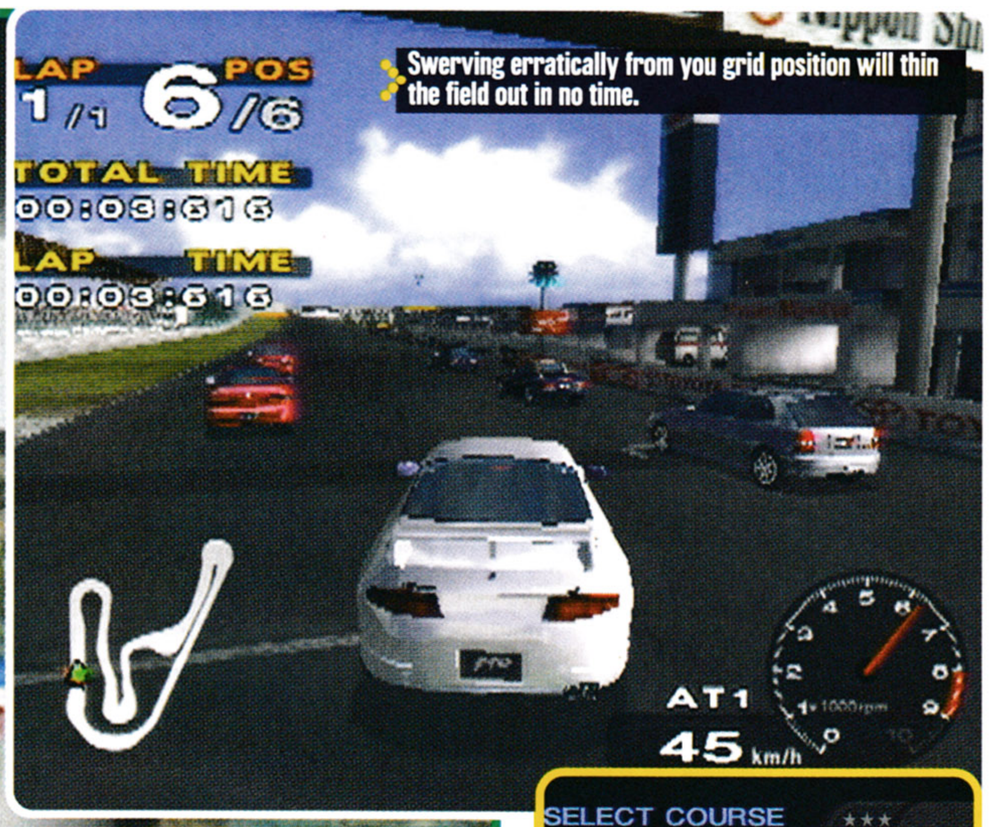
It's a little way off yet, but there's a lot of the basic game's structure present. We're impressed already.

OUT: NOW (JAPAN) **FORMAT:** PS2 **PRICE:** £60 **DEVELOPER:** ESCAPE **PUBLISHER:** SQUARESOFT **SPECIAL FEATURES:** DUAL SHOCK **OTHER FORMATS:** NONE **CALL:** IMPORTER **PLAYERS:** 1-2

PREVIEWER

Oliver Hurley

The choice of red gloves with a white trim definitely ensures you victory in the next race.



Swerving erratically from you grid position will thin the field out in no time.

There are loads of different tracks to get your wheels stuck into.

Factpack
The stuff you need to know...

Cars	30+
Race Modes	4
Coolest Car	TVR Griffith

Driving Emotion Type-S

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

It's the **most realistic driving** game ever. **Whether it's** actually **any fun or not** is another question...

It's THE shocking news of the new millennium! Brace yourselves: big daddy *Gran Turismo* got it all wrong!

For all its nods towards realism and authenticity, *GT* was still, essentially, an arcade racer. Don't believe what we're saying? Wait till you play *Driving Emotion Type-S* on PlayStation2!

REALLY REAL

While other racers may contain elements of realism, and allow you to tweak a variety of car settings, they always make allowances for playability. Not so *Driving Emotion* – this is the closest we've yet seen to a true hardcore driving simulator on a games console.

Which means – even with driving assistance on – it's not easy. For starters, it's essential to use the analogue stick for steering. So for any old-skoolers who are happy to still jab at the D-pad in driving games, that's the first thing you'll need to overcome. The controls themselves are fantastically sensitive so it's impossible to get away with pelting round corners at full speed with the steering wheel on full lock. You'll just crash and look like a jerboa... or something.

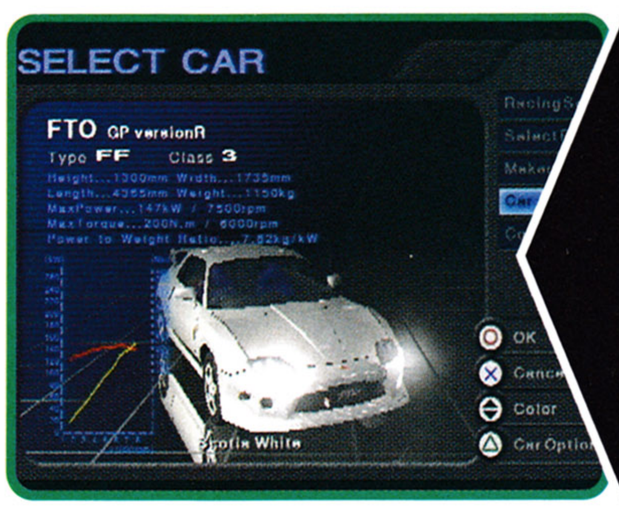
... this is the closest we've yet seen to a true hardcore driving sim on a console...

With the emphasis placed so heavily on being realistic, there aren't a huge number of modes. That said, a Racing School, Time Attack and two-player split-screen mode are all included.

You could argue that, if the game's not much fun it's missing the whole point of being a videogame. But, if you have the patience for it, *DET-S* may yet reach the top of the driving sim pile.

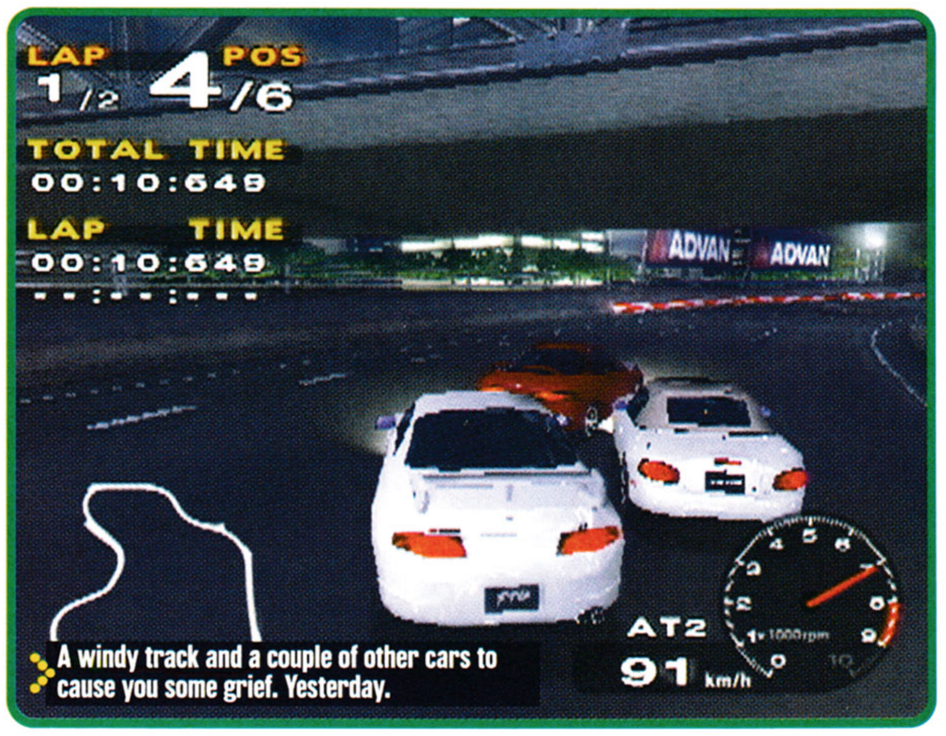
Softography
These guys have also made...

Final Fantasy 7	94%
Final Fantasy 8	97%
Ehrgiez	71%
Chocabo Racing	58%
Final Fantasy Tactics	78%
Tobal	71%



I'LL SUCK ON THAT EMOTION...

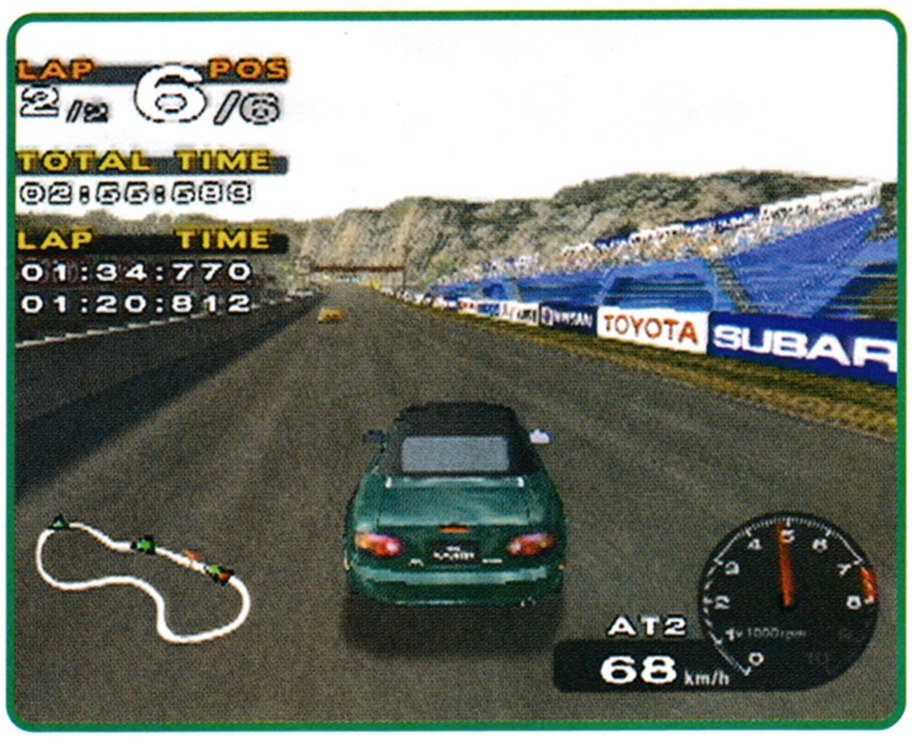
While there's not the range of cars on offer that you'll find in either of the *Gran Turismos*, there are plenty of 'real' cars to choose from. The point being, of course, that their *Driving Emotion* inCARnations (awful pun wholly intended) are the most realistic versions you can ever hope to come across. Question is though, what sort of name is *Driving Emotion Type-S* anyway? No doubt on its UK release it'll be called something like *Yet Another PS2 Driving Game*...



A windy track and a couple of other cars to cause you some grief. Yesterday.

JAPANESE FAST-TRACK!

Many of the circuits are modelled on genuine Japanese race tracks, such as Tsukuba. Combine with some ace physics and this could be the most accurate racing sim yet...



▲ It's all a question of realism vs gameplay. In this case, realism is the winner.

▲ Look, you can even see your hands and everything! It's just like real life!

◀ If you can drive in reality – none of us lot are allowed, obviously – you may find *DET-S* somewhat easier than we did.

▲ Brrrrm, brrrrm. I like driving in my car. It's just like a Jaguar. But different.

STEERAGE!

You can select the amount of assistance you're given in controlling your vehicle: Assist, Normal or Simulator. Even when you pick the Assist setting this is a LONG way from having the sort of easily-mastered controls that most race-'em-ups have sported up to this point.

▲ Reckon you've got it sussed when it comes to racing games?...

▲ ... *Driving Emotion* totally rewrites the rulebook, for better or worse.

LEARNER DRIVER!

The handling in *Type-S does* take a lot of getting used to so it's well worth paying a visit to the Racing School before trying to take on other cars.

▲ One option gives you a racing line to follow. It's a bit sad but it does help you master the bends.

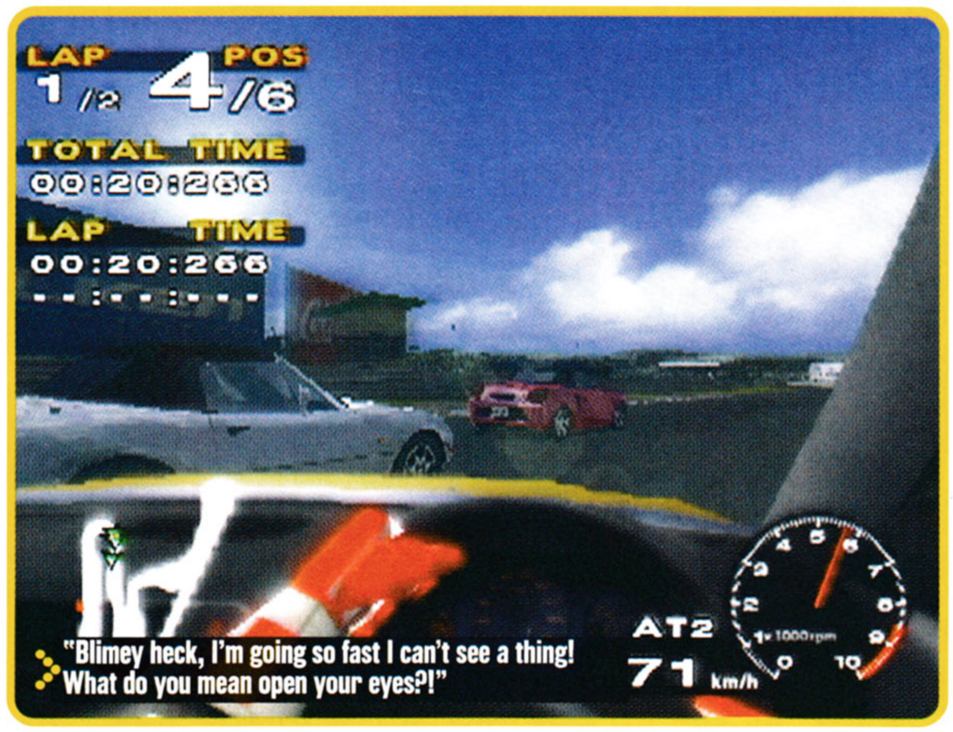
▶ What's that zig-zag bit all about then? Just don't try following it or you're in trouble, big-time.

◀ Handy hint: watch the hands to see how much you're turning. True!

▼ To the naked eye it looks like any other driver...

QUICKER THAN THE EYE!

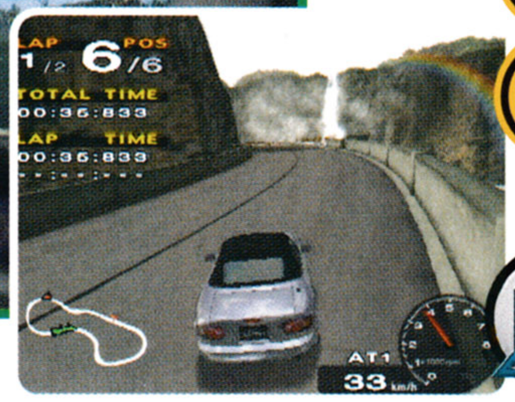
Type-S veers away from the typical stylings of race-'em-ups, and instead goes for more true-to-life visuals. So, travel fast enough and everything goes slightly blurry.



LOOK! THAT'S ME THAT IS!

There's staggering attention to detail in the game, from shimmering rainbows in the distance to the barely-visible driver's reflection on the inside of the windscreen.

◀ Do a massive squint and you can JUST see your own reflection in the windscreen. It's really real!



▶ Oooooh look, that's the best rainbow I've seen all day.

First Impressions

Getting Emotional About the S-Express!

"Arsepans! It's impossible to fudging-well drive in a straight line!" was our initial reaction to the much-vaunted *Driving Emotion Type-S*. Well, after trying to figure out what *Emotion Type-S* is. While we're still none the wiser about that, we have at least figured out how to control the car.

For fans of pure arcade racers, *DET-S* will be a bit of a struggle. But the significance of the game shouldn't be underestimated – for it totally overhauls the very concept of what racing games are like to play.

To add to the sense of realism, as well as the standard outside-the-car view, you're given a genuine first-person perspective, so you actually get to see the inside of the car and the dashboard. If you look closely, it's even possible to see your own reflection on the inside of the windscreen. For novices, the main advantage of this view is that you can see how far you're turning the wheel.

There are only three tracks available to begin with but your main concern will be figuring out the best way to negotiate all the bends. Casual driving fans may well hate it but for the racing connoisseur this promises to be a Double Whopper sized treat.

GOOD COP BAD COP

It's the most realistic driving simulation available on any console, anywhere, ever!

Here's the realism but where's the fun? Makes few concessions to intuitive gameplay and controls.

WHERE IT'S AT

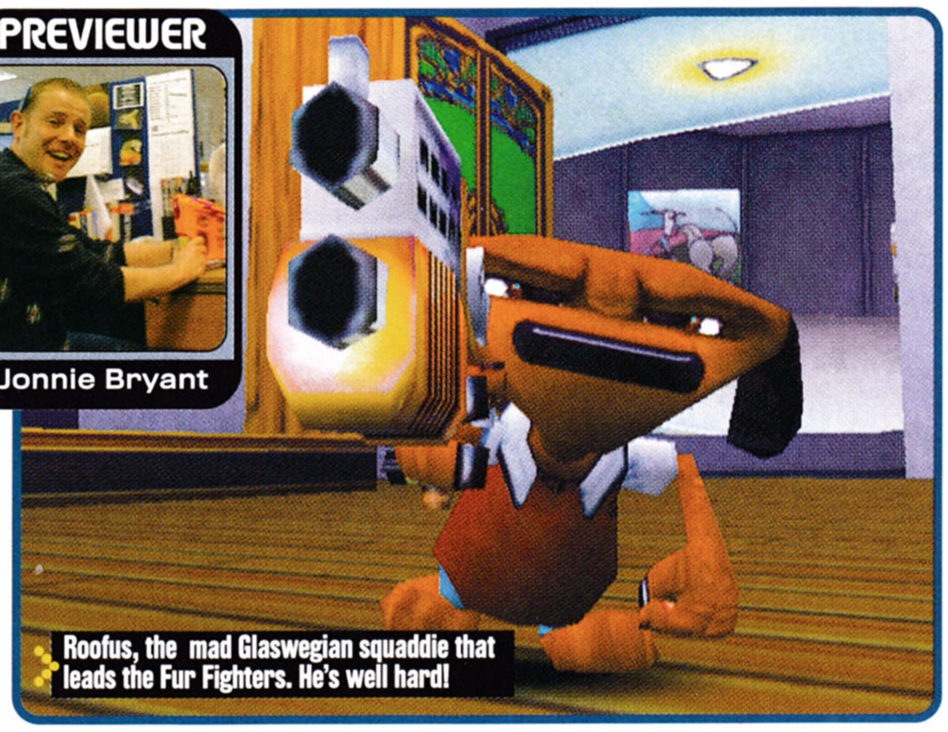
It's out now in Japan and a PAL version should be making its way over here later in the year.

OUT: JULY | FORMAT: DREAMCAST | PRICE: £40 | DEVELOPER: BIZARRE CREATIONS | PUBLISHER: ACCLAIM | SPECIAL FEATURES: VMU | OTHER FORMATS: NONE | CALL: 0207 344 5000 | PLAYERS: 1-4

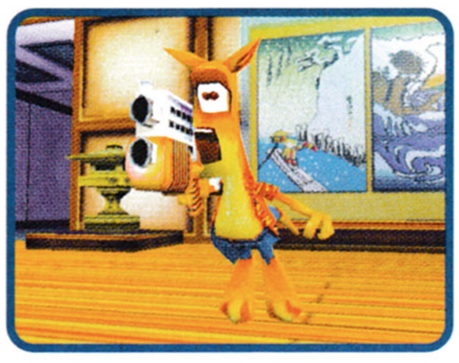
PREVIEWER

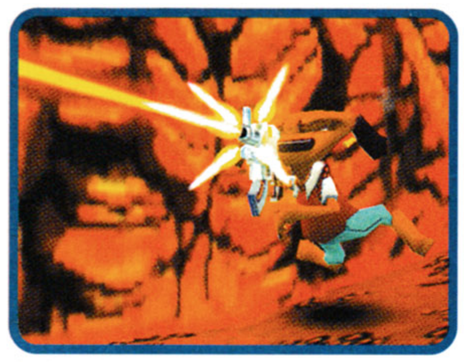
Jonnie Bryant

Fur Fighters

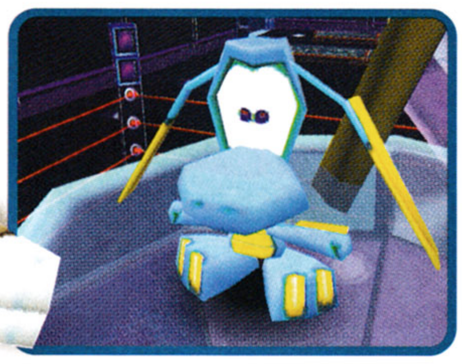


Roofus, the mad Glaswegian squaddie that leads the Fur Fighters. He's well hard!





▲ Guns? Guns for days! From the humble pistol, through shot guns and freeze rays to some devastating super weapons.



▲ The kids aren't alright! In fact they've been abducted by the evil General Viggo and it's up to you to get 'em back.

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Cute, ickle, **fluffy creatures** – packing **some serious heat!** What a truly **inspired combination!**

Imagine a walk in the countryside. The sun is shining, the clouds are fluffy and cute animals bound across green meadows.

But what's this? One of the woodland creatures has picked up an massive gun. He's released the safety catch and is running amok blasting everything in sight! Good God! Somebody stop him! Welcome to the seriously warped world of *Fur Fighters*!

Huddled away in their padded cells, the brains behind Bizarre Creations have been slaving away to bring you a truly innovative title. Pick one of the six playable characters, get yourself equipped at the armoury and scramble out into a world of fluffy carnage.

Softography

These guys have also made...

Formula 1	90%
Formula 1 '97	92%
Whiz and Liz	82%

BABY LOVE

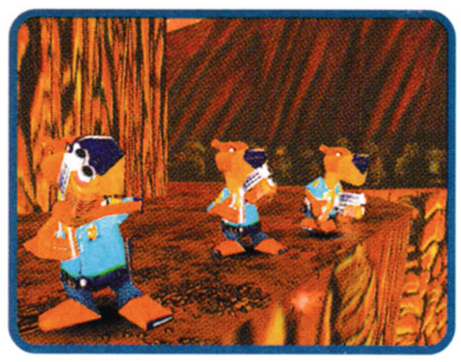
Your motivation for topping dogs and polar bears in their hundreds? Well, the evil General Viggo has kidnapped your children and it's up to you to get them back. To do this you have to battle through a vast, hub based world (similar in construction to *Sonic Adventure*, but with a seriously sinister twist) employing your weapon skills as well as the individual abilities of each of the characters. For example, discover a high, inaccessible ledge and the only way you'll get up there is to use the jumping skills of Bungalow the kangaroo.

▲ You'll meet these nasty little snappers on the building site level.

It's not a complete kill frenzy though as there are tons of puzzles and sub missions to test you brain box. Add to this a fat slice of oddball humour (where else might you find in-game adverts for *Resident Weevil* or *Quack 3*?) and everything points to a storming DC title set to remove a sizable chunk of your life. And it's got a fantastic multi-player too!

... pick a character and scramble into a world of fluffy carnage...

So it's a case of pass the ammunition and say a prayer for bambi.



▲ You get to go everywhere – cities, space stations, ports and even hell!

MULTI-FLUFF!

Should you get bored of the mind-boggling levels, bosses, puzzles, sub games and secret areas, there's always the multi-player deathmatch to while away the hours with. Get a gang of mates together and blast ten shades of stuffing out of 'em! Trust us, after your first 'fluff' you just won't wanna stop!

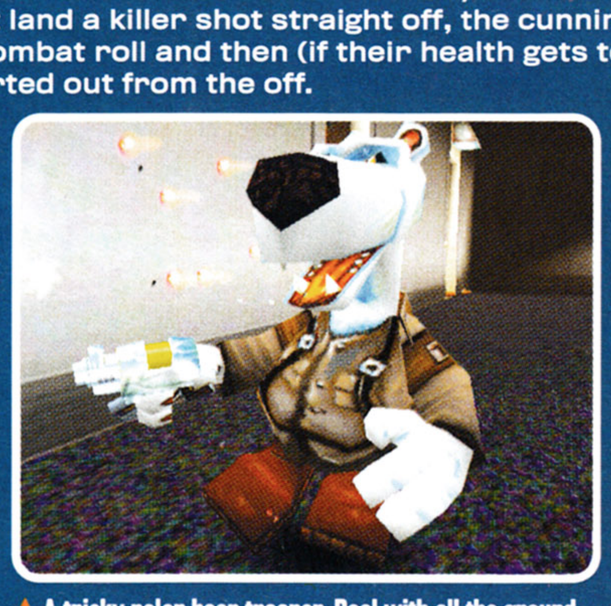
▲ The multi-player arenas range from domestic settings like this house to sky-scraper roof tops.

▲ The old four-way split never loses its comic charm. Have some!

SUPER FURRY ANIMALS!

Not only are there literally hundreds of evil critters out for a taste of yer innards, but they're all pretty smart when it comes to gunning you down. If you don't land a killer shot straight off, the cunning blighters will start a series of evasion tactics. First the odd duck or combat roll and then (if their health gets too low) they'll flee towards some mates for back-up. Best get your targeting sorted out from the off.

▲ The bad guys turn up in a host of different, oddball forms.



▲ A tricky polar bear trooper. Deal with all the ground soldiers and the hub bosses and you get to face...

▲ ... General Viggo himself. Don't worry though it'll take you weeks before you reach his stronghold.

GOOD COP, BAD COP

A huge layout, tricky puzzles, devious enemies and a fast 'n' frantic multi-player. Got a lot going for it.

Some people might be put off by the cartoony characters and bold, brightly coloured environments.

WHERE IT'S AT

The code we saw was pretty polished, so expect a review real soon in the only mag that matters.

PlayStation

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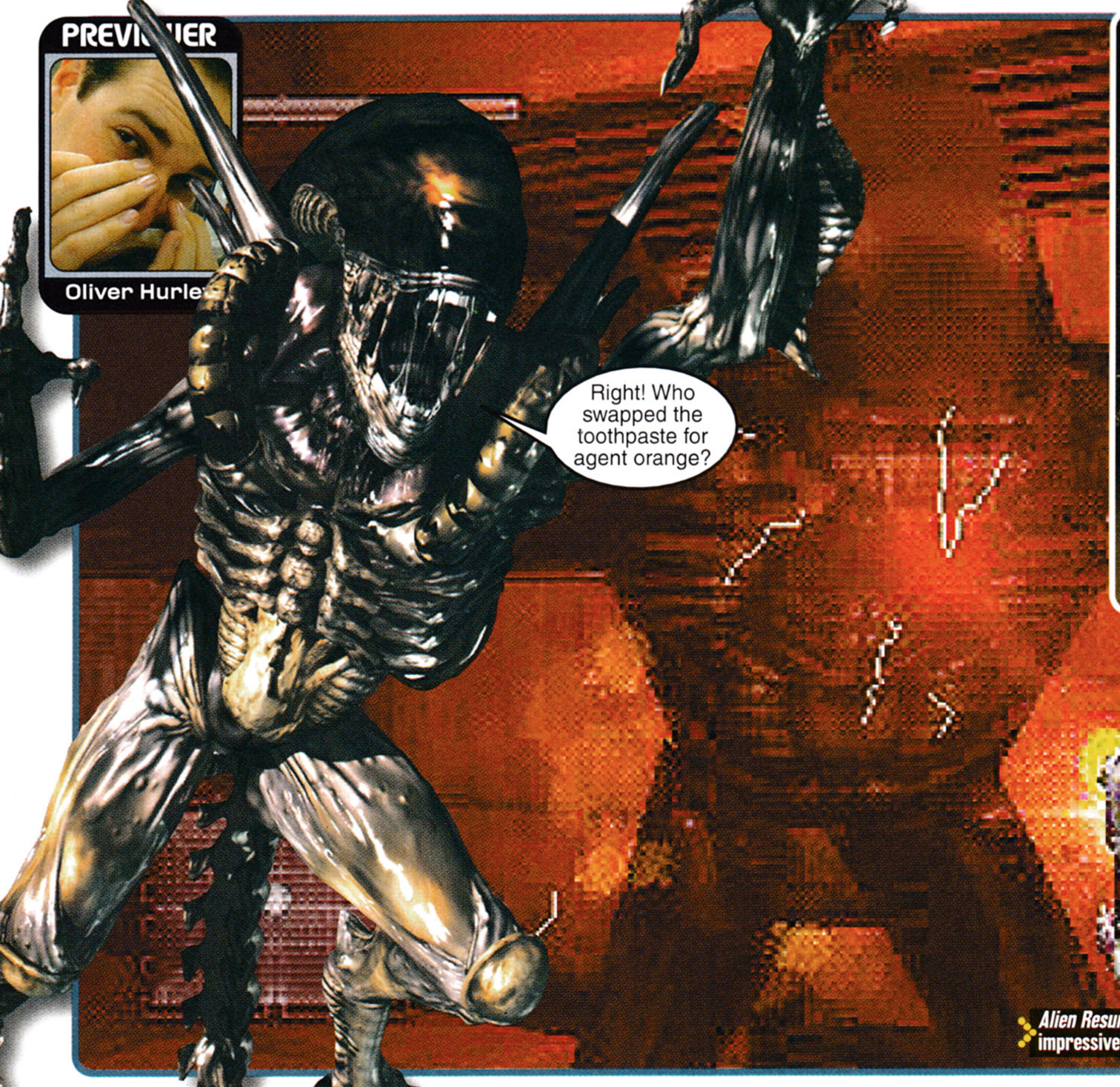
OUT: SEPT | **FORMAT:** PLAYSTATION | **PRICE:** TBC | **DEVELOP:** ONAUT | **PUBLIS:** INTERACTIVE | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 01932 450 000 | **PLAYERS:** 1

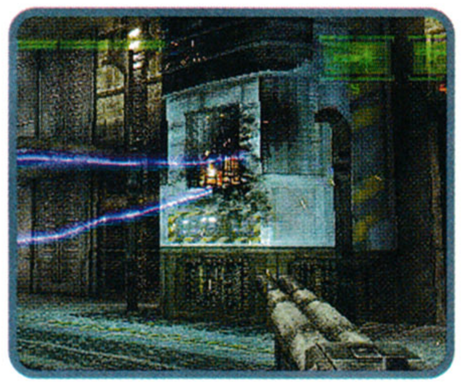
PREVI ER

Oliver Hurle



Alien Resurrection features some of the most impressive visuals you'll ever see on a PlayStation!

As you can tell, the game lives up to its name.



▲ The atmosphere of the *Alien* films is captured brilliantly. Perhaps this is the closest thing yet to really feeling like you're IN a movie. Can't be bad.

Alien Resurrection

Factpack
The stuff you need to know...

Levels	10
Development Time	3 years
Time to Complete	15-20 hours
Scary?	Um, YES!

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

It's been **a long time a-coming,** but **Alien Resurrection could be the ultimate in first-person PlayStationing!**

You may remember *Alien Resurrection*. It was first previewed by us way back in our January '98 issue (GM 64) and started life as a third-person action-adventurer.

Curiously, developers Argonaut virtually finished programming the original incarnation of the game. Problem was, they realised it just wasn't very scary. You could see a long way ahead and behind you so there was no element of surprise when the aliens sprang on you and you couldn't even see them crawl along the ceiling.

SQUARE ONE

So, they started again and transformed the game from a third-person to first-person perspective. A bold step but, judging by the new version of the game, it was well worth all the trouble. Despite outward appearances though, it's not simply *Quake*-with-Aliens-in, nor is it in any way a console version of the hit PC title *Aliens vs Predator*.

... the shift to a first-person perspective was bold, but well worth the trouble...

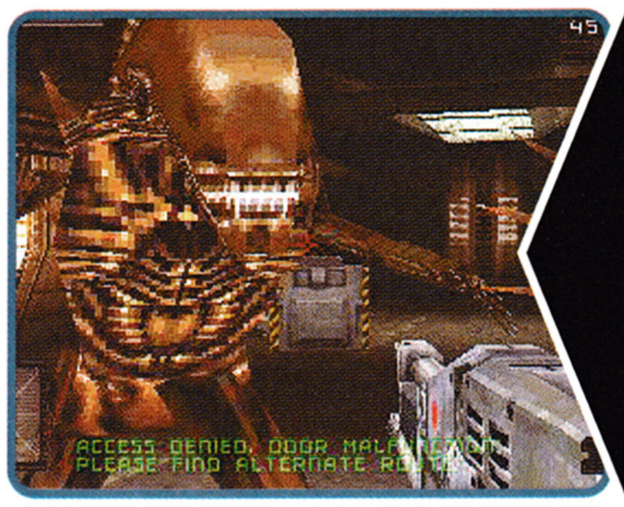
If anything, it's actually far closer to a first-person version of *Resident Evil*. With really hideous creatures from outer space in, obviously. That's not to say the game hasn't got its fair share of blasting and instant gore, but there's a lot more to it than just being a mindless xenomorph shooter.

IN CHARACTER

You start the game as Ripley but control four different characters throughout the game, with a total of 10 levels to scramble through. Also, the script is based loosely on the movie but there are also extra elements specific to the game. Fantastic!

Softography
These guys have also made...

Croc	60%
Croc 2	64%
Red Dog	68%
Buck Bumble	58%



TALK ABOUT TAKING A RISK!

Imagine spending years working towards something only to then realise you're wasting your time. What a bummer! That's just what happened to the *Alien Resurrection* team. The game's looking massively different from how it was initially conceived and, incredibly, the third-person version was almost totally finished before being scrapped. It's now sitting next to *Thrill Kill* and *Resident Evil* on the Game Boy in a large box buried somewhere on Morecambe beach.

Look, it's GamesMaster's tried 'n' tested bubble-gun in action! We KNEW it'd come in handy one day...

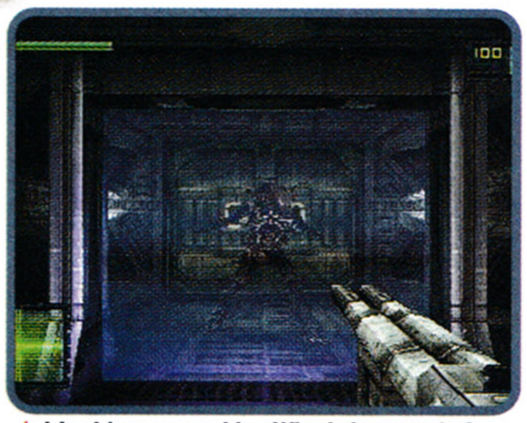
ALIEN RESURRECTION

SHOW ME EVERYTHING!

There's plenty of tasty weaponry on offer in the game including a shotgun, pulse rifle and grenade launcher. Die, alien scum, die!

▲ A word of advice: remember to reload. Otherwise you'll pump tha' trigger uselessly.

▲ You've *really* got to watch out for those Face Huggers.



▲ It's either you or him. What's it gonna be? By the way, the correct answer is him.

◀ Let's face it, no shoot-'em-up is really complete without the inclusion of a flame-thrower. Taste the pain, extra-terrestrials!

IDEALISTIC!

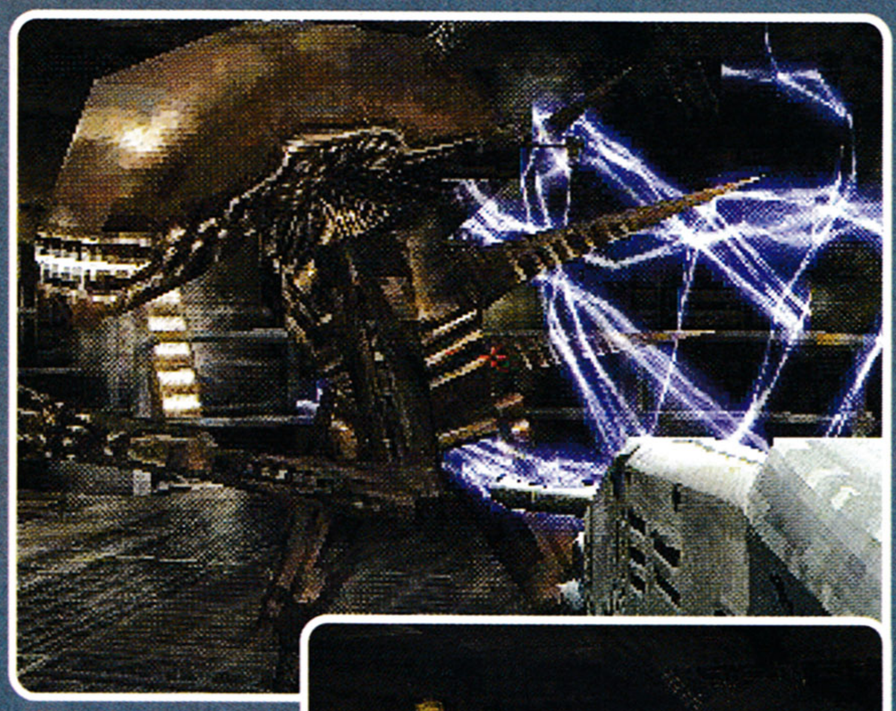
You'll have to get your thinking cap on to complete each section as there are plenty of puzzles scattered throughout the game. Don't get too lost in thought though as there's no lack of random attacks so you need to be ready to fend off the aliens.

▲ If in doubt, shoot it. Actually, even if you're not in doubt, shoot it anyway.

▲ Dave knows the developers so he got his girlfriend featured in the game.

WOULD YOU LOOK AT THAT!

Okay, so the likes of *Quake 2* looked pretty good on the PlayStation. But just a quick glance at these shots tells you that *Alien Resurrection* is in another league again.



▲ With a head as big as that, just think how BRAINY old boggle bonce must be...

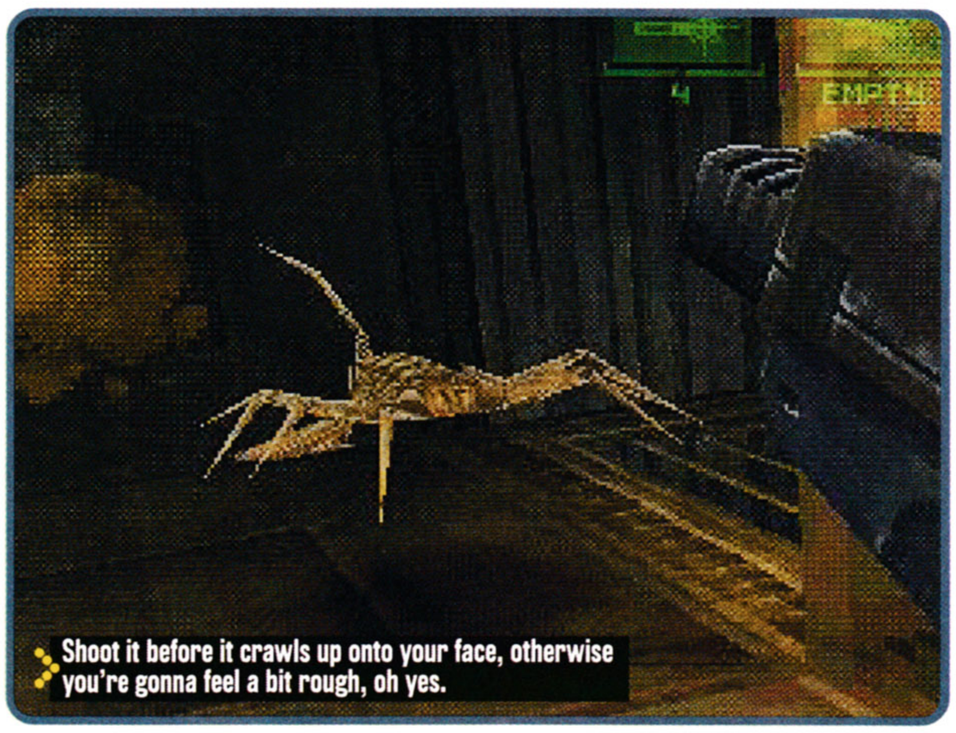
► Rarely does life get as good as this: being covered in alien juice. Oh, hang on a sec... Aghhhhhh!

◀ Aliens: they're like pigeons. Just bigger. And with acid for blood.

▼ Play the piano drunk until your fingers ignite.

I LOVE YOU, I DO!

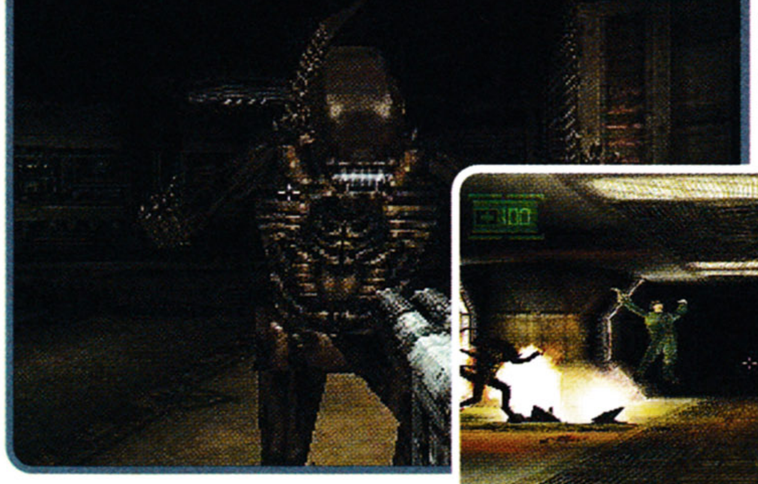
Face Huggers are insidious little creatures that scuttle across the floor towards you while thrashing about and making a disturbing pitter-patter sound.



Shoot it before it crawls up onto your face, otherwise you're gonna feel a bit rough, oh yes.

OOOO HOT, HOT HOT!

While the flame-thrower isn't the best weapon for killing aliens it'll force them to back off if they get a little too close. Gain some space, swap weapons and let 'em have it!



◀ Do you want some? Eh, do you? You want some then, is it? I'll have you all! Come on then... etc, ad nauseum...

► Boy Scouts Rule No 1: to start a fire always have an alien to hand.

First Impressions

Sleep when you die man!

It's always slightly intimidating being herded into a darkened studio to play a game in front of the team of people that have spent the last three years developing it. So compared to that, *Alien Resurrection* itself isn't particularly scary at all. It is, though, incredibly tense, atmospheric and good-looking.

The conversion to first-person works an absolute treat and you get a real sense of claustrophobia – your motion sensor is beeping maniacally and there are no aliens to be seen. Spin round, look up and – cack the bed! – look at the state of that!

The control system differs from that used by virtually every other console first-person game but it works incredibly well. The left joystick moves you around while the right one works in much the same way as you'd use a mouse when playing *Quake* on the PC. So you've got complete control over your character even down to being able lock their line of vision with L1 – useful for fending off Face Huggers.

There's no music in the game with the focus instead being on realistic and tension-building sound effects, such as the scuttling of Face Huggers or the drone of Father, the ship's computer.

GOOD COP BAD COP

Really atmospheric, great looking baddies and environments, all backed up by a gripping storyline.

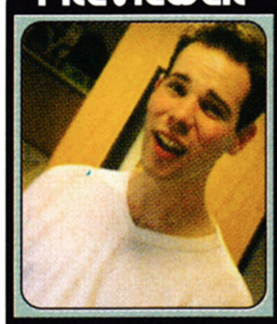
No multi-player option and not the relentless shooter that some might have hoped for.

WHERE IT'S AT

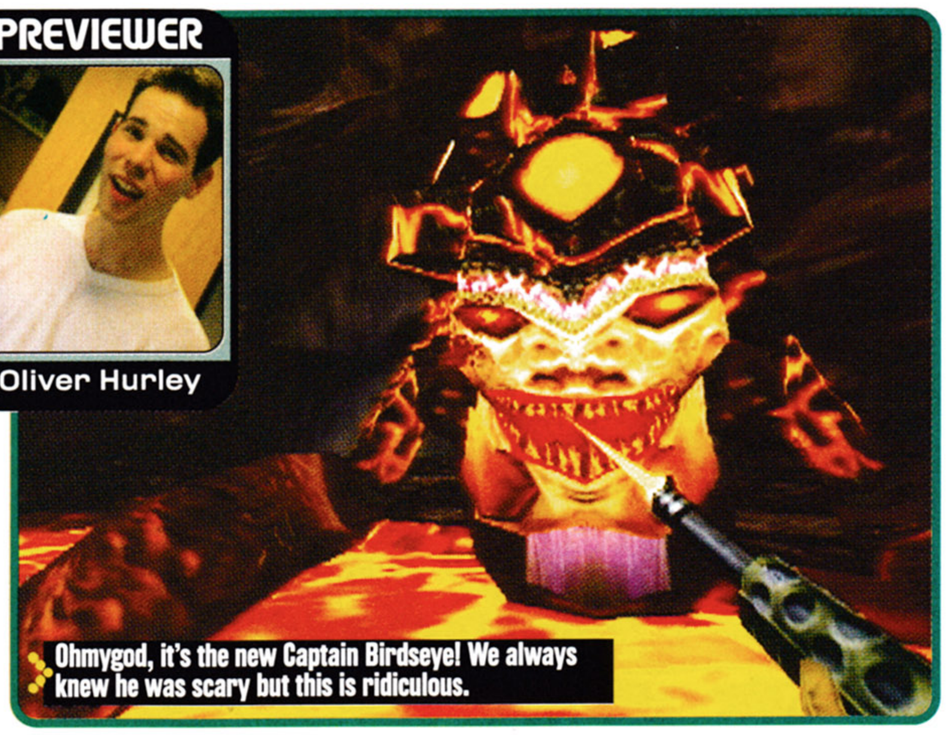
There's just a bit of tweaking and balancing left to do so this should be ready for review next issue. Smart!

OUT: SEPT | FORMAT: NINTENDO 64 | PRICE: £40 | DEVELOPER: ACCLAIM | PUBLISHER: ACCLAIM | SPECIAL FEATURES: EXPANSION PAK | OTHER FORMATS: NONE | CALL: 0207 344 5000 | PLAYERS: 1-4

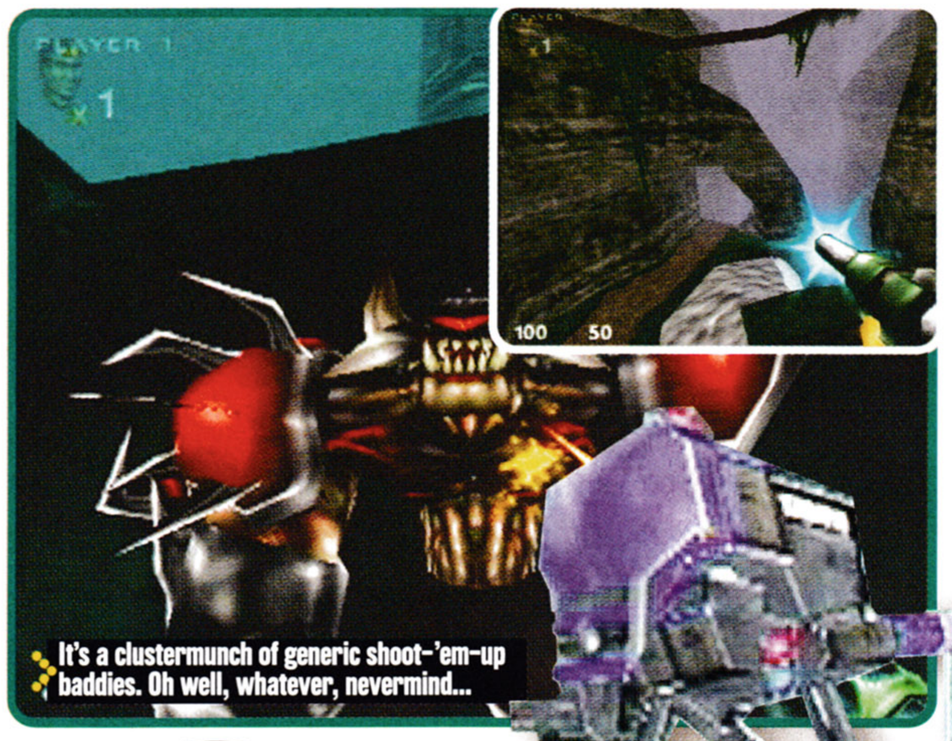
PREVIEWER



Oliver Hurley



Ohmygod, it's the new Captain Birdseye! We always knew he was scary but this is ridiculous.



It's a clustermunch of generic shoot-'em-up baddies. Oh well, whatever, nevermind...

▲ It's every nightmare you ever had combined into one and brought to life. Oh, hang on, it's just a computer game.

▲ One of the early levels sees you contained in a Military Police-controlled city. The sort of thing Hurley lusts after.

Turok 3

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

One, two, three, four... **For those about Turok**, we **salute you!** Oh sorry, have we done **that gag before?**

Mates giving you a hard time about the N64? Well, if the words *Pokémon Stadium* and *Perfect Dark* aren't enough to shut them up, then *Turok 3* should do the trick. For the final part of the Turok trilogy is shaping up to be very tasty indeed.

This time around you can pick between taking control of either Joseph or Danielle Fireseed in your bid to prevent the death of the *Turok* mantle and the rebirth of Oblivion, a monstrous cosmic entity. That's what it says here anyway. Finish the game with one character and you can then go back through with the other one, accessing areas that were previously unavailable.

Softography

These guys have also made...

Turok	82%
Turok 2	87%
Turok Rage Wars	80%

FUTURE SCAPE

In all, there are over 20 levels spread across five environments. The first mission is set among the ruins of a futuristic city that the police have sealed off in a bid to trap the nefarious Oblivion, with other levels including jungles and an underwater military base.

There's no lack of really-rather-nasty-looking foes, whether it be the two-headed Clone Warrior, Raptors or the array of bosses, the one in the sewer being particularly unpleasant. The good part of this though is that when you get round to fending them off, the end result is huge amounts of blood. You can even shoot off individual limbs if your aim is good enough. Joy!

... the final part of the Turok trilogy is shaping up to be very tasty...

Of course, this wouldn't be *Turok* without a generous helping of multi-player madness. *Shadow of Oblivion* includes around 50 multi-player maps and eight multi-player modes, including Capture the Flag, Monkey Tag and Blood Lust, so Acclaim's LAST EVER (!) N64 game should easily reach the upper echelons of deathmatch finery. Class.

SON OF A...

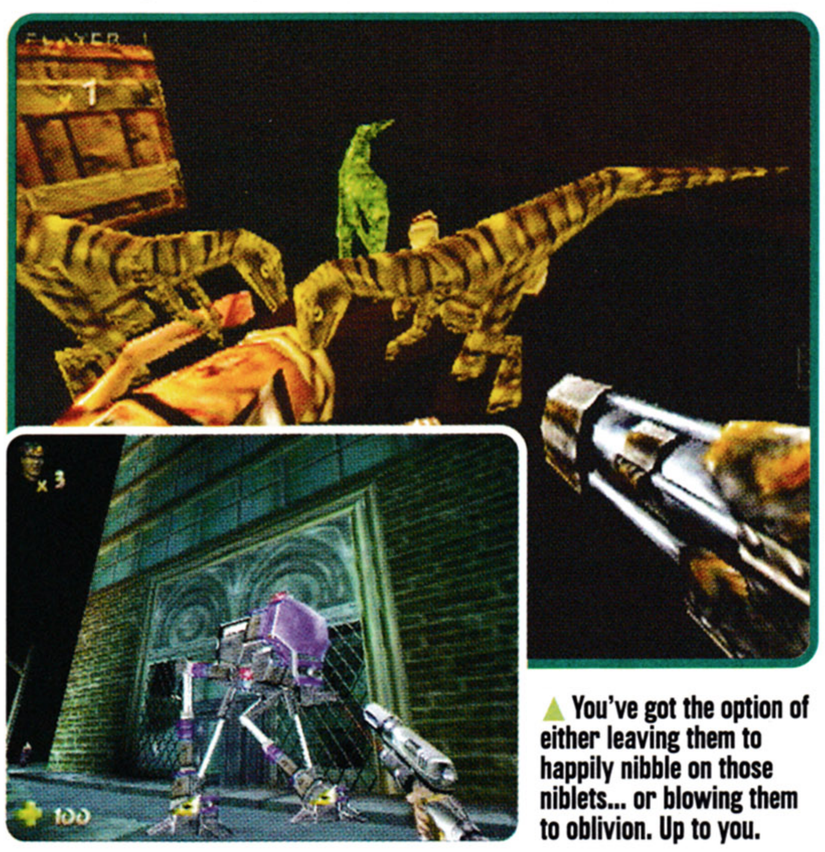
Weapons? We got 'em! *Turok 3* boasts eight different tools of destruction, all of which can be upgraded twice giving you a grand total of 24. Cripes! Included are the Inferno Cannon, Stealth Rifle and the infamous Eviscerator. You'll need them all as over 40 different enemies are after your blood...

▲ After the minor disappointment of *Rage Wars*, *Oblivion* seems to have the *Turok* series back on track.

▲ What started off as a perfectly civil conversation about the poet Tom Paulin soon degenerated into bloodshed.

BYE, BYE BACKTRACKING!

The levels are much smaller than those of *Turok 2*. Add to that the ability to save anywhere in the game and never again will you be forced to traipse all the way through levels that you've already completed to better that nasty boss, find that vital weapon or just open up the next area. Smart.



▲ You've got the option of either leaving them to happily nibble on those niblets... or blowing them to oblivion. Up to you.

Remember kids: just because he's got big teeth doesn't mean he's scary.

GOOD COP BAD COP

The best *Turok* of them all. Should be a vital purchase for any self-respecting N64 owner.

No great innovations in the gameplay department and may pale in comparison to *Perfect Dark*.

WHERE IT'S AT

It's not due out till September so there's plenty of work left to do before it's reviewable.

c: Netscape Online

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Name	Size	Modified

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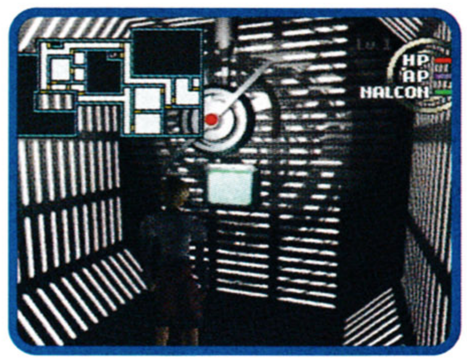
OUT: JUNE | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: POLYGON MAGIC | PUBLISHER: CRAVE | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 0207 821 5811 | PLAYERS: 1

PREVIEWER

Andreas Olsson

"Hey Andy, I think those soup tins you did were rubbish. Pop art? Pop tart more like!" Oh dear...

Watch out soon for *Galerian Team Racing* where you pop peoples heads with a wave of your hand!



▲ The gameplay is a combination of puzzles and action. Quite standard 3D adventure territory.

Galerians

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

The year is 2519. **Scientists have**, through **genetic manipulation**, produced a **slave force** called Galerians.

The survival horror genre is busier than an underground train to Piccadilly Circus.

Yet somehow developers continue to create new games. Well that's fine by us as long as they come up with something original.

Galerians is easiest explained as a *Resident Evil* without the guns. The sound and graphics are reminiscent of the *Resi* series, but the gameplay is rather different. For example, the central character, Rion, has to have certain drugs to stay alive. You don't have any shotguns or rocket launchers; nope you've got a pair of hands and your brain and some trousers. But no guns.

Softography
These guys have also made...

Tony Hawk's	90%
Tokyo Highway Battle	55%

EXPERIMENTAL

Rion, is a 14-year-old boy who has been used as a lab mouse by sinister scientists. Their intentions of turning him into a slave (a Galerian) result in failure when his powers become too, well, powerful and people start to die. All the dodgy experiments on Rion have turned him into a walking power plant who can use his telekinetic powers to defeat attackers.

There are no hordes of lurking zombies as in the *Resi* games or trigger-happy terrorists as in *Syphon Filter 2*, in fact there isn't that much to kill at all (at least not in comparison to the aforementioned games from Capcom and 989 Studios).

> **... dodgy experiments on Rion have turned him into a power plant...**

FRINGE BENEFIT

The title's strength ultimately lies within its horrifying plot and the eerie environments you encounter as you wander around. You better not be afraid of the dark when you play *Galerians* 'cos some of the stuff that goes down will scare you witless. To be honest, *Galerians* is best played from behind the sofa with a sterilised bucket to hand, so don't say we didn't warn you.

BAD INC!

What makes *Galerians* stand out from the crowd is its scary and twisted (even tasteless) elements. The anti-hero, Rion, doesn't know anything about who he is or his past when you start the game. So it's up to you to discover his history and to stop the profit hungry company that's behind all the underhand dealings.

▲ This game really tries to be hard and teeters on being gratuitous. It really goes out of it's way to be disturbing.

▲ While *Resi* had the B-movie silliness undermining the horror, *Galerians* lacks the humour to take the edge off the gore.

BY THE POWER OF MY MIND ALONE!

Instead of big guns you have a pair of hands to use against the baddies. While this may sound dull, is it far from it when you find out how to use Rion's abilities. You also have a wide selection of drugs to choose from and your psychic abilities depend on which pill you take.

Another one bites the dust for taking the mick out of Rion's shorts. Good job they didn't mention his hair

GOOD COP BAD COP

A twisted and scary plot that will keep you glued to your TV and spitting nail pieces in sheer terror.

It can be pretty lonely and even boring to run around corridors without anyone to waste.

WHERE IT'S AT

We'll deliver you the very best and fairest review around in the next issue of GamesMaster.

OUT: NOW (JAPAN) | FORMAT: PS2 | PRICE: £60 | DEVELOPER: TECMO | PUBLISHER: ACCLAIM | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: DC, ARCADE | CALL: 0207 344 5000 | PLAYERS: 1-4

Although this may look as if it tickles, contrary to popular opinion, it doesn't.

▲ A nice double-team move or pervy three-way shenanigans? You decide...

Dead or Alive 2

It's not **the definitive PS2** fighter but DOA2's a refreshing **change from Tekken!**

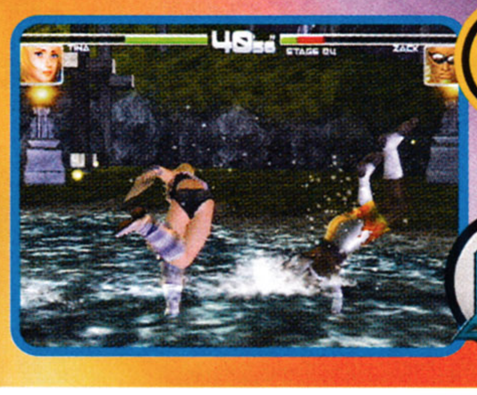
PREVIEWER: Oliver Hurley

You know the score by now: super-speedy fighting, danger zones and spectacular drops off towers and waterfalls.

Oh, and large-chested females. In a world over-run by fighting games, *Dead or Alive 2* still manages to offer a slap-happy new twist.

It varies little from the arcade or Dreamcast versions (see review, p80). There are a couple of brand new levels (one in a desert, the other in a dojo) though it doesn't look particularly better than the DC version – hardly a major flaw considering how great the Sega version is. Due to the Dreamcast's superior anti-aliasing though (which blends the pixels together to create a smoother image), if you look REALLY closely, the backgrounds on the DC game actually look better than they do on the PS2. Amazing!

It lacks the familiar controls and great range of characters but it's still supreme beat-'em-up fun.



GOOD COP BAD COP

One of the fastest fighters around, cool tag mode and innovative control system should make this a winner.

Limited number of characters and lacks the lifespan and features of *Tekken Tag*.

WHERE IT'S AT

It's already in the shops in Japan so should be out over here before the end of the year.

OUT: JUNE | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: KALISTO | PUBLISHER: KONAMI | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 01895 470 530 | PLAYERS: 1

Nightmare Creatures 2

Wallace gets **busy with an axe.** Now, **what would Gromit** say about that?

PREVIEWER: Alex Bickham

Zombies, eh? Despite all their brain-munching, world-conquering plans, they never seem to get away with it.

There always seems to be some goody-goody hero with a 9mm and a pocket full of rockets on the scene to blow holes in their plans.

Well, if you're bored with that old chestnut, then *Nightmare Creatures 2* might just tickle your fancy. As Wallace, a man tortured by the bad guys to the point of madness, it's up to you to halt the whiffy tide of mouldering goons threatening to engulf the world. Given such a storyline, you might expect *NC2* to be a bit on the gory side – and you'd be right! Essentially, you wander from fight to fight while solving puzzles, leaving a trail of gushing amputees behind you... top fun, especially when you work out the fatality moves.

NC2's looking pretty good so far, although the incessant combat might prove a little tedious for some.

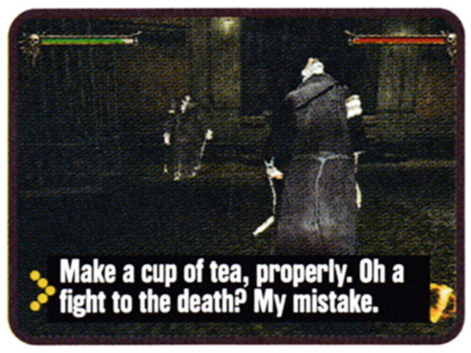
EEEYUCH!

NC2 doesn't skimp on the gore front. The fatalities are, in true *Mortal Kombat* style, downright vicious and bloody.

▲ Like a demented lumberjack, Wallace gets busy with his axe.

▲ Weaken your foe enough, and the word 'Fatality' will appear...

▲ ... at which point, a quick button combo will reduce him to soup.


Make a cup of tea, properly. Oh a fight to the death? My mistake.

Grey-cloaked gothicness what you're after? You're reading the wrong mag!

GOOD COP BAD COP

Looks like top Gothic hack-'n'-slash horror from here... but the proof, as ever, is in the pudding.

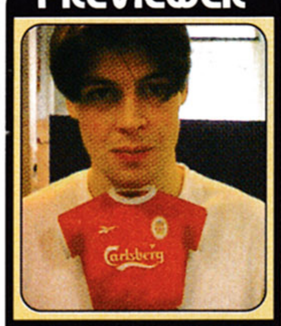
Very basic puzzles (find key, open door, duh!) might just hold the game back in the entertainment stakes.

WHERE IT'S AT

The early version we played looked okay, but it might need a bit more variety to be really great.

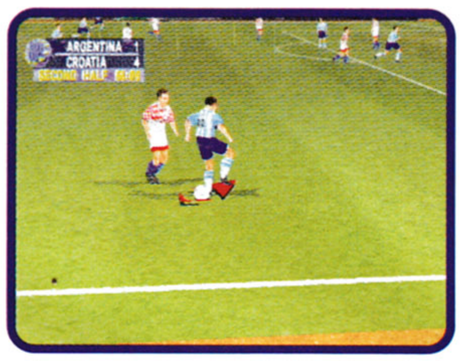
OUT: JUNE | **FORMAT:** DREAMCAST | **PRICE:** £40 | **DEVELOPER:** SILICON DREAMS | **PUBLISHER:** SEGA | **SPECIAL FEATURES:** VMU | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-4

PREVIEWER



Dave Harrison

SWWS is a very healthy looking game. Just take a look at the crowd. Nice...



▲ The problem with *WWS* was not the way it looked, but the gameplay. So unless there's some major new developments, I doubt there's much to get excited about.

▲ You'll get to guide England all the way through Euro 2000. Just make sure you don't let any games go to penalties.

SWWS Euro

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

The wind up to another summer of football starts here as the dream team kicks into gear!

The summer is nearly here and the football season will soon come to an end. So what next?... Cricket?

Who ya kidding – more football of course. Yes it's Euro 2000, a celebration of football, of life and an opportunity for loads of football games with word Euro near them to spill onto the streets.

One of the quickest to the ball this time is our old friends at Silicon Dreams, who just don't seem to get be able to get out of their seats without another football sim falling off their laps.

... WWS was seriously placid and the same game engine's been used here...

TWINKLE TOES

This is a new and improved version of *WWS* – a game that sorely needed improving. It was a very placid game compared to the fidgety *Virtua Striker*, but it was so placid that it was hard to tell there was a game going on. But this time around there are a few neat improvements. The graphics have been spruced up, the action's a bit quicker and the players have improved artificial intelligence, so they act just like real footballers... but without the tantrums, interesting fashion decisions and facial hair.

▲ The England team, complete with gormless faces and dodgy necks.

▲ The return of the handy arrows. Yes the ball in the back of the net will do fine.

But other than the odd tweak here and there it's more of a cosmetic and statistical re-jig. It has 50 new teams and comes complete with all new domestic rostas up to the transfer deadline of March 17th. All 20 qualifiers for Euro 2000 are included as well and there's *S* in front of *WWS* bit.

This will be the fourth footie game for Dreamcast and so far the results have not been that spectacular.

Softography
These guys have also made...

Soccer '97	62%
MOWLS	81%
UEFA Champ League	80%
UEFA Champ '99/'00	66%
WWS 2000	55%

Only *UEFA Striker* gave 110% but that was still remarkably workman-like. But Silicon Dreams have made solid football titles, so it shouldn't be too long before DC gets the game it deserves.

YER SIGNED!

It's not often that games come out at the fag end of a season but what doing this achieves is that the developers have a chance to include the most up-to-date team rostas available. Unfortunately, they've had to speculate on the final Euro 2000 squads so you won't get a totally perfect line-up.

▲ Here's Georgy Weah firmly part of the Chelsea team, and sporting a strange caramel coloured floppy wig.

▲ Danny Wilson's favourite – that's right it's Benny Carbone!

DRIBBLY WIBBLY!

SWWS blesses each footballer with some sublime skills so there's far more flexibility when the players are running with the ball. A Ronaldo double-step-over, a David Ginola spin and the Michael Owen run-very-quickly can all be executed with the shoulder buttons. But only by combining these with some cunning timing and skillful passing can the opposing defence be ripped to shreds. But beware, you'll be lucky to keep all your knees with some of the tackles.

▲ All the players just can't resist a scissors kick when sometimes a simple header might be a bit more effective.

▲ Sol Campbell belies his centre back existence with this delicate step over. He's like a jinky Jimmy Johnstone!

▲ Attempting the 'ol rolling foot over ball spin. With two psychotic defenders like this you may lose the odd leg.

GOOD COP BAD COP

It's bound to be an improvement on *WWS* and it's the first to kick off this summer's footie fever.

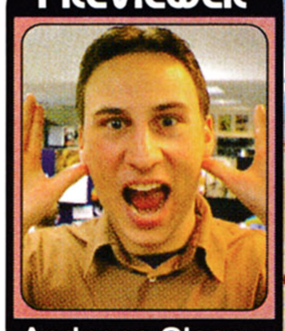
Still based on the same game engine that didn't serve them so well for their last release.

WHERE IT'S AT

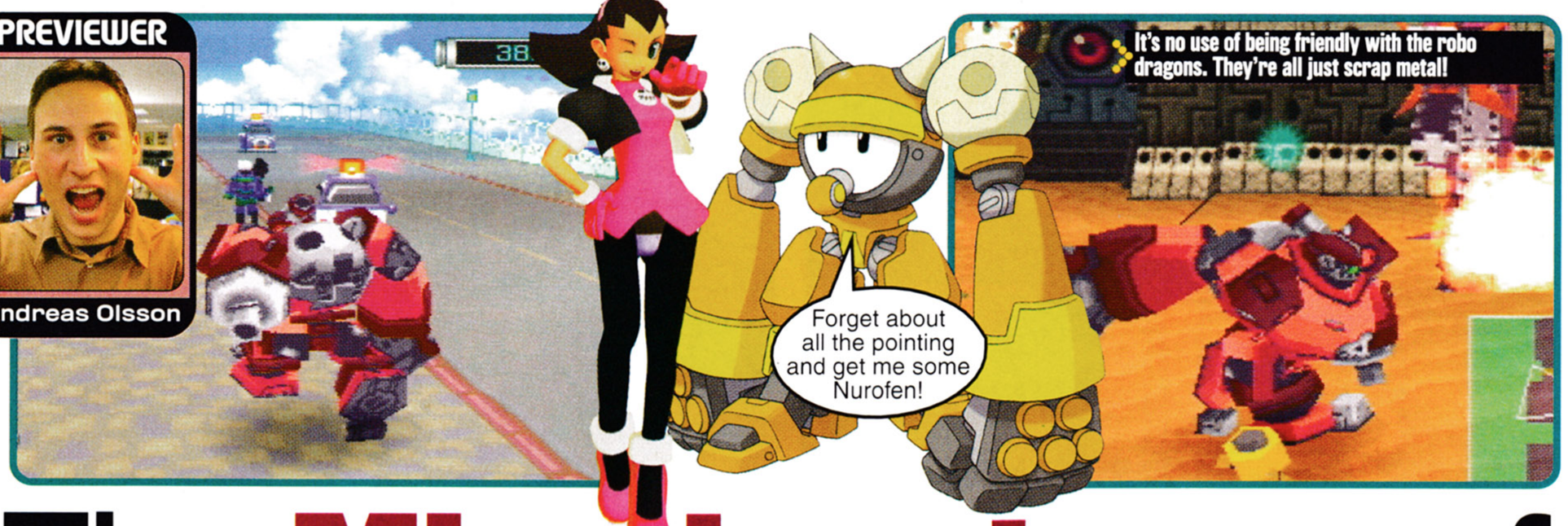
The warm-ups are done, the national anthems have been sung so we're just waiting for the kick off.

OUT: JUNE | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** CAPCAOM | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 0181 636 3000 | **PLAYERS:** 1

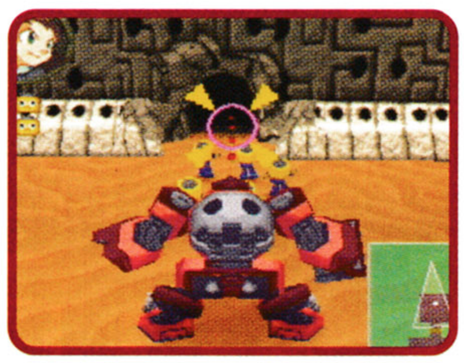
PREVIEWER



Andreas Olsson



▲ You can send out your Servbots for some scouting before each mission. They usually come back with useful goodies.



▲ Your big mech can't get access to the narrow passages, so you have to send out your robo slaves to do the dirty-work for you.

The Misadventures of Tron Bonne

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

What's that **in the sky? A pink** elephant with **four-wheel drive** and dodgy rear bumpers? Nope, **it's an airship.**

Capcom have made sequels their trademark and *Mega Man* is arguably one of their strongest candidates for the title of longest running series ever.

The little blue hero went into his third generation with the introduction of *Mega Man Legends* in which you might remember there appeared a female rival called Tron. Well, it seems that a lot of gamers took a shine to the girl because she's the star of Capcom's latest adventure.

Softography
These guys have also made...

Mega Man 9	83%
Mega Man Legends	75%
Dino Crisis	93%
Resident Evil 3	94%
Street Fighter 2	94%

AIR CORSAIR

Tron and the rest of her bonkers family are a team of pirates who travel around the world searching for excitement and treasures. Just like the bad old pirate Blue Beard, they travel around by ship, with the only difference being that their craft, the Gesellschaft, is an airship. Seeing as it's a spin off game from *Mega Man*, you can expect to see hordes of wacky robots and inventions popping up all over the shop.

The amusing dialogue and the cartoon inspired graphics may appeal more to younger players, but older gamers can get a dose of really good laughs as well.

The game doesn't follow any linear story and the player can in most cases freely choose which missions to complete and in which order. *TB* seems to be a fresh experience with numerous inventive ideas plus loads of sub-games and secrets.

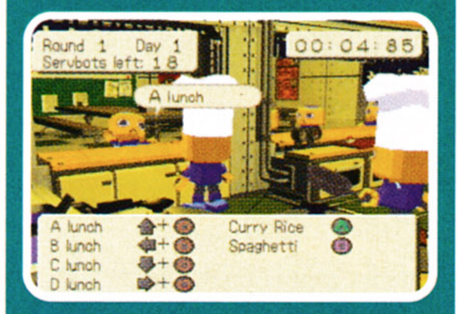
"... Tron and the rest of her bonkers family are a team of sky pirates..."

The most inventive feature is the way you control the 40 Servbots. They follow you through the game and perform different tasks that you program into them. They are very helpful and become smarter the further you move into the game.

Ultimately, *Tron Bonne* looks pretty spesh indeed so watch out for a review in our next issue.

LAB TECH!

You'll find all sorts of 'must have' stuff inside the Gesellschaft. The airship is controlled from the HQ room, where you choose missions and send out scouts as well as gain access to the rest of the ship. Here you'll also find the laboratory where your Servbots invent new gadgets and equipment for your robot Gustaff.

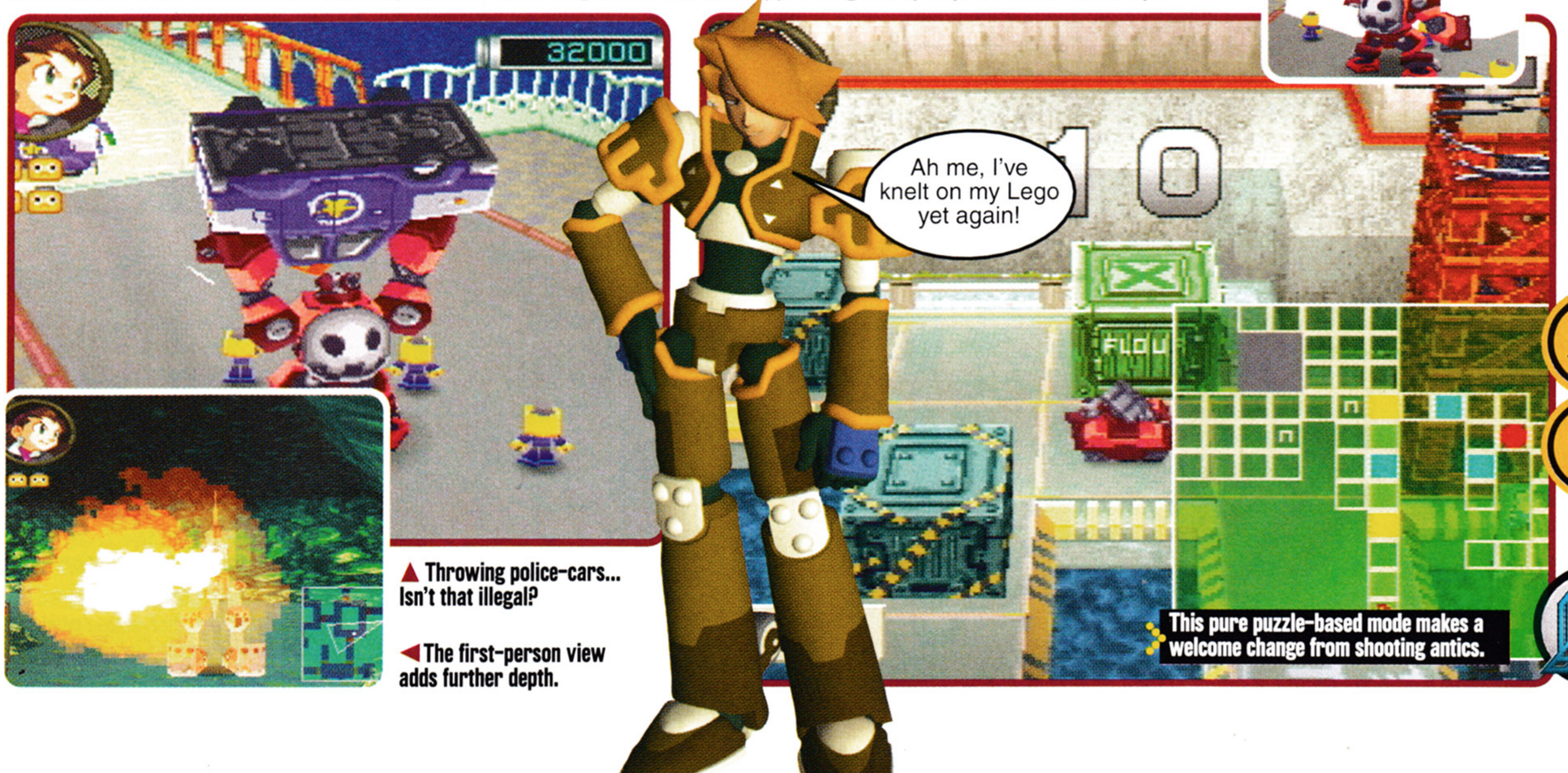


▲ You have a training room as well. Several modes are on display, but the chef mode is our favourite.

▲ The laboratory is where everything happens. Well, not really but it's here that you upgrade your robots.

TWISTING IT WITH THE MAGI-MIX!

One of *Tron Bonne*'s strongest features is its many different game-modes. Alongside the standard 3D action, you also have to take part in puzzle games and the odd first-person section. The game starts off with four main levels, each featuring one distinct type of gameplay. Oh the variety!



▲ Throwing police-cars... Isn't that illegal?

◀ The first-person view adds further depth.

This pure puzzle-based mode makes a welcome change from shooting antics.

GOOD COP BAD COP

The games many unexpected depths. *TB* looks like a regular 3D game, but has quite a few surprises up its sleeve.

Older players may find TB's child-friendly content and bold graphics a bit on the dull side.

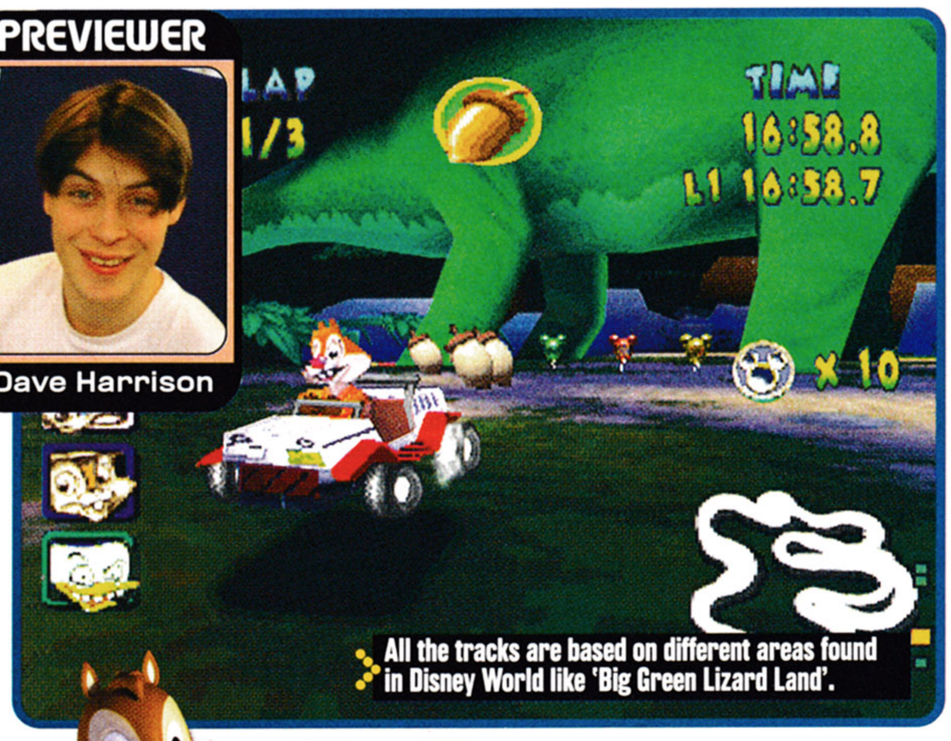
WHERE IT'S AT

The game has been completely translated into English, so it's just a matter of the final conversion.

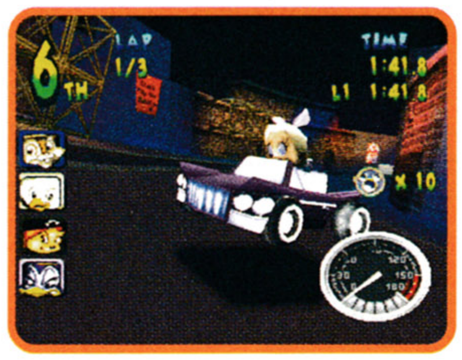
OUT: JUNE | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** CRYSTAL DYNAMICS | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 0208 636 3000 | **PLAYERS:** 1-2

PREVIEWER

Dave Harrison



All the tracks are based on different areas found in Disney World like 'Big Green Lizard Land'.



Damn! My prosthetic jaw has fallen off again!

Disney's Magical Racing Tour

NEW ... FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!

Disney rolls out a few **of their B-list** stars for a **bonkers jaunt** around the wooded world of **Chip 'n' Dale.**

Mickey's Murder By War **first-person shoot-'em-up was never going to happen, though the chance to send shards of the rat's brain and skull across a polygonal environment would be worth 30 quid of anyone's money. Instead we get the latest racer in the *Mario Kart*, *Speed Freaks*, *Muppet Race Mania* mould.**

But, while you might be expecting Minnie, Goofy and some other cartoon characters to be slipping on their racing leathers what you get is a group of dodgy looking ducks (none of which are Donald) plus Chip 'n' Dale mucking about in assorted motorised karts.

Softography

These guys have also made...

Soul Reaver	95%
Pandemonium	81%
Gex: Deep Cover	76%
Pandemonium 2	78%
Gex 3D: Enter the Gecko	78%
Akuji the Heartless	80%

CLUMSY MONKS

The story is that Dale and Chip have spilt their load of acorns into the magic machine that makes magic stuff. Unfortunately, this magic machine is a bit sensitive to tree fruit and explodes over the Disney kingdom. To get the bits back they have to do what only comes natural to chipmunks – drive small motorised vehicles around novelty tracks.

BEEN THERE

This is well charted territory and plays and looks a lot like *Crash Team Racing*, which is not such a bad thing. One aspect that does leap out like a cat from an oven, is the tracks are ace and dead long – while they lack verisimilitude, (you what?) they compensate with splendiferous design and course integrity.

... you won't see Minnie or Goofy slipping on their racing leathers ...

▲ Look there's a Gummi Bear flanked by Bugs Bunny and Huckleberry Hound!

It's messy, fun, frantic, very daft and you end up firing acorns at your mates, spinning around in tea-cups and getting really annoyed that you've been turned into a frog yet again. And you don't get that level of excitement with *Gran Turismo 2* – perhaps Sony should include the frog magic thing in their next installment.

OH JOY!

You can't really call this 'multi-player madness'. You could perhaps refer to 'dementia' alongside the title, but it's more like 'multi-player neurosis'. The verses option allows you and an acquaintance to race head-to-head or do the battle arena thing, but there's no four-player option in sight. Not inspired but steady.

▲ These type of games really come alive in the multi-player mode and the action really starts to get wacky. How crazy?

MIGHTY DAMAGE FROM SMALL ACORNS GROW!

You can't really have cute Disney characters bombing it round tracks attacking each other with chainsaws, Uzis and atomic weapons. It just wouldn't be proper like. Instead there's a whole world of acorns, killer tea-cups and frog magic on offer for competitors. And just when you reckon you're going to breeze across the line in first place you get turned into a green amphibian. And you lose. And I'm a bit tired of losing. I want to a winner. I want to win...

▲ Not that surprisingly your quite slow and vulnerable as frog so try to avoid getting run over. Die Mickey.

▲ Kinda like, well... exactly like the floating shells in *Mario Kart*, the acorns can be fired or used as a shield.

▲ Chipmunk in a teacup, I know, I know – it's serious. Dale or Chip, (who cares?) left feeling a right mug.

GOOD COP BAD COP

A very respectable and lively stab at the mini-racing lark, much like the ace *Crash Team Racing*.

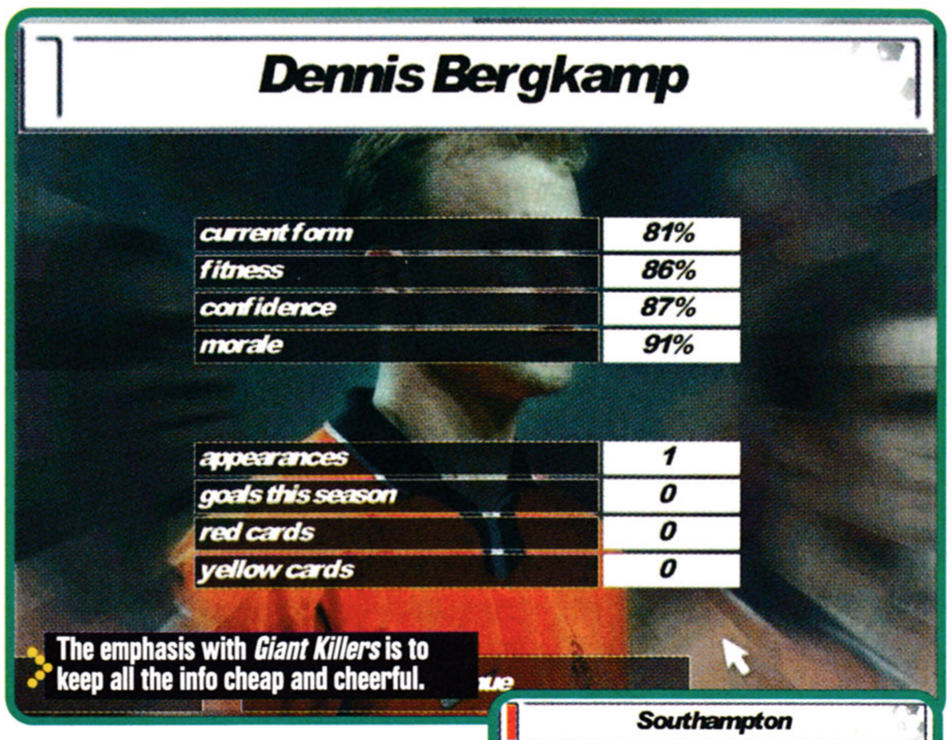
The characters are all pretty sad and weak. Is anyone really fussed by Jimminy Cricket these days?

WHERE IT'S AT

It's all done and dusted and having fun without you. And all the rodents are watching you and laughing...

OUT: JUNE | **FORMAT:** PC | **PRICE:** £25 | **DEVELOPER:** SMOKING GUN | **PUBLISHER:** ON-LINE | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 591 125 | **PLAYERS:** 1

The Euro 2000 Championship has got all the proper groups and dates. Cor!



The emphasis with *Giant Killers* is to keep all the info cheap and cheerful.

▲ England are playing a brave 10 man team with 'rush back goalie'. Neato.

▲ The hopes of the country rest on the Baby Scouse. The nippiest of the nippy.

Giant Killers Euro Manager

You don't **literally kill giants**, but you **do get to** manipulate **England to glory!**

If *Champ Manager* seems a little daunting, then *Giant Killers* may be the answer.

This is a management game that is targeted at gamers that can't remember Liverpool's last Championship win (1990). This is not to say it's some fly-by-night light-weight title as it has thousands of players form 51 European countries all snugly wrapped up in its database blanket. Lovely.

This is an update of the original, timed to ride the Euro 2000 wave, but combines a few nifty new features. Alongside the interface and soundtrack re-jig, there's a new training option that allows you to get the most out your players.

While there's plenty of management sims knocking about, there is still very little to challenge *Champ Manager*, but *Giant Killer*'s enthusiasm may prove mighty infectious this summer.

GOOD COP BAD COP

Direct, in-yer-face management game, with a database to put PlayStation sims to shame.

Have to go some to topple *Championship Manager*. Maybe a bit too bright and breezy for some.

WHERE IT'S AT

It's currently making a late run into the box planning to rise like a salmon. But will it score?

PREVIEWER: Dave Harrison

OUT: AUGUST | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** PARADOX | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-2

PS2

SLAP-METER!

Each X-Man has three different meters on the screen that indicate health, power and power-up advantages.

▲ Wolverine the hairiest of the X-men despite having razor blades for fingers.

▲ "Behold my lemon rubber glove!" Could Cyclops look any camper?

▲ You have to keep a keen eye on your power bar to perform the special moves.

X-Men: Mutant Academy

Wolverine, **Cyclops, Storm,** Beast, Toad, **Phoenix and** Mystique. **It's mutie time!**

The X-Men seem to be a safe bet if you're after superheroes for a beat-'em-up.

They have already starred in loads of games and are about to do it again in Activision's latest offering. Paradox, best known for creating *Wu Tang: Taste the Pain*, have been given the development honour proving that a X-Men game doesn't necessary have to be created by Capcom to offer potential.

XMMA is a pseudo 3D fighting game where the entire action takes place in 2D and anyone that has played Capcom's 2D fighters will soon familiarise themselves with the fights. The fans of the comic will recognise the environments 'cos they're taken straight from the latest issues. The game also features, beside all the standard modes, a unique one called the Academy Mode where you are taught and trained by good old Professor X.

Fans of the Marvel universe and all beat-'em-up lovers should watch out for this brawler when it appears later this year.

GOOD COP BAD COP

X-Men are a good choice of material to work with and fans of the comic series will love it.

It's early days so the graphics are still looking rather basic and jerky at the moment.

WHERE IT'S AT

It's still in the early stages, but Paradox are working day and night to deliver us a finished version.

> ... Sega want to gradually **introduce console owners** to the concept of playing games **over the Net...**

DREAMCAST ON-LINE GAMING!

Better late than never, Sega's Dreamcast manages another first – on-line gaming with a console. Blimey!

On-line gaming is taken for granted by PC gamers but console owners have had to make do with split-screen, multi-player games or – if anyone could be bothered – linking up a pair of PlayStations. Until now...

Following the infamous "Up to six billion players" TV ad, and an appearance on Watchdog, Sega finally launch Dreamcast on-line gaming in the UK at the end of May. Hurrah and haroo!

The first game is the decidedly low-key puzzler *Chu Chu Rocket*, which will be on the shelves for just 30 squid – Sega's argument being that they just want to gradually introduce console owners to the concept of playing games over the Net and 'educate' them about what on-line gaming is. Er, thanks.

Cynics may suggest that they just needed to hurry up and release SOMETHING to prove that the UK is actually going to have on-line Dreamcast games – those lucky Japanese having had them since November.

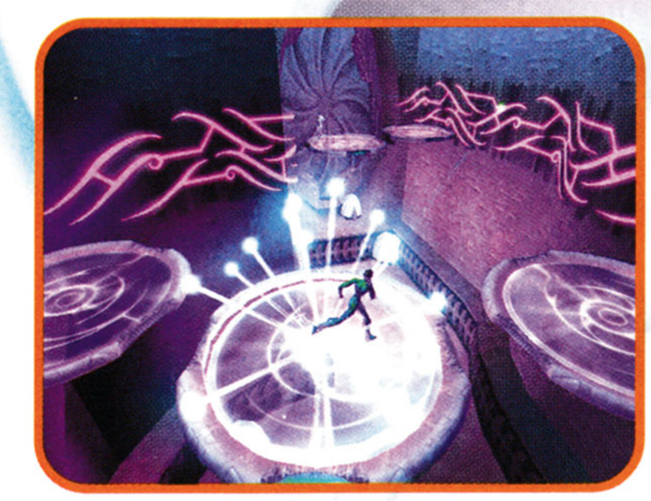
In the build up to the release of the *Lemmings*-inspired *Chu Chu*, the Dreamarena plays host to four on-line mini games, including *Four-in-a-row* and *Battleships*. Go on, give 'em a go! Slightly more exciting is the prospect of the ultimate in first-person shooters *Quake 3 Arena* in October, along with the much-delayed god sim *Black & White*, highly-anticipated 3D RPG *Phantasy Star On-line* and futuristic sports sim *Dronez*, all of which you'll be able to play over the Net.

Sadly, an on-line version of *Sega Rally 2* is now looking highly unlikely, despite being available to play it over the Net in Japan, while it's been confirmed by Sega that the sublime robot fighter *Virtual On* will never see a UK release. Boo! Still, Sega reckon, "The Dreamcast has got legs for at least five years." Let's hope they're right...

▲ *Black & White*, from the (in)famous Molyneux: out soon (ish).

▲ If you ever want to play *Virtual On*, you'll have to get a Japanese import.

▲ You'll never be able to play *Sega Rally 2* over the Net in the UK!



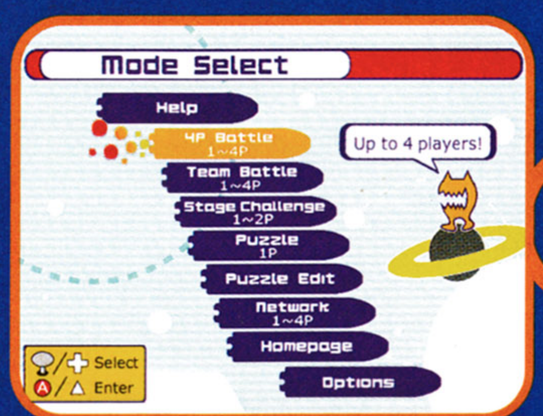
▲ *Dronez* is the latest in a never-ending parade of 'future' sports sims. Any good? Stay tuned...

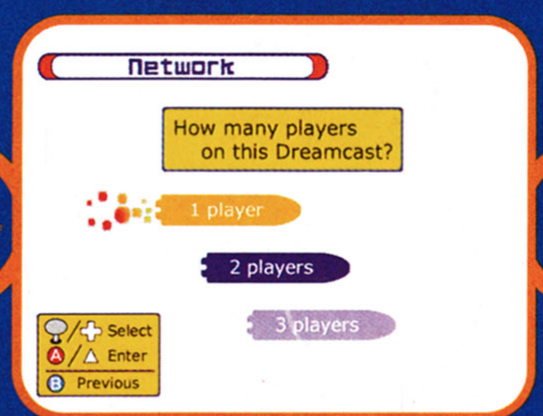
▲ If there's slow-down in games such as *Chu Chu*, how will it effect the likes of *Phantasy Star*?

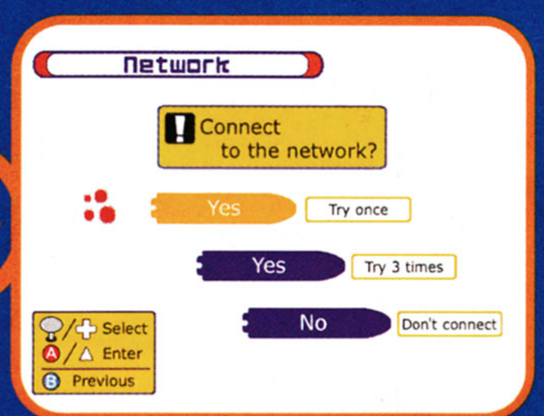
▲ If there are any sceptics in the audience, surely the words *Quake 3 Arena* will change your mind.

I CHU CHU CHOOSE YOU TO PLAY WITH!

Connecting to DC on-line games isn't difficult at all. In *Chu Chu* you simply pick Network from the main menu and then follow the instructions on screen. Pick a group that reflects your skill level (there are 10 in all) and you're away. There are even chatrooms if you want to locate your mates at the other end of the country or, for that matter, anywhere in Europe. You can ever 'whisper' to them and set up your own private game!







CHU CHU ROCKET

>> It's the UK's first ever on-line console game!

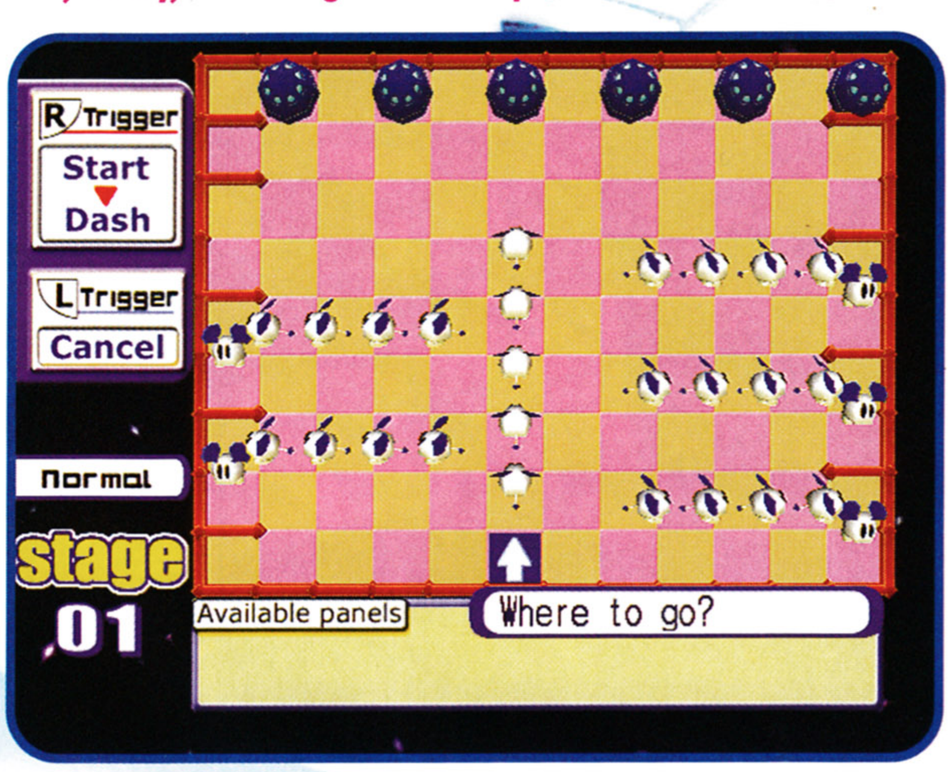
Dreamcast on-line gaming is here! But rather than take the obvious route of releasing a game where you run around with a massive gun shooting things, Sega's first on-line release is instead a puzzle game where you have to capture vermin.

But before you run away screaming, "Aaaarrrgghhh! *Rat Attack*!" it's worth bearing in mind that *Chu Chu Rocket* is, in fact, top fun to play.

Four players are pitted against each other with the aim being to capture as many mice as possible within the time limit (if there are less than four players, computer-controlled opponents take their place).

The mice trundle along in a straight line until they hit a wall, at which point they take a right. Here's the cunning part though: by placing arrows on the board, you can intercept the flow of mice and direct them into your goal while also trying to direct cats into your opponents' goals – cats, after all, eat mice and hence reduce your score.

▲ *Chu Chu Rocket*. But what does it all mean?! Well, Chu is Japanese for middle. Erm, actually, that's not a great deal of help. (*Middle Middle Rocket*?!)



▲ He who has the most mice gets to use the rocket, as the old saying goes. It's a bit like *The Adventure Game* just without Dicky Stilgoe's weevily beard.

LOVE AND ROCKETS

Throw in a variety of special features such as Cat Mania, Speed Up and Mouse Monopoly and the whole thing looks like Tom & Jerry on huge amounts extra-strong Tizer.

As all that suggests, it's not half as intuitive as classic puzzlers such as *Bust-a-Move* or *Tetris* and, at first glance it looks virtually impenetrable. Fortunately, it takes literally a matter of minutes to get the hang of it.

It's great fun in multi-player but is pretty limited – not the sort of thing that will keep you playing through the night. There's also a significant lag when playing over the Net which makes the on-line version inferior to the 'normal' multi-player game.

As the reduced price tag suggests, this is a fun but limited party game. The on-line aspect is novel but not the impressive on-line showcase we'd hoped for.

JUDGEMENT

GRAPHICS Classic cartoony puzzle game-stylee. Simplistic and lo-res then.

GAMEPLAY It all feels rather contrived compared to the classic puzzlers but it's still a good laugh.

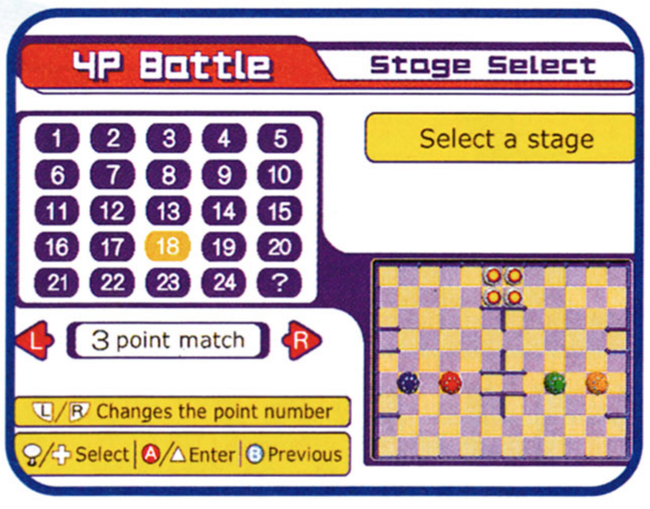
LIFESPAN Something to keep you going till *Quake 3 Arena* is unleashed, perhaps.

Rather an odd choice as the Dreamcast's first on-line game. So, well worth a look, immense fun to play, but not an essential game to have.

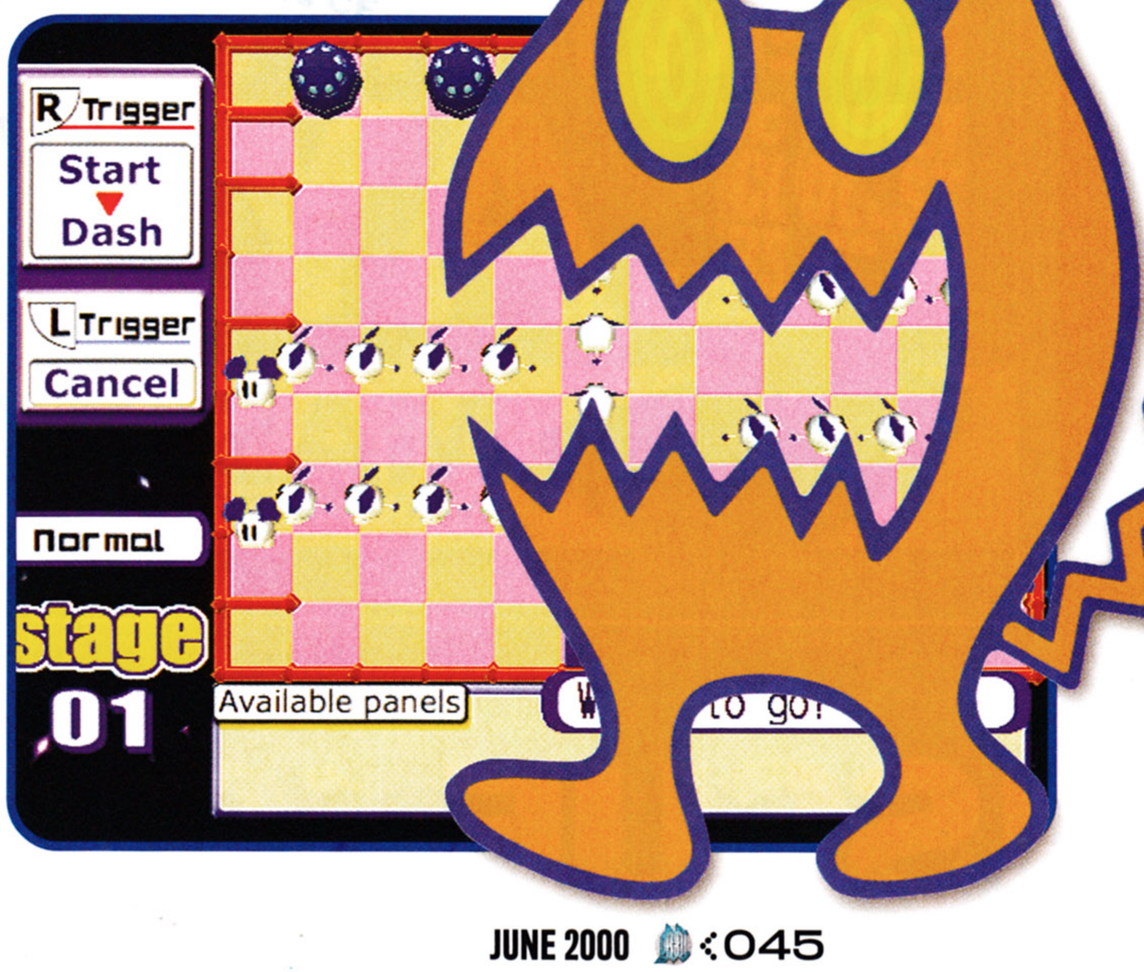
Overall

81%

▲ If anyone captures a 'special' mouse it'll trigger one of these little babies. Cat Mania is best avoided...



▲ There are loads of different levels to choose from, each with their own idiosyncrasies...



Throw in a variety of **special features** and the **whole thing** looks like Tom & Jerry on huge amounts of extra-**strong Tizer**

The videogame magazine

Arcade

May 2000
Issue 19

PlayStation N64 Game Boy PC Dreamcast PS2

124 pages of

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- Dreamcast online
- Street Fighter EX3
- Soldier of Fortune
- MDK 2
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Dreamcast

GamesMaster TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES!...THE HOTTEST TIPS FOR THE LATEST GAM

» TIPS MISTRESS

Code Girl here. It's up to me to organise all the tips, codes and cheats that flood into the GamesMaster office each month and select only the sharpest for publication. Got a problem with a puzzle? Can't kill that final boss? Or are you suffering from plain hamfistedness? Well, drop us a line and we'll do our best to sort you out.

» Code Girl

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THE GUIDE

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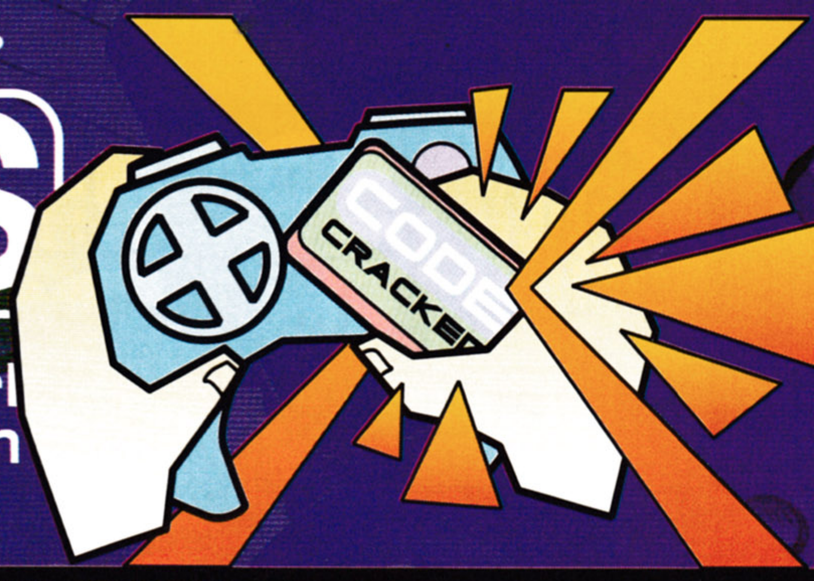
HOTTEST CHEATS!

MASTER CLASS
READER'S HINTS!

COOL! YOUR PROBLEMS SOLVED BY GM'S TIPSMEISTERS p.54

TIPS EXPRESS



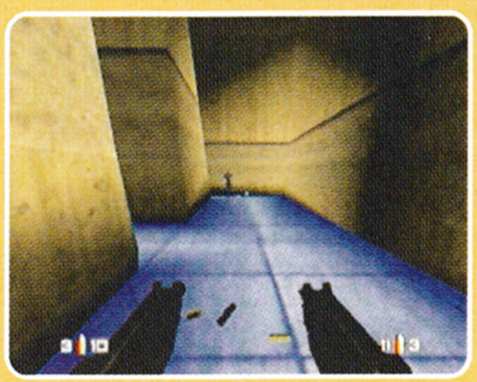
Welcome to the hottest tips in the world! Code Girl sifts fact from fiction and **game-busting code** from guff **to bring you the latest** cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...THE

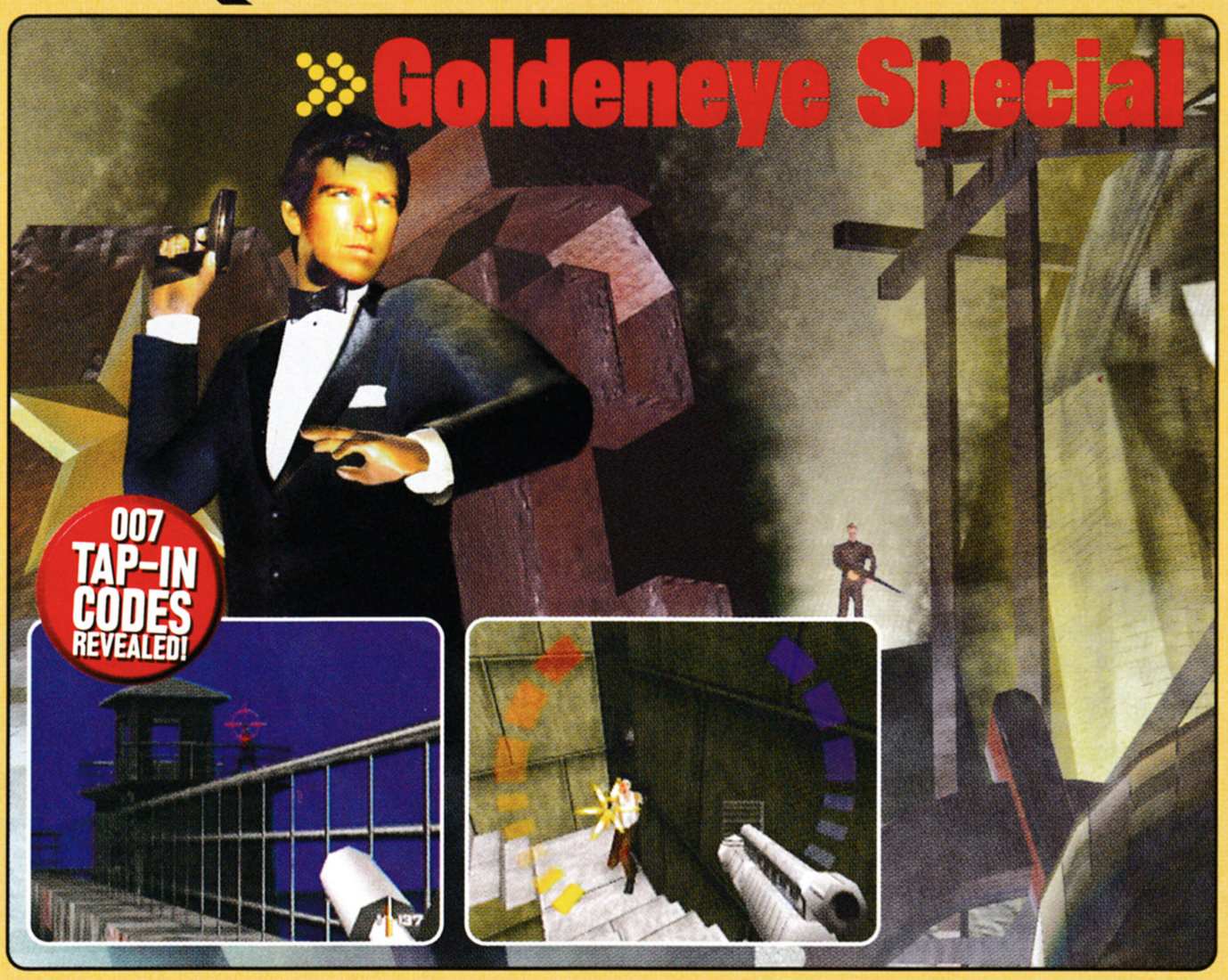
SECRETS SQUIRRELLED AWAY!

Forget about ploughing through a level in an attempt to unlock a cheat. Instead, simply go to the cheats menu and enter one of these codes by pressing the buttons on the D-pad in order.

Invisibility in Multi-player
L Button + C-Up, L Button + R Button + C-Left, R Button + Up, L Button + C-Right, R Button + C-Left, L Button + Right, L Button + R Button + C-Left, L Button + C-Right, L Button + Up , L Button + R Button + C-Down



Goldeneye Special



MORE CODING FROM MI7

For the ultimate four-player fight here's a simple code that will turn all your super spies completely invisible. (Warning, don't use this at the same time as the No Radar cheat!) To successfully frag the opposition simply use the information on the radar and their screens to locate them and employ a weapon with a wide, or powerful, fire pattern. That should do the trick. The code for this bonus is entered in the normal fashion as all the others via the cheats menu.

L Button + C-Up, L Button + R Button + C-Left, R Button + Up, L Button + C-Right, R Button + C-Left, L Button + Right, L Button + R Button + C-Left, L Button + C-Right, L Button + Up, L Button + R Button + C-Down

SECRET AGENTS RUN BLIND

Gamers having trouble sneaking up on the foe during the multi-player mode will find this code totally invaluable. By simply pressing the following buttons on the Cheats Menu the radar will disappear entirely.

R Button + Up, C-Down, C-Left, C-Up, L Button + Down, R Button + Up, C-Left, Right, R Button + Left, R Button + Right

BOND'S FULL METAL JACKET

One kill wonders are set to become the new fashion with the free release of these killer cheats. Simply follow the system outlined at the start to enter the code and you're away. Just remember this is going to make you really unpopular in multi-player games.

L Button + R Button + Right, L Button + R Button + Down, L Button + Up, L Button + R Button + Down, C-Up, R Button + Up, L Button + R Button + Right, L Button + Left Down, L Button + C-Down

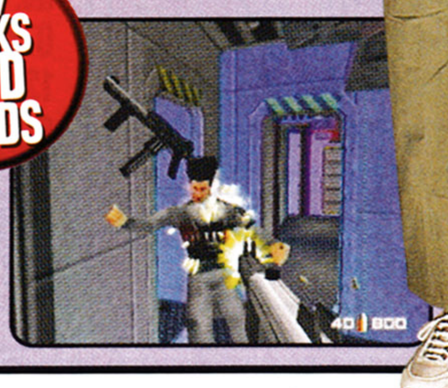
SPECIAL AMMO FOR WEAPONS

SPECIALIST

Members of the special forces were this week celebrating the recent announcement that every weapon in their fight against the enemy will now come with a full loaded clip as standard. This glut of ammunition was achieved simply by pressing the following button combo at the cheats menu. Happy huntin' for all agents.

L Button + R Button + C-Right , R Button + Up, R Button + Down, R Button + Down, L Button + R Button + C-Right, L Button + R Button + Left, R Button + Down, R Button + Up, L Button + R Button + C-Right , R Button + Left

007 LOCKS AND LOADS



FLIP-FLOP CARS GET CODED

Rollcage Stage 2

Sick of losing first place on the last lap? Wanna try the extra courses with minimum work? Well, try all new Cheat Code fresh from Tips Express. All you need to do is drop down to the passwords menu and enter the required code for instant tips relief.

ATD Ghost Cars.....WLL.IF.IT.AINT.THEM.PESKY.KIDS
Demolition .....IS.IT.COLD.IN.HERE.OR.IS.IT.JUST.ME?
Mega Speed .....LOOK.OUT!.ITS.ANDY.GREEN
Mirror .....I.AM.THE.MIRROR.MAN,
.....OOOOOOOOO!
Pursuit .....PURSUIT,.A.SUIT.MADE.FROM.CATS
Rubble Soccer.....IM.OBVIOUSLY
.....SICK.AS.A.PARROT
Survivor.....HERE.TODAY,.GONE,
.....LATE.AFTERNOON
All Combat Tracks .....YOU.HAVE.A.LOTA
.....EXPLODING.TO.DO
All Tracks.....NOW.THAT'S.WHAT.I
.....CALL.RACING.147
All Cars.....WHEELS,.METAL,.ITS... THE.BIN!
Everything .....I.WANT.IT.ALL.AND.I.WANT.IT.NOW!
Makes Masters Very Hard.....MASTERS.IS.AS
.....HARD.AS.NAILS.MON!

THE CEILING'S APPEALING!

HACKERS PARADISE

This month Xplorer codes for everything you might need in *Need for Speed: Road Challenge*:

WorldWide Roadster
30115F81 0001

Regional Club Circuit
30115F82 0001

Super Sedan Challenge
30115F83 0001

Grand Touring Competition
30115F84 0001

International Super car
30115F85 0001

GT Racing Championship
30115F86 0001

Weekend Racing Classic
30115F87 0001

Twilight Open Series
30115F88 0001

International Open Road
30115F89 0001

Knockout Challenge
30115F8A 0001

Corvette Pro Cup
30115F8B 0001

Porsche Pro Cup
30115F8C 0001

Endurance Racing
30115F8D 0001

Open Road Knockout
30115F8F 0001 Other

Infinite Pursuit Time
8005E1EE 2400

Semi-Drunk Mode
8013E6AC 002F

Drunk Mode
8013E6AC 001F

Heavy Car
801144DC 0002

Funky Views
801105E0 00??

255 Race Points
80115EB4 00FF

$0.00 Repair Bill
80180E28 0000

Dash View
8011491C 0001

Light Car
801144DC 0004

SPEED UP SPIES BAFFLE BOFFINS

Intelligence chiefs are set to quiz the entire staff of MI7 and MI8 after videogames footage was revealed showing James Bond running at exceptional speed. When questioned about it the secret agent said it was just a simple enhancement achieved by going to the cheat menu and tapping in the following button combination:

L Button + Down, L Button + C-Down, L Button + R Button + Up, R Button + C-Down Left, R Button + Down, L Button + C-Down Up, R Button + Down, L Button + Right

BOARD STUPID AND CHEATING

Tony Hawk's Skateboarding

The nations baggy short wearing community were cheering loudly when codes for the latest Tony Hawk port (the Nintendo 64 version) were released. Allowing such fancy feats as All Tapes and Slow Motion these codes are entered by pausing the game then holding L while you press the following combinations.

10x Trick Multiplier.....Down, Right, Up,
.....Right, Up, Left, C-Left
Add Restart Points..C-Left, C-Right, C-Down, Up, Down
Earn All Tapes.....C-Right, Left, Up, C-Up,
.....C-Up, Right, Down, Up
Fast Motion.....Right, Up, Down, Down, Up, Down
Fast Tricks.....C-Up, Left, C-Down,
.....C-Down, Up, Down, Right
Perfect Balance.....C-Up, C-Right, Left,
.....C-Right, Right, Up, Down
Slow Motion.....Down, Down, C-Up, C-Right, Left

Pokémon Stadium

Having trouble smacking Mr Mime into next week? No puff left for your flame attack? Well, we're here to help!

LET BATTLE BEGIN!

Getting the right line up of Pokémon types to see off the opposition is absolutely vital. So here's a list of every trainer's Pokémon team for the ultra hard Prime Cup and Gym Leader's Castle. Follow our tips for which types you should use to fight them and you'd better start clearing a space on your mantle piece for all those trophies.

KEY

- Prime Cup
- Gym Leader Castle
- Elite Four Castle

PRIME CUP POKE BALL

1. BOULDER BADGE

TRAINER: CUEBALL

NO.	POKÉMON TYPE
046	Paras Bug/Grass
010	Caterpie Bug
013	Weedle Bug/Poison
129	Magikarp Water
058	Growlithe Fire
004	Charmander Fire

Tip: Rock, Fire, Water

2. CASCADE BADGE

TRAINER: ROCKET

NO.	POKÉMON TYPE
023	Ekans Poison
096	Drowzee Psychic
088	Grimer Poison
060	Poliwag Water
138	Omanyte Rock/Water
029	Nidoran Female Poison

Tip: Psychic, Electric

3. THUNDER BADGE

TRAINER: JUDOBOY

NO.	POKÉMON TYPE
056	Mankey Fighting
066	Machop Fighting
140	Kabuto Rock/Water
025	Pikachu Electric
019	Rattata Normal
104	Cubone Ground

Tip: Psychic, Rock/Ground, Ice

4. RAINBOW BADGE

TRAINER: GAMBLER

NO.	POKÉMON TYPE
074	Geodude Rock/Ground
126	Magmar Fire
086	Seel Water
118	Goldeen Water
098	Krabby Water
032	Nidoran Male Poison

Tip: Electric, Water, Psychic

5. SOUL BADGE ♀ female

TRAINER: COOL

NO.	POKÉMON TYPE
043	Oddish Grass/Poison
001	Bulbasaur Grass/Poison
007	Squirtle Water
054	Psyduck Water
116	Horsea Water
133	Eevee Normal

Tip: Electric, Bug, Psychic

6. MARSH BADGE

TRAINER: BIRDBOY

NO.	POKÉMON TYPE
063	Abra Psychic
041	Zubat Poison/Flying
016	Pidgey Flying
021	Spearow Flying
084	Doduo Normal/Flying
092	Gastly Ghost/Poison

Tip: Electric, Psychic, Ice

7. VOLCANO BADGE

TRAINER: LAB MAN

NO.	POKÉMON TYPE
090	Shellder Water
037	Vulpix Fire
114	Tangela Grass
072	Tentacool Water/Poison
069	Bellsprout Grass/Poison
14	Dratini Dragon

Tip: Electric, Water/Ice

8. EARTH BADGE ♂ male

TRAINER: COOL

NO.	POKÉMON TYPE
136	Flareon Fire
079	Slowpoke Water/Psychic
060	Diglett Ground
108	Lickitung Normal
052	Meowth Normal
081	Magnemite Electric

Tip: Ice, Electric, Rock/Ground

PRIME CUP GREAT BALL

1. BOULDER BADGE

TRAINER: CUEBALL

NO.	POKÉMON TYPE
047	Parasect Bug/Grass
011	Metapod Bug
014	Kakuna Bug/Poison
005	Charmeleon Fire
039	Jigglypuff Normal
048	Venonat Bug/Poison

Tip: Fire, Flying

2. CASCADE BADGE

TRAINER: ROCKET

NO.	POKÉMON TYPE
097	Hypno Psychic
061	Poliwhirl Water
027	Sandshrew Ground
109	Koffing Poison
030	Nidorina Poison
089	Muk Poison

Tip: Ground, Psychic, Bug

3. THUNDER BADGE

TRAINER: JUDOBOY

NO.	POKÉMON TYPE
100	Voltorb Electric
057	Primeape Fighting
067	Machoke Fighting
026	Raichu Electric
106	Hitmonlee Fighting
105	Marowak Ground

Tip: Psychic or Flying, Ground, Water

4. RAINBOW BADGE

TRAINER: GAMBLER

NO.	POKÉMON TYPE
075	Graveler Rock /Ground
035	Clefairy Normal
077	Ponyta Fire
119	Seaking Water
099	Kingler Water
032	Nidoran (Female) Poison

Tip: Electric, Water, Grass

5. SOUL BADGE ♀ female

TRAINER: COOL

NO.	POKÉMON TYPE
044	Gloom Grass/Poison
070	Weepinbell Grass/Poison
002	Ivysaur Grass/Poison
055	Golduck Water
008	Wartortle Water
117	Seadra Water

Tip: Fire, Electric, Bug

6. MARSH BADGE

TRAINER: BIRDBOY

NO.	POKÉMON TYPE
083	Farfetch'd Normal/Flying
130	Gyarados Water/Flying
017	Pidgeotto Normal/Flying
022	Fearow Normal/Flying
015	Beedrill Bug/Poison
093	Haunter Ghost/Poison

Tip: Electric, Ground or Psychic

7. VOLCANO BADGE

TRAINER:LAB MAN

NO.	POKÉMON TYPE
120	Staryu Water
064	Kadabra Psychic
137	Porygon Normal
113	Chansey Normal
003	Venusaur Grass /Poison
102	Exeggcute Grass/Psychic

Tip: Fire, Bug

8. EARTH BADGE ♂ male

TRAINER: COOL

NO. P	OKÉMON TYPE
111	Rhyhorn Ground/Rock
082	Magneton Electric
146	Moltres Fire/Flying
091	Cloyster Water/Ice
148	Dragonair Dragon
115	Kangaskhan Normal

Tip: Ice/Water

PRIME CUP ULTRA BALL

1. BOULDER BADGE

TRAINER: CUEBALL

NO.	POKÉMON TYPE
122	Mr Mime Psychic
012	Butterfree Bug/Flying
059	Arcanine Fire
132	Ditto Normal
040	Wigglytuff Normal
049	Venomoth Bug/Poison

Tip: Fire, Electric, Water

2. CASCADE BADGE

TRAINER: ROCKET

NO.	POKÉMON TYPE
110	Weezing Poison
031	Nidoqueen Poison/Ground
024	Arbok Poison
095	Onix Rock/Ground
028	Sandslash Ground
139	Omastar Rock/Water

Tip: Psychic, Water/Ice,

3. THUNDER BADGE

TRAINER: JUDOBOY

NO.	POKÉMON TYPE
056	Mankey Fighting
066	Machop Fighting
140	Kabuto Rock/Water
025	Pikachu Electric
019	Rattata Normal
104	Cubone Ground

Tip: Psychic, Rock/Ground, Ice

4. RAINBOW BADGE

TRAINER: GAMBLER

NO. P	OKÉMON TYPE
076	Golem Rock/Ground
036	Clefable Normal
087	Dewgong Water/Ice
078	Rapidash Fire
127	Pinsir Bug
034	Nidoking Poison /Ground

Tip: Psychic

5. SOUL BADGE ♀ female

TRAINER: COOL

NO.	POKÉMON TYPE
045	Vileplume Grass/Poison
071	Victreebel Grass/Poison
112	Rhydon Ground/Rock
073	Tentacruel Water /Poison
009	Blastoise Water
131	Lapras Water/Ice

Tip: Electric, Fire, Water/Ice

6. MARSH BADGE

TRAINER: BIRDBOY

NO.	POKÉMON TYPE
085	Dodrio Normal/Flying
006	Charizard Fire /Flying
018	Pidgeot Normal/Flying
042	Golbat Poison/Flying
145	Zapdos Electric/Flying
094	Gengar Ghost/Poison

Tip: Electric, Psychic

7. VOLCANO BADGE

TRAINER: LAB MAN

NO.	POKÉMON TYPE
125	Electabuzz Electric
134	Vaporeon Water
053	Persian Normal
051	Dugtrio Ground
141	Kabutops Rock/Water
103	Exeggutor Grass/Psychic

Tip: Electric, Fire, Ground,

8. EARTH BADGE ♂ male

TRAINER: COOL

NO.	POKÉMON TYPE
135	Jolteon Electric
038	Ninetales Fire
080	Slowbro Water/Psychic
149	Dragonite Dragon/Flying
142	Aerodactyl Rock/Flying
143	Snorlax Normal

Tip: Electric, Water, Ground

PRIME CUP MASTER BALL

1. BOULDER BADGE

TRAINER: CUEBALL

NO.	POKÉMON TYPE
127	Pinsir Bug
015	Beedrill Bug/Poison
136	Flareon Fire
126	Magmar Fire
020	Raticate Normal
115	Kangaskhan Normal

Tip: Fire, Water

2. CASCADE BADGE

TRAINER: ROCKET

NO.	POKÉMON TYPE
124	Jynx Ice/Psychic
076	Golem Rock/Ground
042	Golbat Poison/Flying
142	Aerodactyl Rock/Flying
053	Persian Normal
071	Victreebel Grass/Poison

Tip: Electric, Water, Fire

3. THUNDER BADGE

TRAINER:JUDOBOY

NO.	POKÉMON TYPE
068	Machamp Fighting
123	Scyther Bug /Flying
106	Hitmonlee Fighting
057	Primeape Fighting
031	Nidoqueen Poison/Ground
135	Jolteon Electric

Tip: Psychic, Ice, Ground

4. RAINBOW BADGE

TRAINER: GAMBLER

NO.	POKÉMON TYPE
128	Tauros Normal
080	Slowbro Water/Psychic
051	Dugtrio Ground
009	Blastoise Water
024	Arbok Poison
149	Dragonite Dragon/Flying

Tip: Water/Ice, Electric

5. SOUL BADGE ♀ female

TRAINER:COOL

NO.	POKÉMON TYPE
121	Starmie Water/Psychic
087	Dewgong Water/Ice
139	Omastar Rock/Water
062	Poliwrath Water/Fighting
003	Venusaur Grass/Poison
103	Exeggutor Grass/Psychic

Tip: Electric, Fire

6. MARSH BADGE

TRAINER: BIRDBOY

NO.	POKÉMON TYPE
144	Articuno Ice/Flying
146	Moltres Fire/Flying
145	Zapdos Electric/Flying
006	Charizard Fire/Flying
018	Pidgeot Normal/Flying
022	Fearow Normal/Flying

Tip: Electric (and/or Ice)

7. VOLCANO BADGE

TRAINER: LAB MAN

NO.	POKÉMON TYPE
065	Alakazam Psychic
132	Ditto Normal
094	Gengar Ghost/Poison
078	Rapidash Fire
131	Lapras Water/Ice
026	Raichu Electric

Tip: Ground, Electric

8. EARTH BADGE ♂ male

TRAINER: COOL

NO.	POKÉMON TYPE
151	Mew Psychic
101	Electrode Electric
143	Snorlax Normal
091	Cloyster Water/Ice
112	Rhydon Ground/Rock
059	Arcanine Fire

Tip: Water, Bug, Electric, Water

PEWTER CITY GYM

1. BUG BOY

NO.	POKÉMON TYPE
010	Caterpie Bug
013	Weedle Bug/Poison
011	Metapod Bug
014	Kakuna Bug/Poison
015	Beedrill Bug/Poison
012	Butterfree Bug/Flying

Tip: Fire, Flying

2. LAD

NO.	POKÉMON TYPE
001	Bulbasaur Grass/Poison
023	Ekans Poison
041	Zubat Poison/Flyi
046	Paras Bug Grass
043	Oddish Poison/Grass
044	Gloom Poison/Grass

Tip: Bug, Psychic, Fire

3. JR. ♂ male

NO.	POKÉMON TYPE
083	Farfetch'd Normal/Flying
050	Diglett Ground
016	Pidgey Normal/Flying
051	Dugtrio Ground
027	Sandshrew Ground
074	Geodude Rock/Ground

Tip: Grass, Ice/Water, Electric

4. BROCK

NO.	POKÉMON TYPE
095	Onix Rock/Ground
075	Graveler Rock/Ground
104	Cubone Ground
037	Vulpix Fire
138	Omanyte Rock/Water
140	Kabuto Rock/Water

Tip: Water, Electric

CERULEAN CITY GYM

1. FISHER

NO.	POKÉMON TYPE
007	Squirtle Water
060	Poliwag Water
129	Magikarp Water
008	Wartortle Water
119	Seaking Water
072	Tentacool Water/Poison

Tip: Electric

2. JR. ♀ female

NO.	POKÉMON TYPE
016	Pidgey Normal/Flying
117	Seadra Water
064	Kadabra Psychic
100	Voltorb Electric
050	Diglett Ground
039	Jigglypuff Normal

Tip: Electric, Ground, Water

3. SWIMMER

NO.	POKÉMON TYPE
052	Meowth Normal
118	Goldeen Water
056	Mankey Fighting
138	Omanyte Rock/Water
035	Clefairy Normal
061	Poliwhirl Water

Tip: Electric, Psychic

4. MISTY

NO.	POKÉMON TYPE
121	Starmie Water/Psychic
116	Horsea Water
054	Psyduck Water
009	Blastoise Water
120	Staryu Water
086	Seel Water

Tip: Electric , Grass

VERMILION CITY GYM

1. SAILOR

No.	Pokémon Type
066	Machop Fighting
021	Spearow Flying
098	Krabby Water
079	Slowpoke Water/Psychic
090	Shellder Water
055	Golduck Water

Tip: Electric, Flying, Psychic

3. ROCKER

No.	Pokémon Type
137	Porygon Normal
100	Voltorb Electric
101	Electrode Electric
025	Pikachu Electric
125	Electabuzz Electric
081	Magnemite Electric

Tip: Ground

3. OLDMAN

No.	Pokémon Type
058	Growlithe Fire
032	Nidoran Male Poison
029	Nidoran Female Poison
077	Ponyta Fire
005	Charmeleon Fire
004	Charmander Fire

Tip: Water, Ground/Rock, Psychic

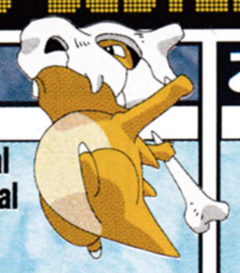
4. LT SURGE

No.	Pokémon Type
026	Raichu Electric
100	Voltorb Electric
101	Electrode Electric
025	Pikachu Electric
081	Magnemite Electric
082	Magneton Electric

Tip: Ground, Grass

CELADON CITY GYM

1. LASS



No.	Pokémon Type
039	Jigglypuff Normal
040	Wigglytuff Normal
133	Eevee Normal
104	Cubone Ground
046	Paras Bug/Grass
019	Rattata Normal

Tip: Water/Ice, Grass

2. BEAUTY

No.	Pokémon Type
120	Staryu Water
119	Seaking Water
084	Doduo Normal/Flying
018	Pidgeot Normal/Flying
111	Rhyhorn Ground/Rock
147	Dratini Dragon

Tip: Electric, Grass, Water/Ice

3. COOL ♀ female

No.	Pokémon Type
105	Marowak Ground
113	Chansey Normal
047	Parasect Bug/Grass
030	Nidorina Poison
033	Nidorino Poison
108	Lickitung Normal

Tip: Psychic, Ground , Flying

4. ERIKA

No.	Pokémon Type
044	Gloom Grass/Poison
071	Victreebel Grass/Poison
114	Tangela Grass
045	Vileplume Grass/Poison
070	Weepinbell Grass/Poison
102	Exeggcute Grass/Psychic

Tip: Bug, Fire, Flying, Psychic or Ice

FUCHSIA CITY GYM

1. BIKER

No.	Pokémon Type
109	Koffing Poison
088	Grimer Poison
132	Ditto Normal
110	Weezing Poison
048	Venonat Bug/Poison
072	Tentacool Water/Poison

Tip: Ground, Psychic, Bug

2. TAMER

No.	Pokémon Type
099	Kingler Water
028	Sandslash Ground
123	Scyther Bug/Flying
002	Ivysaur Grass/Poison
070	Weepinbell Grass /Poison
067	Machoke Fighting

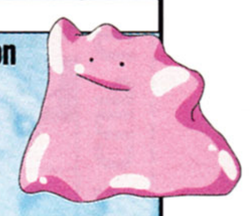
Tip: Psychic, Grass, Fire, Electric

3. JUGGLER

No.	Pokémon Type
096	Drowzee Psychic
064	Kadabra Psychic
122	Mr Mime Psychic
097	Hypno Psychic
063	Abra Psychic
080	Slowbro Water/Psychic

Tip: Bug, Electric

4. KOGA



No.	Pokémon Type
049	Venomoth Bug/Poison
089	Muk Poison
110	Weezing Poison
048	Venonat Bug/Poison
030	Nidorina Poison
033	Nidorino Poison

Tip: Psychic, Ground or Bug, Fire

SAFFROM CITY GYM

1. CUEBALL

No.	Pokémon Type
148	Dragonair Dragon
057	Primeape Fighting
087	Dewgong Water/Ice
059	Mankey Fighting
066	Machop Fighting
111	Rhyhorn Ground/Rock

Tip: Psychic, Flying , Ice

2. BURGLAR

No.	Pokémon Type
038	Ninetales Fire
037	Vulpix Fire
077	Ponyta Fire
058	Growlithe Fire
005	Charmeleon Fire
078	Rapidash Fire

Tip: Water, Ground, Rock

3. MEDIUM

No.	Pokémon Type
092	Gastly Ghost/Poison
093	Haunter Ghost/Poison
094	Gengar Ghost/Poison
042	Golbat Poison/Flying
108	Lickitung Normal
073	Entacruel Water/Poison

Tip: Psychic, Electric, Ground or Bug

4. SABRINA

No.	Pokémon Type
064	Kadabra Psychic
065	Alakazam Psychic
122	Mr. Mime Psychic
097	Hypno Psychic
103	Exeggutor Grass /Psychic
124	Jynx Ice/Psychic

Tip: Bug, Flying, Ground

CINNABAR ISLAND GYM

1. JUDOBOY

No.	Pokémon Type
020	Raticate Normal
057	Primeape Fighting
067	Machoke Fighting
034	Nidoking Poison/Ground
106	Hitmonlee Fighting
068	Machamp Fighting

Tip: Psychic, Flying

2. PSYCHIC

No.	Pokémon Type
080	Slowbro Water/Psychic
065	Alakazam Psychic
062	Poliwrath Water/Fighting
121	Starmie Water/Psychic
124	Jynx Ice/Psychic
097	Hypno Psychic

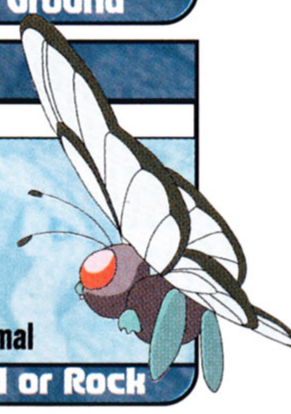
Tip: Electric, Flying

3. NERD

No.	Pokémon Type
101	Electrode Electric
143	Snorlax Normal
076	Golem Rock/Ground
103 E	xeggutor Grass/Psychic
089	Muk Poison
091	Cloyster Water/Ice

Tip: Flying, Ground

4. BLAINE



No.	Pokémon Type
006	Charizard Fire
059	Arcanine Fire
078	Rapidash Fire
126	Magmar Fire
036	Clefable Normal
115	Kangaskhan Normal

Tip: Water, Ground or Rock

VIRIDIAN CITY GYM

1. ROCKET

No.	Pokémon Type
042	Golbat Poison/Flying
020	Raticate Normal
053	Persian Normal
146	Moltres Fire/Flying
085	Dodrio Normal/Flying
047	Parasect Bug/Grass

Tip: Electric, Psychic, Flying

2. LAB MAN

No.	Pokémon Type
141	Kabutops Rock/Water
081	Magneton Electric
022	Fearow Normal/Flying
107	Hitmonchan Fighting
062	Poliwrath Water/Fighting
108	Lickitung Normal

Tip: Electric, Psychic, Ground

3. COOL ♂ male

No.	Pokémon Type
139	Omastar Rock/Water
084	Dodrio Normal/Flying
073	Tentacruel Water/Poison
036	Clefable Normal
145	Zapdos Electric/Flying
127	Pinsir Bug

Tip: Ground, Electric

4. GIOVANNI

No.	Pokémon Type
053	Persian Normal
051	Dugtrio Ground
031	Nidoqueen Poison/Ground
034	Nidoking Poison/Ground
112	Rhydon Ground/Rock
128	Tauros Normal

Tip: Water, Psychic

ELITE FOUR CASTLE

1. LORELEI

No.	Pokémon Type
087	Dewgong Water/ce
091	Cloyster Water/Ice
080	Slowbro Water/Psychic
124	Jynx Ice/Psychic
131	Lapras Water /Ice
144	Articuno Ice/Flying

Tip: Electric, Fire, Rock or Fighting

2. BRUNO

No.	Pokémon Type
095	Onix Rock/Ground
107	Hitmonchan Fighting
106	Hitmonlee Fighting
086	Machamp Fighting
076	Golem Rock/Ground
112	Rhydon Ground/Rock

Tip: Water, Psychic, Flying

3. AGATHA

No.	Pokémon Type
093	Haunter Ghost/Poison
042	Golbat Poison /Flying
024	Arbok Poison
089	Muk Poison
003	Venusaur Grass/Poison
094	Gengar Ghost/Poison

Tip: Psychic, Ground (or Bug), Fire or Electric

4. LANCE

No.	Pokémon Type
130	Gyarados Water/Flying
148	Dragonair Dragon
142	Aerodactyl Rock/Flying
131	Lapras Water/Ice
006	Charizard Fire/Flying
115	Kangaskhan Normal

Tip: Electric, Ice/Water

5. RIVAL

No.	Pokémon Type
103	Exeggutor Grass/Psychic
080	Slowbro Water/Psychic
038	Ninetales Fire
036	Clefable Normal
125	Electabuzz Electric
127	Pinsir Bug

Tip: Fire, Ground, Electric

GM'S MASTER TEAM

When it comes to picking your most devasting half-dozen, you won't go far wrong with this lot. Everyone's got their own favourites but this well balanced and powerful six, with the right tactics, will see you through to the credits.

1. DRAGONITE It's difficult to argue with this fella's Hyper Beam and Fire Beam. Pure Poké power, my friends.

2. KADABRA Top Psychic type and spoon bender! Can get back most of its energy with Recover.

3. VICTREEBELL Devastatingly quick (especially for a plant!) and with vicious sleep and poison attacks.

4. CHARIZARD This strong Fire type's just the job for Bug opponents. Its Fire Blast is particularly powerful.

5. WARTORTLE Starmie's a better Water type on paper but we've got a soft soft for the 'tortle. Bless him!

6. RAICHU Make him your Electric type of choice. He'll see off any Water opponents and paralyse the rest. Respect.

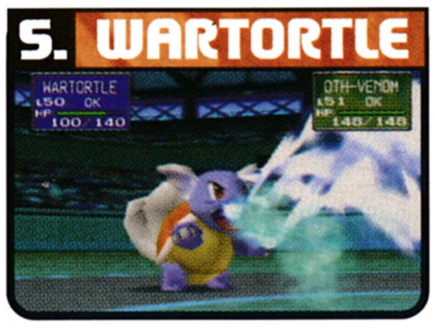
1. DRAGONITE

2. KADABRA

3. VICTREEBEL

4. CHARIZARD

5. WARTORTLE



6. RAICHU

MEWTWO BATTLE!

Get all the cups, beat all the trainers and guess who you face next? May we recommend Bug types to see him off? They'll need to be very well trained to suceed, mind. Otherwise, either use Mew (or Mewtwo if you've managed to get one) and attack like with like. You could also try Ditto who'll copy Mewtwo's attacks. Normal type Pokémon can make the purple one feint but they'll need huge amounts of HP.

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 107880 Instant Win!

Wrestling T-Shirt

Pokemon Trading Cards

Flash Camera with Motor Wind

Sports Watch

Electronic Databank

Win SEGA Dreamcast!

09069 107889
Instant Win!

Win Sony PlayStation!

09069 107892
Instant Win!

Win Nintendo 64

09069 107884
Instant Win!

Win £150 Games

09069 107893
Instant Win!

Pokémon

Win Pokémon Red & Blue!

with Gameboy Color!

09069 107881

Win Pokémon Pinball!

09069 107885

Win Pokémon Stadium!

09069 107882

Win Pokémon Goodies!

09069 107883

Win Mini Disc Player

09069 107894

PlayStation 2

Win a PS2 with Ridge Racer 5, Streetfigher EX3 and Memory Card.

09069 107895

Win Combi TV & Video!

09069 107888

Win Wrestling Games!

£100 of games of your choice

09069 107886

Win Wrestling Tickets

Earls Court on the 6 May
Closes 3 May

09069 107898

Win Wrestling Goodies!

Includes Videos, T Shirt Keyring and more

09069 107890

Win DVD Player!

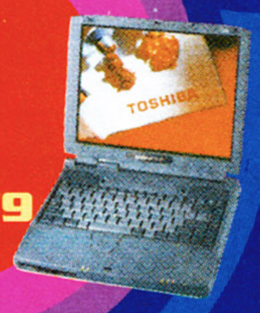
09069 107896
Instant Win!

Win Mobile Phone!

"Pay as you talk".
Vodaphone conditions apply.
Call charges not included.

09069 107887

Win Toshiba Laptop!



09069 107899
Instant Win!

Win Pentium III PC!

09069 107891
Instant Win!

PLAYSTATION, NINTENDO 64, DREAMCAST, PS2, GAMEBOY & PC

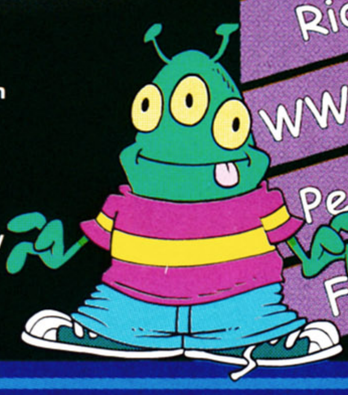
Cheats and Tips

09063 608001

Gran Turismo 2
Pokemon Snap
Pokemon Stadium
Sonic Adventure

1080 Snowboarding
A Bugs Life
Abe's Exodus
Abe's Oddysee
Actua Soccer 3
Age of Empires 2
Alien Trilogy
All Star Baseball 99
Apocalypse
Auto Destruct
Buggy Heat
Bust A Groove
Cardinal Syn
Championship Manager
Colin Mcrae Rally
Colony Wars
Coolboarders 2
Crash Bandicoot 1,2&3
Crash Team Racing
Croc
Earthworm Jim 3D
Extreme G 1& 2
FIFA 2000
Final Fantasy 7 & 8
Formula 1
Future Cop
Get Bass
Gex / Gex 3D
Goldeneye
Gran Turismo
Iss Soccer / Pro 98
Jet Force Gemini
John Madden NFL
Jonah Lomu Rugby
Lego Racers
Mario Golf
Mario Kart
Medal of Honour
Metal Gear Solid
Micromachines / V3
Nuclear Strike
Parappa The Rappa
Parasite Eve
Peak Performance
Phantom Menace
Plasma Sword
Quake 2 / Quake 64
Rage Racer
Rally Cross 2
Rayman / Rayman 2
Rogue Squadron
Rollcage
Rugrats
Sega Rally 2
Soul Blade
Soul Calibur
South Park
South Park Rally
Speed Freaks
Zelda

PLUS HUNDREDS MORE TITLES NOT LISTED.



Ridge Racer 5
WWF Smackdown
Perfect Dark
FIFA 2000

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. If you would like rules or winners names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

www.infomedia-services.co.uk

CONSOLETATION ZONE

Got a **gaming problem?** Still stuck on the first level? Write to **Consoletation Zone** and GM's **Code Girl** will match your tip with the **right man** for the job!

CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...

APE ESCAPE

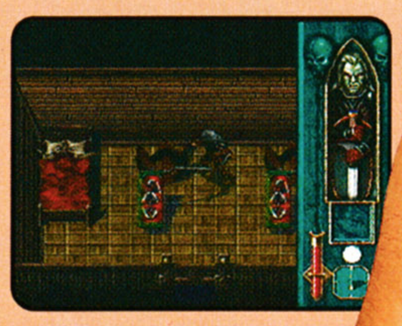
Dear GM
How do I go about beating the RC Car in *Ape Escape*. I've heard it's possible to catch the monkey who controls it really quickly?
Graham Smeets, Cambridge

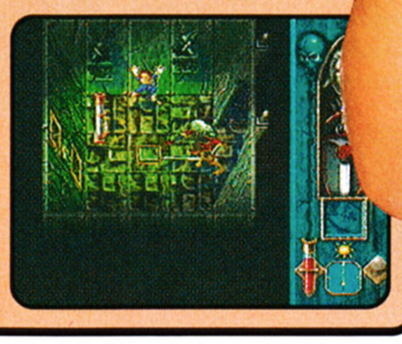
Now this is an easy one to start with. First grab yourself the Slingback Shooter and make sure you've got at least one flash bomb. Change views so you're in shooting mode then blast at the monkey until it stumbles over the small cracks on the floor. Now chuck a flash bomb and he'll be yours simply by running over to him and bagging him in your net. You may need a bit of practice getting this right but once you've picked up the knack it'll make things very easy.

LEGACY OF KAIN: BLOOD OMEN

Dear GM
Have you got any tips for this excellent prequel to *Soul Reaver*.
Simon Armstrong, Catterick

Well let me dig some top codes out for this oldie.
To refill your blood during a game press ↑, →, ▢, ◎, ↑, ↓, →, ←
To fill your magic meter, press →, →, ▢, ◎, ↑, ↓, →, ◎
For your choice of 99 of the artifacts at the Spirit Forges, swap your blood for whichever one you want then use the above Blood Refill codes – you can do this up to 99 times during the game. Or search out the nearest human then get them under your spell using the 'control' spell then drag them along to a Spirit Forge.





TOMB RAIDER

Dear GM
I bet you get asked this question every week but I was hoping you could tell me the cheat codes for the first *Tomb Raider* game please?
Tim Briscoe, Cheltenham.

Depending on how you've set up your controls the cheat code is different so here are all three variations.

All Weapons and Full Ammo
Go to the inventory screen then enter the relevant code

Default Controls	L1, △, R2, L2, L2, R2, ◎, L1
Control Method 2	△, ◎, R2, L2, L2, R2, L1, △
Control Method 3	△, R1, R2, L2, L2, R2, L1, △

Level Skip Go the inventory screen then press the correct combo for your control system.

Default Controls	L2, R2, L1, ◎, △, L1, R2, L2
Control Method 2	L2, R2, △, L1, ◎, △, R2, L2
Control Method 3	L2, R2, △, L1, R1, △, R2, L2

LMA MANAGER

Dear GM
I've heard there are plenty of cheats so if you could tell me them that would be ace.
Brian Taylor, Warwick

Forget about your 4-4-2s, your wingbacks and playing it down the channels – here are the only tips you'll need. To get the codes to work create a player and give them the name of the code.

Build Stadium	QUICK DRY CEMENT
High Rating	THE BEST
Quicker Healing	WITCH DOCTOR
Rainy Weather	WET WET WET
Recruit Any Player	NORTH AND SOUTH
Plan Next Game	BACKSEAT MANAGER
Sunny Weather	DRY DRY DRY
Win All Games	IVOR INVINCIBLE
£500,000,000	KING MIDAS

STAR WARS: THE PHANTOM MENACE

Dear GM
I'm really having great trouble beating Darth Maul without using a cheat code. Have you got any handy tips?
Craig Botham, Lancs

Hmmm... the force is weak in this one. Time for some extra special Jedi mind tricks.

For starters you're going to need the rocket launcher and some grenades if you don't want to go toe-to-toe with nasty ol' spiky head.

Once Qui Gon has been whacked, hang around the final energy barrier until you can see Maul lurking beyond then let him have it with the launcher (make sure the barrier is open first). Repeat until he's really low on health then pick him off with your sabre skills – or keep using the grenades if you don't want to risk death.

GOLDENEYE 007

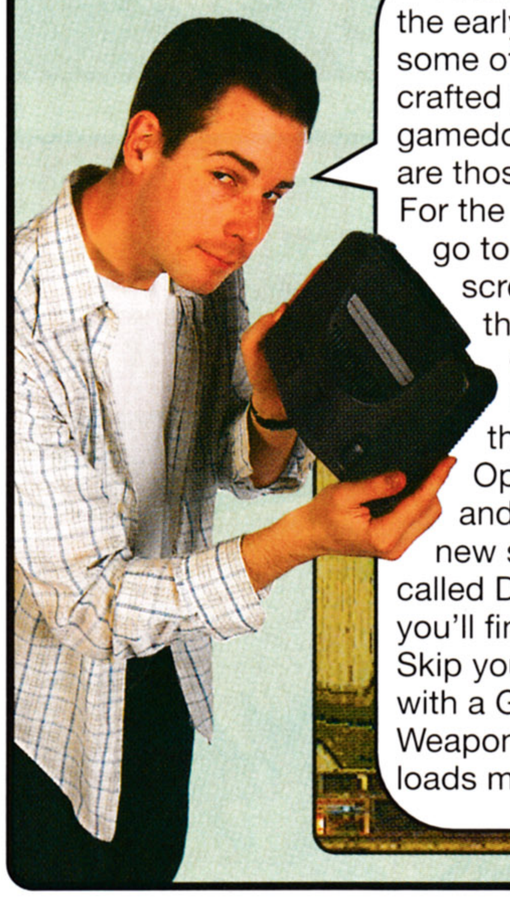
Dear GM
Can you show you me how to get all the characters in multi-player mode please?
John Cudney, Livingstone

Okay, for all Rare's staff and all their mates, follow this cheat to the letter. You can enter it any time in the game or on the menu screen.

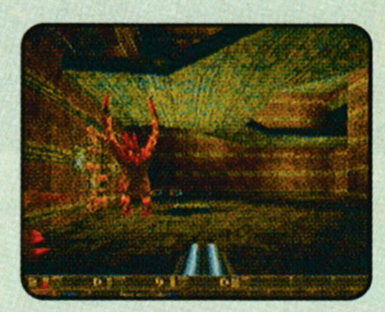
01 Hold L + R and press C-Left.
02 Hold L and press C-Up.
03 Hold L + R and press LEFT on the Control Pad (not the analog stick).
04 Hold L and press RIGHT on the Control Pad.
05 Hold R and press DOWN on the Control Pad.
06 Hold L + R and press C-Left.
07 Hold L and press C-Up.
08 Hold L + R and press RIGHT on the Control Pad.
09 Hold L + R and press C-Down.
10 Hold L and press RIGHT on the Control Pad. If that doesn't work, hold L and finally press DOWN on the Control Pad.

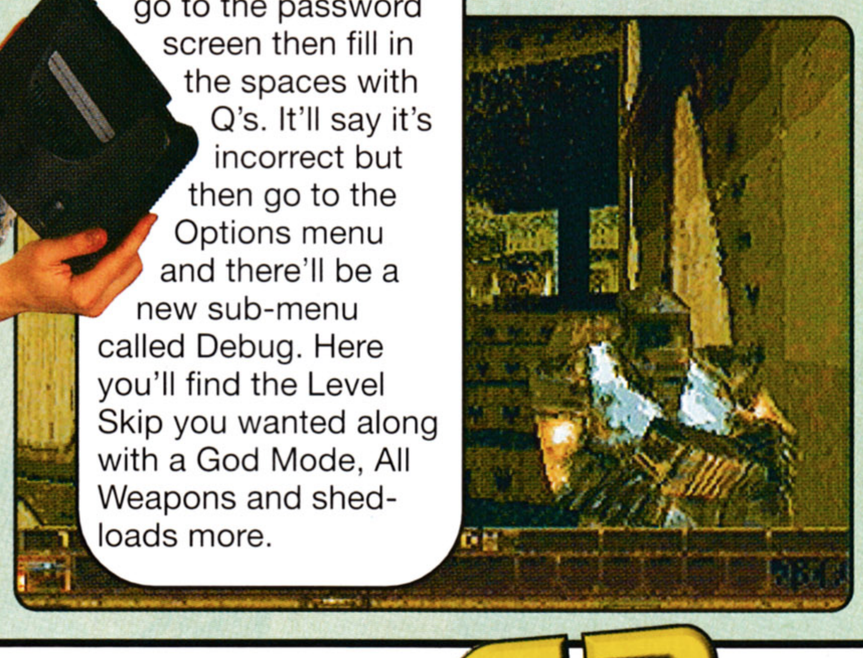
QUAKE

Dear GM
Can you tell me how to unlock the debug mode in *Quake* please as I don't want to have to plough through the early levels again.
Tom Banner, Middlesbrough



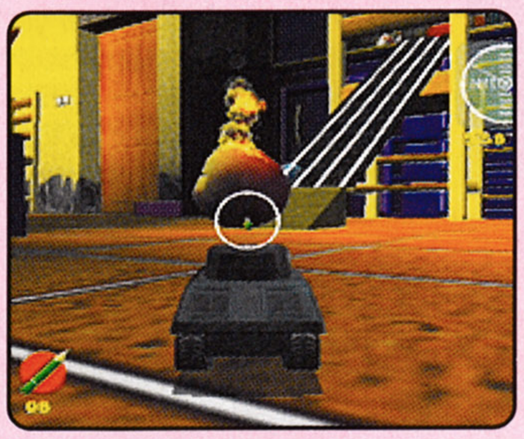
What's up with you; the early levels are some of the finest crafted levels in gamedom! Still, here are those codes. For the Debug Mode go to the password screen then fill in the spaces with Q's. It'll say it's incorrect but then go to the Options menu and there'll be a new sub-menu called Debug. Here you'll find the Level Skip you wanted along with a God Mode, All Weapons and shed-loads more.





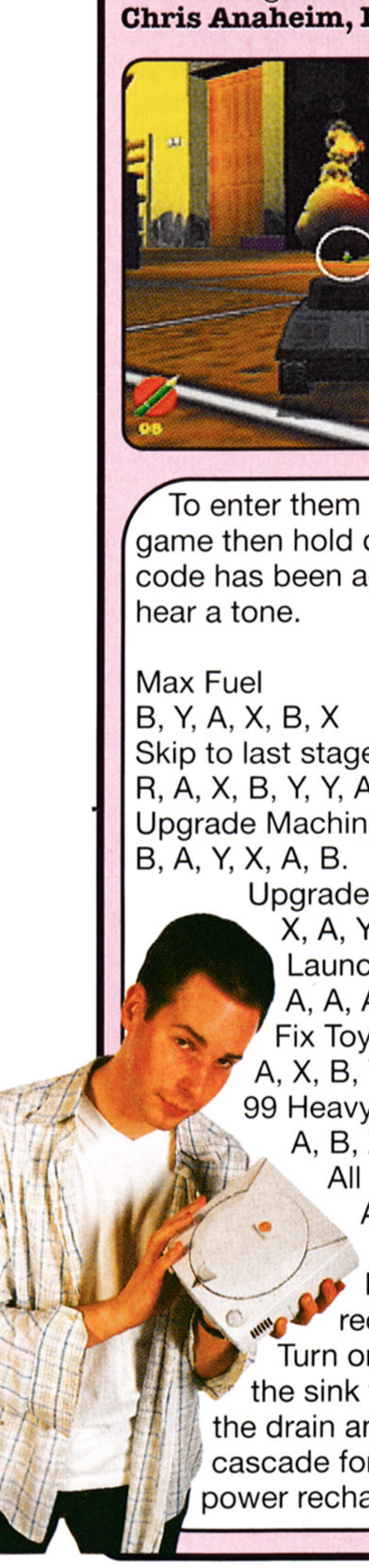
TOY COMMANDER

Dear GM
Do you have any cheats for this excellent game as I'm stuck.
Chris Anaheim, Brockhurst



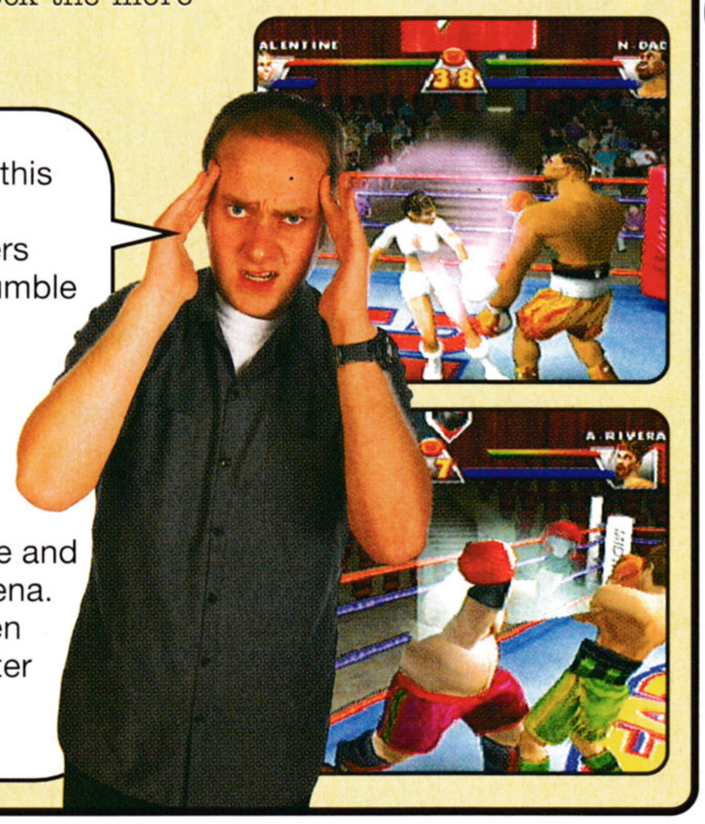
To enter them pause the game then hold down L. If the code has been accepted you'll hear a tone.

Max Fuel
B, Y, A, X, B, X
Skip to last stage
R, A, X, B, Y, Y, A,
Upgrade Machine Guns
B, A, Y, X, A, B.
Upgrade Weapons
X, A, Y, B, A, X.
Launch Credits
A, A, A, B, B, B
Fix Toy
A, X, B, Y, A, Y
99 Heavy Ammo
A, B, X, Y, B, A.
All Rooms Available
A, Y, X, B, Y, X.
Health recharge
Turn on the water in the sink then go into the drain and sit under the cascade for an instant power recharge.



READY 2 RUMBLE

Dear GM
The training mode in *R2R* is a bit tedious so I was hoping you could send me some cheats to unlock the more frightening fighters. Thanks.
Dan Toomey, Buxton



Lucky for you I've just discovered some cheats for this excellent game.

For the Bronze class boxers enter your Gym name as 'Rumble Power' in the Championship mode. Now got to Arcade to fight as Kemo Claw.

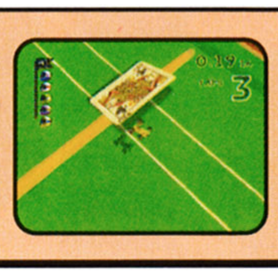
For the Championship Class boxers name your gym as 'Pod 5!' This'll give you Kemo Claw, Bruce Blade and Nat Daddy in the two-tier arena. Select 2P Arcade mode. Then hold L while choosing a fighter at the character selection screen. Sorted!

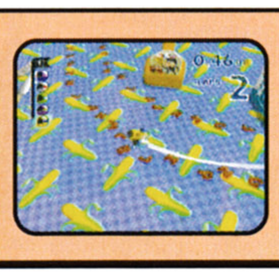
MICRO MACHINES 64 TURBO

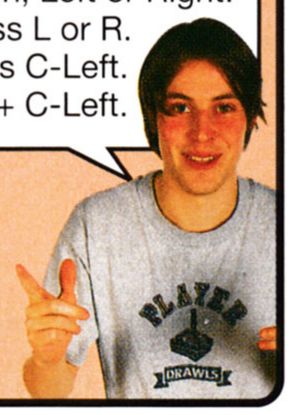
Dear GM
Could you tell me some of the more odd codes for the N64 version of *Micro Machines*?
Andrew Watson, Sheffield

Easy. Press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down then enter any of the codes below.

Quit Race and Win.....Press Z + C-Down. Don't try it in Time Trials
Change Camera Angle .....Hold Z and press Up, Down, Left or Right.
Change Camera Zoom.....Hold Z and press L or R.
Turn Player into Computer Drone.....Hold Z and press C-Left.
Blow Up All Cars.....Hold Z and press C-Up + C-Right + C-Left.







CLASSIC CZ

SPYRO THE DRAGON

Dear GM
I've had trouble finding the third dragon on Haunted Towers – do you know how I go about locating it please?
Sam Vegmor, Aberdeen.

Ah we remember this one. Super charge down the only super charge ramp in the level and keep super charging through the last door to your right when you enter the room with many doors. Now super charge to the left to the entrance to the castle. Go up the first ramp you entered and super charge jump off the ramp to the secret entrance. After a while you'll come to a staircase full of armoured ghosts so quickly burn the wizard at the top of the stairs. Get a quick kiss from the fairy and kill all the ghosts. Now, you should find the final Dragon.

MASTER CLASS

Code girl gathers together your **collected gaming wisdom** and **spreads the wealth.** Here's how to crack the toughest code and **jump-start your gaming!**

TEP BY STEP TECHNIQUES FOR THE ADVANCED PLAYER...STEP BY STEP TECHNIQUES F

TIP OF THE MONTH

CRASH TEAM RACING

YOU'RE A MAD CATZ BY ANY MEANS NECESSARY WINNER

Secret Characters
Penta Penguin: At the title screen hold L1 + R1 and press ↓, →, ⊙, ↓, ←, ⊙, ↑
Ripper Roo: At the title screen hold L1 + R1 and hit →, ◎, ◎, ↓, ↑, ↓, →
N Trophy: At the title screen hold L1 + R1 and press ↓, ←, →, ↑, ↓, →, →
Papu Papu: Hold L1 + R1 and press ←, ⊙, →, ↓, →, ◎, ←, ←, ↓
Komodo Joe: At the title screen hold L1 + R1 and hit ↓, ◎, ←, ←, ⊙, →, ↓
Pinstripe: At the title screen hold L1 + R1 and press ←, →, ⊙, ↓, →, ↓

Power Ups
Invisibility: At the title screen hold L1 + R1 and press ↑, ↑, ↓, →, →, ↑
Super Turbo Pads: At the title screen hold L1 + R1 and press ⊙, →, →, ◎, ←
Display Turbos: At the title screen hold L1 + R1 and press ⊙, ↓, ↓, ◎, ↑

Shortcuts
Tiger Temple: In the middle of the lap, to your left there's a mouth on the wall. Throw a bomb or potion into the mouth and a shortcut will open up.
Sewer Speedway: On the first tunnel just before the first turn, above the ramp there's an opening. (It's on the right hand side.)
Liam Shrivastava, Sheffield

VIRTUA STRIKER 2 (DC)

Secret Teams
Access Yukichan Team: In Arcade mode, team selection press Start on the following: Yugoslavia, USA, Korea and Italy.
Access FC Genki Team: Once you've done the cheat for the Yurichan Team press Start + A on the Yukichan team.
Access FC Segal: In Arcade mode press Start on the following teams: France, Chile, Spain, England, Germany, and Argentina
Kevin Allan, Scotland

POKÉMON (GB)

Catch Mew
You need an Action Replay card to do this cheat, but it's worth it,

Mew has high stats, and grows levels much faster than other Pokémon. To catch Mew, activate the code 0115D8CF and enter a grassy area. When you have a battle you will come across Mew. It may look strange, but when you catch it, it returns to normal. Mews attacks are:

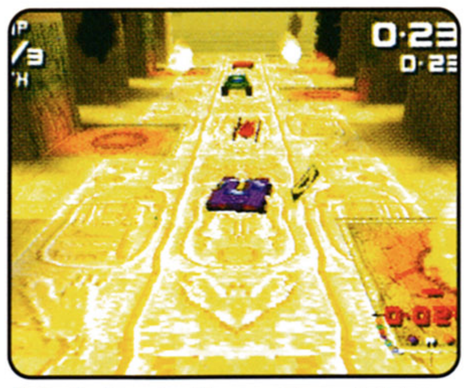
LV0	Pound
LV10	Transform
LV20	Mega Punch
LV30	Metronome
LV40	Psychic

It is easier to catch Mew earlier on because even if you get Mew down to a tiny bit of health, an Ultra Ball can still miss. You could also use the Master Ball cheat which is 01017CCF. Walk in a Poké Mart and on the items list at the top is Master Balls for zero credits.
Sam Harrison, West Yorkshire

CIRCUIT BREAKERS (PS)

Fused Codes
Four hundred per cent complete: Go to options sound, fx volume and hold L1, L2, R1 + R2.
Multi-player Turbo: Go to

▲ A crafty turbo will soon wipe the smiles off your mates' faces.



▲ Ancient tombs, flaming tiles and dinky toys, it's a bonkers combination.

Level Select and press ▲, ■, ●, ✕
Night Mode: Go to Level Select and press and hold L1, L2, R1 + R2
Jellybean Cars: On 3,2,1 Countdown press and hold ← + ● to get jellybean cars. Press select to get the real cars back.
Mark Isaacs, Chilcompton

THRASHER: SKATE AND DESTROY (PS)

Bump 'n' Grind Cheats

Times Three Multiplier: While running from a cop, mugger or k-9 pull a trick and it'll be tripled. Be sure to land it though, or you'll get caught.
Bonus Points: Pause the game and hold L1+L2+R1+R2 then press ● repeatedly. Each time you press ● your points will increase by 5,000. (Note this will only work during a run.)

Extra Boards

There are hidden deck graphics if you enter these names at the entry screen:
Rockstar Deck: Use anyone and enter 'Rockstar' as your skaters name.
Snowman Deck: Use Axl and enter 'zaxis' to get a snowman with a beanie on.
Copenhagen Deck: Using Cyprus, enter 'marduk' to get a board with the copenhagen logo on it.
Bumble Bee suit: Pick Roach without a hat and type 'beesuitguy' as your name. The guy you get looks goofy but he skates like an animal, or should I say an insect. His stats are super high so you can bust huge ollies and 540s with him.

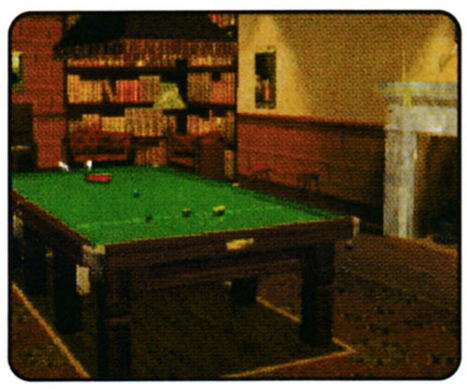
Unlock all levels

At the main menu press ■, ▲, L1, R2, ●, ✕, ▲, →, →, ← and you should have all the levels.
Nick Sawyers, Croydon

JIMMY WHITE CUEBALL 2 (DC)

All CPU Opponents

To unlock all the CPU opponents explore the snooker room and find the grandfather clock in the corner. Move the cursor around the base of the clock and it should lock on to a panel behind it. Examine the panel to reveal a mousehole. Inside the hole you'll find a room with a bed and other mousey furniture. Look to the right and you'll see a sign saying 'cheat enabled' and a chime will sound. Leave the hole and start a new game and all the opponents, including Jimmy, will be available.
Jason O'Connell, e-mail



▲ Nothing but Chesterfields, brandy and faithful retainers at GM's club.

▲ Skateboarding alone in the middle of the night is really not a good idea.

▲ He's a cooooool rider. Spraying your tag in mid air is only for the board elite.

EHRGEIZ (PS)

Extra characters

Koji Masuda: Complete game with a normal male character
Clair Andrews: Complete game with any of the normal female characters.
Yuffie: Complete game with Cloud from FF7.
Vincent: Complete game with Tifa from FF7.
Zack: Complete game with all FF7 characters.
Django: Complete game with all normal characters.

CHOCOBO RACING (PS)

Lickin' the Chickens

Bahamut Class: In Grand Prix mode come first in every stage. Then collect crowns for both Chocobo and Behemoth classes to unlock the Bahamut class.
Mirrored Tracks: Collect crowns from the Bahamut class.

JOIN UP TODAY!

If you want to join the ranks of Britain's gaming elite, then you'll need to do some undercover work to dig out the freshest cheats available. There's a prize each issue if you send in an unbeatable set of tips!

Masterclass
GamesMaster
Future Publishing
30 Monmouth
Street, Bath
BA1 2BW

▲ Wario takes time deciding which of his many hats he'll wear that day.

WARIO LAND 2 (GB)

Skip the Rabbit

Go to door of the Boss's room on Chapter four and when the small spear man appears below the ledge, jump Up and press Down. When the spear man is on your level pick him up and throw him against the blank walls until you get to the door with the stars above it. Go through it and you'll have skipped the B-Ball Rabbit and the final chapter'll be Uncanny Mansion and not Syrup Castle.
Matthew Wicks, High Wycombe

DEMOLITION RACER (PS)

Unlock Everything

On the main menu, press ✕, ✕, ■, ■, ▲, ▲, ●, ● (don't worry if you go to another screen, just keep on doing it). Now you'll have all modes, tracks and cars.

RAINBOW SIX (PC)

Stealth Secrets

Press Enter during the game and type:
AVATARGOD: For God mode
5FINGERDISCOUNT: For ammo refill
Jonathan Carnie, e-mail

NBA LIVE 2000 (PS)

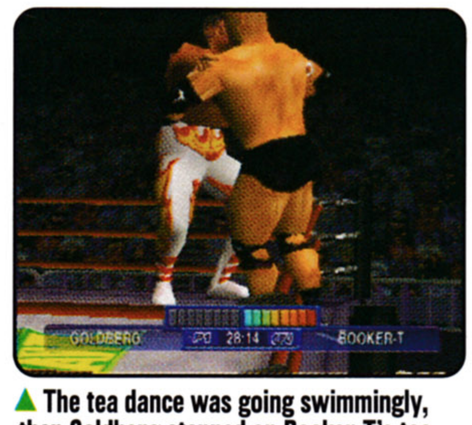
Extra characters

Michael Jordan: Defeat Michael Jordan in 1-on-1 mode at Superstar level to put him on the roster.
Isaiah Thomas: Get 15 steals in a game at Superstar level.

RESIDENT EVIL 3 (PS)

Epilogues

Complete the game on hard level to unlock the different epilogues. These are biographies on all the *Resident Evil* characters and



▲ The tea dance was going swimmingly, then Goldberg stepped on Booker T's toe.

there are eight to collect.
All from Liam Tondeur, Havant

DIE HARD 2 (PS)

Free Gun

At the beginning you'll see a helicopter flying overhead. If you're quick enough you can shoot it down and you'll get a free gun for your trouble. Also, if you do well and don't kill any civilians it'll say 'good cop' and you'll get some extra ammo to play with. Fantastic!
Alistair Welby2, Hampshire

SEND YA CHEATS AND WIN!

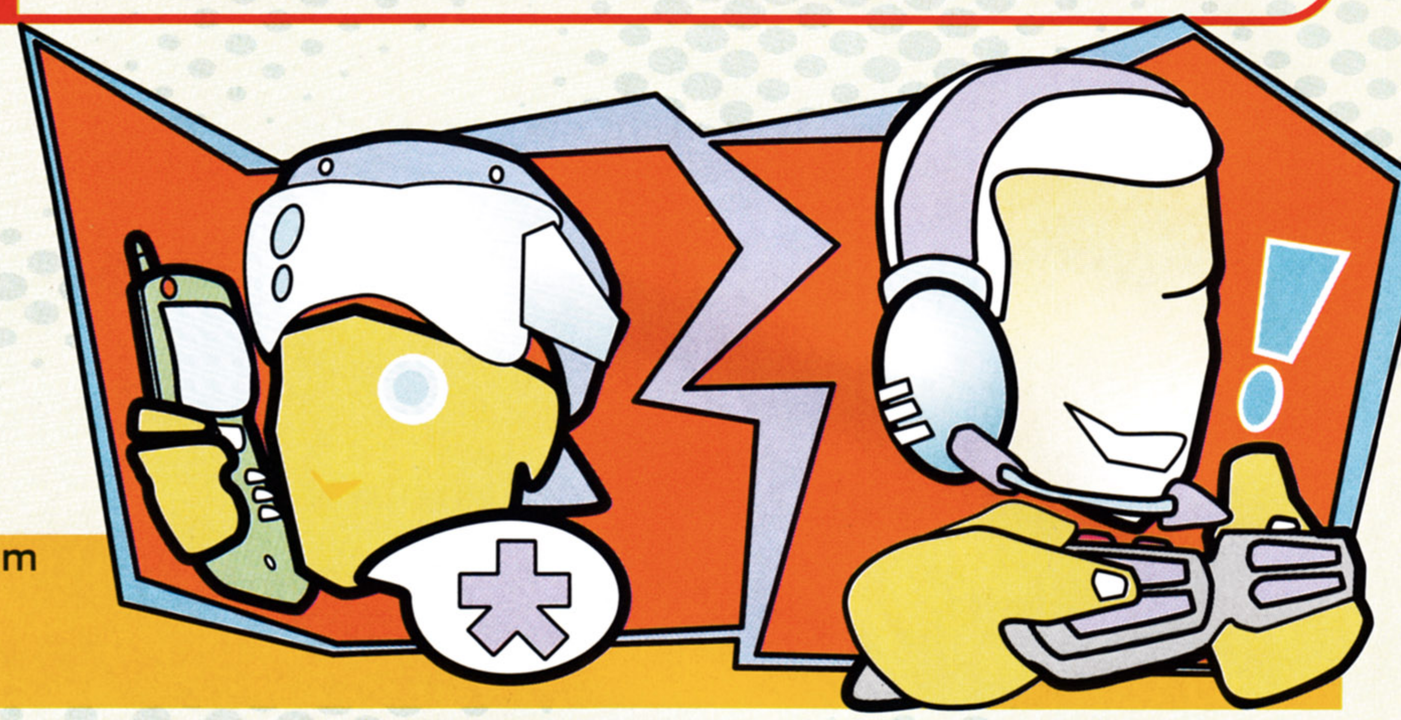
Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...

#37 Tekken Tag Tournament

TEKKEN TAG TOURNAMENT

Games Master

YOUR SHOUT!



EDITOR

Welcome to your bit of the mag! We want your letters, pics, reviews and stories and will stump up top booty for star contributions! Simply get scribbling, cram you stuff in an envelope, fill out the coupon on page 63 and post it all to us here at: GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Dan Griffiths

Another bumper pile of streetwise opinion from the sharpest readers on the planet. Totally disagree with what someone has said? Then scrawl a reply and get yourself heard!

MIND CONTROL

Dear GamesMaster

Ladies and Gentlemen, boys and girls, children of all ages, races and religions, I am writing to you to inform you about subliminal advertising in a certain Dreamcast™ game.

Subliminal? Don't you mean completely blatant?

The game in question? The outstandingly, amazingly, bizarrely refreshing (?), *Crazy Taxi*. Oh yeah it may have outstanding graphics, playability, fun factor… you know the story, but while you are innocently playing, messages are being sent into your mind. You may not of realised that this is possible, but I found out myself, now more people need to be made aware of this problem. Picture the scenario: received *Crazy Taxi* around 9:30 the day after release (Gameplay screwed up my order – booooooooo!) and played constantly after arrival. Decide to impress PlayStation-biased father and next door neighbour by putting on downstairs telly. Only to realise that with a game so great it didn't take much persuading to get them hooked.

▼ Feeling peckish as you play? Then you know where to go for some finger lickin' vitals. DON'T YOU?

Then without warning, my dad and neighbour began chanting simultaneously – "A Pizza Hut, a Pizza Hut, Kentucky Fried Chicken and a Pizza Hut," both great 'restaurants' featured in the game. Then to both my pleasure (mmm, KFC & Pizza Hut) and dismay (their plan was working) my dad actually went out and bought a KFC. SEGA win again! Obviously a clever marketing plan, but soon millions of people will fall under the sway of subliminal advertising. SEGA rule man! So buy *Crazy Taxi* ONLY if you do not live in the vicinity of a Pizza Hut or KFC or you will spend millions on fast food and evolve into an… (duh, duh dum…) obese American! On a lighter note, buy a Dreamcast™ with up to 6000… a lot of players and kick that stinking PlayStation2 back onto the road. (So hit the road Sony, and don't you come back no more, no more…)

Gaz Jones, e-mail

Well, sat here in our Levi's jeans and Fila trainers, we reckon you might have a point. We're just surprised you don't see more advertising in games. Expect to see Solid Snake dressed in Tommy Hilfiger very soon.

▲ The X-Box is a-coming, but will it really offer the simplicity of play provided by current consoles?

UNCLE BILL NEEDS YOU!

Dear GamesMaster

What the hell does Microsoft want to produce a console for? I mean they already have billions of dollars to spend, why do they want to make even more cash from a new console?

Because money is good.

Should Sony beware? If the console is based on Windows CE then it would indeed appear that the Dreamcast will soon be dead in the water. I get the impression that third-party developers only port games over to the DC because it's so easy for them to do so. But what will these developers do if there is even less involved in porting a game to a console? Sega might as well sell their hardware interests now.

But the DC's flying off the shelves in the United States.

As for Nintendo, if they don't bring out a powerful console quickly enough the arrival of their own machine will be too weak and too late. Now I'd hate to see the two main pioneers of the console market squeezed out of the picture by an American company. I for one will not be buying into the X-box and all that it stands for.

Charles Anderson, no address

Strong words comrade. We at GM are a bit scared of Microsoft bullying their way into the market but if they just add to the gaming quality, then great. But do you trust Bill? He has a tendency to wear too much wool, we reckon?

TV GAME SHOWS

Dear GamesMaster

I was round a friends the other day when, all of a sudden, boredom crept in and I resorted to playing games on Sky's interactive service. I found myself playing on such titles as *Battleships* and *Corporal Cluck*, then it hit me. The possibilities of this service are vast! Maybe in a few years time we will see television go hand-in-hand with a top producer of games consoles and see them create something special and unique. This could well be the next generation in home entertainment with control ports appearing on our TV within the next 10 years. Will they really look so out of place?

Steven Miller, Norfolk

The games on the interactive service aren't that sophisticated at the moment so if you want a decent gaming experience you want to get yourself a console. But who's to say that in the future we won't be accessing our games much the same way you get pay per view movies? And also we'll have flying cars and only need to take a pill instead of eating. It'll happen, you'll see.

SEEN IT ALL BEFORE

Dear GamesMaster

I have noticed that you are covering the release of the PS2 a lot more than you covered the Dreamcast.

Nope you're wrong, we did nearly a year's coverage before its launch and two separate supplements.

Now being a Sony fan for three years and playing some truly exceptional games I did a truly odd thing and bought a Sega

▲ Dreamcast loyalty still strong.

Dreamcast. Now I know most Sony fans will read this letter (if it is printed) and say 'traitor' but I don't care.

Why pay £250 for a UK PS2 just to play updates of PS games? I mean the Japanese PS2 launch games were pathetic with only *Ridge Racer 5* looking the part. All that will come on the PS2 is more *Tekken*, more *MGS* and more *Gran Turismo.* And the reason that all we get are these games is that the public in general don't really know what a good game is any more. I mean *Tomorrow Never Dies* sold loads and is awful!

***The reason that sold well was because of great marketing and gamers wanting to believe it was* Goldeneye.**

I'm afraid to say that with the PS2 you may get a strange feeling that once you've played one game, you've played them all. That is why I bought a DC. It has some truly original games such as *Sonic* and *Crazy Taxi* and the novel *Bass Fishing*!

Ian Walker, e-mail

We have to admit that we have yet to see the best of the PS2, but seeing as it's onlya few months old I think we'll reserve judgement for a while.

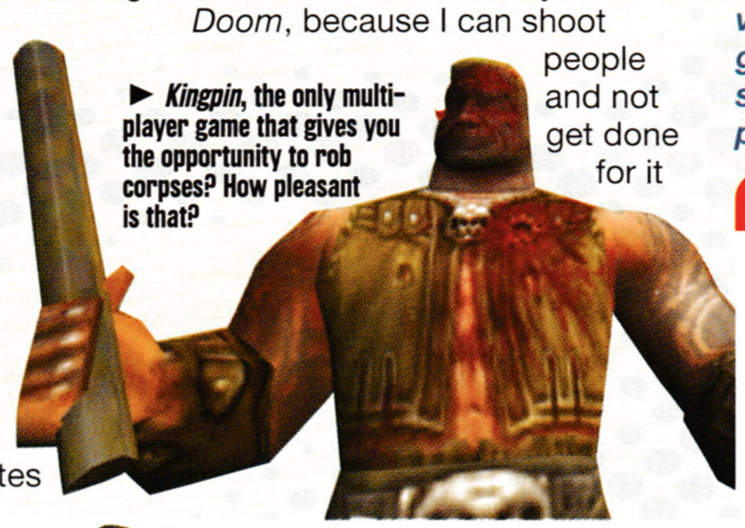
ROOT OF ALL EVIL

Dear GamesMaster

I am disgusted that games are blamed when children in the States go on killing rampages. Most of the perpetrators are from broken homes and they have far too easy access to guns. Games shouldn't be blamed – improper care and readily available guns should. I love *Goldeneye* and *Doom*, because I can shoot people and not get done for it but that doesn't mean I'm going to kill someone in real life.

Indika Sarathchandra, e-mail

Saying you like shooting people in videogames because you don't get 'done for it' sends off the wrong vibes. Anyway, unfortunately, gaming is an easy scape-goat for society's ills. Keep the peace... word.



► ***Kingpin*, the only multi-player game that gives you the opportunity to rob corpses? How pleasant is that?**

STAR LETTER

simplyGAMES

Every star letter wins the top five titles for the console of your choice from those excellent people at Simply Games. Contact them now at:

HTTP://WWW.SIMPLYGAMES.CO.UK

CART BOOT SALE!

Strewf! Get your mincers around this little lot! There's some fair old bargains to be 'ad this munf and no mistake!

Games For Sale!

PC Software for sale. *Springfield* £14.99, *Oxford Encyclopaedia* £14.99, nine demos £8, *Space Race* £9.99. Good condition, £35 for the lot.
Chris Berwick 0121 745 1810

PC games: *Worms 2* – £5, *RAC Rally* – £5, *Abe's Odyssey* £5, *Half-Life* £15, *Aliens vs Predator* £20, N64 Expansion Park unused £15.
Gregg Jarvis 01603 261040

Flight simulator *Monkey Island 3*, Find *FA Football Manager '99* – all £15 each, all PC games.
Joe Cowley 01923 46695

PS games for sale PM '98-£5, *Vigilante 8* – £5, *MGS* – £10, *Special Missions* – £10, *Pool Shark*, *Silent Hill*, *South Park*, *PE*, *GT2* – all £10.
Shaun Chadwick 07880 662792

Dreamcast games (JAP), *Sega Bass Fishing* with rod as new boxed £30. *Soul Calibre* £20, *Air Force Delta* £20.
Derek Slotta 01564 771112

***FIFA '98* and *RTWC*,** both for sale along with *Tekken 2* instruction manuals and *V-Rally*. £30 the lot and it's all in good condition with *Tekken 2* thrown in as well.
Mark Reeves 0208 281 3190

Cheap Dreamcast game on offer. *Hydro Thunder* up for grabs. Call me now.
Ciaran Murry 02844 615507

Games Wanted

Wanted, *Army Men*, *Sarge's Heroes* for N64, will buy for £30 ono or swap for *Turok 2*, *Goldeneye* or *Snowboard Kids* in good condition please.
Adam Hayward, 01902 564 844

Will anyone sell their Dreamcast modem and Web Browser? Will pay up to £50.
Oliver Dean 01202 523 111 or e-mail:
Olly@shenmuefansite.com

Game Boy Color wanted, and/or any Pokémon games. Am willing to swap for some PS games.
Call Dominic on 01274 418 312

SNES games wanted will pay up to £5 each.
Sim City, ISS etc. Also wanted old computer mags (SNES Megadrive Saturn) will pay 50p each.
Nathan Bowers, 59 Canberra Crescent, Grantham, Lincs, NG31 9RD

Sonic the comic issues wanted.
Egmont Fleetway copies will pay reasonable price. Also Sega Power/Saturn mags wanted. Write or fax.
David Rogers, 89 Queenshythe Road, Jacobs Well, Guildford, Surrey, GU4 7NU. Fax: 01483 564496.

Wanted issues 1-5, 7,8,10 of PlayStation Power magazine. Contact:
Dan Morris, Workshop Studio, Millsbord House, Millsbord Road, Redditch, Worcs, B98 7BU

Games To Swap

I will swap *WWF Warzone* **for PS for** *Pokémon Red* or *Blue* for Gameboy or *WWF Warzone* for an ordinary Game Boy. Get in touch.
Daniel Barton, 2 Sycomore Close, Cherry Willingham, Lincoln, Lincs.

***Pocket Mu Mu* (JAP)** PlayStation. Swap for *Monster Rancher 2* (US).
Anthony Cheng 01745 355 375 between 5-7pm

Please swap *Moto Racer 2* for either *Metal Gear Solid*, *WWF Attitude*, *WWF Warzone*, or *Moto Racer 2* for sale £20, boxed.
Tanveer Malik 01555 841139

Will trade *MGS*, *MGS Missions*, *WWF Attitude*, *LMA Manager* and *Three Lions* (PS) for an N64 or sell all £70.
e-mail: j.butterfield@btinternet.com

Will swap *WWF Warzone* **and** *Metal Gear Solid* (with guide) for any dance game with a dance mat.
e-mail: mattjb@c3po.co.uk

I will swap *Body Harvest*, *Lylat War* **and some cash for** Game Boy Color.
Guy Archibald 01592 771339

I'll swap my *Tomb Raider 3* **PC for** *Tomb Raider 3* or *4* on the Playstation.
Chris Bewick 0121 745 1810s

Tomb Raider, *Actua Soccer*, with four demos for *International Track and Field*. Will even throw in one N64 mag. PlayStation *WWF Warzone* – swap for any WCW game except *WCW vs NWO Thunder*.
Liam England 01372 727508

I will swap *Battle Arena Toshiden*, *Mortal Kombat* **and** *Fighting Force* **for** *Final Fantasy 8* (must be in good condition) or sell for £20.
Charlie Mullinger 0181 442 0281

I'll swap PlayStation games for a GBC. *FF7*, *TR2* and *Int Track & Field*. Will also purchase any Pokémon games for £10-£15.
Contact Dominic on: 01274 418 312

I want to swap *Resident Evil* **and** *Cool Boarders 3* **for either** *Fear Effect* **of** *Resident Evil 3: Nemesis*.
e-mail vince at: goodchild176@the grid.org.uk

I will swap *Sega Rally 2* **for** *Sonic Adventure* on the Dreamcast (PAL). Please write to Chris at:
34 Crossley Hill, Salterhebbie, Halifax, W. Yorks, HX3 0PL

I would like to swap *House of the Dead 2* for the Dreamcast, for *Shadow Man*, *WWF Attitude*, *Sonic Adventure* or *Soul Calibur* on the Dreamcast.
Ben Brooks, 01505 688 914

Swap N64 plus four Games and two controllers as well as cheat cartridges, books and mags for a Game Boy Color and a copy of *Pokémon Red* or *Blue* with a comm link cable and *Zelda DX* too!
Call Shaun Gibb on: 07788 607 408

Consoles For Sale

Super SNES plus 4games, one five compo, 2 pads, one faulty no box £40 ono. Sega Mega converter for Master CD Attach, 3 pads, 30 games, 6 CDs, leads, boxed £50.
A McKenna 0151 281 6270 after 4pm only.

Mega Drive 2 with 31 games £100 or swap for Gameboy colour including Toy Story, Street Racer MK3, Busby 1 & 2, Micro Machines. Brian 01475 795 413

Sega Saturn for sale with 13 games (including *Black Dawn*, *Quake*, *Hexen* and *Formula Carts*), two controllers, one memory card and a steering wheel.
Call tom on: 0151 336 1003

Dreamcast with Marvel vs Capcom two controllers, VMU and Dream Key disc. All in excellent condition and going for only £220.
Call Kyri on: 07957 758 311

PlayStation with a pile of games, (*Resident Evil*, *Theme Park World*, *Tomorrow Never Dies*, *V-Rally*) two controllers (both dual shock). Everything in excellent condition. £130 the lot.
Call Edward on 01865 455 218

PlayStation with six games, two memory cards and an Action Replay cartridge. £115. Also N64 with three games, two controllers and two memory cards. £80.
Contact Ben on 01206 844 792

Penpals

Female penpal wanted must like sport and like wrestling. Photo please. I'm 13 years old.
Tom Watkins, 9 Laburnum Grove, Pontlanfraith, Blackwood, Caerphilly, Wales, NP12 2PT.

Female penpal wanted must like PS and WCW, WWF *Command & Conquer*. I am 12 – must be aged 11-13, please send photo if possible.
Jonathan Bonas, 18 Kirkstall Court, New Skelton, Saltburn by Seam Cleveland, TS12 2YA

Female penpal wanted 13-15. Likes PlayStation of N64.
Ian Trotter, 38 Derby Road, Melbourne, Derbyshire

Male or Female penpal, preferably female. Must love PS, aged between 12-14. Must have a good sense of humour. Photo if possible, 100% reply.
David Patterson, 93 George Street, Cleethorpes, North East Lincs, DN35 8PL

M/F aged 11-15 must like Simpsons, PS and PC. Send photo and e-mail address please.
Ben Heneker, 9 Glover Street, Over, Cambs, CB4 5PQ

M/F penpal wanted any age. Must like animals, RPGs, *Pokémon*, *South Park*, and Star Wars.
Thodonas Lagos, Christdoalou Karidi, 3 Limassol. Cyprus

Male penpal wanted 14-17, must like pop music, horror films, *Simpsons* and *Buffy*. Photo if possible.
Samantha Benge, 63 Firbank Grove, Halton Moor, Leeds

M/F penpal wanted aged 10-11. I like PS and Lego Rock Raiders. I support Leeds United.
Cameron Douglas, 13 Whitewood Terrace, Whitwood Terrace, Castleford, West Yorkshire

M/F 13-17 penpal wanted must like *Alien* & *Evil Dead* films Vampires, PS, PCs, N64, *Pokémon*, *Buffy*, *Angel*, Manga comics and films and *Predator*.
Matthew Covendale, 3 Pond Farm Close, Hinderwell, Saltburn, Cleveland TS13 5HJ

Female aged 15-17 interested in PlayStation and football. Please send photo.
Warren Giacoazzi, 19 Tamarisk Close, Bognor Regis, West Sussex, PO22 9JQ

M/F penpal 14+. Must like WWF, PS, footie, *Simpsons*, and *X-files*. I'm 15 – photo if possible.
John Fisher, 7 Lower Park Crescent, Bishops Stortford, Hertfordshire, CM23 3PW

Penpal wanted. Must love WWF, PS, and football. 100% reply. Send photo if possible – male or female 12-15.
Joe Perry, 30 Herrick Close, Enderby, Leicester, LE9 5RU

M/F penpal aged 15-17. Must like PS, *Simpsons*, music, WWF and football. Also like *Final Fantasy* series. Photo if possible. 100% reply.
Dean Holroyd, 13 Brooke Street, Heckmondwike West, Yorkshire, WF16 0LX

12-14 year old penpals M/F – I am 13. You must like Man-U, *Simpsons*, and N64. Please send a photo, 100% reply guaranteed.
Riki Ball, 14 Willow Drive, Countesthorpe, Leicester, LE8 5TN.

2-14 year old penpals M/F – I am 13. You must like Man-U, *Simpsons*, and N64. Please send a photo, 100% reply guaranteed.
Riki Ball, 14 Willow Drive, Countesthorpe, Leicester, LE8 5TN.

Penpal wanted age 13-17. Preferred female. Must have a N64 and like TV shows such as Friends and Baywatch. A photo would be nice. Write back asap.
Alan Flockhart, Ballinatone, Rathdrum, Co. Wiclow, Ireland

M/F penpal wanted aged 10-12. Must like PlayStation N64 and Game Boy. Send a photo if possible. So what are you waiting for? Get writing!
Gregor Comrie, 78 Beechwood Souchie, Clackmanshire, FK10 3LJ

F/M penpal wanted. 11-13 with sense of humour. Must be into PlayStation. Please send a photo if possible.
Martin McLaughlin, 20 Fourth Avenue, Millerston, Glasgow, e-mail: martinmcl@smartguy,tsnet.co.uk

Male or female penpal wanted. Must love WWF, PlayStation and Friends. I'm a *Metal Gear Solid* fanatic. 100% reply. See ya!
Billy Dooley, Cloneen, Crettyard, Via Carlow, Ireland

Penpal wanted. Must be aged 4-10. I'm nine and loves sports and playing videogames. Good sense of humour comes as standard. Please send me your photo.
Daniel Dwyer, Ichalfont House, Amersham Street, Salford, M5 4ET

M/F penpal wanted aged 12-16. Must like PlayStation, music and *The Simpsons*. Send me a photo if possible. 101% reply guaranteed.
Dan Harper, 44 Ashcroft Gardens, Eastfield, Petersborough, PE1 5LP

Male penpal wanted, aged between 10-11. I'm looking for anyone who loves N64, football, *South Park* and *The Simpsons*. I also have a PC. 100% reply guaranteed, so don't hang about and get writing!
Ross Jackson, 1 Faolin, Gairloch, Ross-Shire, Scotland, IV21 2BU

GM GALLERY

Do us a drawing, send it in and win top stuff! Best pic each month gets a game of their choice! Send in your pics with the coupon on page 63.

You just can't keep a good bushpig down, as the amount of images of Sonic we've received demonstrates.

Due to the vast number of entries we've had for the PlayStation2 competition, we're still in the process of judging all your fine work. Watch out for our final verdict in next month's edition of GamesMaster!

Mario Nicolaides broke out the glue and came up with this rather catching collage using back issues of GamesMaster. Smart.

Yes it's Pikachu giving Ash a hard time as usual. One of a series sent in by Stewart McAllister.

It's a song. Five words. First word gimme... Of course it's Gimme, Gimme, Gimme That PS2 by Andrew Smart!

Clint Motley has done us a rather tasty rendition of *Quake 3 Arena* for us. Nice gore splattered detail Clint!

Iwan Roberts has tastefully combined Dan Fortesque, the lead guy from *Nerf Arena*, and old stitch head himself. Lovely!

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month we judge YOUR best gaming ideas and dish out top booty to the best effort. Can you do better?

The Dangerous Path!

By Peter Reynolds

The apocalyptic climax to this bloodthirsty tale from Peter Reynolds left us reeling.

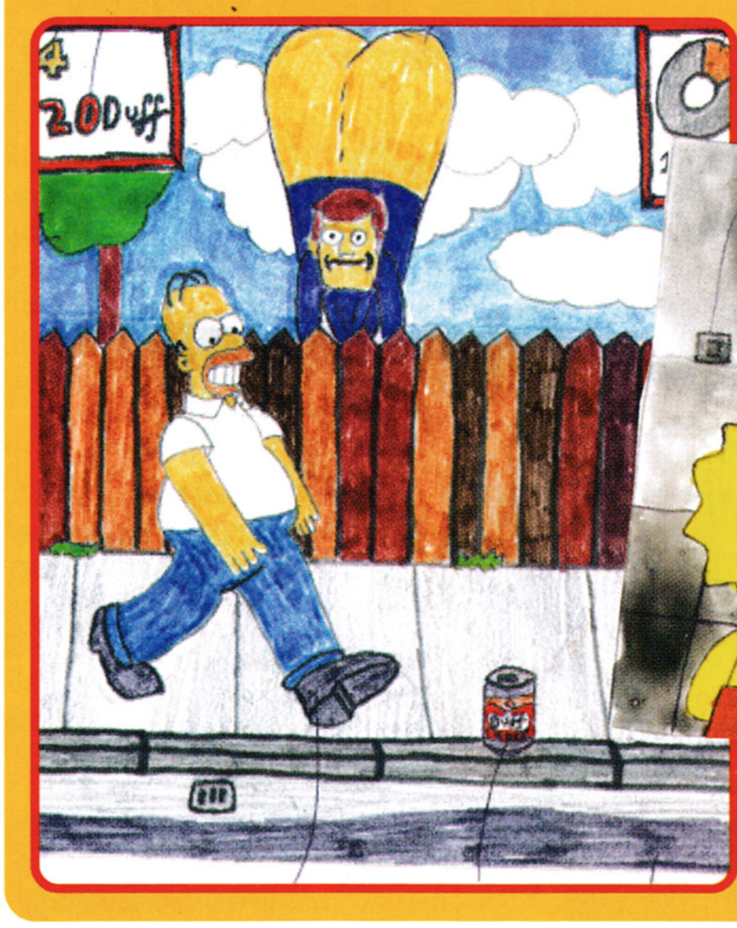
Another killer combination of genres here as dance-'em-up meets beat-'em-up. Nice!

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they are like and how the game plays? Include as much detail as possible then bundle it up and send it along with the coupon on page 63. Get going!

THIS MONTH'S WINNING GAME

And the prize goes to... James Leight for his excellent *Simpsons* RPG. There's a wide selection of characters from the series as well as a great range of attacks and bonkers power-ups. Class, pure class.



Homer's life throughout each level is measured by how much beer he has left in his can of Duff. Nice touch.

Lisa, on her quest to find Malibu Stacy, discovers a genetically modified version of Maggie. Weird!

OUT NOW!

Reckon you can review games alongside the GM team? Want to get your name and pic in print and win top quality gaming goods to boot? Just review one of your games, tell us whether it's good or bad and send it in with the coupon below!

COMMAND & CONQUER: RETALIATION

PRICE: £35 PUBLISHER: VIRGIN

REVIEWER

Simon Hibberd

My favourite game of all time is *C&C: Retaliation* which I picked up for £20. For a game which isn't on Platinum I think that £20 is well worth it .

It's got two game modes (Campaign and Skirmish) both of which has battles that can last up to four hours. Unfortunately, this game was marked down because it was too similar to *Red Alert* which was unfair considering *Retaliation* has more modes.

This games comes from Westwood who have also produced three other games in the series (although I've heard that if you want to play *C&C: Tiberian Sun* – and don't have a PC – you'll have to wait for the PS2 to come along).

For what the game lacks in graphics and music, *Retaliation* more than makes up for in lifespan and gameplay.

The best part of the whole thing? Definitely staying up until 2am playing the multi-player with a mate. I'd say that if you've got £20 to spend and are unsure what to do with it, go down to your local games shop and gun down a copy of this game.

Oops, looks like the GDI are getting a bit of a pasting from the nasty NOD. Now we can't have that, can we?

THRASHER SKATE AND DESTROY

PRICE: £35 PUBLISHER: TAKE 2

REVIEWER

Joseph Cordell

This is the best game in the shops. It contains bad, hard-hitting tracks by Run DMC and while listening to the music you can 360, grind and slam home indy grabs all day long.

With over 100 different combos on offer for each character you will never get bored doing suicide jumps down steps and pulling some big air.

There are six characters such as Scab and Roach and you have to make your way from your home town to New York where you can take on the traffic. Do well at this and you'll make it to International level and finally Pro. There are loads of cool clothing companies involved and a whole host of nasties like cops, tramps and muggers all out for a chunk of your baggy panted ass.

Rock, rock to the beat y'all! Oh and skate too if you're that way inclined.

If you're into your skate games and are looking for a killer boarding title, then you'd be sensible to give this game the once over.

Buy it and there is no way you will be disappointed by its thrills.

Bored of skating? Why not have a quick games of hop scotch? It's all the rage!

BROKEN SWORD

PRICE: £35 PUBLISHER: SONY UK

REVIEWER

Conor Martin

The greatest game I have ever played has to be *Broken Sword*. It's intriguing, exciting, hard and frustrating at times but is still excellent with some mind bending puzzles for you to tackle.

The story is about a young man called George Stobbart who witnesses a murder while on holiday in Paris. After seeing this George takes it upon himself to locate the murderer and heads off to locations like Ireland, Spain and Syria following a trail of mysterious clues. Along the way you meet Nicole Collard (Phwa, what a looker!) an assassin called Kahn and many other people. The only flaw to mar this otherwise excellent title are some sluggish load times which drag out the gameplay, but despite this it still offers great graphics and a gripping storyline that keeps you hooked.

Point 'n' click you way through the thousands of clues scattered about.

Even though *Broken Sword* is an old title, it's still the best I have ever played.

I'd seriously recommend this to anyone in need of an adventuring fix.

The man from the ziggurat, he say, "One lump or two darlin'?"

Your Shout Entry Coupon

Fill her in and get in the mag!

Want to get involved? To get your stuff in the pages of GM all you need do is mark you letter either 'G-Mail', 'Cart Boot', 'Art House', 'Game Designers Workshop', 'GM Penpals' or 'Fanzine Focus and bung in this coupon with you submission. Simple. Now send the whole bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Get Scribblin'!

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send you it straight back!)

This month's GM survey question is...

Let us know who you think are the are the sexiest and most repulsive videogame characters of all time?

MARRIAGE _____

ONE NIGHT STAND _____

NO WAY JOSÉ _____

Check back next month for the results!

To get your stuff in GM send to...
GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Mark your letter up as 'G-Mail', 'Cart Boot Sale', 'Art House', 'Game Designers Workshop', 'GM Penpals' or 'Fanzine Focus'!

namco

南夢宮

Reiko invites GM round to Namco HQ, Tokyo, for some Ridge 5 and Tekken Tag action. Bring some Pringles as we go on an exclusive behind-the-scenes tour of one of the world's greatest game developers!

When the world's number one game developer asks you to pop over to Tokyo for a few games of *Tekken Tag* and a bit of a nose around, you don't need to be asked twice. No, you take the next available flight and keep knocking on the door until, several days later, they let you in. With PS2 finally out in Japan (and completely sold out), *Ridge 5* clocking up over 600,000 sales and the stunning *Tekken Tag* just hitting the shelves, Namco decided to open its doors to GamesMaster. And what lovely doors they were too. Very shiny with a nice auto swing action.

After an opening address from Namco President Masaya Nakamura – in which he said that just as *Ridge* was the first game on both PS and PS2 so they hoped to have a *Ridge* ready for the eventual launch of PS3 – we got a chance to meet and interview the *Ridge 5* and *Tekken Tag* teams and play them at their own games. For the record, GM got to the quarter-finals of the *Tekken Tag* tournament before receiving a right royal pasting from one of the *Tekken* team. And he went easy on us.

We then got a chance to look around the R&D (that's Research and Development) labs where *Tekken* and *Ridge* were created. No photos allowed unfortunately and we were made to wait outside while a Namco employee rushed ahead to make sure anything really top secret was quickly taken off screens. Once inside, rather than the gleaming, white walled environment with blokes in lab coats carrying clipboards that you might expect, the offices were creatively untidy. Not unlike the GM office, in fact. *Tekken* toys, *Pokémon* and cutesy gaming tat was piled on every computer. Posters of Rekio were slapped on the walls. It was amazing – a game fan's dream come true – to actually wander around the rooms where *Tekken* and *Ridge* were made.

After a sneak look at forthcoming PS2 bike racer *GP500*, it was off home with some Namco freebies and the sort of smirk you only get after a day looking around one of the world's most respected developers. Here's what we saw.

RIDGE RACER 5

Meet the Ridge City Five!

It took over 50 people a year to bring you the greatest *Ridge Racer* yet.

We pinned down the five most important team members for a chat.

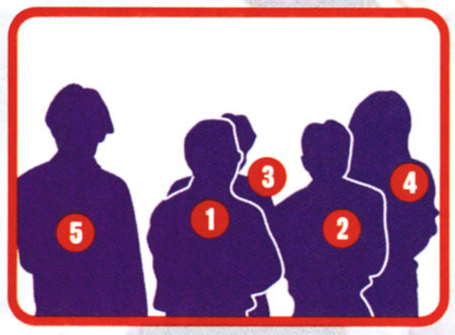
R&D Staff Profile

1. Eiichi Saita
Position: Game Designer (*Ridge Racer 5* Senior Project Director)
Joined Namco: 1988
Project History: *Ace Combat* (PS), *Techno Drive* (Arcade)
Favourite Games: *Ultima Online*
Hobbies & Interests: Motorcycles & photography

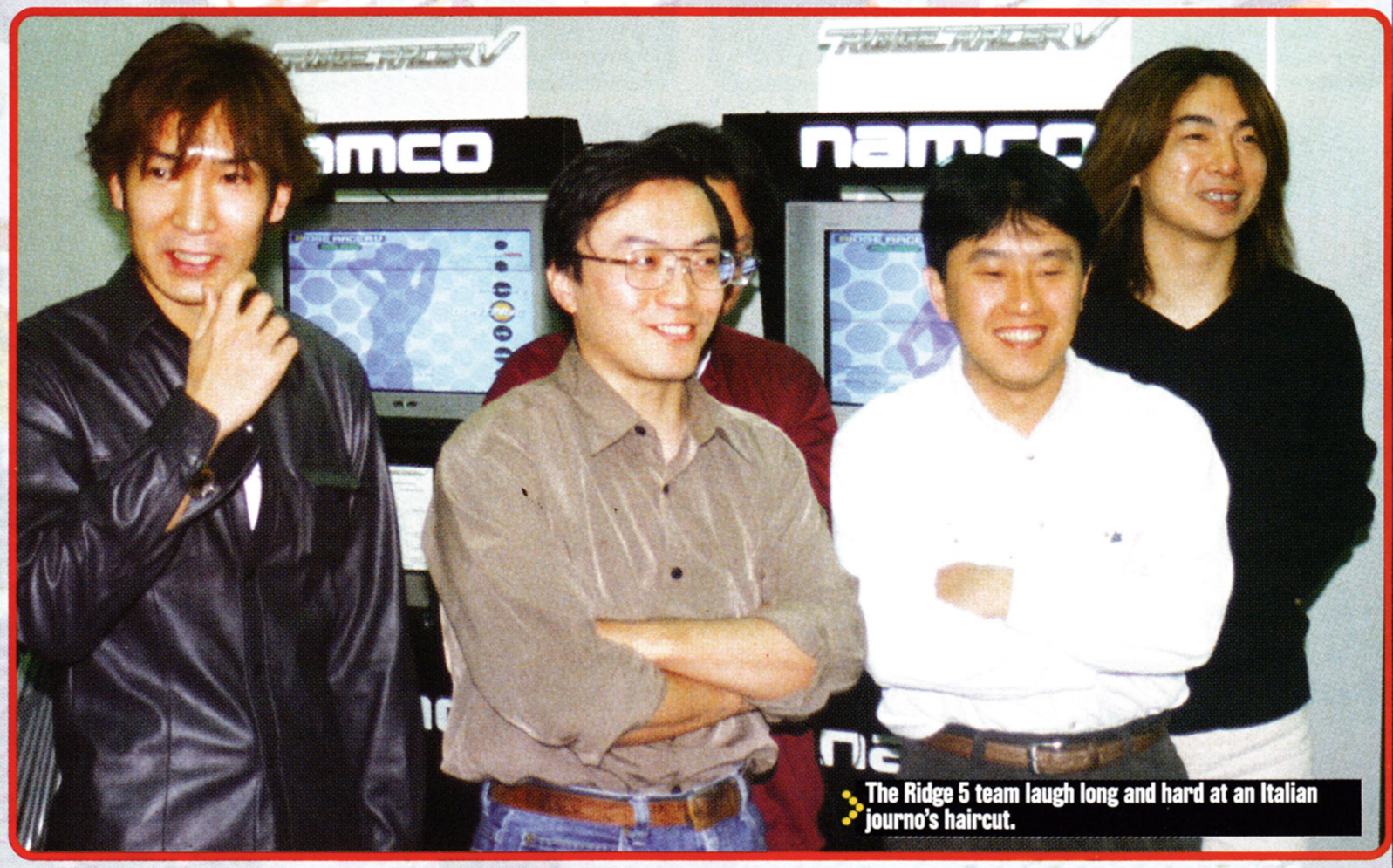
2. Nobuhisa Mikoda
Position: Game Designer (*Ridge Racer 5* Project Director)
Joined Namco: 1996
Project History: *Ridge Racer Type 4* (PS), *Kosodate Quiz My Angel 2* (Arcade)
Favourite Games: Sports games including *Family Stadium*
Hobbies & Interests: Watching sports & quiz game shows

3. Jun Nakagawa
Position: Programmer (*Ridge Racer 5* Lead Programmer)
Joined Namco: 1992
Project History: *Ridge Racer Type 4* (PS)
Favourite Games: *Street Fighter 2*, *Sega Rally*, *Virtua Cop*
Hobbies & Interests: Computing, radio controlled cars, science fiction novels

4. Hideki Nakamura
Position: Artist (*Ridge Racer 5* Lead Graphic Director)
Joined Namco: 1997
Project History: *Rage Racer* (PS), *Ridge Racer Type 4* (PS), *Ace Combat 2* (PS)
Favourite Games: Nothing in particular
Hobbies & Interests: Reading



5. Kohta Takahashi
Position: Musician (*Ridge Racer 5* Lead Sound Director)
Joined Namco: 1995
Project History: *Rage Racer Type 4* (PS), *Ace Combat 2* (PS), *Klonoa* (PS)
Favourite Games: *Road Rash*, *Spelunker*
Hobbies & Interests: Playing the guitar



The Ridge 5 team laugh long and hard at an Italian journo's haircut.

Q. What would you have improved if you'd had more time?

A. Originally, we wanted to have more courses and to have more incorporated into the driving goal not just in terms of the volume but overall as a game.

Q. How much of the PS2's power does *Ridge 5* use?

A. It's difficult to say. The engine that we've constructed uses 100% of the machine's capabilities. Whether that's the most efficient way to do it on the hardware it's difficult to say. To comment specifically on the hardware is also difficult but we reckon maybe 60-70%.

Q. Were there some things that you weren't aware you could do on the PS2 that made you think about new things you could do that were specific to this machine?

A. We think that something technically that can be done and will be done concerns the graphics on PS2. Particularly concerning polygons. You'll get to a point where when you're playing a 3D game you won't think these are polygons but these are actual objects. You won't be able to see the polygons.

Q. Some people are worried about the lack of anti-aliasing in the game. Is this something you can correct?

A. For *Ridge 5* it wasn't something we had to worry about too much due to our tight schedule. My impression is that if you tweak the resolution and basically do the necessary technical work to handle that kind of issue it can be fixed. We expect it to be fixed in the future.

Q. Some developers have said that PS2 is difficult to program. How did you find it?

A. One of the problems with *Ridge Racer* was the programming tools we had available were very limited and still in development. A lot of our libraries were not together either. However, things are now more complete so it should be easier. However, to really produce a high quality game is going to require a lot of work and a lot of technical expertise as well.

Q. What was the best and worst moments in the development of *Ridge 5*?

A. The best moment? We were developing the software in parallel with the hardware so, during the development, we could not see the screens. Normally when you work with other hardware you can see screens. Finally, at the very end point we could see the screen. The moment I finally saw the screen I knew everything I had been doing was correct. The worst memory? There are too many worst memories. I could not just pick out one worst memory. These worst memories gave us a kind of momentum for the final completion of the project.

Q. Where is Reiko. Has she left the *Ridge* family for good?

A. I think she will probably appear sometime in the future. Reiko is a new mascot for Namco. So she will appear in the future but I can't say when. Anyway, we wanted a new look for Ridge so we came at it from a different direction.

Q. How would you like to develop the *Ridge* series next?

A. That's a difficult question. I don't think I can say that we have or haven't started doing something or not for next generation. I can't say anything at this time.

TEKKEN TAG TOURNAMENT

Say Konich wa to the Kings of Iron Fist!

Sixty of Namco's finest talent took just over a year to create *Tekken Tag Tournament*. At time of going to press, it'd already sold 500,000 copies. We tried our best 10-string question combo on the nine core developers.

R&D Staff Profile

1. Masahiro Kimoto

Position: Game Designer (*Tekken Tag Tournament* Project Director)
Joined Namco: 1989
Project History: *Tekken* Series (Arcade/PS/PS2), *F/A* (Arcade)
Favourite Games: *EverQuest*, *Gradius 2* (*Vulcan Venture*), *Super Mario 64*
Hobbies & Interests: Driving, skin/scuba diving and fishing

2. Katsuhiro Harada

Position: Game Designer (*Tekken Tag Tournament* Project Director)
Joined Namco: 1994
Project History: *Tekken 3* (Arcade/PS), *Tekken Tag Tournament* (Arcade)
Favourite Games: *Ultima Online* & the *Ultima* series (any of the games created by Richard Garriott), *EverQuest* and *Delta Force 2*
Hobbies & Interests: On-line/networked gaming, e-mailing friends overseas and sailing

3. Yuichi Yonemori

Position: Game Designer (*Tekken Tag Tournament* Project Director)
Joined Namco: 1992
Project History: *Tekken Tag Tournament* (Arcade)
Favourite Games: *Dragon Buster*, *EverQuest*, the *Virtua Fighter* series and *Street Fighter Zero 2* (*Street Fighter Alpha 2*)
Hobbies & Interests: Japanese slot machines and walking

4. Kiyoshi Minami

Position: Programmer (*Tekken Tag Tournament* Main System Programmer)
Joined Namco: 1992
Project History: *Tekken 3* (Arcade/PS), *Tekken Tag Tournament* (Arcade), *Dancing Eyes* (Arcade), *Namco Classic Collection 1&2* (Arcade)
Favourite Games: *Marble Madness*
Hobbies & Interests: Swimming and european travel

5. Daizaburo Nakamura

Position: Programmer (*Tekken Tag Tournament* Character and Stage Programmer)
Joined Namco: 1994
Project History: *Tekken 3* (Arcade/PS), *Tekken Tag Tournament* (Arcade)
Favourite Games: *Gran Turismo*, the *Gradius* series and the *Wizardry* series
Hobbies & Interests: Gaming

6. Yoshinari Mizushima

Position: Artist (*Tekken Tag Tournament* Art Director)
Joined Namco: 1995
Project History: *Tekken 2 & 3* (Arcade/PS), *Tekken Tag Tournament* (Arcade)
Favourite Games: *Super Mario 64*, *IQ*
Hobbies & Interests: Cooking

7. Masashi Kubo

Position: Artist (*Tekken Tag Tournament* Stage Design Director)
Joined Namco: 1995
Project History: *Tekken 2 & 3* (Arcade/PS), *Tekken Tag Tournament* (Arcade)
Favourite Games: *Star Blade* (Arcade) and *Galaxian 3* (Arcade)
Hobbies & Interests: Motorcycles

8. Masataka Ishiguro

Position: Motion Design Director (*Tekken Tag Tournament* Motion Director)
Joined Namco: 1994
Project History: *Tekken 2* & *3* (Arcade/PS), *Tekken Tag Tournament* (Arcade)
Favourite Games: *Mario Kart* and *Tetris*
Hobbies & Interests: Watching pro-wrestling

9. Akitaka Toyama

Position: Musician (*Tekken Tag Tournament* BGM Composer)
Joined Namco: 1996
Project History: *Tekken 3* (PS), *Tekken Tag Tournament* (Arcade), *Soul Edge*/*Soul Blade* (PS), *Soul Calibur* (Arcade/DC)
Favourite Games: *StarCraft* and *Space Harrier*
Hobbies & Interests: Snowboarding

Q. How did you do the voice of Roger, the kangaroo?
A. We actually went to a zoo to record it. It's a mixture of many animals we saw there.

Q. Was it hard to program the movements of the muscles?
A. The real problem was where to put the bones because you can't do what you do normally which is motion capture movement.

Q. How difficult was it to make the facial expressions so realistic?
A. In order to improve the facial expression (this has not been done anywhere else) we used skeletons and added bones to the face. In *Tekken 3* we only used 30 skeletons. In *Tekken Tag* we used 100.

Q. What do you think of *Dead or Alive 2* and the way you can kick people through walls and the like?
A. In *Dead or Alive 2*, you can kick the walls but you cannot kick the people in the background. We hope our next game will let you fight with people in the background.

Q. Did the way of playing or the enemy AI change since the last *Tekken*?
A. One thing you can say is that the game keeps track of your moves. If you do the same move again and again it will beat you.

Q. So what one tip would you give to someone who wants to be a *Tekken* master
A. All we can say is keep practising. Every day!

Q. Where is Gon?
A. Well, Gon is a character we borrowed from the comic. So we just returned him back. That's all.

Q. How will the analogue buttons be incorporated into future *Tekkens*?
A. Well first of all, this particular analogue function is not included in this version of *TTT*. But now, I'm not sure whether analogue button is suitable for fighting games. We need to study this aspect in the future. We have no idea at this time. Anyway, when you, as a human being press a button for fighting there are only two modes. You can either press strongly or to press softly. So I think there are really only two modes of pressing the button. We have to study this in the future.

Q. Will there be a Tag system in *Tekken 4*? What would you like to do with the next *Tekken* game?
A. At this time we have no intention to include a Tag function into *Tekken 4*. So we'd like to improve something we have done in the past. We will be doing one thing and one thing only. We will try hard to come up with a game that surprises everybody and for that particular reason we are going to do loads more research.

GP 500

As nice as it was playing *Ridge 5* and *Tekken Tag* in the very building they were coded in, Namco were also keen to show off a new PS2 title they're currently working on. *GP 500*'s a motorcycle racer that should have hit Japanese arcades by the time you read this. Far from *Ridge* with half the wheels and leather trousers, it's instead going full throttle for a more serious sim-based feel. Namco have bagged the official FIM World Motorcycle Championship licence so the game'll feature all the real riders and bikes from the World GP. Less impressive for non-Japanese bike nuts, allegedly famous racing siblings, the three Aoki brothers, are helping out with handling, bike feel and realism. Good for them. GM was lucky enough to see a prototype arcade cabinet (complete with sit-on bike, naturally) and a very early PS2 version running on a development workstation in the R&D labs. Being only 30% completed it was too early to draw many conclusions but, rest assured, Namco are aiming for nothing less than a perfect arcade-to-PS2 port.

TIME CRISIS: PROJECT TOKYO

For: PS Out: TBC No of Players: TBC

The PS sequel to Namco's action racked screen shooter was only shown for 10 tantalising seconds on video and looked very early. The animation was teeth grindingly slow and tight lipped ol' Namco wouldn't reveal anything about new modes or enhancements. But judging by these shots we can expect more blazing away in terrorist controlled hotels as Richard, erm, Crisis takes on the might of Kantaris again. Time to start polishing your G-Con and making blamblambalm noises at your TV.

RESCUE SHOT

For: PS Out: Now (Japan), TBC (UK) No. of Players: 1-2

"Comical Action Gun Shooting!" is Namco's spot-on description of this slightly deranged G-Con game. Rather than the crazy shooting gallery set up of *Point Blank*, this time you're out to help dappy looking dog hero Bo with your sharp shooting. Ambling through cutesy trap-packed screens, you need to save his furry hide by taking out enemies, shooting falling rocks and hitting power-up boxes. Pop a cap in his ass and he can even be made to jump over rolling logs! It's undoubtedly different but we wouldn't go expecting *Point Blank* levels of one-more-goness.

MR DRILLER

For: PS Out: June (Japan), TBC (UK) No. of players: 1

"Watch out over your head! Human instinct to dig has now awakened from beyond the dawn of history," is Namco's line on this arcade puzzler and, by crikey, they're right again. Think *Tetris* crossed with 8-bit mine-'em-up *Dig Dug* and you'll get *Mr Driller*. And what a great feeling of tension it's got as you drill towards the bottom of the screen, nipping out of the way before avalanches of multi-coloured blocks – you set off – fall down and splat you. Although it's not going to make PlayStation's silicon scream with pain, addictive puzzling could be on the cards.

POWER

THE PLAYSTATION MAG

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NEW POWER: EVERYTHING PS1 & PS2 GET IT! THURSDAY MAY 18

NEW GAME REVIEW

BRITAIN'S BEST REVIEW ZONE!...BRITAIN'S BEST REVIEW ZONE!...

» REVIEWS EDITOR

Welcome to my domain! You're about to enter the most in-depth, no-stone-unturned, reviewing area in the world! We endeavour to review EVERY new game EVERY month, along with reviews of games that are currently big in Japan and America, letting you know if they're worth waiting for! Enjoy.

» Oliver Hurley

p70

Perfect Dark

HIGH-TECH ASSASSINATION BLASTS ITS WAY ONTO THE N64 AND GIVES MR BOND THE HEAVE-HO!

» THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful to match.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

» THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each game is assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

» REVIEWED THIS ISSUE...

PERFECT DARK (N64)	70
TEKKEN TAG TOURNAMENT (PS)	74
ROAD RASH: JAILBREAK (N64)	78
RUG RATS STUDIO TOUR (PS)	78
DRIVER (GBC)	79
DEAD OR ALIVE 2 (DC)	80
STREET FIGHTER ALPHA 3 (DC)	81
INT TRACK & FIELD (N64)	83
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FORCE COMMANDER (PC)	86
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JEDI POWER BATTLES (PS)	100
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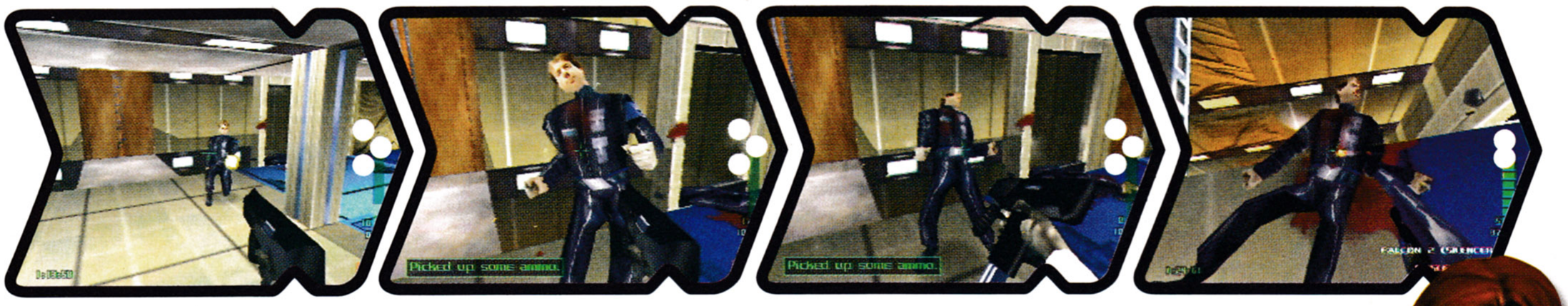
RALLY MASTERS (PS)	102
F1 RACING (PS)	102

Reviews Round-up 4x4 World Trophy (PS) • Army Men: Sarge's Heroes (PS) • Comanche Hokum (PC) • Demolition Racer (PC) • Jo Jo's Bizarre Adventure (PS) • NBA in the Zone (PS) • Roadsters (PS) • Sega Bass Fishing (DC) • Shogun: Total War (PC) • Tech Romancer (DC) • Urban Chaos (PS) • Vampire Hunter D (PS)

Turn to page 70 and see what's cooking at Datadyne HQ.

REVIEWER

Mark Green



OUT: JUNE | **FORMAT:** NINTENDO 64 | **PRICE:** £50 | **DEVELOPER:** RARE | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** EXPANSION PAK | **OTHER FORMATS:** NONE | **CALL:** 01703 6 | **PLAYERS:** 1-4

The geniuses behind Goldeneye 007 finally deliver a sequel. But can it give Bond a beating?

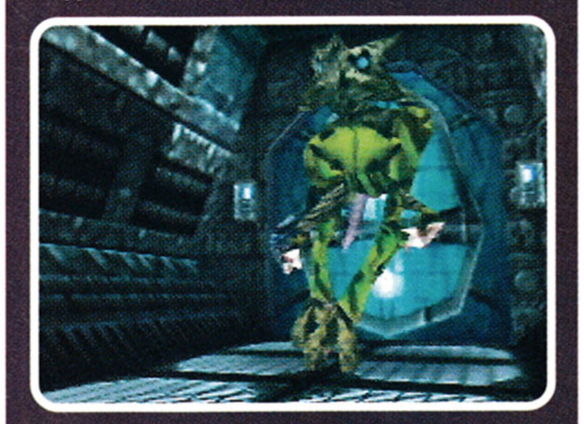
Perfect Dark

GAMING MASTERPIECE

Who's That Girl?

The name's Dark... Joanna Dark. Rare's new hero – the smartest agent at the Carrington Institute – is a fiery female fighting machine, who's got saving the world on her mind.

▲ At long last – a female videogame star who won't be relying on a ginormous bra size for support. Nice legs though...



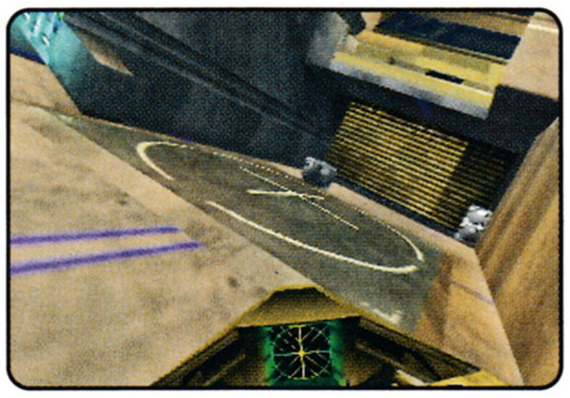
▲ It isn't difficult to tell the goodies from the baddies in *Perfect Dark*. This cheerful chap is a member of the evil Skedar race.

▲ Joanna's mission involves probing Datadyne staff – such as Cassandra De Vries here – and shedding light on the corporation's dealings.

Before You Begin!

After you've switched on, the whole of the Carrington Institute is open for training purposes.

▲ You'll go insane trying to earn every gold medal on the shooting range.



▲ In the basement, a Skedar hoverbike offers plenty of joyriding potential.

▲ A *Metal Gear*-style training section? Those Rare folk have thought of everything.

You're an N64 owner. You love Rare. But do they love you back?

In the three years since *Perfect Dark* was announced, all Rare's fans have got in return for their devotion is a sprinkling of screenshots, a sliver of game facts, and more delays than the 8.25 to London Paddington.

Softography

These guys have also made...

Goldeneye 007	93%
Jet Force Gemini	91%
Donkey Kong 64	94%
Banjo Kazooie	90%
Diddy Kong Racing	89%
Blast Corps	82%

PERFECT TO PLAY

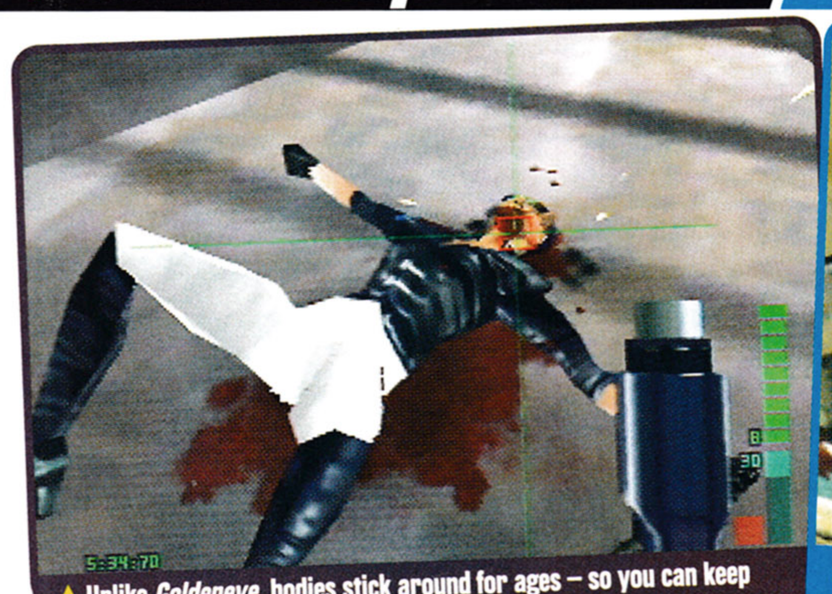
All it takes is five minutes with the finished *Perfect Dark*, though, to realise that Rare love you more than your own mum does. This is by far the greatest first-person shooter you'll ever play – better than *Goldeneye*, better than *Quake 2*, and so staggeringly comprehensive that you can still see the crowbar marks on the cartridge from where Rare had to wrench everything in. Watching *PD* slip behind schedule time and again might have been frustrating, but it's easy to see where the time went – Rare have spent every second pushing the N64 to gob-smacking new heights.

GOLDENEYE CLONE

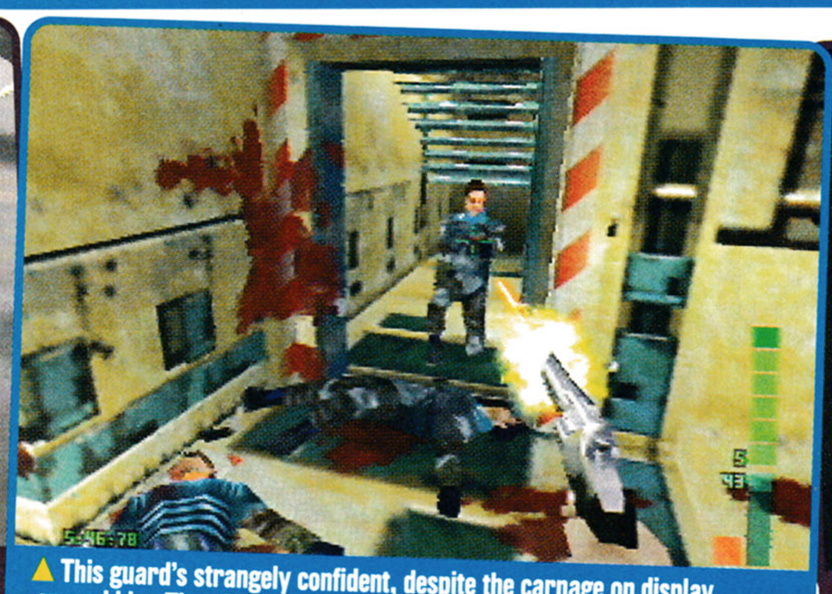
Although Joanna Dark's birth was due to Rare releasing their grip on the James Bond licence, the missions that the svelte spy is given by her

Gore Blimey!

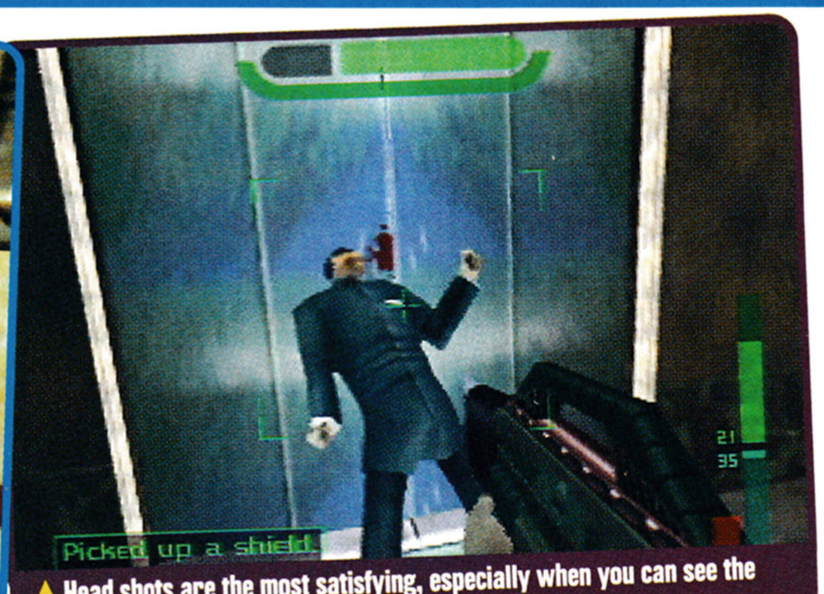
So the N64's a console for kiddies, is it? Fire off a few bullets in *Perfect Dark* to see why this is a game that you should keep away from you baby sis' or bro'!



▲ Unlike *Goldeneye*, bodies stick around for ages – so you can keep firing and turn the cadaver into a blood fountain.



▲ This guard's strangely confident, despite the carnage on display around him. Time for him to join his buddies...



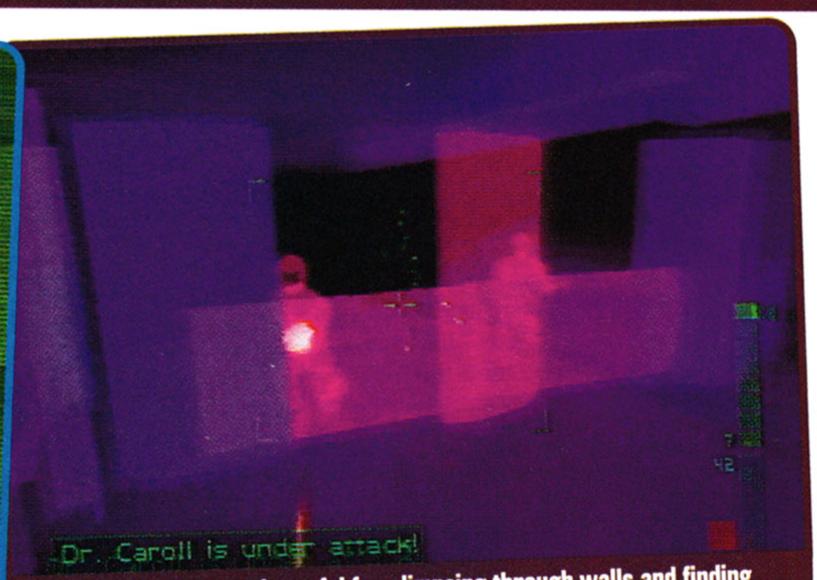
▲ Head shots are the most satisfying, especially when you can see the back of the guy's head splatter against the wall.

Inspect-a Gadget!

The Carrington Institute's team of Q-like boffins have developed a range of glorious gadgets for Joanna's benefit – and they all run on battery power alone. Mint!

▲ The EyeSpy can float around levels on its tod, filming what it sees. Watch guards fall in love with the little fella.

▲ When the lights go out, Joanna can gain the upper hand by slipping these Night Vision goggles over her peepers.



▲ The X-Ray Scanner is useful for glimpsing through walls and finding hidden objects, but not so handy for seeing guards in their Y-fronts.

The Best Bit

Factpack

The stuff you need to know...

Levels	21
Multi-player Arenas	30
Weapons	40
Gadgets	20

▲ Did I do that? With this little thing?! The explosion effects are mighty fine indeed and make all the hard work of causing them totally worthwhile.

Sean Connery-soundalike boss are pure *Goldeneye 007*. Where Bond sneaked around an underground Severynan bunker, Jo stalks the corridors of the Datadyne building. Where *Goldeneye* had the frozen wastes of Alaska, *Perfect Dark* has the burnt red hills of a distant alien planet. And while 007 needed to protect the dozy Natalya from trigger-happy guards, Ms Dark does the same for – get this – the President of the United States of America.

Perfect Dark, though, does everything bigger, better and ballsier, with levels that come close to being entire worlds in themselves. The Hostage One stage alone has four floors of a sprawling harbourside villa to explore, complete with gardens, pool and a wine cellar – and that's not counting the meandering tunnels outside that lead to a fully-equipped mountaintop observatory. Unlike *Goldeneye*, different difficulty levels give you entirely different missions, too – you start the villa level on Agent difficulty taking out snipers on the pier below, but on Perfect Agent you're actually *on* the pier being sniped *at*.

GORGEOUS GUBBINS

Without a movie licence to stifle them, Rare have been able to drag Joanna all over the planet – and beyond – and they've given the scenery enough polish to make Mr Sheen spit. Just watch the reflections on glass windows, or the way rooms light up with local gunfire, and try not to cackle with pleasure. Every part of a level is interactive, too. Lights can be shot out (visibly darkening the surrounding area), windows can be smashed to pieces, and pieces of furniture can be pushed and pulled around rooms to reach secrets or cause problems for scampering guards.

> **... Perfect Dark does everything bigger, better and ballsier with levels that come close to being entire worlds in themselves...**

CLEVER STUFF

It's not just the outside that's improved since *Goldeneye* – the inside of the enemy's heads has been given a thorough cleaning, too. The guards still drop like flies at Agent difficulty level, but graduate to Special or Perfect Agent and you'll

Intelligence!

▲ The guards have upped their IQ since their brainless escapades in *Goldeneye*.

▲ This Bodyguard isn't willing to give up the fight, and makes a grab for a discarded gun.

▲ A guard with a cloaking device makes for a formidable foe.

Friendly Faces!

You're not alone for most of the adventure. These boys are on your side...

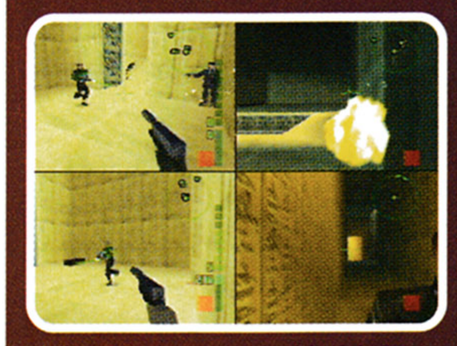
▲ Your brother Jonathan is handy with a pistol, as this pair of guards are finding out to their cost.

▲ He might sound like Fozzy Bear, but your alien buddy Elvis' FarSight makes him a great help.

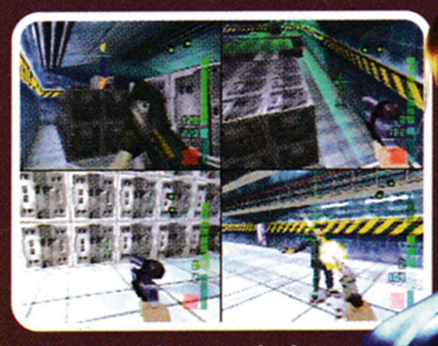
▲ Being nothing more than a floating laptop computer, Dr Carroll needs protecting from bullets.

Combat Challenge!

Goldeneye was the pinnacle of multi-player gaming – until this arrived. Grab some crisps and Coke, phone your friends and prepare for a guntastic *Perfect Dark* party.



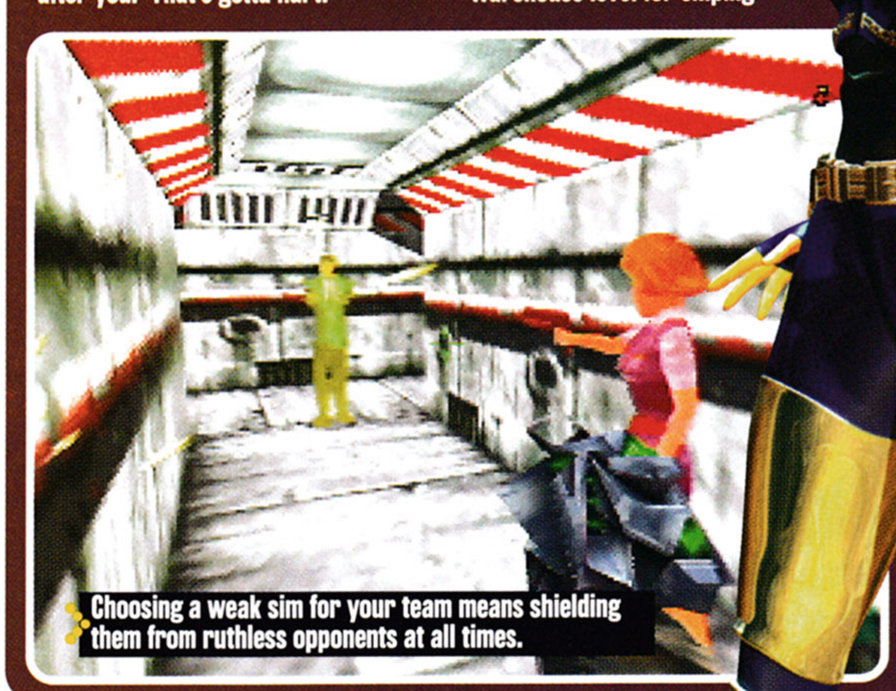
▲ A multi-player game with eight bots after you? That's gotta hurt.



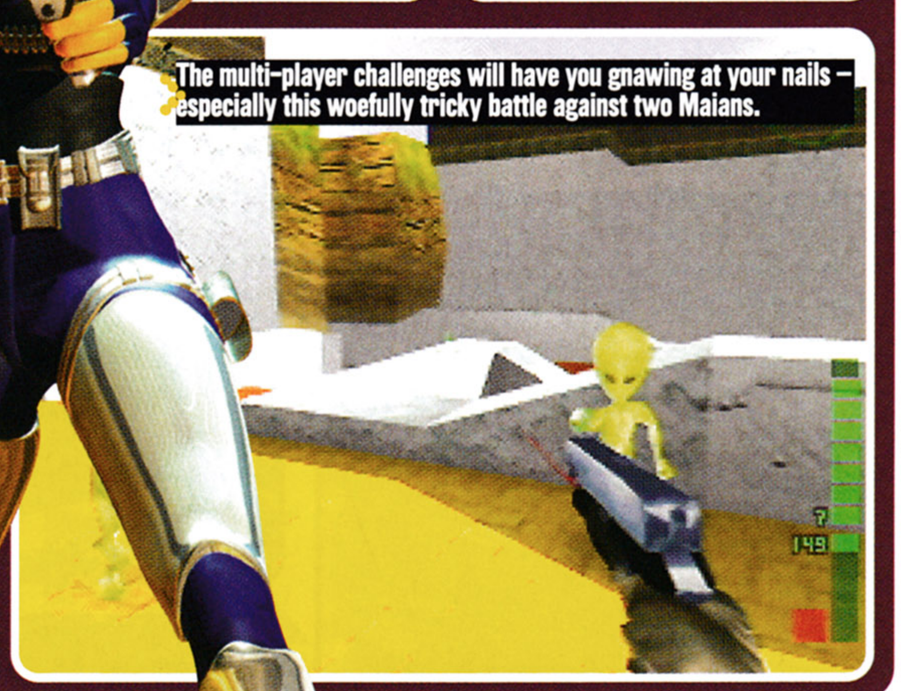
▲ Climb onto the crates in the Warehouse level for sniping

▼ The bullet-spitting Reaper is utterly lethal.

▼ It's a new, improved Complex. The Facility and Temple are also available.



Choosing a weak sim for your team means shielding them from ruthless opponents at all times.



The multi-player challenges will have you gnawing at your nails – especially this woefully tricky battle against two Maians.

The Guns!

The Dragon is a vastly improved version of the AR33, and comes with the most satisfying reload in living memory.

▲ Oh I love it when this happens. A lone guard with his back turned. Now what to use...

▲ Pack you icicle hammer and snow shoes, it's back into the freezer for Joanna.

Shooting through walls and around corners is no problem with the futuristic FarSight – but you're a target when aiming.

Don't fear the Reaper? With the ability to spray enough bullets to bring rooms crashing down, this is totally grim.

Eh? Yep, your fists and feet are vital in *Perfect Dark*, allowing you to snatch guns and ammo from guards while running.

When you do reach into Joanna's weapon sack, *Perfect Dark really* shines. Gun control is as tight as you'd expect from an international super spy, and, as a reward for tearing into human flesh, there are scores of speech snatches – "I don't wanna die!" – and gut-wrenchingly gory animations, from blood exploding from guard's heads to enemies performing a grisly dance of death after taking a cap in the brain. Many of the weapons are *Goldeneye* guns in all but name and a meaty second function, but their improved look, sound and feel makes them lip-moisteningly satisfying. The reload animation on the Dragon (slide, clunk, *click*!) is almost worth the £50 admission price by itself.

It all adds up to just about the most thrilling game on the N64.

WONDER WEAPONS

soon be able to mop the floor with your own blood. You'll see your foes run away to fetch reinforcements, make a grab for guns lying on the floor, and even hold their hands up to surrender before reaching into their jacket and pulling out a concealed piece. As a result, avoiding attention altogether is often the only way to see the 'Mission Completed' screen – making for more of the superb tip-toeing around corners that made *Goldeneye* such a treat.

Dead Pres!

After sneaking on board Air Force One, Joanna's mission is to protect the US President from a terrorist invasion force.

Luckily, you've got the President's bodyguards – and their ridiculously oversized guns – on your side. Phew!

Just like *Goldeneye*'s Natalya, the Pres is an expert at running about at random and getting in the way of gunfire.

The President's been shot, and it's mission over. So why not take out your frustrations on the big guy's head?

Whether you're puzzling over how to steal a woman's necklace without murdering her, shooting the legs off FBI agents on the streets of a futuristic Chicago, or blowing apart unspeakably ugly aliens in the halls of the Carrington Institute, *Perfect Dark* is never less than breathlessly exciting. Like *Super Mario 64* and *Zelda 64* before it, the game fizzes with the sheer amount of care and attention that's been put into it, and it helps make every level a festival of fun the second, third, fourth and five hundredth time you play it.

... the enemies will run away to fetch back up, make a grab for fallen weapons or surrender before reaching for a concealed gun...

Snipe Clean!

Before exploring the Carrington Villa for yourself, a touch of sniping is in order...

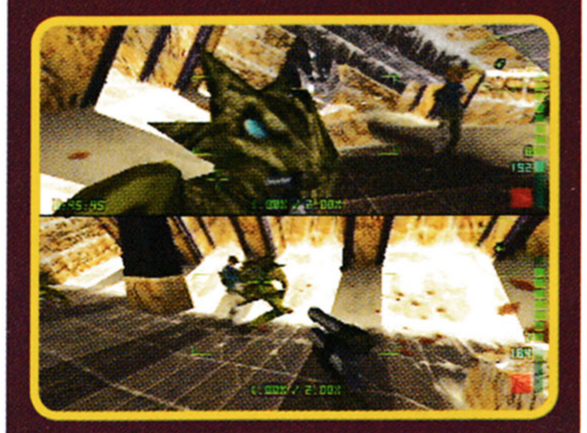
▲ The Negotiator is in trouble, but her opposite numbers are too far away to plug accurately...

▲ ... which is where the Sniper Rifle's impressive zoom comes in – you can almost see his follicles!

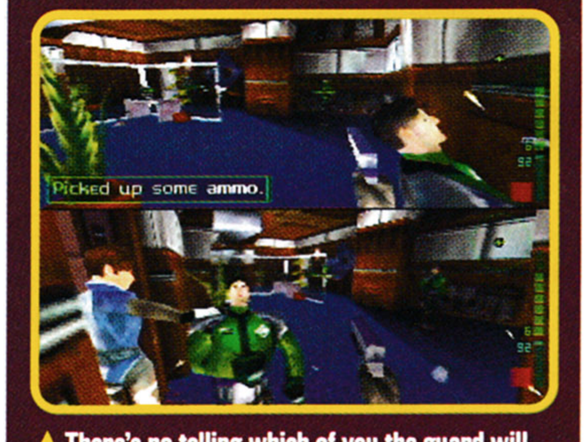
▲ Dead! There's still one more guard to pop before the Negotiator can make a run for it, though.

Co-Op!

Perfect Dark is not an easy game by any means, which is why it's useful to get a friend or two to help you through the game's missions. But beware – opening up a new level in co-op mode *doesn't* make it available in one-player. Bah!



▲ Now we understand why the folk from *Sesame Street* are always harping on about co-operation – it's invaluable in *PD*!



▲ There's no telling which of you the guard will make a stab at – so both of you had better plug him, just in case.

Interact!

Jo can make use of the scenery, as the second Area 51 level demonstrates...

▲ First, with nerve gas filling the area, the unconscious Elvis needs shunting to a safe spot.

▲ Then, Jo can protect Jonathan by shooting at oil drums and creating a skin-melting explosion.

▲ Lastly, it's onto an easily-controllable hoverbike, so Jo can make a hasty retreat from the facility.

MULTI TAPPED

Even if you *do* somehow tire of the one-player game, there's the small matter of the world's greatest multi-player game to be going on with. Smash open your copy of Goldeneye and throw the pieces into the canal, because *Perfect Dark* takes everything that made 007's four-player game great and shovels skiploads of extra quality into the mix. With eight styles of game, 20 arenas and 40 guns, filling your friend full of holes has never been more enjoyable – and if anything isn't to your liking, you can customise *every* aspect of the game, right down to which particular box of ammo will shimmer into place at a certain point.

And that's precisely where other developers would have wrapped the cart up in a padded envelope and sent it off to Nintendo for mass duplication. Not Rare, though – they've added multi-player challenges against joypad-smashingly tough computer-controlled 'sims', a co-operative mode where you and up to three friends can take on the evil forces of Datadyne together, and an ingenious counter-operative game where player two takes control of waves of Joanna-hating guards. Admittedly, the game judders at times, thanks to the pot pourri of polygons, but the saucepanfuls of fun you're having means you'll barely notice the slowdown.

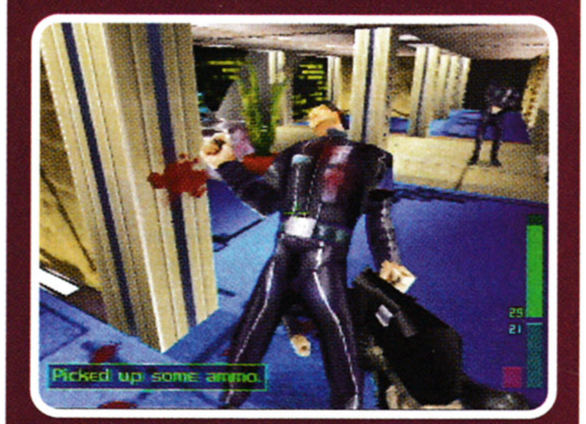
PERFECT LARK

You'll need an Expansion Pak to get the most out of *Perfect Dark* but it's a small price to pay for the chance to indulge in one of the N64's greatest games. There's simply nothing like *Perfect Dark* on any other platform, no game that manages to combine months-worth of single-player thrills with a range of multi-player games that'll keep you gripped for years. Rare have proved they don't need tuxedoes, martinis or Robbie Coltrane to create a masterpiece.

▲ Hey, Jo! You sure these mechanics are designated targets? They look pretty harmless to me.

Dead Good!

Many of the death animations from *Goldeneye* remain, but there's just as much chance of seeing one of the fresh new collapsing-to-the-floor routines. Our favourite sees the unfortunate guard jigging like Jamiroquai.

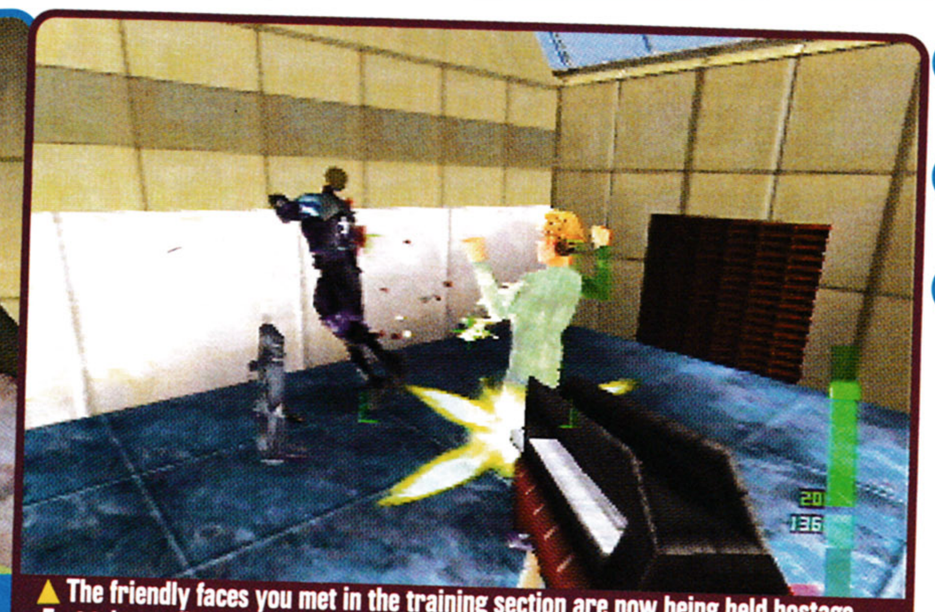


▲ He's the greatest dancer! Or maybe it's just his entire nervous system has gone into spasm.

Institutionalised!

Later in the game, the Carrington Institute itself comes under attack from Datadyne personnel.

▲ Skedar warrior at 12 o'clock... thankfully, a Carrington security guard is on hand to deal with this ugly fella.



▲ The friendly faces you met in the training section are now being held hostage. Fast trigger-finger work is the order of the day.

Judgement

GRAPHICS Fast, smooth, detailed and filled with special effects. Thanks, Mr Expansion Pak!

GAMEPLAY If blowing people away with guns is your cup of tea, it doesn't get better than this.

LIFESPAN At least two more summers will have come and gone before you tire of the *Dark*.

The game to make you give up *Goldeneye*. Rare have surpassed themselves with a perfectly crafted slice of gaming!

Overall

96%

REVIEWER

Dave Harrison

OUT: NOW (JAPAN) **FORMAT:** PS2 **PRICE:** £60 **DEVELOPER:** NAMCO **PUBLISHER:** NAMCO **SPECIAL FEATURES:** DUAL SHOCK **OTHER FORMATS:** NONE **CALL:** 0207 371 3333 **PLAYERS:** 1-4

Tekken Tag Tournament

GAMING MASTERPIECE

The **Iron Fist Tournament** returns to add a bit of punch to the PS2. **Who wants some then?...**

This is the game that all PS2 owners have been waiting for. You can forget you obscure firework and goblin worrying games, this is what next-gen consoles are all about – juicy plump graphics, lightning fast gameplay and a few familiar faces.

First things first; this is not *Tekken 4*. It's *Tekken 3* with nobs on. And the nobs are some folk from *Tekken 2*, a novelty Tag thing and the finesse of the PlayStation 2.

So are Namco are tekken' the Michael? (inspired…) The company have always maintained a steep improvement curve between each sequel but this is 50% from being full arsed and so does in fact seem a bit half-arsed.

SAME AGAIN

The many gamers that chunner about the next-gen games just being pretty incarnations of previous hits, may even allow a smile to crack their bitter faces. While they do indeed sit in their own excrement and hate Christmas, they may have a point with *TTT*.

Rather than enjoying the latest in beat-'em-up development, with *TTT* you get the feeling that the whole tag

Softography

These guys have also made...

Tekken 3	95%
Tekken 2	92%
Ace Combat 3	66%
Ridge Racer 5	94%
Soul Calibur	96%
Point Blank 2	81%

Coo!

This is what the thigh slapping *Tekken* looks like with 128-bits of fan cooling technology behind it. Quite nice don't you think?

▲ Law executes his famous 'Judo Chop' on the hapless Yoshi, complete with cheering supporters, neon streaked backgrounds and pixie dust.

ALEX

The happy raptor is a pupil of Armor King, off whom he learnt the killer Frankensteiner.

ANGEL

Represents the power of good fighting for Kazuya's soul. A bit pasty though.

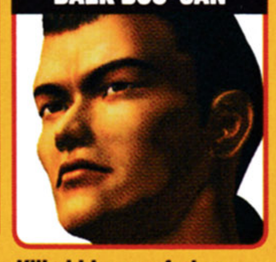
ANNA WILLIAMS

The fun one. Sister of Nina. Hired to protect Kazuya from her sister. Snappy dresser.

ARMOR KING

One time sparring partner of Heichachi's father. Friend and rival of the original King.

BAEK DOO-SAN



Killed his own father when sparring. Destroyed Marshall Law's Dojo before *T2*.

BRUCE IRVIN

One time partner of Lei, lost his memory in plane crash and became Kazuya's body guard.

BRYAN FURY

Used to be a dodgy cop, Shot dead by a drug gang, but resurrected by Dr Abel. Lei's rival.

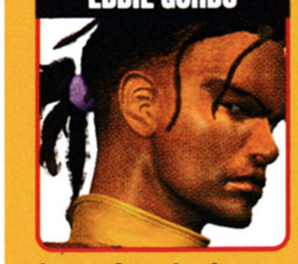
MICHELLE

Grand daughter of Wang. Entered the tournament to retrieve her tribe's amulet.

DEVIL

So called 'master of evil'. Tries to help Kazuya out now and then. Got no nads.

EDDIE GORDO

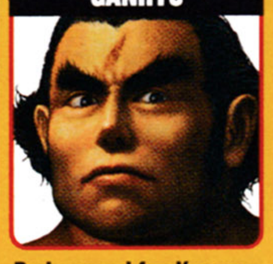


Learnt Capoeira from old bloke while in prison. Looks really good with an afro.

HWOARANG

Student of Baek Doo San. Enters *Tekken 3* when his master disappears. Goggles?!

GANRYU



Body guard for Kazuya. Has a thing for Michelle Chang. Could do with losing a few pounds.

GUN-JACK

Boshed together by Jane, the girl that Jack-2 saved in *Tekken 2*, but lacks Jack's 'soul'.

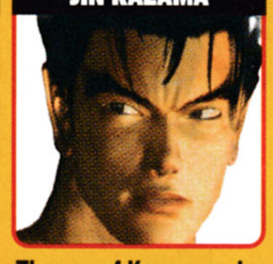
HEIHACHI

Head of the evil Mishima Empire. Dad of Kazuya. Responsible for the whole big mess.

JACK-2

A glitched 0001 series that became aware of it's own existence, like a well hard Johnny 5.

JIN KAZAMA



The son of Kazuya and Jun. Returned to Heihuachi after the death of his mum.

JULIA

Raised by Michelle after being found as baby. Enters *T3* when Michelle goes missing.

JUN KAZAMA

Friend to all things cute and furry. Used by Wang to undermine Kazuya. Jin's mum.

The Best Bit

Pulling off a sexy counter move and making your opponent look like a fool. Fool.

vibe is quite literally tagged-on. It's the oldest beat-'em-up trick in the book. Can't be fagged to create a few new moves? Need another trick to keep the kids happy? Let's make it tag. Loads of the Capcom games have done it, *Virtua Fighter* whipped it out last year and now the holiest of all the fighters has lowered itself.

Granted it does bring a new element to the fighting, as you have to strategically toggle between your two fighters to get the most out of the energy bars. And the tag moves can be spectacular, but they're not a vital addition for a fighting system as sophisticated as *Tekken*'s. It's as though it's sold out. Other gaming masterpieces have kept their integrity, I mean you're not going to get *Metal Gear Mini Racing*. (Or are you?). Perhaps I'm being a bit harsh, but it's only because I care...

CROWDED HOUSE

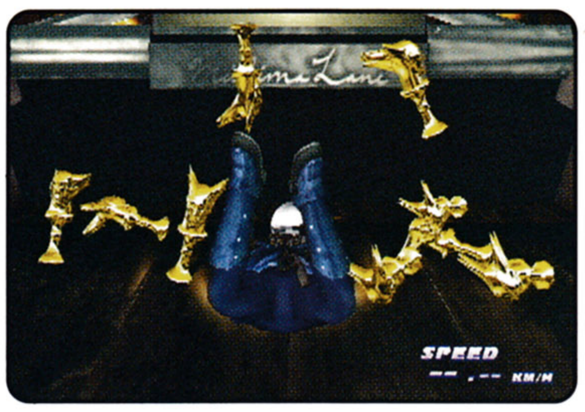
As for the other 'improvements', well it's the PS2 innit – it's what the world's been waiting for. After years of development this new super console gives you the power to have spectators. Yes, there has been a lot of talk about of the quality of the backgrounds that were to have crowd scenes to rival Gandhi. Well I wouldn't go so far as to call them crowds, but there is certainly a *presence* on the sidelines. They're well animated, wave with vigour or potter about doing their business, but they add as much atmosphere as the pixelated twitching you get in *King of Fighters*.

MEAN ARENA

As for the actual environments, in some arenas the floor seems completely detached from the walls. Compared to the contained arenas of *Soul Calibur* and the multi-level *Dead or Alive 2*, *Tekken Tag's* fight zones seem almost irrelevant. Pretty yes, but irrelevant. The only time you really coo is when the lighting effects are really obvious. For example, when the sun is low in the sky, you get this glorious hazy silhouette of Law and Paul twatting each other. Beautiful but cosmetic.

> **... the tag moves can be spectacular but are not a vital addition to a fighting system as sophisticated as Tekken's...**

New? Schmoo more like. But just as you are starting to believe that the next generation is as fulfiling as a Ferror Roché, you re-discover the magic of *Tekken*. And you realise that PS2 is not just there to make things pretty, it's there is to make games better, because this the fastest flowing *Tekken* there has ever been. Forget your arcade machines or the ageing original, PS2 enables *Tekken* to include immense detail of movement in blink of an eye. Awesome is a word I think should be left for football commentators and surfers, but *TTT* truly is. *Tekken*



Factpack

The stuff you need to know...

Modes	6
Characters	36
Secret modes	2
Max players	4

▲ Hwoarang has no mercy for Ling despite her cute school girl outfit. "Plaid is so nineties" he cries "... and what do you think you're doing with those socks!"

▲ Even the simplest moves can produce spectacular results and, with the new detailed graphics, *Tekken* has never looked so violent, brutal and ace. The future looks bright especially if *T4* can improve the gameplay

Swapsy!

▲ There's special tag moves such as Michelle/Julia's 'smack head into floor' move.

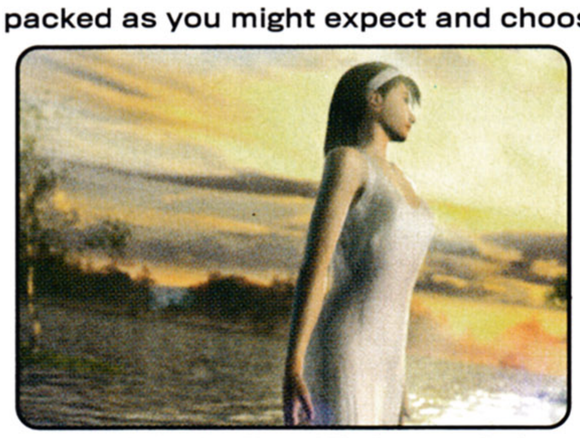
▲ Or simply bomb it off the screen when your opponent is having a little rest. Easy.

▲ The standard Tag throw tumbles your opponent to the floor exposing them to a ground attack.

Ground Floor Haberdashery, Going Up!

The opening sequence isn't as action packed as you might expect and chooses to dwell on flowing fabrics.

▲ Kazuya returns complete with his devil powers and ridiculous eyebrows. Nice jacket though.



▲ The lovely Jun. Dead in real life, but comes back to team up with her broody son Jin for *Tekken Tag*.

▲ Bruce clone Bryan gets his own opening sequence moment as he shows he's dead evil by firing a gun.

KAZUYA MISHIMA

Evil son of Heihachi. In league with the devil to over throw his father. Got it on with Jun.

KUMA

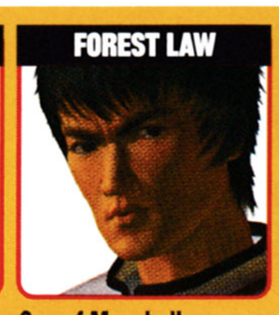
The offspring of the original Kuma. Suffers continual beatings from Paul Phoenix.

KING

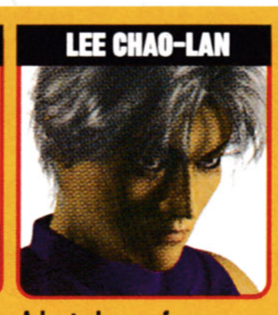
One of King's orphans that takes on the Jaguarandi mask to revenge his master.

KUNIMITSU

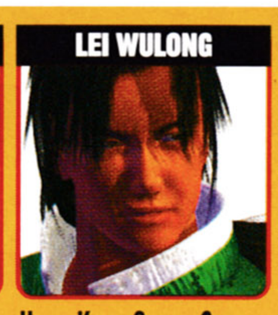
Ex-Manjito Ninja and rival of Yoshimitsu. Stole Michelle's tribal treasure. Cow.


FOREST LAW

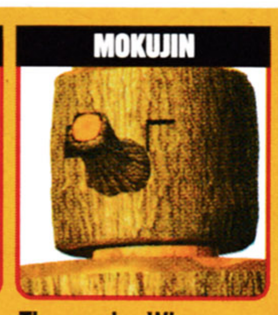
Son of Marshall, persuaded to enter the Iron Fist tournament by big camp Paul.


LEE CHAO-LAN

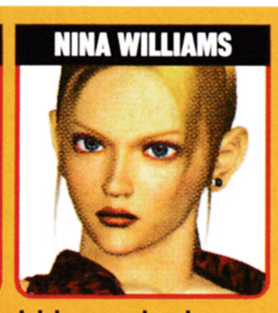
Adopted son of Heihachi. Hated by Kazuya. Trained by Wang after *Tekken 2*.


LEI WULONG

Hong Kong Super Cop, enters *T3* to investigate the disappearance of several fighters.


MOKUJIN

The wooden Wing Chung practice dummy brought to life by the God of Fighters.


NINA WILLIAMS

Irish assassin who blames her sister Anna for the death of their father. Well uptight.

Skittles!

The first secret game you get is a *Tekken Bowl* bonus game. Yes, you get to use your Tag Team to go Ten pin bowling...

All the different characters have varying bowl skills. So there's Panda who's pretty strong but not very accurate.

While you may think this is just a novelty, it's actually a really good bowling sim and quite tricky. Bring on *Tekken* golf.

Yoshi and Jack get a special targeting system which you can use to try and hit Dr B who skulks in the crowd.

It's Between You and Me... and Them Two Over There!

It's the biggest gathering of the Tekken crew, with the best from the series returning. It throws up quite a few family battles as you can have Jin, Jun, Kazuya and Heihachi slugging it out.

▲ The cheapest move in the world. But somehow very satisfying.

▲ Lee, despite being a complete pussy, foolishly taunts Law (iieeeee).

▼ The lighting effects in this Dojo setting are simply blinding.

▼ Tiger gets his very own dance end sequence. Very Jordan Knight.

Mokujin gets a platinum finish so when he gets it smacked around by Lei it makes a nice 'ting' sound.

Despite getting one hell of a beating at the end of *Tekken 3* Heihachi continues his bad hair day.

manages to use the PS2 to re-emphasis that it is no ordinary beat-'em-up.

SINGULARITY

What makes *Tekken* stand out from the scrum of other beat-em-ups is the four button fighting control that is just perfect for the Sony joypad. Rather than the big punch, little punch malarky of *Street Fighter*, the *Tekken* combinations seem to make a lot more sense. With blocking being a simple pull back, the basics quickly become second nature. But the learning curve is so well crafted that only after days and days of practice will you be able to master the 10-string combos.

Also the characters are fantastic. Even for those who don't know the whole Mishima melodrama it's still easy to become attached to the characters just through playing. You've got the cheeky chappy Lei, the woman's man Law and the obviously gay Paul Phoenix. The array of moves and styles offered by the 39 characters puts *Dead or Alive*'s collection of large bapped ladies to shame. The only weakness is Eddie Gordo who despite being funky mover is a god send for all button bashers.

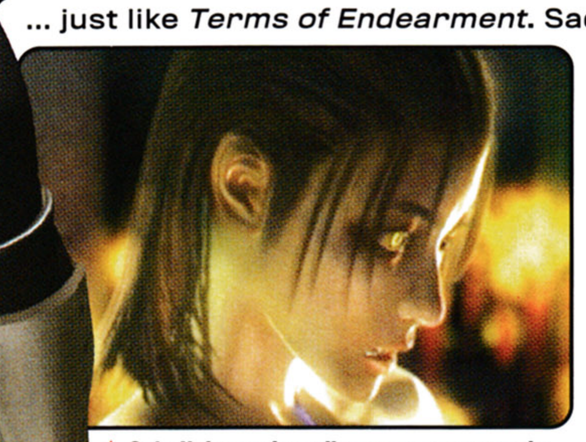
"... the array of moves and styles offered by the 39 characters, puts Dead or Alive's collection of large bapped babes to shame..."

OLD FAMILIARS

As *Tekken Tag* does not continue the story it allows the best characters from the previous games to show up. Unfortunately, that does mean that

It'll All End in Tears...

... just like *Terms of Endearment*. Sadly all the end sequences are too short and bit a naff.



▲ Only Unknown's ending sequence uses the decent FMV graphics. And it's brill.

▲ The rest of the endings use the in game engine which is decent, but we'd hoped for a lot more.

▲ Just a couple of the endings are action based, the rest just have people talking to each other...duh!

TEKKEN TAG TOURNAMENT

The truly evil and ugly manifestation of Toshinen – the God of Fighters. Facial hair.

Toshinen – goes around beating up fighters and nicking their souls. Killed the original King.

The happy go lucky pet of Ling Xiayou. Fancied by Kuma. Eats shoots and, er... leaves.

Bear beater specialist. Failed to make the *T2* final due to traffic jam. Mate of Law's. Gay.

The original Jack developed by Dr Bosonovitch. Helps Jack-2 escape in *T2*.

Trained by Armor King to battle Kazuya as animals are immune to his evil power. Joey.

Friend of Jinpachi (Heihachi's dad). Continually tries to sort out the Mishima mess.

Pupil of Wang. Agreed to enter *Tekken 3* if Heihachi built her a amusement park. Daft.

Leader of Manjito Ninja. Does odd jobs for Dr B who built his new arm. Great in the kitchen.

▲ Heihachi punishes Lei for trying to have a more ridiculous haircut with this killer nuggie.

you get three versions of Jack, and Bruce and Bryan (which are all a bit too similar) but it's great to have Baek and Kunimitsu back in the family.

Just looking at King proves what a masterly game *Tekken* is. King is slow with some awkward punch kick combos, but has collection of grapple moves that will make you wince. And once you master how to string six of these moves together King becomes a killer fighter. There's so much more to *Tekken* that flash kicks and pyrotechnic clashes.

The extras available in the game are a bit of a mixed bag. The Theatre mode isn't that special as the ending sequences are a big disappointment. While we were treated to some FMV magic in the first three games, for *Tekken Tag* you get a 30 second long, often abstract scene which uses the in-game engine. Compare these to the almighty opening sequence and you feel a bit cheated. That said, *Tekken Bowl* (yes that's right a *Tekken* 10-pin bowling game) is inspired. It looks fantastic and actually works better than any lame bowling sims knocking about on other consoles.

Namco really hold the aces with the two best beat-'em-ups and while *Soul Calibur* may look better, *Tekken* is a more intricate and instinctive fighting game.

So while *Tekken Tag Tournament* is one of the most satisfying gaming experiences you will have, we'll have to wait for *Tekken 4* before we can really have a party.

If you didn't like *Tekken* before, this won't suddenly convert you but for the many that respect and love the *Iron Fist* it will be like Christmas, their birthday, perhaps half an Easter and two days of Lent all rolled into one.

▲ Lei hits the skies propelled from his special ejecta-panda. 'To infinity and just past it!'

The Unknown!

The final boss is a strange one. Simply called 'Unknown' you get this lass who seems to be controlled by a big wolf with no legs. She never tags but her energy keeps on replenishing.

▲ The Unknown is a bit like Mokujin and adopts different fighting styles. She's so talented!

▲ Unknown's ending has the young lass (who looks a bit like one of the girls from Human League) breaking free from the legless wolf.

▲ Law and his One Inch Punch proves too powerful for Bruce and his tube socks. That's not all that's one inch!

Wincey Willis!

Never mind the punch or kick gook, how's about a bit of bone-popping ground grapples. Yowch!

▲ Jun may look dainty and elegant but she's got the meanest range of bone crunching grabs around. Here Baek says goodbye to his elbow.

▲ Filled with self loathing Lei Wulong takes on his own self in a 'just like in Superman 3' battle. Some Kwik Fit fitters look on helpless.

Judgement

GRAPHICS The fighters are amazing, the arenas superb, but somehow we were expecting better.

GAMEPLAY The most sophisticated beat-'em-up ever, gets more sophisticated and faster.

LIFESPAN The fighting has so much depth, but there's not much in *TTT* for *Tekken 3* masters.

It's just like *Tekken 3*, but with quicker gameplay, better graphics and more characters... That'll do quite nicely thanks.

Overall

90%

OUT: NOW | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 01753 549 442 | PLAYERS: 1-2

How much fun can it be to ride super bikes at warp speed and smack people round the face with pipes?

Road Rash Jailbreak

Mean Machine!

The aim of the game is to rise in your gang's rank and break your fat boss out of jail.

A superbike, an open highway and a criminal record. Should be the recipe for some fast motorised chaos...

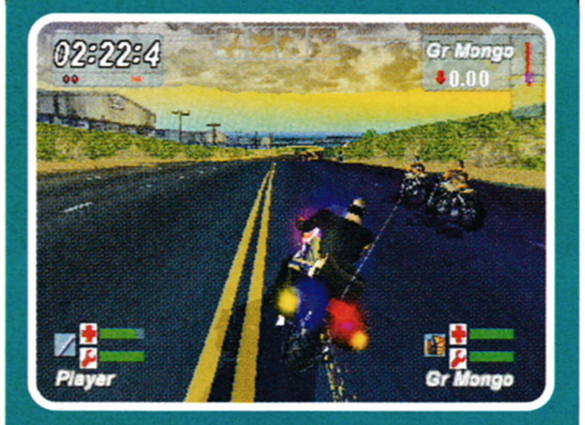
... sadly the thrills die off early on. The only thing to drag you to the game's climax is a large slab of grim determination.

Road Rash has been around for a while now. It was one of the jewels for the Mega Drive where the game made a name for itself.

A lot has happened since the good old 16-bit days, but *Road Rash* still lives on via its numerous sequels.

The scariest thing about the latest *RR* game is that it might have been impressive if it was released five years ago, but only manages to look gritty, dark and very boring in these advanced times. It's got no innovation whatsoever from the earlier games, so what's the point making a sequel if it's just more of the same all over again? Saying that, not everything in *Road Rash Jailbreak* is bad, but it just doesn't feel fresh any more.

CHIPS!



▲ Just as in the *Need for Speed* series, you can choose to play as a policeman. Those doggy bikers better watch out 'cos I'm the law!

Judgement

GRAPHICS It might have been okay if it were a first-gen title for the PlayStation, but not now.

GAMEPLAY The combination of decent fighting and decent racing is still quite amusing.

LIFESPAN You won't spend much time on the single-player, or the multi-player for that matter.

This might have been the violent, high-speed racer of your choice five years ago, but it feels like a rent only title these days.

Overall 57%

REVIEWER: Andreas Olsson

OUT: NOW | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: N-SPACE | PUBLISHER: THQ | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01483 767 656 | PLAYERS: 1

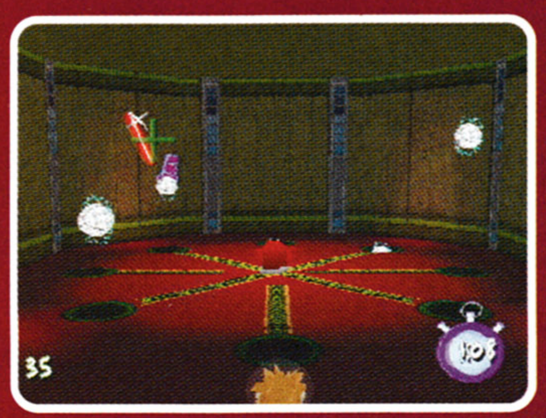
The bulgy-noggined little 'uns are back for more low-quality digital frolics. Will we never be free?

Rugrats Studio Tour

▲ The cutesy karting doesn't have the same bite as the console classics, but may well be a good introduction for younger players.

Mini Game Hell!

Arrgh! Come back *Bishi Bashi* with your mad mix of loopy mini-games and barmy two-player scraps! Lurking in *Rugrats Studio Tour*, you'll find some of the most basic thumb-twiddlers around with some pretty uninspiring gameplay to boot! Oh, and they've all got some stomach wrenchingly awful names, as well.



▲ In Lazy Beams you have to shoot moving targets with a laser. Yoinks, what fun.

▲ Milk Shoot is quite literally that – you shoot things. With milk. It's quite clever really.

They're cute, loveable and almost human. The freaky little tykes have also starred in some pretty awful videogames, and *Rugrats Studio Tour* is no exception.

It's basically a series of themed mini-games all rolled into one, so it's not like there isn't plenty to do. There are shooting games, miniature golf games and even a little *Mario Kart* style racer. Sadly, they're all about as much fun as a poke in the eye.

Okay, so *Rugrats Studio Tour* is aimed at the younger players among us, but everyone deserves the same standard of programming when they're paying 35 big ones!

Judgement

GRAPHICS Utterly standard polygons mixed with 2D sprites... as basic as graphics can be.

GAMEPLAY Clumsy, irritating, and dull. Pass the smelling salts, we're nodding off here.

LIFESPAN About as long as it takes to say 'piddling, unplayable tosh'. Keep those receipts!

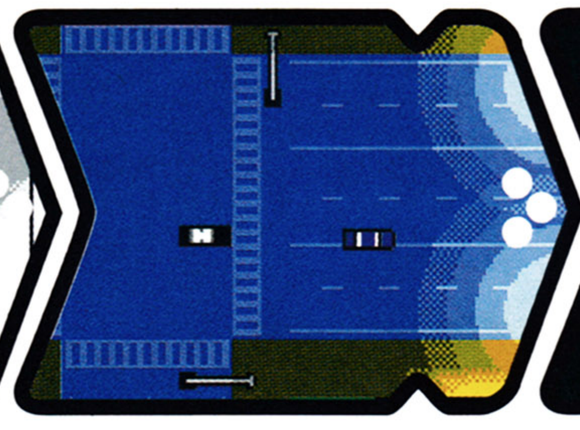
Clumsy movement, annoying mini-games and some really shocking camera work consign *RST* to an early grave.

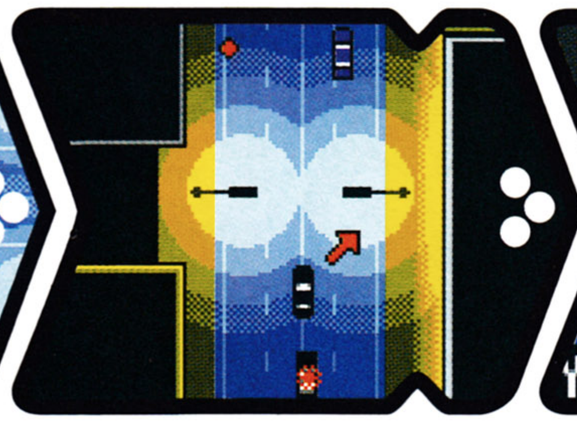
Overall 42%

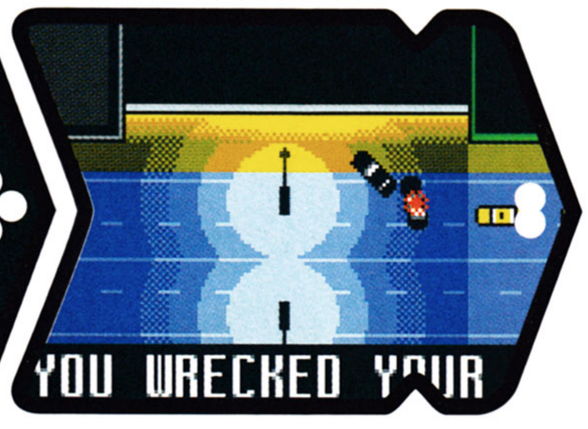
REVIEWER: Alex Bickham

REVIEWER

Pete Wilton







OUT: NOW | **FORMAT:** GBC | **PRICE:** £25 | **DEVELOPER:** CRAWFISH | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS, PC | **CALL:** 0161 827 8000 | **PLAYERS:** 1

Tiny pedal, **tiny gear stick** but a bonnet throbbing with game power, this run-about's **hot property!**

Driver

BAFTA-winning, best-selling, sequel-spinning *Driver* was anything but small. Until now.

Wiseguys Crawfish have pulled-off the Color caper of the year, fitting four cities, miles of streets, show-rooms of cars and even Sunday drivers into your GBC. Cop cars, limos, trash cans and squealing tyres – all the things that made Driver special are in this new conversion.

HANDLE IT

Surprisingly, however, it's not its optional extras that'll spark your plugs – it's the way the motors move. Press left or right and your car swings in that direction rather than twisting hard. Keep the D-pad held and you'll turn 180°, letting you literally run rings around your pursuers! Of course this only works in a normal car, if you're driving a limo beware – you'll have to start turning (and braking) blocks before a corner rears its ugly mush.

MISSIONS

The jobs you are employed to do are taken straight from the PS original so it's a case of taking bank robbers for a ride, ramming rival wheelmen and getting a car from A to B in perfect nick. There are 40 missions in all but unlike *GTA* here only silky smooth driving skills and a good sense of direction will ensure you succeed.

If this was all *Driver* had to offer it would still be good enough to send you into a tyre-burning spin. But it isn't. Also crammed into the cart are the driving games (escape the cops, follow that car, keep your motor running) and, best of all, Take A Ride: No time limit, just the chance to cruise the streets. Welcome to wheelman heaven.

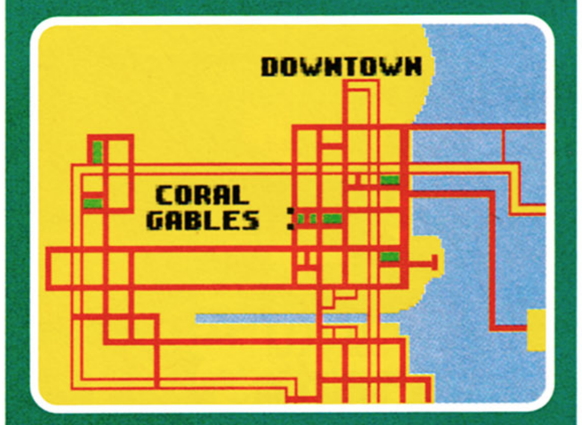
Softography

These guys have also made...

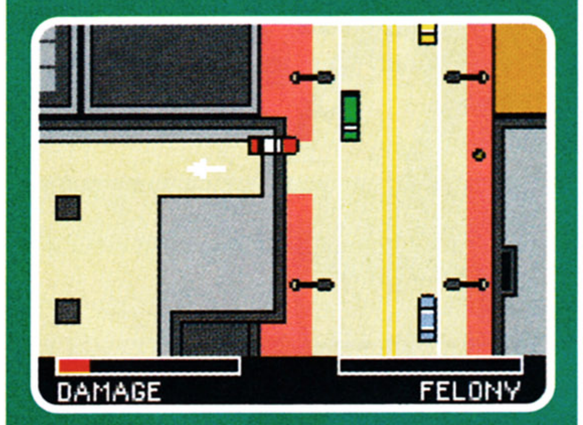
Rainbow Six	55%
Bust-A-Move 4	70%
Space Invaders	80%
Godzilla: The Series	57%
ECW: Hardcore Revolution	65%
Ready 2 Rumble Boxing	71%

City Pretty!

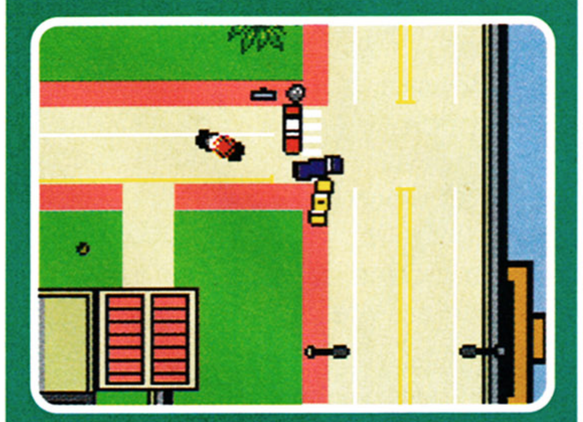
Amazingly all four cities (Miami, Los Angeles, San Francisco and New York) are in *Driver*. If you want to become a champion wheelman you'll have to learn the layout of each metropolis, remembering where the handy back-alleys and hidden areas are located. Dodge inside and wait for the heat to die down...



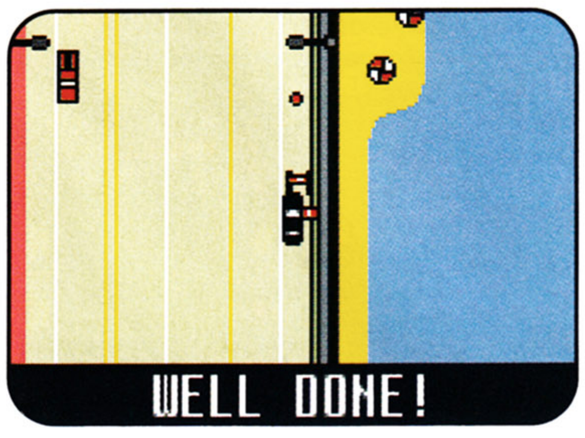
▲ It would be easy to get lost if there wasn't a handy map. Coloured dots show where a target car or destination are relative to your motor.



▲ Using the Take A Ride option you can drive around checking for good short-cuts and likely hiding places – like this Miami car park.



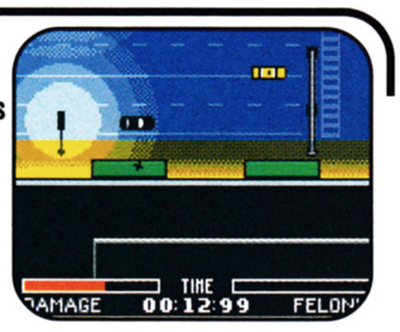
▲ Once you know the streets like the back of your driving gloves you'll be able to take corners earlier and engineer your own road blocks.



▲ A high speed getaway drive just wouldn't be the same without roadworks signs and traffic cones to bounce off the bonnet – pure Starsky & Hutch!

Seen My Tail?

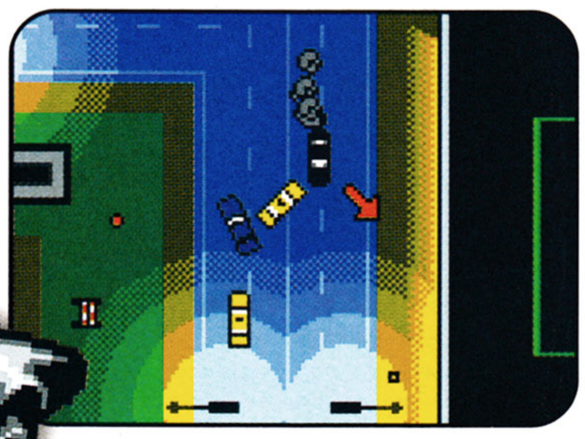
You may play undercover cop Tanner in *Driver* but you spend most of the game trying to dodge your fellow officers of the law...



It may get you in with your criminal chums but giving bank robbers a lift means one thing: trouble. Hear those sirens!

In the Pursuit driving game you have to lose the cop on your tail. Just watch those cones tumble as you burn up the highway!

Sometimes there is no escape from the law – as the black and whites close in you know you are going directly to jail.



The Best Bit

GAMING MASTERPIECE

It's all very well being chased but hunting down other cars and then ramming them until they're sardine tins with hubcaps is SO satisfying.

Judgement

GRAPHICS Shrunken but brilliantly detailed, just watch those trash cans and traffic cones fly!

GAMEPLAY The handling makes every turn a pleasure. Demands some intelligent driving.

LIFESPAN The bonus games mean even after 40 missions you'll keep coming back for a vroom!

A truly superb conversion of a classic game. It may not feature acres of shiny chrome but it plays like an especially well-oiled piston!

Overall

90%

OUT: NOW (US) | FORMAT: DREAMCAST | PRICE: £40 | DEVELOPER: TECMO | PUBLISHER: ACCLAIM | SPECIAL FEATURES: VMU | OTHER FORMATS: PS2, ARCADE | CALL: 0207 344 5000 | PLAYERS: 1-4

Lady Bumps!

The female characters tend to be the best ones due to their incredible quickness. They're a lot less powerful than fighters like Bass Armstrong though.

▲ Not only is Tina a dab hand when it comes to martial arts, she's no slouch in the eye candy department either. Did I really just say that?

▲ Speedy kicks, both high and low, are a good way to get your opponent on the defensive. If you're lucky, they'll end up in a 'danger zone'.

▲ Look away now if you're faint-hearted. Bass Armstrong's finishing manoeuvre involves ramming his opponent's head into his armpit.

Falling for You!

There's nowt better than chucking someone off the top of a massive tower. It's the most impressive part of *DOA2*.

Alternatively, try flinging your opponent into one of the danger zones – such as the electrified walls – to fry them alive!

If old Guy Fawkes was **alive to day**, we reckon **this would be** his favourite ever **beat-'em-up!**

Dead or Alive 2

Softography

These guys have also made...

Dead or Alive	92%
Monster Rancher	74%
Gallop Racer 2000	77%
Kagero Deception	32%

There's no shortage of beat-'em-ups for DC, from the showy delights of *Soul Calibur* to the ever dependable *Virtua Fighter 3tb*.

Luckily then, the latest installment of the birds 'n' brawling-fest that is Dead or Alive has its own unique take on proceedings.

TREASURE CHEST

The, *ahem*, bounciness of the original has been distinctly toned down in favour of some of the most relentless – and outrageous – fighting mayhem you'll ever come across. Don't worry though, it's still got more than its fair share of laaavvhhly ladies, if that's the sort of thing that wobbles your wibblies. Fortunately, there's more to the game than just bubbly jugglies.

Each of the dozen characters boasts over 100 moves and combos so if you're to come anywhere near totally mastering the game, you'll be at it for ages. The control system and learning curve has been tweaked to perfection – even a complete novice can get the hang of it right away but prolonged pad-pounding sessions soon allow you to uncover a horde of intricacies and special moves.

The Best Bit

Chucking someone off a ledge down a massive drop. That's GOT to smart.

It's amazingly fast and smooth, to the extent that, the first few times you play it, you almost feel as if you're struggling to keep up. But as soon as you get the hang of the blocks, reversals, special moves and danger zones, *DOA2* is among the quickest and most thrilling two-player fighters around. There's a real art to it and it can almost look as if you're ballet dancing with each other – until someone lands a devastating blow.

HOME ALONE

The game's main weakness in its current state (we've only seen the US version so far) is its limited single-player modes. Completing the Story Mode doesn't cause much difficulty at all and, even when you do finish it, no extra modes or characters are unlocked – you can't even play as end baddie Tengu.

Four Way Knuckle Shuffle!

In Tag Battle you have to defeat both members of a team which allows for some impressive comebacks.

▲ You'd have thought that matey-boy here would realise that wearing a bra doesn't make you look 'ard.

▲ Get the timing right and it's possible to pull off some mighty-impressive double-team moves.

▲ Despite the obvious nod towards pro-wrestling moves in the game, there's no Legdrop of Doom™!

Corporation King!

Plough your way through the Story mode and you'll eventually have to face this chap, who goes by the name of Tengu. We're still not sure how he's expecting to manage to beat anyone up though while trying to balance on those ridiculous shoes...

He looks like a poor man's version of one of the *Tekken* characters.

... the game's still got more than its **fair share of** laaavvhhly ladies, if that's the sort **of thing that wobbles** your wibblies...

UK SPECIAL

That said, the UK version of the game has been put back until August at the behest of developers Tecmo who want to add extra elements to it. Even the currently-available NTSC code is a fantastic laugh for multiple players so (what we hope will be) the new 'n' improved UK version should be absolutely unmissable.

▲ My, what a lovely pair. Of stained glass windows. What else did you think we meant?

Reversal Central!

▲ The best way to fox a lesser opponent is to use lots of reversals on them.

▲ You'll find this technique particularly useful if you're fighting someone who reckons they can cheesily get away with using the same old moves.

Judgement

GRAPHICS Bright, detailed and smoother than a baby's arse. You can't ask for more!

GAMEPLAY Limited for lone players but hugely compelling if you're playing it with mates.

LIFESPAN The Story mode will last about 10 minutes but the Tag Battles will keep pulling you back.

Not as good as *Soul Calibur* but still a hugely enjoyable slice of fighting fun, especially when you become adept at the reversals.

Overall 84%

Factpack

The stuff you need to know...

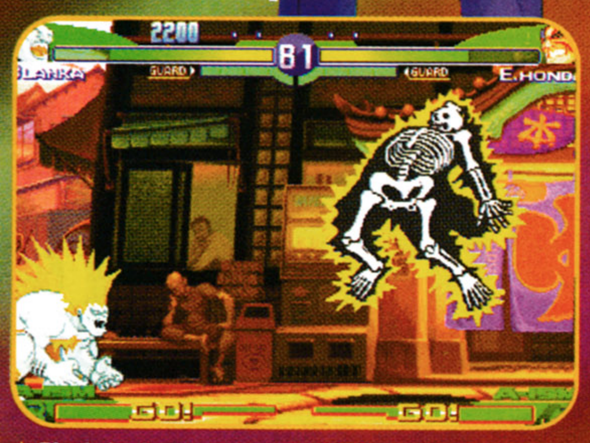
Number of characters	12
Moves Per Character	100+
Secrets	None
Best Mode	Tag Battle

OUT: NOW FORMAT: DREAMCAST DEVELOPER: CA
PRICE: £40 PUBLISHER: VIR

Street Fighter Alpha 3

Ooskaaa! Hyruken! **Ohmethumbs!** Damn that **Dreamcast** D-pad!

▲ The backgrounds are animated in classic *Street Fighter* fashion. Not exactly *Tekken Tag* but still nice.



▲ Blanka's electrocuting attack's been a favourite since SNES days. Even Honda's skeleton's porky!

Thanks to the DC's evil skin scraging pad, pulling off Chun-Li's Spinning Bird Kick will probably cause you more pain than the character on the receiving end.

But it's still well worth developing scabby lepers thumb for this, the pinnacle of the *Alpha* strand of the *Street Fighter* series.

The more casual fighter will be happier with the spectacular 3D hurtage of the '*Calibur* but hardcore *SF* fans can get stuck into coin-op perfection with lots of extra modes. You get World Tour, Dramatic battles (two-on-one is fair) and, oddly enough, on-line options that let you download new characters.

Even more replay value's added by the three fighting systems or 'isms' which change the way your super combos work.

If you want classic, option packed *SF* action we'd go for this over *SF3: With Impact*, simply because all your favourite characters are in there.

Judgement

GRAPHICS The characters are as large, colourful and well animated as they are on the coin-op.

GAMEPLAY Classic 2D fighting system that's been battle tested down the years to perfection.

LIFESPAN Loads of modes, some new fighters and three fighting styles equals thumb carnage.

Another SF game, that won't convert unbelievers to the cause. But still coin-op class with tons of extras, and a classic cast list.

Overall 80%

The Dramatic Battle Mode lets you and a CPU controlled team mate smack up an opponent real nice!

100% PLAYSTATION

» want more tips?

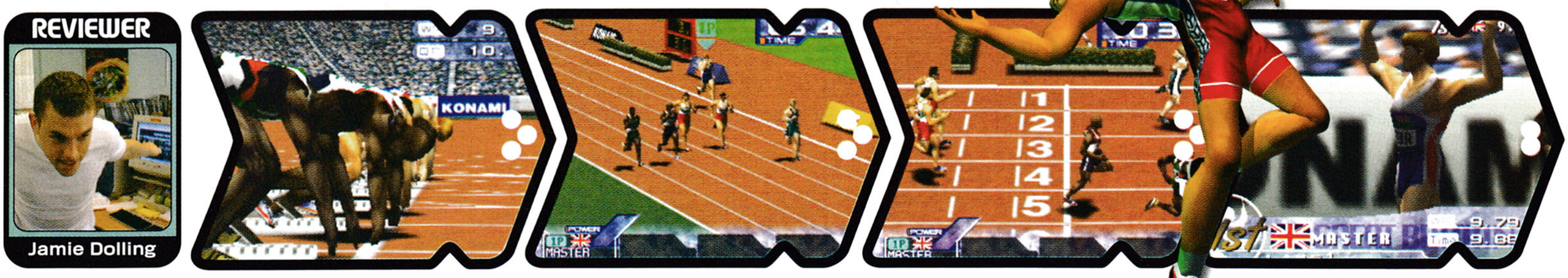
» want more tactics?

» need more cheats?

» BUY THIS THEN!

ISSUE 03 OUT NOW!

Better gaming starts HERE!



REVIEWER

Jamie Dolling

OUT: NOW | FORMAT: NINTENDO 64 | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: EXPANSION PAK | OTHER FORMATS: PLAYSTATION | CALL: 01703 652 222 | PLAYERS: 1-4

Event Full!

There's a wide range of activities on offer – including some secrets to unlock – and you soon realise that track and field isn't the half of it.

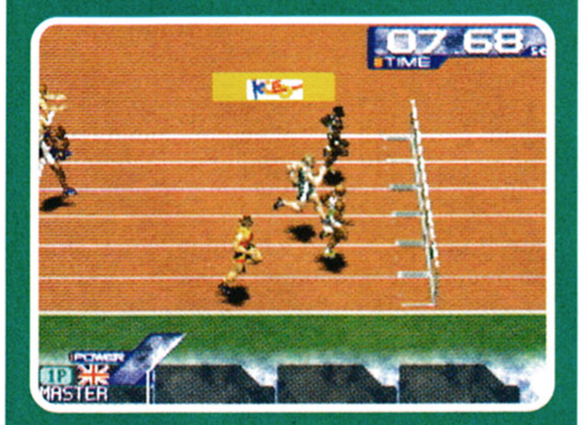
The 100m freestyle is the only women's event you can enter from the off. It's a plain tapper, but the camera work is excellent.

The brawny pleasures of weightlifting are yours for the tasting, but lofting that bar over your head is as tough as in real life.

It's hammer time. Well, without the trousers. Twirl the stick, tap the trigger and see your ball and chain sail into the ether.

Tap Dancing!

Mixed in with the thumpingly fun button bashers of *International Track & Field: Summer Games* are some events that will really test your timing and stamina. You'll have to master them to top the Championship table.



▲ The 110 metres hurdles is a filthy mix of frantic tapping and pinpoint trigger timing.

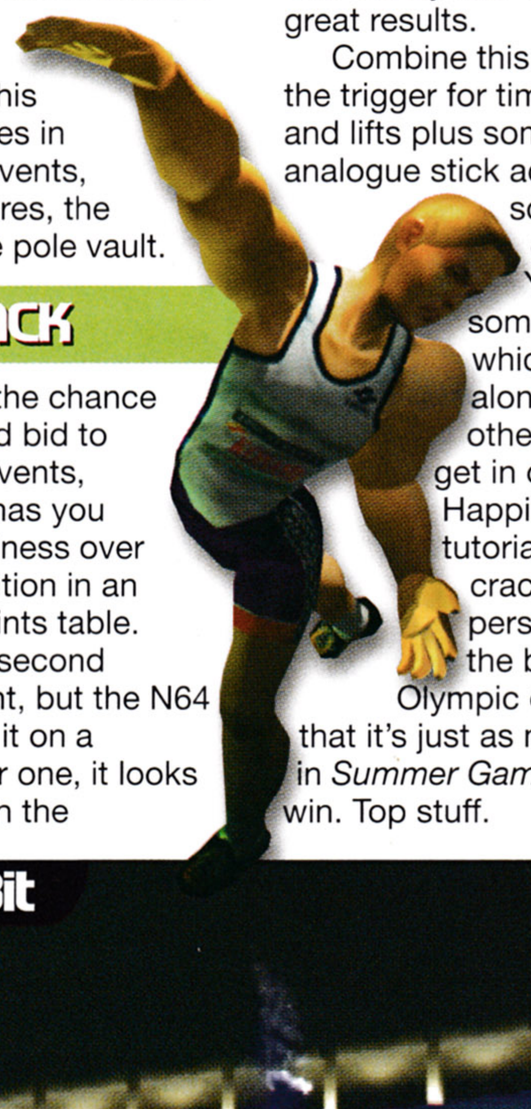
▲ Javelin is one of the best events on offer, but sorting out your run up can take a long time.

Break out the **Band Aid,** it's time to blister **those thumbs** all over again **with a hefty dose** of...

International Track & Field: Summer Games

The Sydney Olympics are just around the corner, and with *International Track & Field: Summer Games* Konami are offering N64 owners a crack at winning a few golds of their own.

Based on the well-worn athletics games system of rapid key pressing and pinpoint timing, this game offers two modes in which to take on 10 events, including the 100 metres, the horizontal bar and the pole vault.



TRACK ATTACK

Trial mode gives you the chance to hone your skills and bid to open up four secret events, while Championship has you looking to do the business over three days of competition in an attempt to top the points table. *IT&F* is already on its second PlayStation installment, but the N64 version overshadows it on a number of counts. For one, it looks a whole lot better, with the competitors strutting around sporting smooth visages, but perhaps more importantly, the Nintendo controller comes into its own yet again.

The decision to have the C-pad bear the brunt of the button bashing is spot on, with both the 'tippy-tap' and 'rubby-rub' techniques turning in great results.

Combine this with a clever use of the trigger for timing throws, jumps and lifts plus some inspirational analogue stick action, and you've got some golden gameplay.

You're also faced by some real challenges which really tax you along with the three other people who can get in on the action. Happily, well-designed tutorials give you a fair crack at turning in a personal record, but in the best traditions of Olympic endeavour you'll find that it's just as much fun to take part in *Summer Games* as it is to win. Top stuff.

▲ Hugnnn! Parp! Once again a clean jerk results in the British team pulling off another record. Huzzah!

Softography

These guys have also made...

Metal Gear Solid	94%
ISS Pro Evolution	95%
Castlevania	76%
Nagano Winter Olympics	30%
Mystical Ninja	82%

▲ You're for the high jump, young fella-me-lad.

The Best Bit

Surprisingly, the somewhat nancyish world of gym proves fantastic fun. Timing and Bemani-style stick waggling are wildly addictive.

Judgement

GRAPHICS The competitors look great, move well and respond to their performances.

GAMEPLAY This is multi-player party heaven in a cart. It's all about speed and timing.

LIFESPAN As long as you have someone to play against, this could go with you to your grave.

While you've seen this all before, it has to be said that it works a treat on N64 – thanks in no small measure to the controller.

Overall

75%

HANDHELD HEAVEN

The very latest portable Game Boy Color and **Neo Geo games** pulled together in **their own special section.**

DEVELOPER: SNK PUBLISHER: SNK PLAYERS: 1

Metal Slug 2nd Mission

GAMING MASTERPIECE

That's slug in the ballistic rather than the gastropodous sense. This sequel to the NGP's best game is even better, adding submarine missions to the walky-shooty, tank-driving and plane-flying bits that were scattered around the first game.

Once again it's a feast of miniaturised action as you mow down baddies, rescue POWs, duck in and out of doorways, grab power-ups and kill farmyard animals for food. With terrific graphics, multiple routes and jokes aplenty it's an essential buy. "Works exclusively with NeoGeo Pocket Color," warns the back of the box, so go get one

Another excellent shoot-'em-up from those SNK fellows.

94%

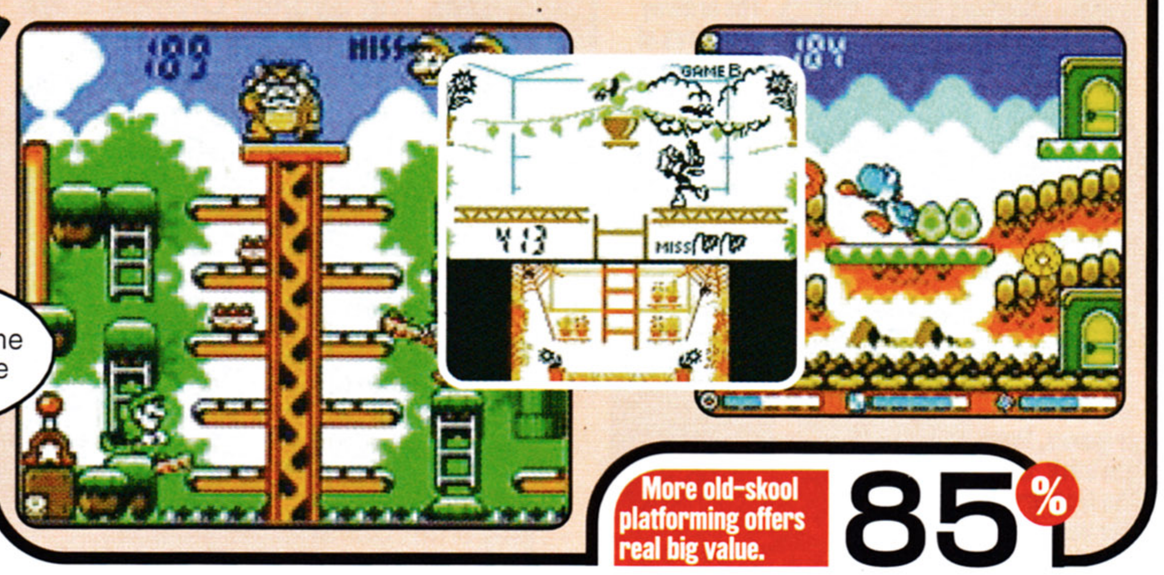
DEVELOPER: NINTENDO PUBLISHER: NINTENDO PLAYERS: 1

Game & Watch Gallery 3

GAME BOY COLOR

Weirdly, although it says "Five games in one" on the box, it doesn't say what those five games are. So we will.

There's *Egg*, a crude catch-the-eggs game. There's *Greenhouse*, which is uncannily similar. There's *Turtle Bridge*, where you've got to hop between bobbing turtles. There's – get this – *Donkey Kong Jr*, stalwart of many an early-'80s classroom. And there's the eye-crossing, ambidextrous *Mario Bros*. Each comes in both 'classic' LCD form and a revamped 'modern' style, there are stacks of secrets to unlock, and while individually the five games are laughably simple, together they make a brilliant pocket package.



More old-skool platforming offers real big value.

85%

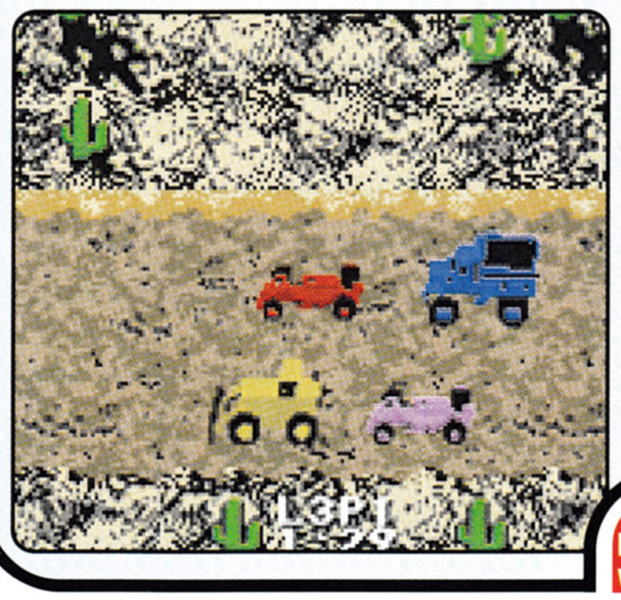
DEVELOPER: MORNING STAR PUBLISHER: HASBRO PLAYERS: 1

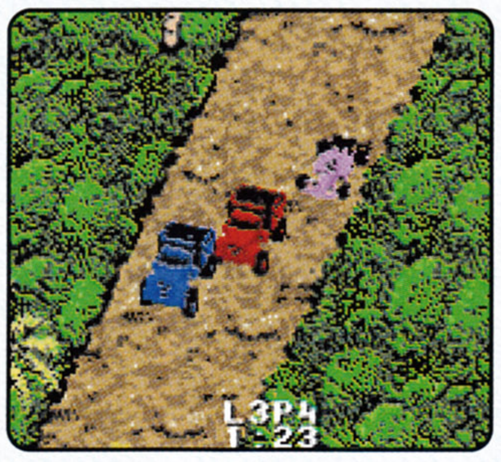
Tonka Raceway

GAME BOY COLOR

The ingenious built-in Rumble Pak isn't enough to save Hasbro's Tonka clonker from the scrap heap. Cannily opting for a bird's-eye view, it then blows its chances with twitchy steering and tracks that simply aren't wide enough for the chunky cars.

Clip the sides and you grind teeth-gnashingly to a halt, and ungainly tangles of cars are commonplace. Get past that and upgrade your car a bit and you'll romp through all the tracks. The 'take-it-in-turns' multi-player mode, meanwhile, simply doesn't wash. And what's the point of the time limits? Ugh. Stick with *RC Pro-Am*.





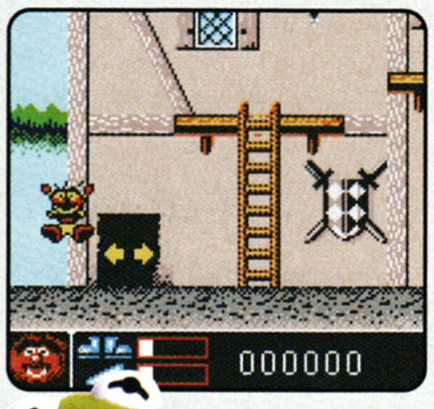
Definitely not built to last and well frustrating.

40%

DEVELOPER: ROCKSTAR PUBLISHER: TAKE 2 PLAYERS: 1

Muppets

GAME BOY COLOR



Our puppet pals should be a gaming gift. Sadly *Muppet Race Mania* failed to deliver and it's a shame to see our multi-coloured chums stuck in yet another GB platformer.

There's plenty of Muppet atmosphere here, including quips from Statler and Waldorf and some just-about-audible voice samples. But the rest is disappointingly predictable: playing as Kermit or Animal, you hop from platform to platform, collect things, and avoid the baddies. The controls are responsive but the collision detection is unduly harsh and – gnk – you die if you fall too far. This is solidly enough put together but it's a pale shadow of the *Mario* games it tries to mimic.

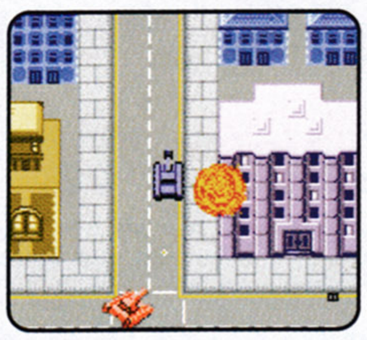
Yet another okay platform game with little flare.

68%

REVIEWER: Jonathan Davies

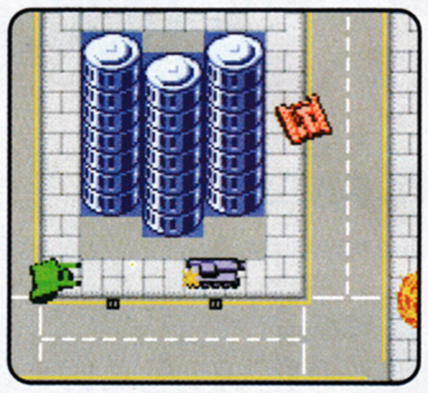
DEVELOPER: 3DO PUBLISHER: LUCKY CHICKEN PLAYERS: 1

Battle Tanx



Style tip: It's no longer cool to write 'Thanx' instead of 'Thanks'. And 3DO prove they're behind the times in more ways than one with this crusty-looking shoot-'em-up.

Guiding a tank around a maze of streets, your objective varies from mission to mission: kill all the baddies, collect all the coins, capture the flag or reach a particular spot. But basically you're trundling around shooting other tanks and bashing down buildings. It's a simple idea and, unfortunately, rather a dull one. About half an hour's trundling will be enough for most.



Endless shooting, blasting, driving and not much else.

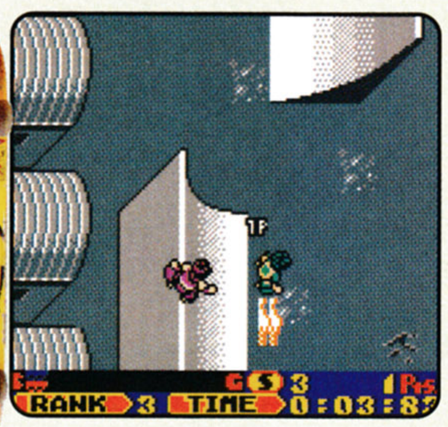
52%

DEVELOPER: NATSUME PUBLISHER: ACTIVISION PLAYERS: 2

Tony Hawks Skateboarding

Luckily, you don't need to know who Tony Hawk is to enjoy his game. It's shrunk to pocket size surprisingly well, and while you won't exactly be playing it for years, it is pleasantly diverting.

There's a choice between a half-pipe mode, where you get points for pulling off combinations of stunts, and an intense racing mode that has you hopping onto cars, teetering along walls and leaping over ramps. The only snag is that your computer rivals are near-invincible, so get used to coming fourth unless you take advantage of the commendable link-up option.

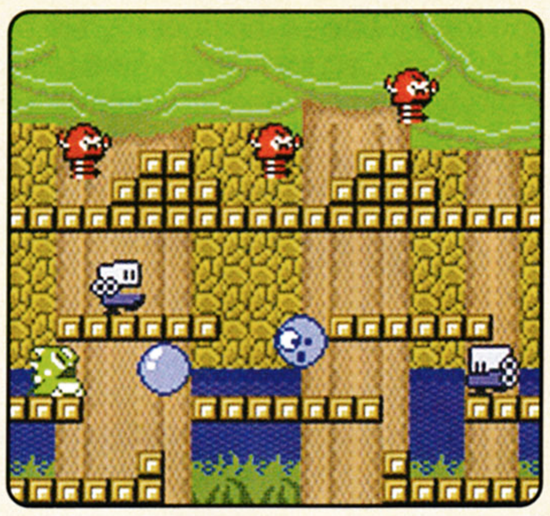


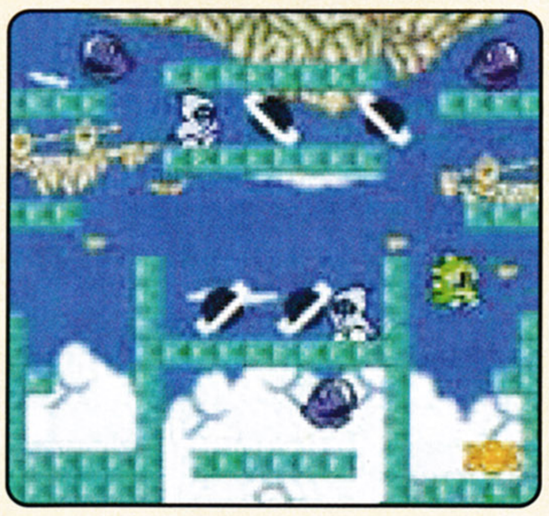
Cool skating fun but with some serious opponents.

81%

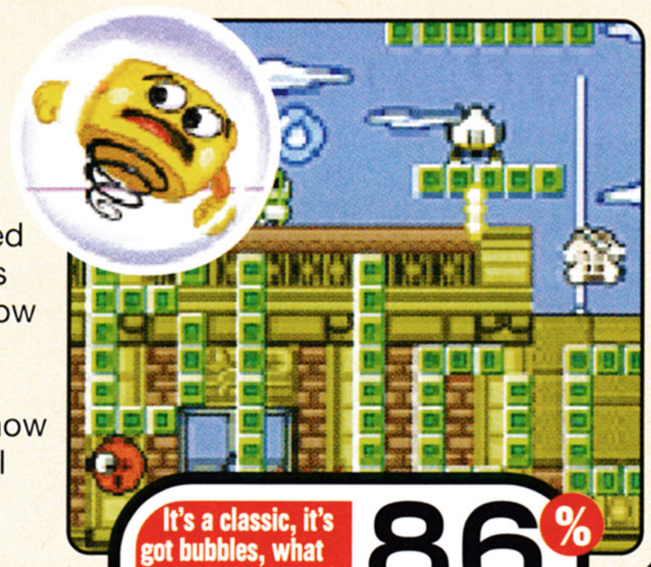
DEVELOPER: TAITO PUBLISHER: GAGA PLAYERS: 1

Classic Bubble Bobble





Not every game ages gracefully, as anyone who's tried playing *Space Invaders* recently will attest. But *Bubble Bobble* is still as compulsive as the day it was born – a terrifying 14 years ago.



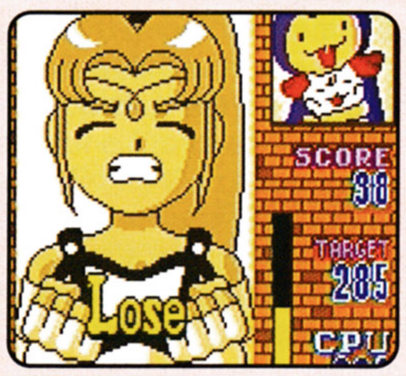
The belated colour GB version offers 129 levels of bubble-spitting dinosaur action, by the end of which you'll have spherically entombed countless thousands of hapless enemies. You'll need to learn how to ride on bubbles without bursting them, how best to use fire and thunder bubbles, and how to cope with the less-than-ideal scrolling screen. Chances are you'll still be playing it in 2014.

It's a classic, it's got bubbles, what more do you want?

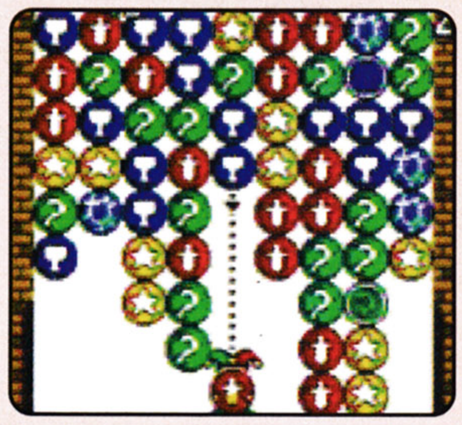
86%

DEVELOPER: DATA EAST PUBLISHER: SNK PLAYERS: 1

Magical Drop Pocket



"We'll give you a pocket full of drops," threatens the packaging of this baffling mini puzzler.



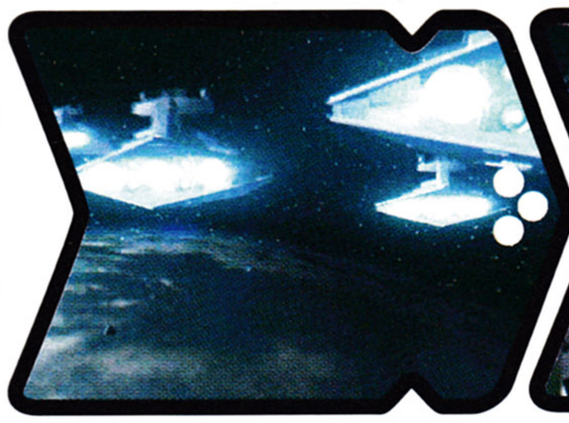
A totally incomprehensible manual leaves you no option but to experiment and see what happens, whereupon it turns out that you've got to, erm, sort of 'pull' blobs from above your clown character and then 'throw' them back in different places, trying to make columns of three or more. A kind of bizarre reverse gravity effect allows you to trigger chain reactions, and the game ends when you either clear the screen or… um… it just, like, ends. Agreeable in a bewildering sort of way.

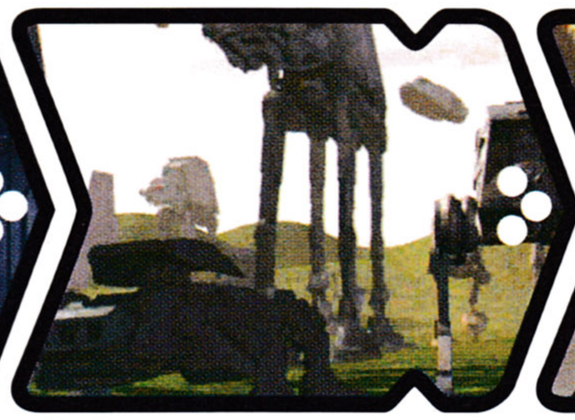
Gets a 12 on the odd scale but still an enjoyable title.

78%

REVIEWER

Jonathan Davis





OUT: NOW | **FORMAT:** PC | **PRICE:** £35 | **DEVELOPER:** LUCASARTS | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** NETWORKABLE | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-8

Pay Attention!

Before each mission you get a briefing from your Imperial bosses who tell you exactly what you can expect when you enter the combat zone. Listen to them carefully as their advice can influence which of your units will be best suited to the job. Once you've got you battle plans sorted, it's off to the drop ships and down to the planet for some all-out blaster action.

▲ As Captain Tulon witters away you can wander round the room and take in the grey decor of the Imperial briefing room.

▲ Peer at the map if you want to see what he's on about and think about the kinds of terrain and Rebel units you might encounter.

▲ The tech briefing gives the low-down on those meddling rebels and lets you know exactly what kind of hardware they're using.

▲ You also get to select what kind of units to use for the mission, although your choice is limited depending on how many battle points you have.

"I want that ship, not excuses..." Erk. Better do what old hoover-breath says or you'll be for it!

Force Commander

This is your chance to 'be' one of those English-accented Imperial officers out of Star Wars – the ones with grey uniforms who get promoted to Admiral and then, five minutes later, collapse to the floor clutching at their throats.

Force Commander is, in essence, *Command & Conquer*, except instead of commanding the GDI you command the Emperor's troops. (You get to command the Rebels too, but they lack that evil chic.) By building bases, moving troops around and exploring the map you've got to spread the influence of the Dark Side across the galaxy. A-ha-ha-ha.

HOTH STUFF

Real-time strategy fans will find all their favourite features present and correct. You can surround your base with gun turrets, group stormtroopers and AT-STs together into fighting units, and infiltrate enemy buildings.

The big difference is, though, that LucasArts have decided to do the whole thing in 3D. So you can zoom the camera down to ground level and look your AT-ATs right in the eye, then swing round to observe the action from the best vantage point. But, sadly, this is where things go awry.

For a start, the last thing you want to be doing during heated blaster exchanges is playing with camera angles. What you want is a good, old-fashioned bird's-eye view that shows you as much of the battlefield as possible. Also, because all the units are built out of polygons, it's pretty demanding on the old white box, so unless you've got one of the latest 1,000,000 GHz uberPCs you'll find it gets rather choppy at times. And worst of all,

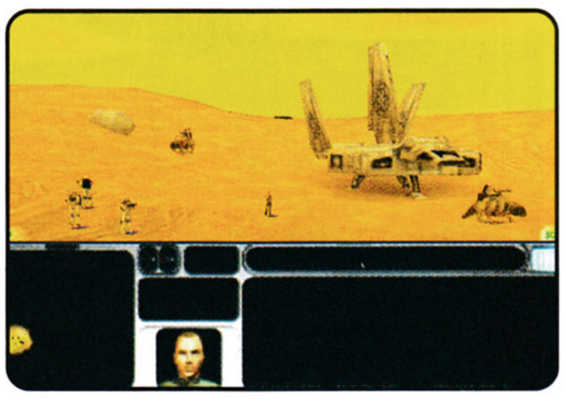
Softography

These guys have also made...

The Phantom Menace	75%
Episode One Racer	88%
Grim Fandango	92%
X-Wing Alliance	92%
Jedi Knight	90%
X-Wing vs TIE Fighter	92%

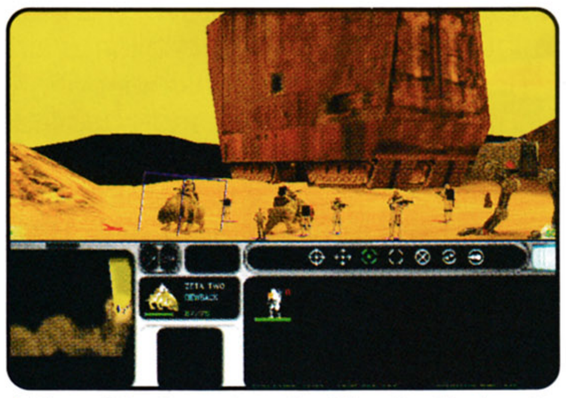
Look Sir, Droids!

For some reason the training mission produces a really heavy case of déjà vu!



▲ You're in command of some stormtroopers searching for an escape pod.

▲ Once on the surface of the desert planet you find some tracks in the sand.



▲ The trail leads to a Jawa Sand Crawler. No sign of the robots, though.

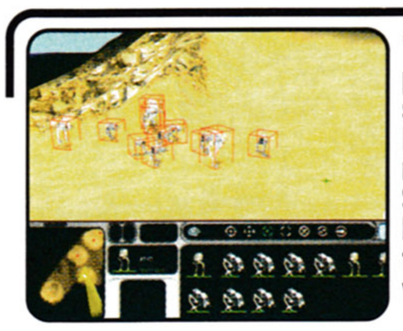
FORCE COMMANDER

Gngh!

Force Commander might have some nifty features and instant *Star Wars* appeal, but it'll still have you rattling your lightsabre at the screen.

"Nooo! My troops are being totally slaughtered and you're showing me the inside of this rock. Why, why, why?!"

"Fools! I said attack, not walk round in circles trying to get past various bits of scenery. If you want a job doing well..."



"Doh! I'm paying you to shoot the Rebels, not that mountain!" Still, must be hard to see in those big, white helmets.

despite the camera's disorientating attempts to swing round and avoid bits of scenery, the view's constantly getting obscured by buildings.

JEDI MIND TRICK

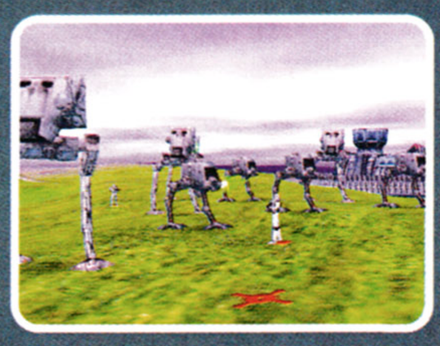
Your stormtroopers and AT-ATs seem similarly confused. Command them to attack and as often as not they'll get stuck behind the nearest mountain, or shoot ineffectually into the hillside, or just walk round in circles. Other times they'll march straight though buildings as if they weren't there.

And while we're at it, other annoyances include a stingy 60-unit limit that rules out massive *Empire Strikes Back*-style assaults, an amateurish control panel that obscures a third of the screen with black space, a map that forgets about enemy buildings you've discovered, and a diabolical grunge remix of the Imperial March that would have John Williams turning in his grave (if he were dead).

I'm So Bad!

The best thing about *Force Commander* is that you get you hands on that lovely Imperial technology. But which is the best unit in the game for dealing out some serious firepower to the Rebel scum?

▲ Stormtroopers are your basic cannon fodder. Nasty, but dim.

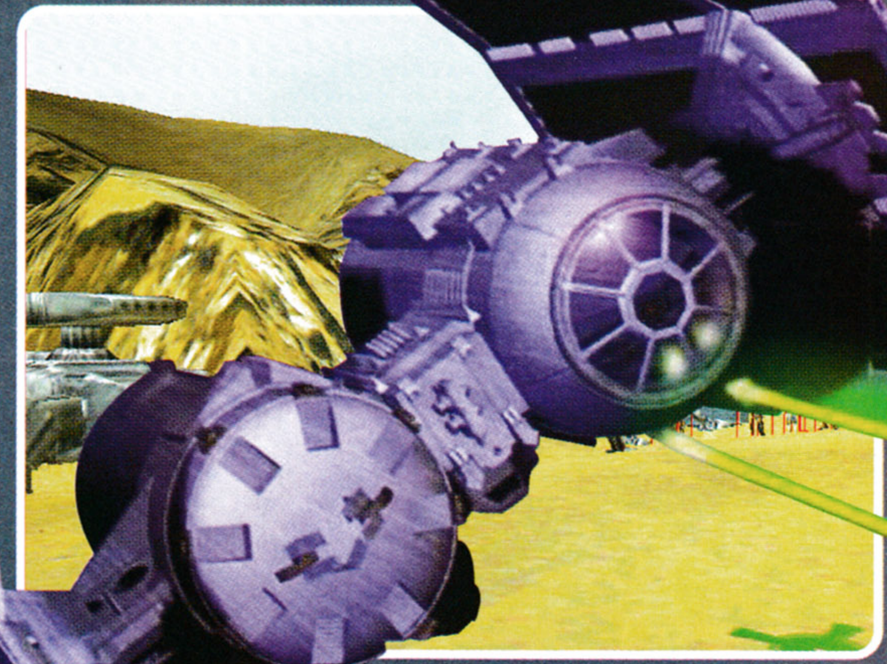


▲ AT-STs and AT-PTs are more like it. They make scary clunking noises.

▼ TIE Fighters and Bombers make the best noise of all as they fly by.

▼ The ultimate in badness, though, has to be the enormous AT-AT.

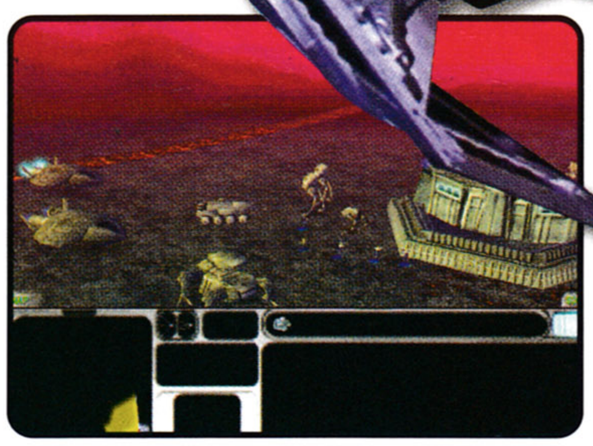
Rebel troopers are just too nice, somehow. They probably take prisoners, and use the stun setting.



This is all a grievous shame, because *Force Commander* includes some nice ideas. For example, instead of gathering minerals to build units, you earn command points by killing baddies. The more command points you earn, the more extra units you can radio in from the orbiting Star Destroyer. And, like in *Warzone 2100*, units gain battle experience, so you can carry your best ones over from mission to mission.

And, of course, *Force Commander* is almost worth buying just so you can

... build bases, move troops around, explore the map and spread the influence of the Dark Side across the galaxy...



▲ You still have that *C&C* satisfaction of watching your base grow into something truly awesome.

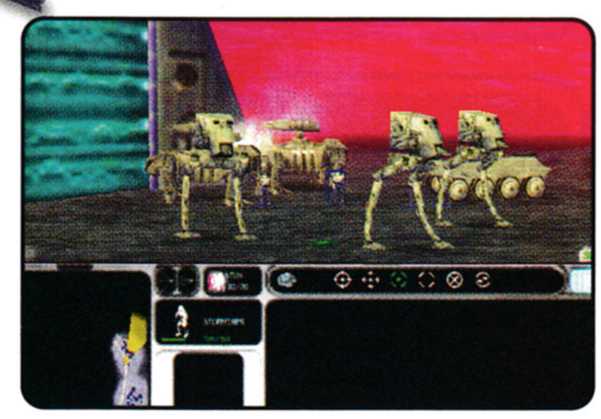
make stormtroopers say "You there! Freeze!", and send AT-ATs stomping through crowds of Rebel scum. The cutscenes are some of the best in the business too.

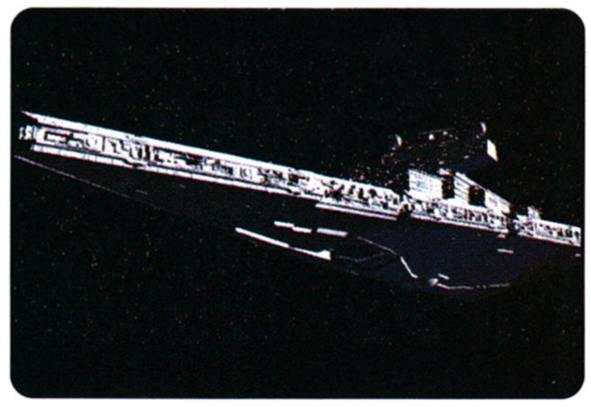
Oh well. If they'd only stuck to 2D, and done *Starcraft* but with *Star Wars* units, *Force Commander* could have been real-time strategy heaven. Instead it's a big pile of fun, but in an unsatisfactory *Episode 1* sort of way.

Factpack

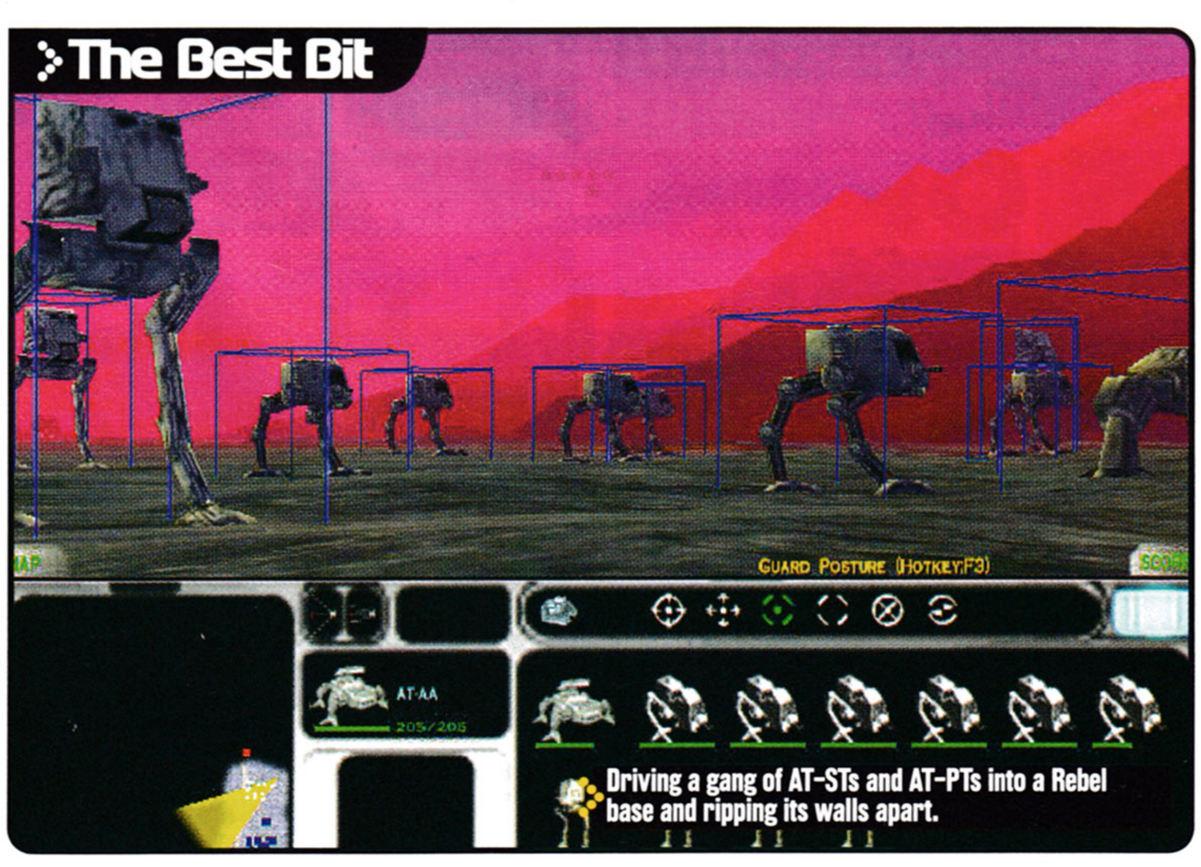
The stuff you need to know...

Unit Types	38
Building Types	19
Max Units Per Side	60
Best Side To Play	Dark





The Best Bit



Driving a gang of AT-STs and AT-PTs into a Rebel base and ripping its walls apart.

Judgement

GRAPHICS Lovely to look at, but the 3D's a nuisance when you're trying to command.

GAMEPLAY Despite some nice touches it's a flawed take on the age-old *C&C* formula.

LIFESPAN There's plenty to get through if you stick with it, though your patience may run out.

It's *Star Wars*, so you really want to love it, but the over-ambitious graphics and limited units lob a bomb into its reactor core .

Overall

65%

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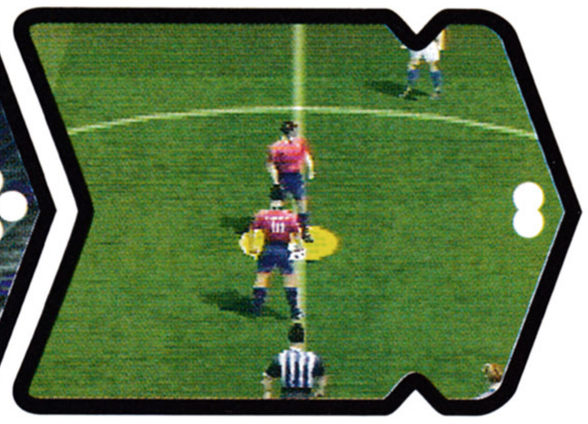
REVIEWER

Nick Jones



OUT: NOW

FORMAT: PLAYSTATION
PRICE: £35

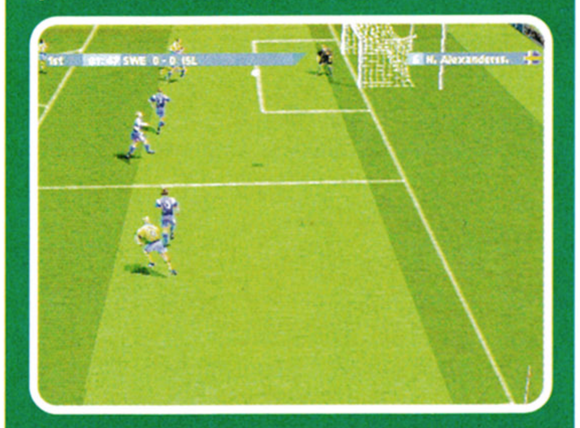
DEVELOPER: EA SPORTS
PUBLISHER: EA SPORTS

SPECIAL FEATURES: MULTITAP
OTHER FORMATS: PC

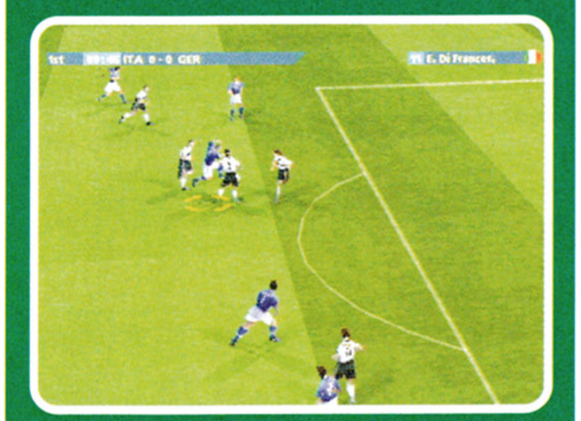
CALL: 01932 450 000
PLAYERS: 1-4

Eat My Goal!

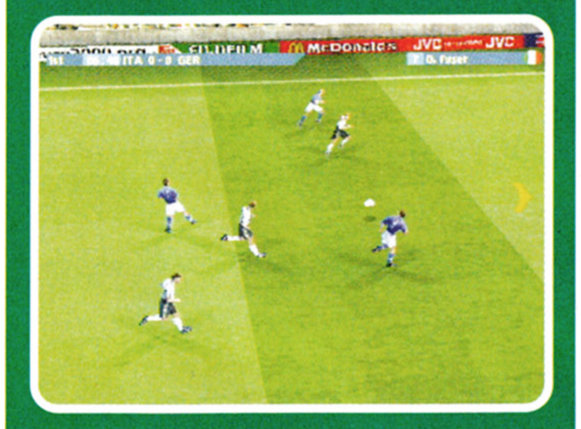
So *Euro 2000* is practically the same as *FIFA 2000*? To test our theory we tried out three easy methods of scoring which any dedicated *FIFA* player will know all too well. With goals coming this easy, it should be no problem bringing back the silverware for your trophy room and polishing your oh so fragile egos too.



▲ The Shearer. Play a through ball down the wing to a forward. Sprint into the corner and press ◎ then hold down ◎ to score.



▲ The Zola. Pick up the ball in midfield and run in a straight line towards goal. If any players attempt to tackle you just side-step and shoot.

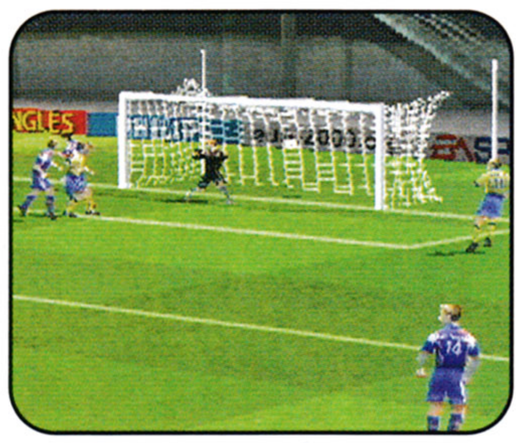


▲ The Ronaldo. Just run at the defence with a midfielder, hit a through ball to one of your strikers, accelerate and shoot.

▲ Hey, real player names, TV-style presentation and commentary from Motty does not make a great game.

The European **Championships are almost** here. So **how many games** can climb aboard **the gravy train?**

Euro 2000



Sadly, it looks like the only way that England will head to European Championship glory this summer is if they do it via your PlayStation.

Fortunately for us, EA have kindly given us the chance to do just that with *Euro 2000* – the officially licenced championship game.

BACK TRACK

Let's just start by saying that this is in no way a new game. You may be charged full price but what you are getting is *FIFA 2000* with strangely less. For your money you get the stadiums from the championships and up-to-date player listings. And that's about it. Hang on, you do get an intro movie with Paul Oakenfold in it, a title track provided by said 'king of the decks' and a nice picture of the European Trophy on the opening menu of the game. Now if that's not worth another £30 of anyone's money, then we don't know what is.

Softography

These guys have also made...

FIFA 2000	78%
FIFA '99	90%
World Cup '98	68%
FIFA '98	68%
FIFA '97	76%
FIFA '96	62%

SAME AGAIN PLEASE

Don't be fooled – *Euro 2000* is almost identical to *FIFA 2000* which means, if you've got any sense, you'll know that it's still inferior to Konami's sublime *ISS Evolution*.

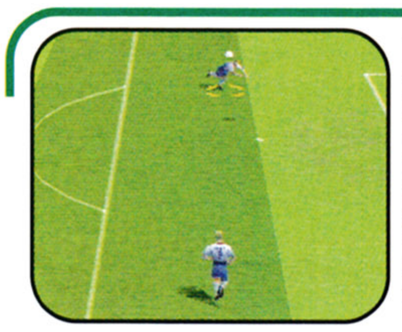
If you haven't got one of the previous umpteen *FIFA* games then *Euro 2000* is a decent enough footie title – marred only by the fact that it plays nothing like the game of football. Ping the ball up the field with terribly unresponsive players and shoot. And score. No need for any skill. *FIFA*, ahem, *Euro 2000* is for people with no idea of how to play the beautiful game.

And, as a final point, don't forget that you can set up the European Championship in *FIFA* already! In fact we're off to write to Anne Robinson now – somebody do something!

The Academy!

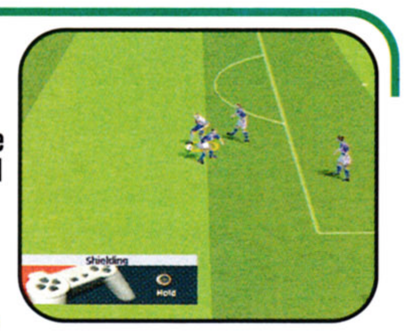
You can learn how to play *Euro 2000* with Mark Lawrenson's very own skills academy which will give you everything you need to win.

Start with the basics – the shot. You then move onto simple passing, one-twos and finally Ryan Giggs skills.



The easiest way to score in *Euro 2000* is with the cross. Get to the byline, centre the ball and either head it or volley it.

Practice shielding the ball from defenders. The trick is to hold them off and pass the ball or move to take a shot.



The Best Bit

Even if it happens in almost every game, the buzz you get from the overhead kick is still lush.

Judgement

GRAPHICS Good player animation but they do tend to skate around above the pitch.

GAMEPLAY The old tired and trusted *FIFA* formula. Nothing new for diehard fans then.

LIFESPAN You won't be playing it much once the actual tournament's ended.

A total rip off – *Euro 2000* is no more than *FIFA 2000* with the European Championship licence and few extra stadiums thrown in.

Overall

30%

REVIEWER

Jamie Dolling

OUT: NOW | **FORMAT:** NINTENDO 64 | **PRICE:** £50 | **DEVELOPER:** KOEI | **PUBLISHER:** KOEI | **SPECIAL FEATURES:** RUMBLE PAK | **OTHER FORMATS:** NONE | **CALL:** 01703 652 222 | **PLAYERS:** 1-4

Multi-task!

One of the things Koei has made a big fuss about is the movement Jean-Luc is capable of. Apparently he can do 350 different things...

Jean-Luc is king of the crouch. Ducking snipers with zero splash of arse rippage. Yes, he can do it all.

Backs against the wall, fellas. Jean-Luc likes nothing better than rubbing up against a flat surface, ready to leap out and fire.

From the standing or crouching wall rub, a tap on the right shoulder button spins your man out into battle.

▲ In this sort of close range combat, you can resort to hand-to-hand combat rather than using a gun.

Get **lowdown and sneaky** with the **SCAT man** in a bid to – you've guessed it – **save the world!**

Winback

Covert Operations

The Crying Lions have seized control of GULF and SCAT have had to be called in. Worried? You should be, because you're bouffanted mincer Jean-Luc Couger and it looks like saving the world is down to you.

Who are the Crying Lions? They're terrorists, you fool. As for GULF, it's that mighty orbiting space laser. And SCAT? Come on, they're the Strategic Covert Actions Team. Keep up. You're going to need to be on your toes for this one, soldier – but sometimes for all the wrong reasons.

BIG COMPANY

Winback seems to think it's a *Metal Gear Solid/Syphon Filter* contender, what with its sneaky ways and third-person perspective, but it soon becomes clear that there's no way on God's Earth that it will ever measure up to such gaming titans. While it looks passable and plays well enough, there are controller, AI and camera problems that bring tears of disbelief to the eyes.

PROBLEM CHILD

Why? Well, when was the last time you saw an anti-terrorist operative who couldn't navigate a wheel arch while sidling along a truck? Or feel he couldn't combine the shooting and running parts of his job? Add to that bad guys who stand and wait to die as you pop up from behind a crate time and time again, and a camera that is a disorienting and upsetting law unto itself. Which is a pity, as *Winback* feels fairly realistic and sports some nice touches, such as the ability to spin around corners and take terrorists out by using the element of surprise. But – let's face it – with *Perfect Dark* nearly with us, N64 owners would be forgiven for suspecting that deep down Koei think they're all a bunch of mugs.

Softography

These guys have also made...

Destrega	77%
Ark of Time	70%
Dynasty Warriors	79%
Romance of the Three Kingdoms	90%
PTO2	81%

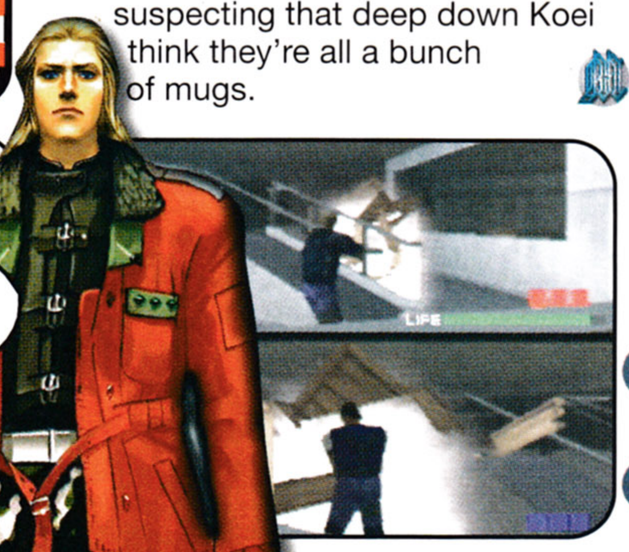
Splitter!

Like *Syphon Filter 2*, *Winback* includes a multi-player mode. In fact, it boasts five different games. Oh, and they all smell.

▲ You'd think the Deathmatch could work, but in the third-person it just doesn't cut it.

▲ Other multi-player games are oddly elaborate and mostly involve shooting cubes. Why?

OPERATION WINBACK ABORTED...



Red – the only choice for the camouflage expert.

When *Winback* works, it really works, and the whole jumping out and gunning someone down thing can rock. Pity about the rest.

The Best Bit

Judgement

GRAPHICS While bland, the graphics are acceptable. But don't expect anything special.

GAMEPLAY Sneaking around rates as big fun on a console, so why have Koei buggered it up?

LIFESPAN About as long as Jean-Luc when the camera goes walkabout in the middle of the action.

The old adage "I wouldn't touch it with yours" comes to mind, but to give it its due, if you persevere, *Winback* does get better.

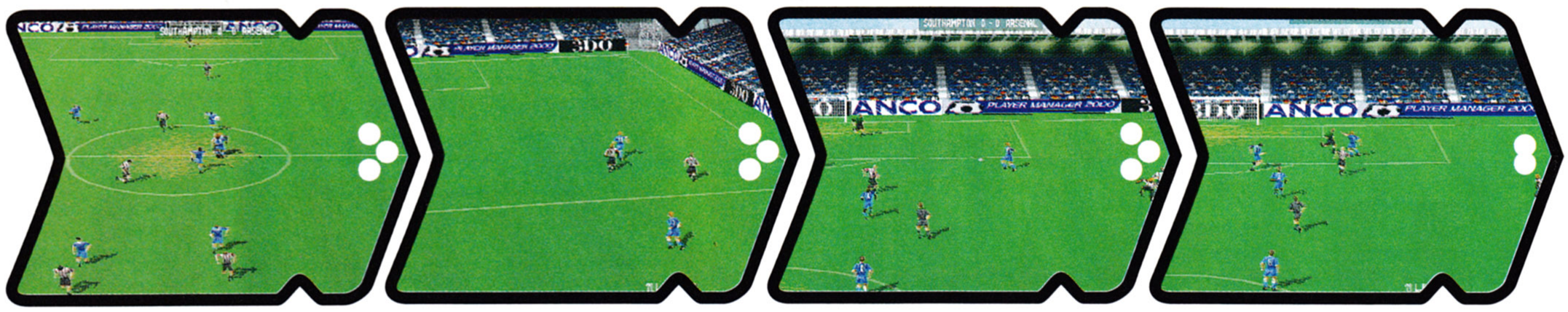
Overall

60%

PLAYER MANAGER 2000

REVIEWER

Tim Weaver



OUT: NOW | FORMAT: PLAYSTATION | PRICE: £30 | DEVELOPER: ANCO | PUBLISHER: 3DO | SPECIAL FEATURES: NONE | OTHER FORMATS: PC | CALL: 0208 296 1949 | PLAYERS: 1-2

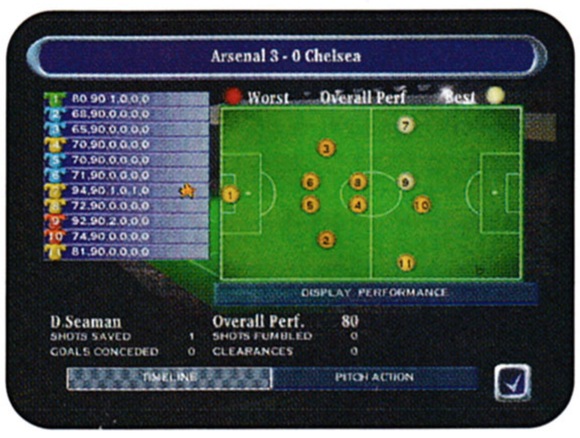
Talk Tactics!

PM2000 provides a brain-numbing amount of team tinkerage but, because you can't actually involve yourself in the financial side of things, you're just left with management, rather than contracts, gate receipts and spending – possibly a good thing. We at GM, however, prefer showing off our business brains!

▲ You can have a gander at fixtures and league tables any time you fancy. Here, The Arse are dealing out some footballing justice.

▲ As well as deciding on tactics and the like, you'll also have to sort out players' contracts and go for a ride on the transfer market.

▲ Tactics are brilliantly dealt with in *PM2000* and allow for plenty of invention. How about a 3-3-4 all-out attack? Nah, didn't think so.



▲ Check out the overall performance of your players, identify any weaknesses and alter things accordingly. Looks like you need some new strikers mate!

It's got an illustrious family history, but can Player Manager 2000 possibly deal with the might of LMA?

Player Manager 2000

Back in the days when the all-conquering Amiga wasn't just attic furniture, developers Anco wowed the world with ace footie sim *Kick Off*.

Its lighting fast pace and deft touch meant it was the only serious competition to *Sensible Soccer*.

Sadly, with their *Player Manager* series, Anco haven't really recaptured the magic of their past successes, and this latest update – *2000*, y'know – just goes to prove as much, looking cumbersome and old next to the recent earth-shattering brilliance of *LMA Manager*.

LOADING TIMES

The main cause for woe are the excruciating loading times. Whereas *LMA* was designed specifically for the PlayStation, *PM2000* is a PC management sim shoehorned into a console, so, prior to almost every selection, there's a hefty wait as the game loads in the data it needs. And, crushingly, you can't jump from one match to the next. Instead, you have to sit back while the game moves s-l-o-w-l-y from day to day.

TACTICS

It's a bit of a shame because, although the interface is fiddly and awkwardly PC-like, tactically *PM2000* is pretty good. Bizarrely, you can't actually tinker with your tactics or formations until match day, but there's some neat ideas in here, including dividing the playing field into 'squares' in order to make player positioning that much more precise.

Trouble is, *PM2000*'s loading times make it agony to play, and with all the chin-scratching that already exists in a management game, you don't need life made any harder.

Softography

These guys have also made...

Kick Off	82%
Kick Off 2	80%
Kick Off 3	78%
Goal!	56%
Player Manager	78%
Player manage '99	83%

High Point!

The game's matches come in one of three flavours: Scanner, Commentary or Highlights. Each have their own ups and downs.

The Scanner provides a possession-o-meter, and text commentary. Not very friendly, but seriously easy to use.

Commentary has a top down view of the pitch, and a feature where you can study a single player's game throughout.

Undoubtedly the best way to view proceedings, the only problem with the Highlights is that they're so slow.

The Best Bit

The ace tactical grid system, where you can choose individual players' positions and the runs they're likely to make. Top notch.

Judgement

GRAPHICS Adequate but dull menus that do the job, plus the match highlights are quite good.

GAMEPLAY Fiddly and hard to navigate at first, but it's huge and comprehensive.

LIFESPAN This could go on forever – question is, can you handle those loooong load times?

PM2000 has enough stats to keep any football fan happy, but it's distressingly slow and, eventually, frustrating.

Overall

69%

OUT: NOW | FORMAT: DREAMCAST | PRICE: £40 | DEVELOPER: ZED TWO | PUBLISHER: TAKE TWO | SPECIAL FEATURES: VMU | OTHER FORMATS: PC, N64 | CALL: 01753 854 444 | PLAYERS: 1-2

Water, the essence of life... Sure it's good, but is it fun to play with? Well, grab your snorkle, it's...

Wetrix

In Deep Water!

The longer you manage to keep your water on the playing field the higher score you get. Simple.

Who would have thought that messing around with a puddle could be so much fun? I feel like a duck – how about you?

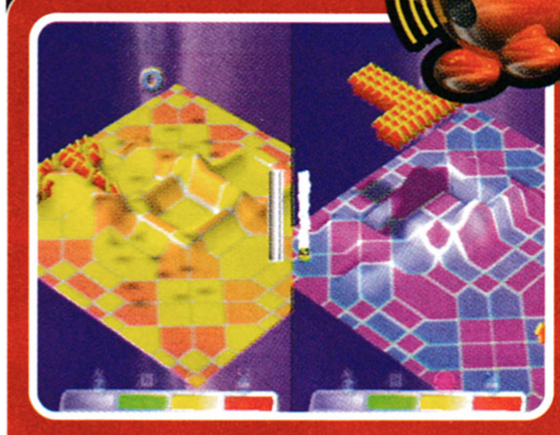
While retaining water is not always a good thing (...ask your mum), it's the whole point with this aquatic challenge!

Dreamcast owners can finally look forward to a puzzle game that'll keep them glued to their sets.

Most developers have been busy creating mainstream, next-gen games for DC, but Zed Two have taken a different route and rattled out a conversion from the PC of the wettest puzzler ever. Which, considering the game's original popularity, may well be a sensible move for the company.

The graphics are not the number one priority within this genre. While the they certainly do not provide the usual DC quality, the gameplay more than makes up for this. While it can be difficult at times to manoeuvre the falling pieces in 3D (especially on harder levels) *Wetrix* still offers many hours of puzzling delight.

Wet Work!



▲ As so often before you'll get the most out of *Wetrix* if you challenge a mate. Just drop some bomb attacks on him and he's history!

Judgement

GRAPHICS The effects are clean and smooth but, to be honest, *Wetrix* is not a visual masterpiece.

GAMEPLAY It can be really hard to judge where the water is going thanks to the odd perspective.

LIFESPAN Can last for months with a mate, but has a tendency to get boring on your own.

Wetrix is a decent enough puzzle game worthy of your attention but it's a PC conversion rather than anything new.

Overall 74%

REVIEWER: Andreas Olsson

OUT: NOW | FORMAT: PLAYSTATION | PRICE: £30 | DEVELOPER: RADICAL | PUBLISHER: ACTIVISION | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 0207 533 1400 | PLAYERS: 1

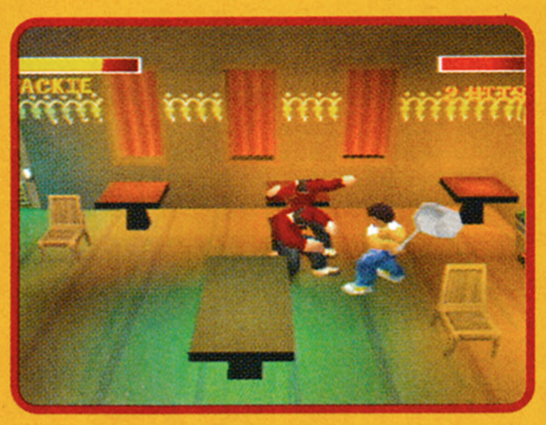
I am Jackie Chan! And I am a martial art Stuntmaster... No, I said Stuntmaster!

Jackie Chan's Stuntmaster

Improvise!

Just like the Chanster does in the films, you must use all that is around you to battle the bad guys. Flip those tables, wield the odd pan and knock down the occasional roof. But despite all these neat touches the whole thing feels like an old-skool scrolling beat-'em-up – which is never a good thing.

▲ Jackie re-arranges the furniture and then re-arranges a bad guy's face. What a hero!

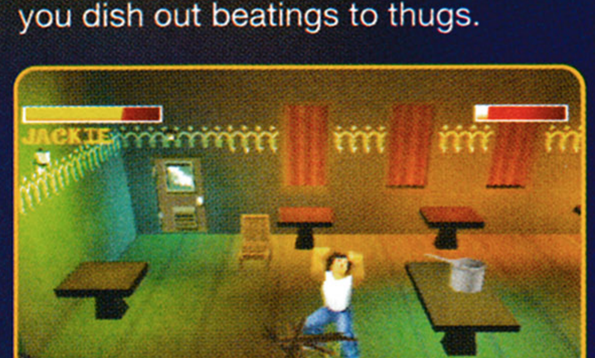


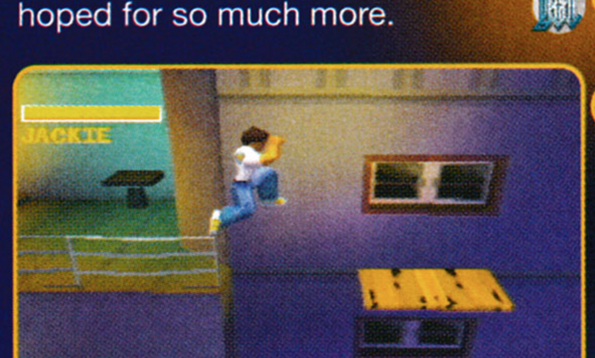
▲ Here's the cheeky chappy quite literally panning someone's face in. Kung Fu? Kung Fool more like.

It's everybody's favourite Kung-fool, Jackie Chan, in a videogame – how could it possibly go wrong?

Taking a cartoony approach to the martial arts, Jackie tumbles his way through a 3D adventure. Our man has to rescue his grandad who gets nicked by some dodgy types (and a clown). It's partly a platform title involving clambering over roofs for dragon pick-ups, while on the ground you dish out beatings to thugs.

The whole thing looks like its made of marshmallow which helps keep the tone 'happy kung-fu'. However, while trying to simulate a nimble and dextrous performer the whole thing falls short and ends up a bit frumpy. Jackie has got this strange square head and the kung-fu ends up being more Rusty Lee than Bruce Lee. Despite the nifty set pieces it really lacks punch. Bouncing off the walls is fun for a while but we'd really hoped for so much more.





▲ Slip sliding away! The stuntmaster takes a corrugated short cut to the courtyard below and misses the dragon token completely. Doh!

Judgement

GRAPHICS Everyone looks like they are actually inflatable. A bit flabby and bland.

GAMEPLAY Not the most chipper, but bouncy enough to earn a serious fun rating.

LIFESPAN Not the longest in the world, and it's a bit too linear for big replays.

It's not awful, it's not great. It's decent enough to benefit from Jackie's star quality and we had some big fun for a while.

Overall 65%

REVIEWER: Dave Harrison

Dreamcast

OUT: MAY FORMAT: PLAYSTATION PRICE: £40 DEVELOPER: EIDOS PUBLISHER: ACII

Sword Of The Berserk: Gut's Revenge

Chop things into tiny bits with a honking **great sword.** Berserk!

▲ Whoa mumma! One of the local townspeople succumbs to the virus and whips you arse, literally!

▲ Yet more of the ol' red stuff spurts about as our hero runs a pike bearer through.

There's nothing quite as satisfying as a videogame that really allows you to let rip and watch the blood fly.

Not that we condone such violence, obviously, but by heck, it isn't half fun. *Berserk*, though, is just such a gory experience.

CLEAVER HEAVER

Equipped with a *massive* sword, the game lets you hack and slay your way through legions of mutated bad guys, with truly gruesome results. Arms fly off, heads are cleaved in, and absolutely buckets of blood are thrown around. Good fun, no? Well, in the short term, certainly, but *Berserk* gets too repetitive too soon, which is a shame.

Like a medieval *Resident Evil*, *Berserk*'s plot concerns itself with a nasty plant – the Mandrake – that mutates everyone who comes into contact with it. It's a neat plot, but it doesn't quite make up for the fact that the game is basically a load of extended cutscenes – some go on for about 25 minutes – linked by the aforementioned combat levels. So you'll be playing for five minutes, watching for 15, and the game carries on in this fashion till you finish. It's intriguing, and initially good fun, but *Berserk* is ultimately too shallow and limited to hold your attention.

Slice 'n' dice!

Combat in *Berserk* is a bloody and furious affair. Here's how it works...

There's two attacks – a 'swing' and a 'chop', Holding down a button lets you 'charge' the swipe for extra damage.

Look at the blood fly! Do enough damage in a battle and you'll go a little sword-happy and red eyed.

When this happens, you've only got a certain amount of super deadly time before you revert to 'normal'.

Judgement

GRAPHICS	Lovely cutscenes and detailed gore. This 'uns a looker all right, and a nice one at that.
GAMEPLAY	Not much to speak of – you watch a cutscene, you have a fight, and so on.
LIFESPAN	It's great fun to begin with but you'll probably be bored before too long.

A simple idea and a great plot help, but *Berserk* is ultimately too simple and too repetitive to really endear itself to you.

Overall 63%

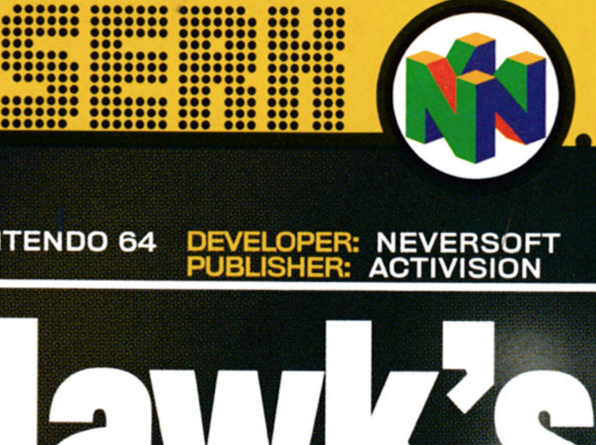
REVIEWER: Dave Harrison

OUT: NOW FORMAT: NINTENDO 64 PRICE: £40 DEVELOPER: NEVERSOFT PUBLISHER: ACTIVISION

Tony Hawk's Skateboarding

Tony Hawk **skates on over** to the **N64 with a pile** of street style.

▲ Grab your board and pull some spine snapping stuns while you're airborne.



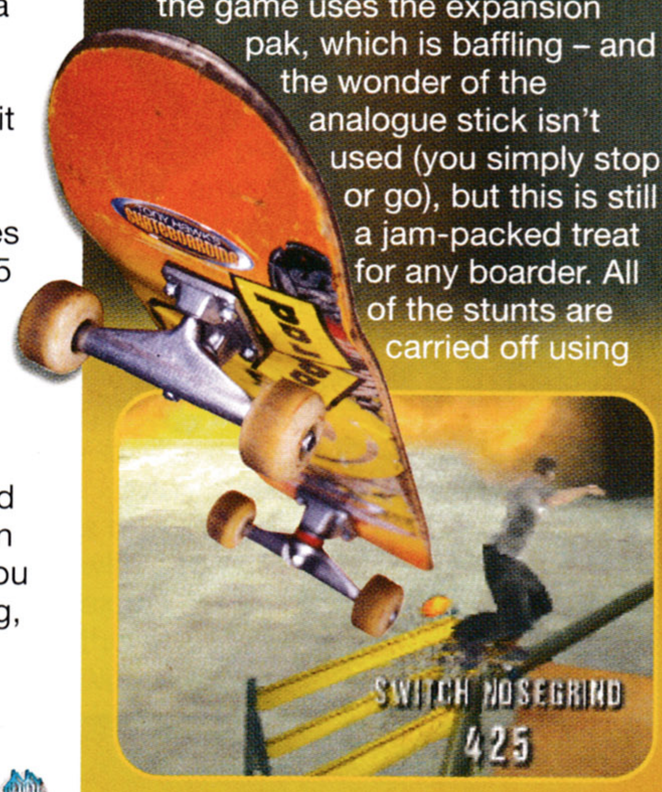
▲ Hey, that limp wristed flapping isn't going to stop you going down the other side face first.

So the PlayStation hit makes it's way over to the N64. And not before time as it's a darn good game, this skateboarding thingy.

But how does it fare on Nintendo's wonder console? Is it a big hit or a wipeout?

Well, actually, it's great. Admittedly, the graphics are a little fuzzy round the edges– even though the game uses the expansion pak, which is baffling – and the wonder of the analogue stick isn't used (you simply stop or go), but this is still a jam-packed treat for any boarder. All of the stunts are carried off using the C-buttons and directional twirls, and you've actually got *more* control than in the PlayStation version.

Of course, with the N64 having both *Wave Race* and *1080 Snowboarding* to choose from, *Tony Hawk* can't quite live up to the high stunting standards set by these two classics. But it's a great game nonetheless.



Judgement

GRAPHICS	A little blurry and muddy at times, but the general animation is still good.
GAMEPLAY	Some top stunt and race action, but that's all there is to it, really.
LIFESPAN	Not bad at all – the various two-player modes are great fun too.

Comes in third place after the likes of *Wave Race* and *1080, Snowboarding* but is still a great stunt-based game with big air.

Overall 84%

The whole world's one great big stunt park and you're against the clock. Get skatin'!

REVIEWER: Jes Bickham

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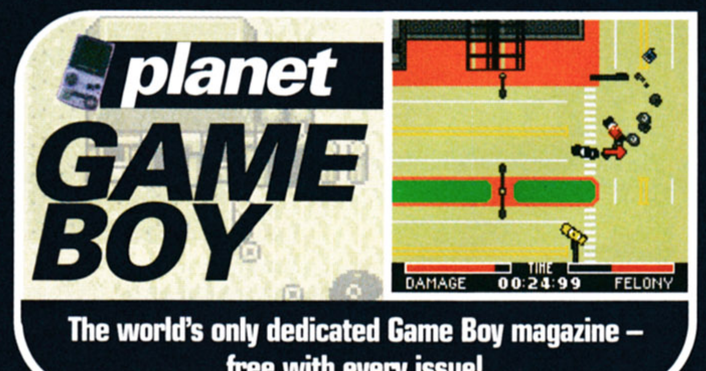

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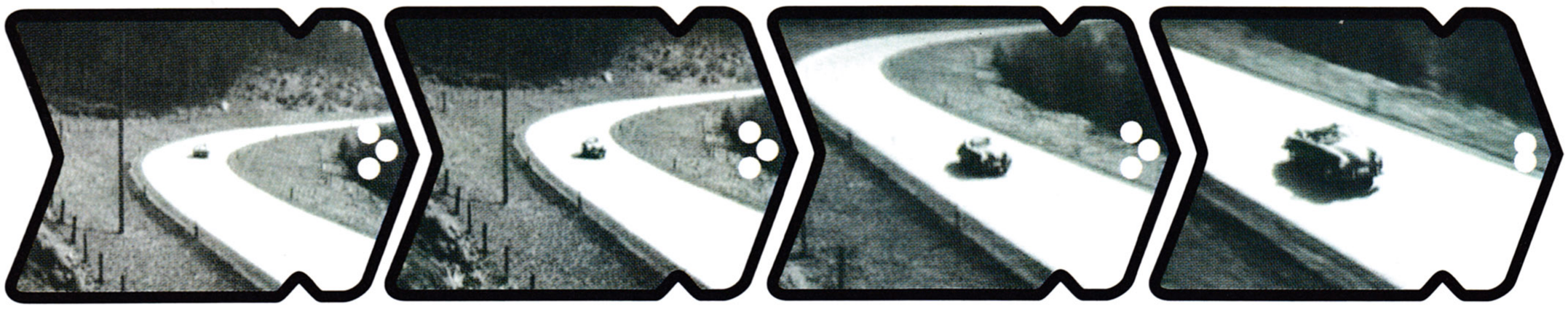
REVIEWER

Alex Bickham



OUT: MAY | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: PC | CALL: 01932 450 000 | PLAYERS: 1-4

Motor-Roller!

Never has there been such an expensive line-up of cars for you to trash in one game. Just look at the sheer selection on offer!

The 550 A, or Spyder, was pretty powerful for its time – built in 1956, it chugged out a decent 135 bhp.

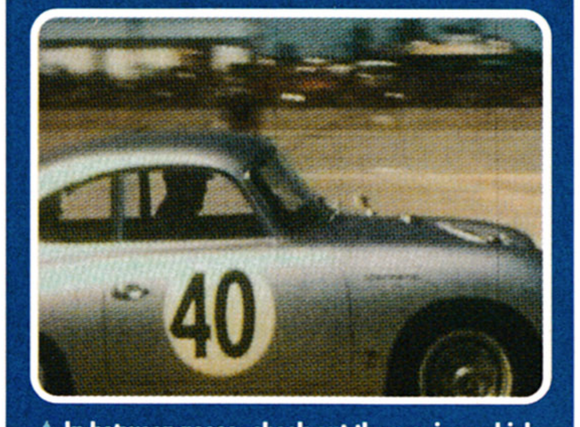
Mmm... check out that 80's styling. The Porsche 924 turbo rockets along like a good 'un at 143mph. Make way!

Now this is what we all aspire to... the y2K Porsche 959 – 450 bhp? May as well strap fins on and call it a rocket.

Decisions...

Quick race? Capture the flag? Mad-cap cop-chase? Mumph! There's certainly no shortage of neat stuff to do in *NFS Porsche 2000*, and there's plenty of interest for both short-term and more committed players.

▲ Visit the showroom in Evolution mode, and drool over the cars you initially can't afford.



▲ In between races, check out the movies, which consist of footage of classic Porsches.

Need for Speed Porsche 2000

Finally a chance **to drive Porches** super fast **and smash 'em** into things! **Woohoo!**

The Need For Speed games have never been known for their startling quality.

Shame really, as they've contained some neat features, such as police chases, that other games have used to great effect.

CAR-NAGE!

But what have we here? A *Need For Speed* game that, despite the sickly pedigree, is pretty good fun. This outing, as the title suggests, is completely dedicated to the world of Porsche vroomers. There are stacks of cars to drive, dating back from the fifties onwards, and all the vehicles handle accordingly. Taking a 1962 356 Coupe for a pootle around town is, as you'd expect, a hugely different experience from ragging it around the alps in a turbo 944.

The first thing that strikes you about the game is just how many ways to play there are. You've got oodles of different race types, including a sort of *Gran Turismo*-on-a-diet progressive game, where you constantly upgrade cars and buy new ones. There's also the rather neat Factory Mode, where you hop into a car-tester's shoes and put juicy new motors through their paces.

IFFY

Lawks a mercy! Plenty to do then, and tons of four-wheeled furies to do it with. But despite the great graphics (better than *Gran Turismo* in places!) and the sheer amount of options, it's still a little bit bloodless, due to the cars' clinical handling – you just don't get that power-slide-mungous feel that you get with more arcade inspired driving games – like the *Ridge* series.

Ultimately, a brave effort with a ton of extras, make this a worthy driver.

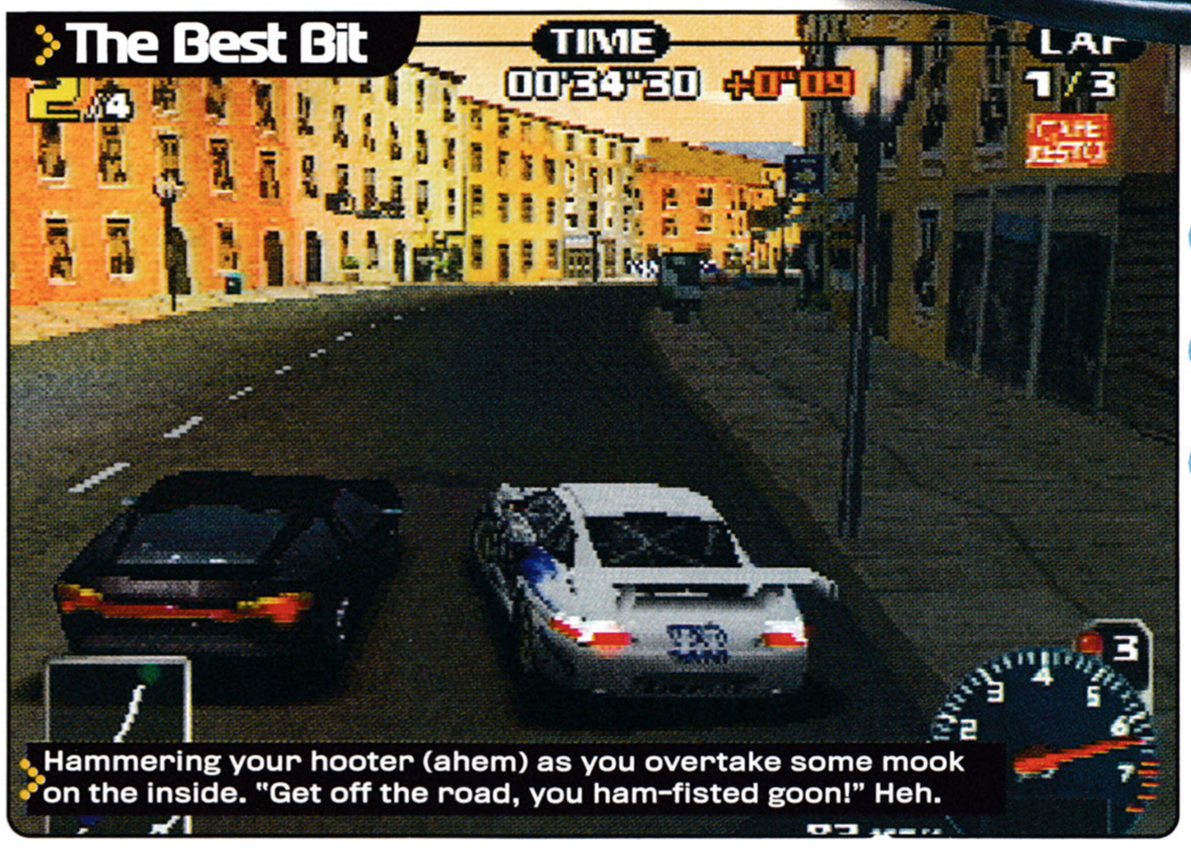
▲ Call the cops! Well no need to really seeing as they're sitting right behind you!

Softography

These guys have also made...

Need for Speed 2	70%
Need for Speed 3	73%
Sports Car GT	%
Nascar 2000	50%
V-Rally 2	91%
F1 2000	80%

The Best Bit



Hammering your hooter (ahem) as you overtake some mook on the inside. "Get off the road, you ham-fisted goon!" Heh.

Judgement

GRAPHICS Graphics: Pretty damn sharp, as it goes. Things move at a great pace too. Nicely!

GAMEPLAY You're smothered in a big fluffy duvet of options, but the racing could be more fun.

LIFESPAN If you get on with it to begin with, you'll get a whole lot out of this title.

Fast, flighty and fun, but lacking that special something that makes *Gran Turismo* such a blast. Worth it if you're after a new racer.

Overall 84%

REVIEWER

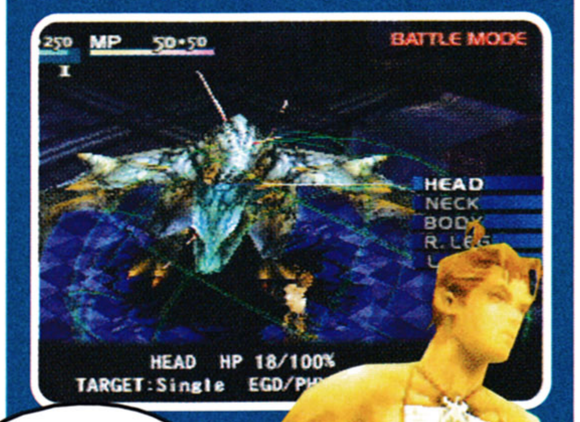
Andreas Olsson

OUT: JUNE | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** SQUARESOFT | **PUBLISHER:** SQUARE EUROPE | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 0208 968 8088 | **PLAYERS:** 1

Armless Fun!

The Target Dom combat system is real smooth. Just tap the attack button, the game pauses and a wireframe sphere appears. Choose one of the opponent's limbs and attack!

▲ The whole battle system is far more action orientated than most RPGs and requires a thoughtful approach to attacking your opponent.



▲ Once you've identified the body part you'd like to have smashed in, Ashley goes for it!

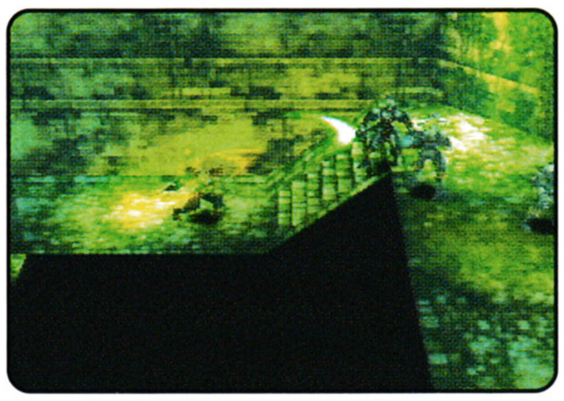
Is it worth **the effort of playing** a game in **medieval Europe** with some dodgy **west-country accents?**

Vagrant Story

Metal Masters!

Just like a blacksmith you can forge your own weapons. The different combinations seem endless!

▲ Hey feel like you've got a short hilt? Don't worry...



▲ ... with a fiddle here and a tinker there you can enlarge the size of your weapon and its effectiveness.

▲ You have a whole world of weapons at your disposal so you must choose wisely... or suffer!

GAMING MASTERPIECE

There are not many companies that can display a track record like Square's. They're already one of Japan's most important software developers, but they still have to do some pretty heavy work to grab the number one slot here in Europe. And with games like *Vagrant Story* they look set to achieve this goal. It's absolutely great!

IT'S A RIOT

The hero of the game is Ashley Riot, an agent for the Valendia Knights of Peace's elite Riskbreaker unit. He's caught up in the middle of a brutal war between the Knights of the Crimson Blade and the Mullenkamp Cult in the city of Lea Monde. As if this wasn't enough Ashley is the prime suspect for the murder of Marquis Bardorba. So it's up to you to prove yourself innocent and discover the truth behind the murder. All evidence points at Sydney Losstarot, the cruel leader of the Mullencamp Cult. The story soon spins on to something much bigger than a simple murder plot as more and more characters get involved.

COLONEL MUSTARD

Don't expect *VS* to be a game of *Cluedo*, oh no it's much more like a *Medieval Gear Solid*. The actual gameplay is a hybrid between action, adventure and RPG. While there was a lot of sneaking around in *MGS*, *VS* is more about running into room after room and slaying whatever's inside then recovering some info to build up your level. The game is highly linear and all fighting is done in real-time. Don't expect this to be a simple hack-and-slash-title, though after all it's from Square.

The combat-system is reminiscent of the one used in *Parasite Eve*, but the concept has been developed further (see Armless Fun). The genius of this attack system is just one of *VS*'s many complex yet user-friendly

Softography

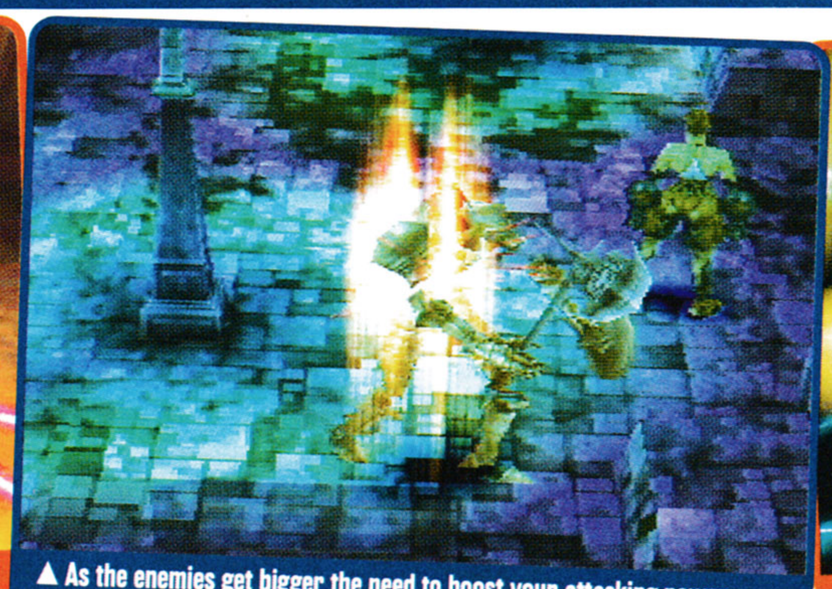
These guys have also made...

Final Fantasy Tactics	90%
Final Fantasy 8	97%
Parasite Eve	91%
Saga Frontier 2	86%

Grim Grimoire!

As you progress, the enemies will drop pages from the legendary spell book Grimon. Each page contains an incantation, which you can use on the thugs that happen to be in your way.

▲ You can't have a good goblin worrying game without a bit of magic. It would be like having Ben without Jerry or Toni without Guy.



▲ As the enemies get bigger the need to boost your attacking power increases. You'll need the speed of an owl and the cunning of a squirrel.

▲ You'll know you've done something right when you get amazing special effects like this filling you screen. "Piff, paff, poof – a dove". Magic.

Who's Who!

Ashley is a member of the Valendia Knights of the Peace (VKP) – kind of like a 600-year-old version of MI6. No really!

Callo is a member of VKP's Information Analysis Unit. She's the research behind Ashley's investigations.

Sidney is the leader of the religious cult Mullencamp. He's got great powers and is Ashley's number one suspect.

John is a prominent member of the Mullenkamp Cult, he organised the occupation of the Marquis' mansion.

It's the Beastly Boys!

An impressive range of enemies awaits you. There are beasts, dragons, phantoms, zombies and sorcerers... All of them with their own abilities, weaknesses and specialised attacks.

▲ The pixie annual sports day and barbecue ends in disaster.

▲ First you must identify the creature's weakness, then apply the right attack.

▼ Hey looks like this guy has certainly got the hump, or is it the horn?

▼ Only by turning into a big cloud of dust can you defeat this monster lizard.

My, he's a big fella but, as the old saying goes, the harder they are – the harder the beating you'll get.

Ashley realises that smoking as a teenager really did stunt his growth. "Anyone got a light?" The clown!

features. After you have sliced up the first dragon, Ashely will gain the use of chain abilities. These let you to perform consecutive hits when you attack monsters, with every additional attack benefiting you in other ways than just causing sheer damage. In addition to chain combos and other defence abilities, you also have an impressive arsenal of offensive spells and weapons. Most inventive are the Break Art abilities, where you sacrifice some of your own life to inflict massive damage on an enemy.

"... the most inventive attacks are the Break Art abilities where you sacrifice some of your life to inflict damage..."

UMB FROM UMB

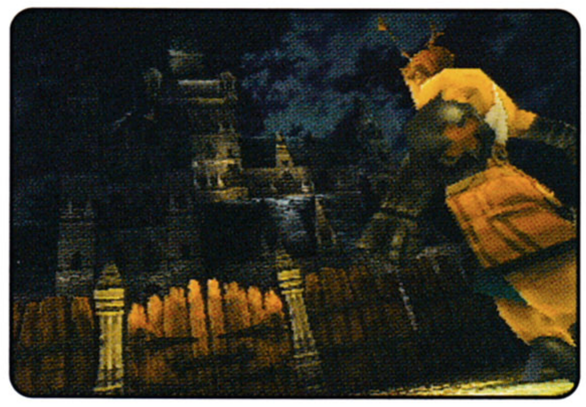
There are loads of menus and the combinations seem endless, but *VS*'s gameplay interface is relatively easy to learn and you have access to just about everything through a simple push of the L2 button. *VS*'s obsession with menus and customisation doesn't stop with this; you can forge your own weapons too!

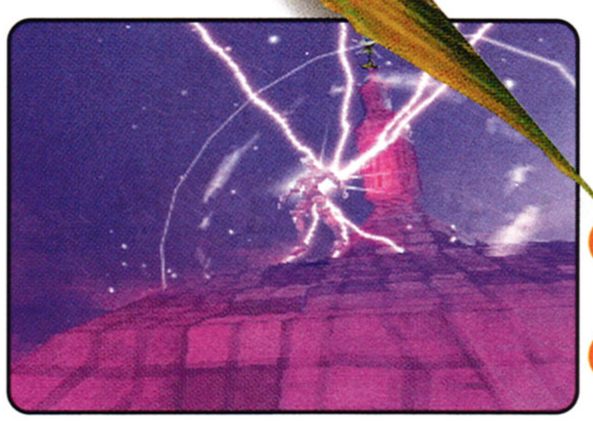
VS may not be the longest game in the world, but the complex combat-system and the density of the story gives it an intensity missing from many other games. But, not everything is tip top in *VS*. The brilliant translation with characters talking via speech bubbles is really good, but it would be even greater if the game used voices as well. Also, too much of the actual gameplay is spent on solving puzzles (nothing wrong with puzzles, but it can get repetitive). All together, *VS* is a 'must have' title for everyone that likes RPG's, adventure, action, puzzles... err... look, just buy the thing!

Factpack

The stuff you need to know...

Playable Characters	1
Weapons	100+
Rooms	100+
Break Art Abilities	10+





Judgement

GRAPHICS *VS* is a visual feast with its breathtaking lighting and perfect character modelling.

GAMEPLAY The menu system is just as innovative and complex as *Final Fantasy 8*'s.

LIFESPAN It won't take you too long to give the last murderer a taste of your blade.

The dream team behind *Final Fantasy Tactics* have done it again and delivered another epic adventure game.

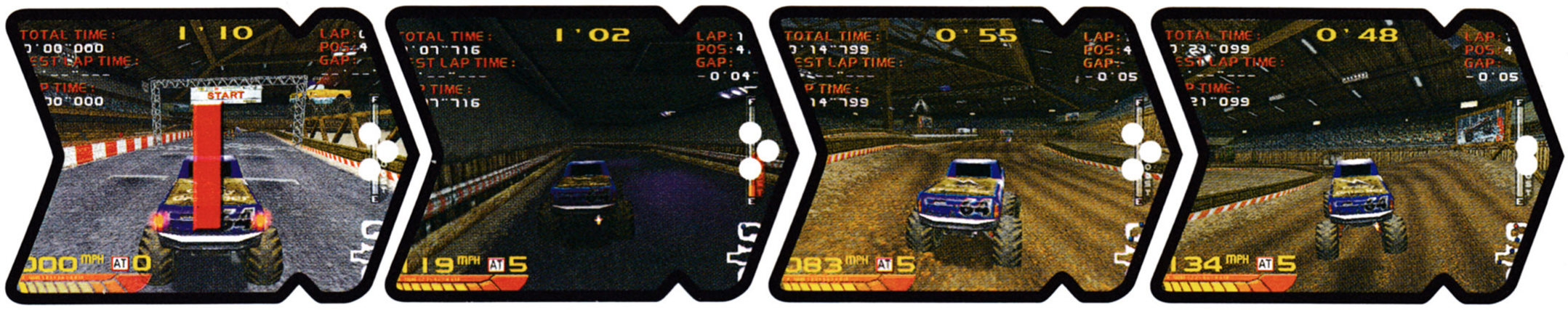
Overall 93%

The Best Bit

The genius combat system with all its combinations and variety.

REVIEWER

Jes Bickham

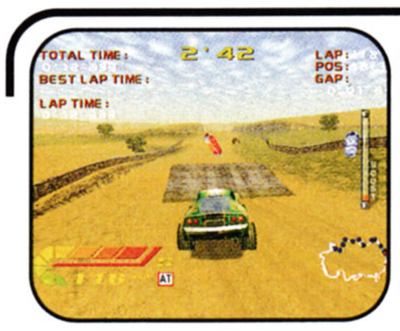


OUT: MAY | **FORMAT:** DREAMCAST | **PRICE:** £40 | **DEVELOPER:** KALISTO | **PUBLISHER:** MIDWAY | **SPECIAL FEATURES:** VMU | **OTHER FORMATS:** NONE | **CALL:** 0207 938 4488 | **PLAYERS:** 1-2

Go Faster!

Turbos, that's the name of the game in *4 Wheel Thunder*. They come in two varieties, and you'll have to grab every one to win.

The blue turbo gives you a four-second boost, and is by far the most common turbo. Gotta catch 'em all! Um, sorry...



Aha! This is better. The red turbos give you a massive nine-second boost – if you drive well, your boost won't run out.

Anyway, get all the boosts you can. They're sometimes hidden in out-of-the-way places, such as right at the top of a jump.

▲ Although the arenas are beautifully realised the real challenge is found in the big outdoors.

4 Wheel Thunder

Buckle up and get drivin'! It's time for a dose of racin' thunder with some monster trucks!

Ah, racing games. Where would a games console be without a racing title or two? Nowhere, that's where. And here comes *4 Wheel Thunder* to join *Sega Rally* in the powersliding sweepstakes.

SLOT JOCKEY

This is an arcade conversion, much like *Sega Rally* and *Hydro Thunder* before it. And it's a damn fine arcade conversion, too, looking almost indistinguishable from it's quid-a-shot forefather. The game is graphically impressive, that's for sure. But is it fun? Well... yes. It's not brilliant, but it *is* a jolly good romp, full of powerslides, gravel-spraying and huge monster trucks. There's indoor tracks – which are twisty and turny and well-designed – and some outdoor speedways, which are the best thing about the game, plus the odd shortcut and jump.

Softography

These guys have also made...

Ultimate Race Pro	82%
Nightmare Creatures	80%
The Fifth Element	33%
Dark Earth	87%

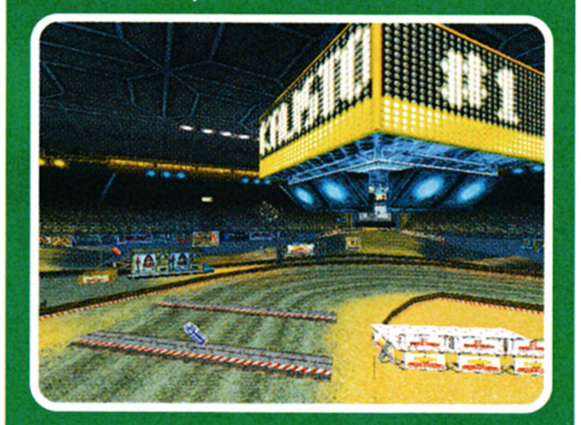
COMPARISON

In fact, *4 Wheel Thunder* is pretty much the ground-based equivalent of *Hydro Thunder*. You'll need to grab every turbo boost in *4 Wheel Thunder*, if you're to succeed, just like *Hydro Thunder*, and the boosts come in two familiar varieties as well. This constant turbo-ing is both good – you'll go like billy-o if you hit every one – but also tiring. You really will have to hit *every* one if you want to win, meaning there's very little proper racing skill involved, aside from being able to use the handbrake to get around corners.

So great fun to begin with, but soon gets a little boring, and can't compete with *Hydro Thunder.*

Alfresco!

There's two varieties of track in *4 Wheel Thunder*; indoors and outdoors. Let's have a look at them both, eh?



▲ The indoor tracks are set in huge stadiums full of cunning twists and turns.

▲ The outdoor tracks are much, much better. Open, well-designed with plenty of thrills.

The Best Bit

Grabbing a turbo and going flying over a huge jump! Yee-haw! Or something.

Judgement

GRAPHICS Really darn tootin', and top-ho spiffy to boot. As good as the arcade version visually.

GAMEPLAY Simple racing, where hitting the turbos is the only thing that counts.

LIFESPAN The two-player mode is good fun, but the single player game isn't huge.

Good fun for a while, *4 Wheel Thunder* is a no-frills arcade game that is over far too quickly. Not one that'll live long in your DC.

Overall

69%

OUT: MAY | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: CAPCOM | PUBLISHER: VIRGIN | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 0207 551 4222 | PLAYERS: 1-2

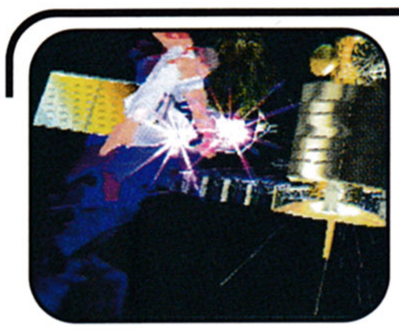
Maybe **Capcom should consider** a name change for their sequels as **it's getting pretty confusing!**

Street Fighter EX 2 Plus

Flat Earth!

SFEX may look like a solid 3D game with its polygon fighters, but it's still really a 2D fighter.

Unlike the top *Tekken 3* and even *Ehrgiez*, there's no freedom of movement. The gameplay is as 2D as it ever was... pah.



If you didn't like the original *Street Fighter* games *EX2 Plus* is not going to convert you. It's just a bit prettier.

It's not easy to keep track of all the *Street Fighters*. There's the original *SF* series (number three is out soon on DC). You also have the *SF Alpha* series (see page 81) and there's the *3D* series *SF EX*!

There's still the familiar gameplay and, to be honest, not that much has been changed since the first *EX* game. The graphics are a touch more impressive and there are some new features like Excel Moves that allow gamers to create their own combos, but not much more. That said, it's still big fun, plain and simple.

Weaklings!

▲ The additional characters make a pleasant change, though they could have had some stronger personalities.

Judgement

GRAPHICS The graphics have been improved over *EX1* and everything looks pretty fine.

GAMEPLAY The control is nearly as brilliant as the 2D series, but it could be faster.

LIFESPAN There are 23 characters to battle with and loads of secrets and extras, so you'll be busy.

It's another *Street Fighter* game and it's surely not the last one, but that's okay as long as they are as good as this one.

Overall 81%

REVIEWER: Andreas Olsson

OUT: NOW | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: DREAM FACTORY | PUBLISHER: SCEE | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 0207 533 1400 | PLAYERS: 1-2

Big Stick!

It's easy to fight through the whole game if you just choose a character with a big weapon (like Cloud) while it can be tricky to play with a fighter who uses just their fists. *Ehrgeiz* may be unbalanced in the skill department, but its sub-games make up for a lot of the gameplay lost in the arcade mode.

▲ Cloud gets head butted in the ring. Ouch! Good job he didn't start bashing about the box.

▲ The split level arenas are an innovative addition but often get in the way of the rucking...

Sure **Cloud and Tifa** showed off **some neat tricks** in Final Fantasy 7, **but how tough are they** in the ring?

Ehrgeiz:

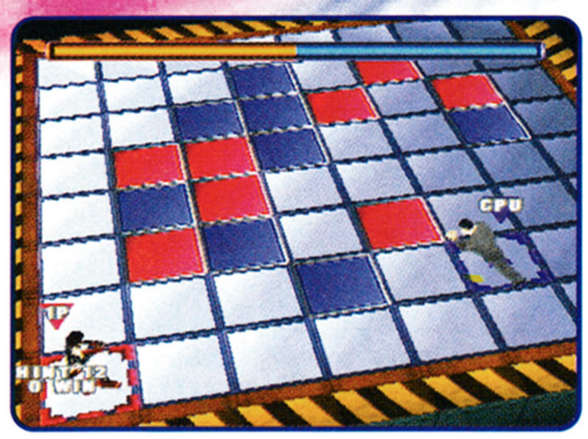
God Bless the Ring

▲ *Ehrgeiz* is laced with Japanese quirkiness but UK gamers like their beat-'em-ups served in a straight glass. More fisticuffs and less squids please.

Tobal was Square's first attempt to make a long-lasting impact into a new genre with such tough competition as _Tekken_.

The game got itself a sequel and now Dream Factory have created a third fighter in the series.

Sequels are in most cases improvements over their predecessors, but unfortunately *Ehrgeiz* is a step back from the brilliance of *Tobal 2*. The game's biggest weakness is arguably its unbalanced gameplay and simplicity. Standing alone, the fighting modes won't last long, but all the mini games do add depth and longevity. That said, this is still a fighting game and should be able to stand on its own merits. Worth a go if you're a fan of the *Final Fantasy* series.



Judgement

GRAPHICS The free roaming 3D levels look just fine and it runs at 60 frames per second.

GAMEPLAY The game is unbalanced with some characters superior in skill to the rest.

LIFESPAN The arcade mode's brief, but the mini games will keep you hooked for a while.

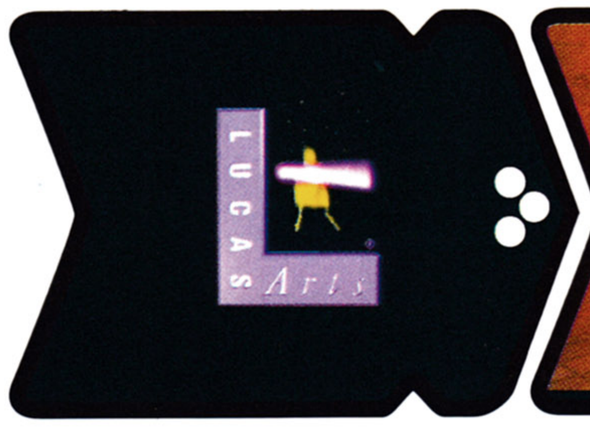
Definitely a disappointment for all those that have hoped for another great *Tobal* game, but it may appeal to a fresh audience.

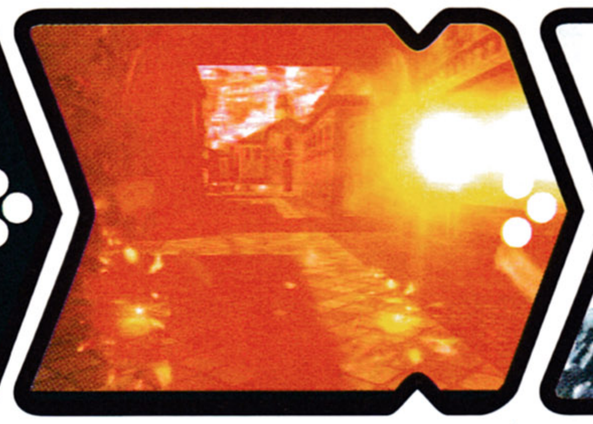
Overall 71%

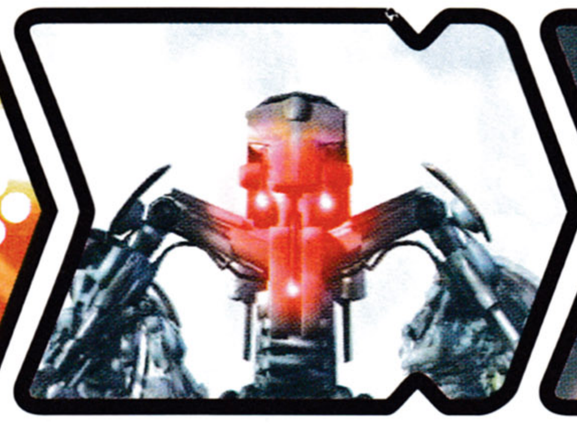
REVIEWER: Dave Harrison

REVIEWER

Andrew Collins







OUT: NOW

FORMAT: PLAYSTATION
PRICE: £35

DEVELOPER: LUCASARTS
PUBLISHER: ACTIVISION

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

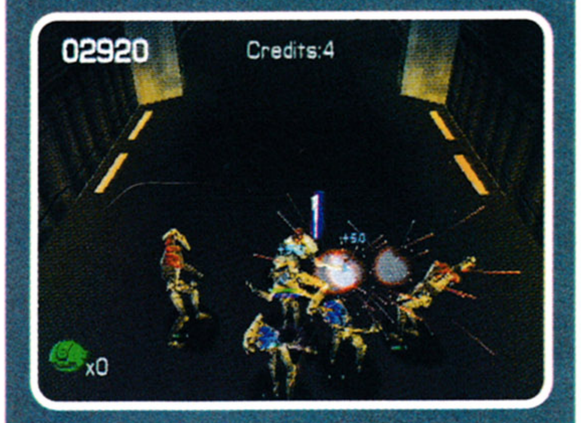
CALL: £6 700
PLAYERS: 1

Lightsabre – check! Murky brown smoc[illegible]ck!
Chance to **replay last year's classic film** [illegible]heck!

Jedi Power Battles

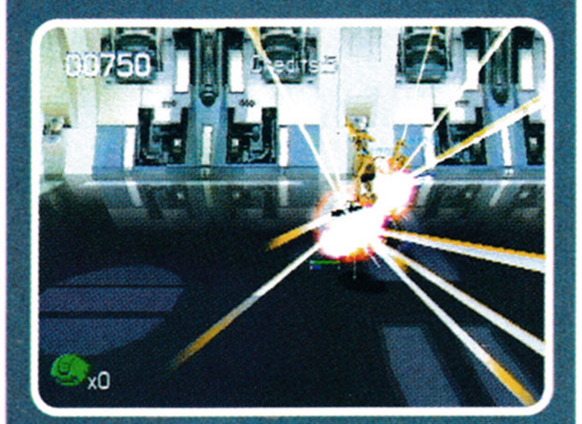
Use the Force!

Need some extra firepower? Well make sure the blue line under your health bar is full then get pressing ⓑ combined with Ⓐ for Super Attacks.



▲ The spiny-flying sabre attack is our favourite as it can take out up to eight enemies at the same time – it's also good against laser fire.

▲ Chucking a thermal detonator into the proceedings was always a favourite party trick of Mace Windu.



▲ Obi-Wan's shoulder/sabre charge looks great but the effect is often confined to one target. You're better off lobbing detonators.

Top Tactics!

To give yourself more of a chance of survival, get an opponent really close to you and start blocking with your sabre.

This'll convert the nearest enemy into a very effective shield... until he takes too many hits from his comrades and he dies.

Softography

These guys have also made...

The Phantom Menace	75%
Master of Teras Kâsi	60%
Dark Forces	68%
Rebel Assault 2	57%

After the first *Episode 1* game was announced there was an expectant hush when the game finally arrived in the office.

Would we be able to fight Darth Maul? Would it feature the ace-diddly-ace *Star Wars* music? And could we wipe Jar Jar off the face of the Naboo world? Well, it was a yes to all three but we were all left a bit cold by the experience. Luckily, *Jedi Power Battles* is here to warm us all up again... apparently.

The Best Bit

Getting the chance to play as one of the Droidekas in the bonus level.

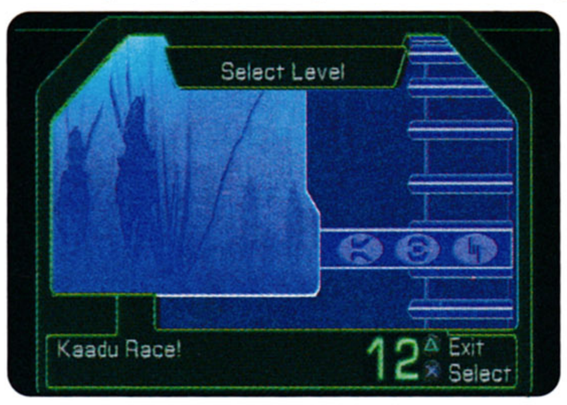
FOLLOW THAT FILM

Like *The Phantom Menace*, *JPB* follows the film's plot exactly with all the key scenes recreated perfectly in the game. For a bit of a change the designers have even stuck a few fresh ideas of their own into the equation with huge robots, flying droids and monster fish as some of the new bosses. Put simply, this is another version of the first game with all the puzzles edited out and the scrapping ramped way up to 11. Not a bad idea, after all, is there really someone who enjoyed the first game? So you'd have thought this would be a winner. It isn't, sadly, as there's just not enough 'game' in there. It's not quite a fighting game – there are only a few combos to try and no real one-on-one 'enemies' – while there aren't enough jumpy bits to call it a platformer. It's lost in the Dagobah swamps of confusion, it's neither one game nor the other.

Should you ever get round to finishing the whole thing there are a few bonuses ready to be unlocked. Some of these take the shape of extra fighters (Darth Maul, Queen Amidala and Captain Panaka) along with extra games (see Secrets of the Force) and a special one-kill lightsabre.

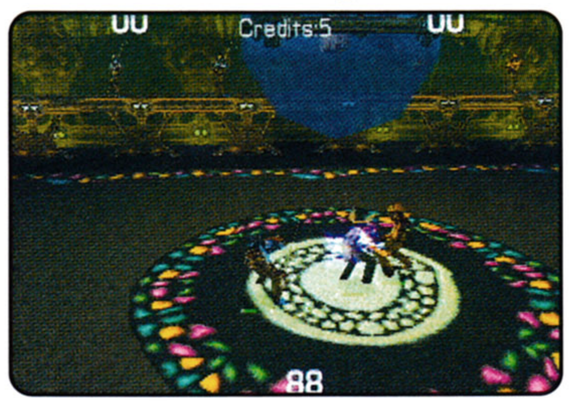
Secrets of the Force!

Since you'll probably never want to go back to the main game, Lucasarts have included four mini-games!



▲ Button bash your way to success with this Kaadu racing sub game.

▲ Playing a bad guy droidekas is really satisfying, teaching those do-good Jedi's a thing or two.



▲ Rounding up Gungans would be so much more fun if we got the chance to skewer Jar Jar.

OUT: NOW FORMAT: NINTENDO 64 PRICE: £40 DEVELOPER: KEMCO PUBLISHER: KEMCO

Daikatana

The **fabled shooter** finally arrives... carrying **a note from its mum.**

▲ Shoot stuff to build up your speed, attack, accuracy and power abilities, RPG style. Simple but pleasing.

▲ The Shockwave produces this lovely looking effect. Shame some of the other weapons are so weedy.

Coo. Poor old *Daikatana*. If it wasn't so average you could almost feel sorry for the game.

Three years in the making from *Doom* and *Quake* co-creating dude John Romero and originally much drooled over by the PC first-person shooting massive, it's finally limped out first on N64 in the same issue as something called *Perfect Dark*.

Now admittedly, this Kemco-developed N64 version looks like a simplified take on the PC one but there's not even a glimpse of anything that's going to rock gaming to the core. Okay, so you can develop your skills RPG style which is a bit different. Also, the way the levels and weapons change as you time travel through the game blasting folk is nice enough.

But there's definitely nothing here to worry the likes of *Quake 2*. The enemies are thicker than your average Family Fortunes contestant and the scrappy looking levels are pokey and full of bog standard switch flicking, door opening puzzles. Hardly taxing.

It's shoulder shruggingly dull stuff that looks a bit embarrassing running on the same machine as Jo Dark.

Judgement

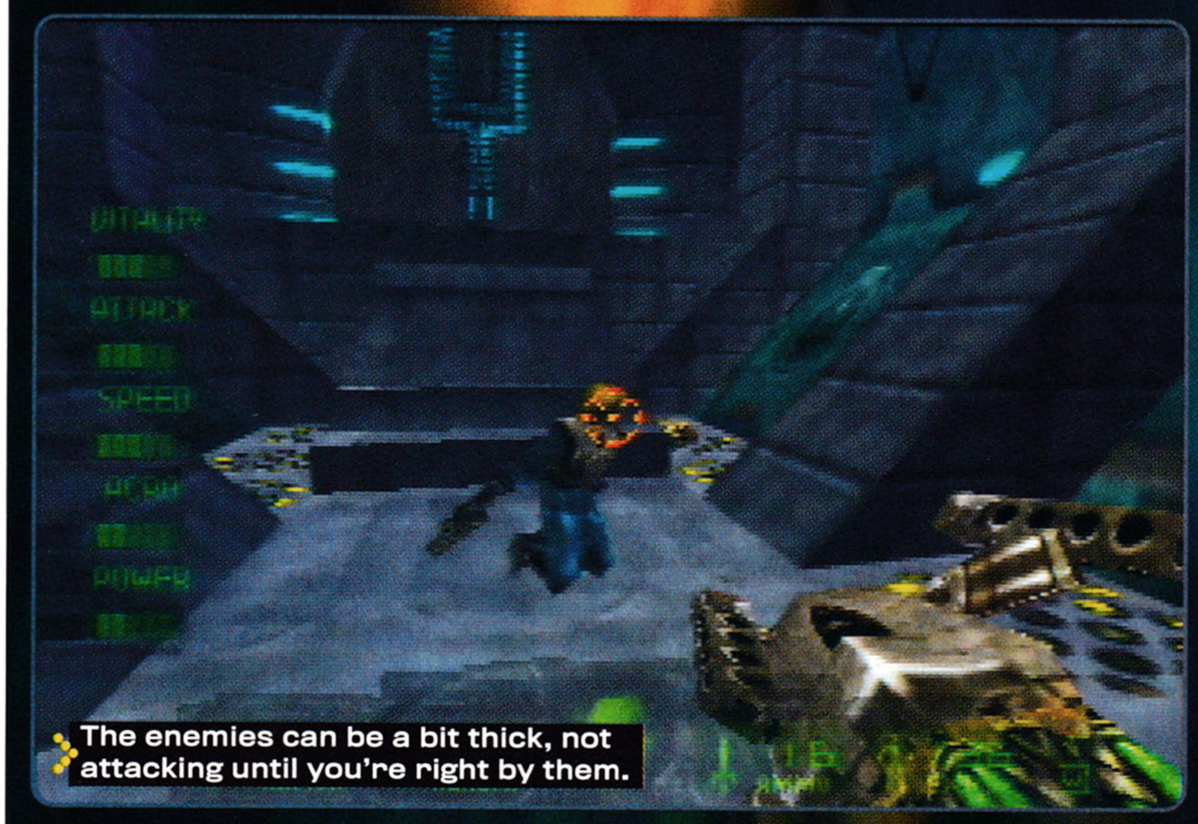
GRAPHICS Tatty textures and about as sharp as a ladle. Some decent weapon effects, though.

GAMEPLAY Reasonable but always average blasting with a slightly different time travel feel.

LIFESPAN Fair-to-middling sized one-player and a very basic and plodding multi-player.

Not the mystically powerful mega game we once expected, *Daikatana* turns out to be a bog standard shooter.

Overall 60%



The enemies can be a bit thick, not attacking until you're right by them.

REVIEWER: Robin Alway

I Will Survive, Wheyhey!

If you want to try for the Ultimate Sabre then you have to take on every nasty in the game. This starts easily enough but by the time you've gone through 40 STAP droids you'll be desperately trying to cling to your last bit of energy.

Get hit too many times and you may as well quit and start again.

... put simply, JPB is another version of the first game with all the puzzles edited out and the scrapping ramped way up to 11...

WELL HARD

However it's unlikely that a lot of people will finish this game as it has to be one of the most frustrating titles we've come across in a long, long time. The idea of running through the plot of the film, sabre in hand hacking and slashing anything in sight should fill you with elation – play the game for an hour though and that feeling will soon turn into desperation.

This isn't a dreadful game but it's one that could have done with a sprinkling of old fashioned gaming magic and a more innovative use of the game's versatile engine.

Oh well, there's always *Episode 2* to look forward to.

Sam's the Man!

▲ Every since *Pulp Fiction* Samuel L Jackson has been hailed as the coolest man in cinema.

▲ Now he even puts our Ewan to shame as the galaxy's most stylish Jedi. Proof you don't need a silly pony tail to be a good Jedi.

Judgement

GRAPHICS There are a few good bits but not enough for GM's liking, it's all a bit ugly really.

GAMEPLAY Entertaining in spurts but there are just too many faults to get excited about.

LIFESPAN It's so hard Master Yoda himself wouldn't live long enough to finish it.

Things start well enough but you'll soon get frustrated by the amazing difficulty level and the truly annoying gameplay.

Overall 68%

Factpack

The stuff you need to know...

Levels	14
Weapons	2
Characters	8
Gungans	1

▲ They might look cheery, but annoy the wrong people and they'll set the Jedi's on you.

OUT: JUNE | FORMAT: PS | PRICE: £35 | DEVELOPER: DIGITAL ILLUSIONS | PUBLISHER: INFOGRAMES

REVIEWER: Alex Bickham

Does the PS really need another rallying game when there are some excellent titles out there already?

Rallymasters

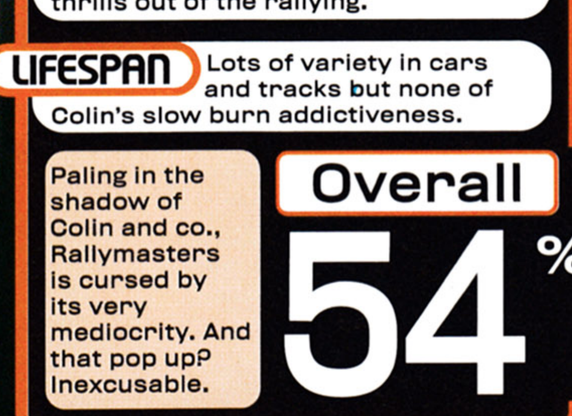
Ooh, **another rally game.** Quick, crack out the **party poppers!**

The likes of *Colin McRae Rally* and *V-Rally 2* are hard acts to follow.

They were both pretty different games, but the thing they shared was that they were utterly playable, with stacks of mud-splashing, rear-sliding action, and that smashing combo of lush graphics and technical expertise that we love.

Rallymasters tries hard to follow this formula but loses its way on the PlayStation with some knuckle dragging technical ineptitude.The required selection of cars/tracks/drivers is present but the whole thing looks depressingly dismal with some of the worst scenery pop up in recent memory.

There's nothing new or innovative here. The handling's decent enough



but without the same sort of eye snogging visuals as the PC version it's never going to have Colin looking in his rear view mirror.

▲ The indoor stuff introduces a bit of variety but thrills are few and far between.

Judgement

GRAPHICS As ragged as a zombie's trousers with some totally unacceptable pop up.

GAMEPLAY The cars handle well but the graphics suck all the thrills out of the rallying.

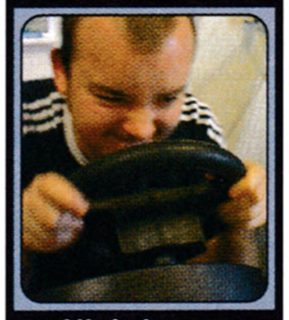
LIFESPAN Lots of variety in cars and tracks but none of Colin's slow burn addictiveness.

Paling in the shadow of Colin and co., Rallymasters is cursed by its very mediocrity. And that pop up? Inexcusable.

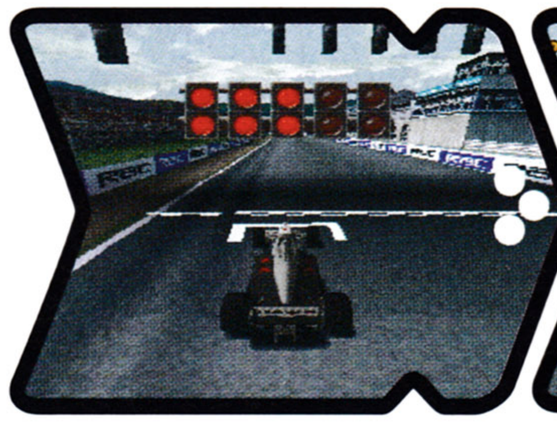
Overall

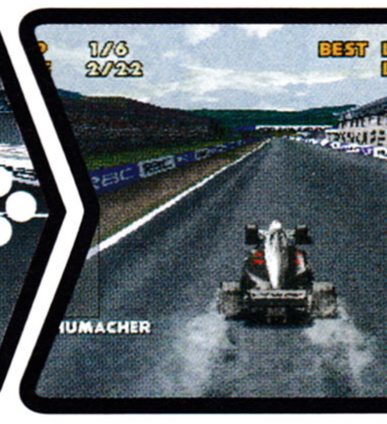
54%

REVIEWER



Nick Jones





OUT: NOW | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: VIDEOSY | PUBLISHER: UBI SOFT

Rev those **fine tuned engines** for **the start of** the new F1 season!

F1 Racing Championship

Although *F1 Racing Championship* boasts an official FIA Formula One license it's some way behind the opposition.

We've already had EA's official game, a game that features all the teams for the current season.

Unsurprisingly, you get all the options that any F1 nut could dream of. Cars, drivers, time trials – you name it, it's in here. But then doesn't every F1 game offer you the same?

So what does *F1 Racing Championship* provide that's any different, or for that matter any better, than the umpteen other F1 games out there?

Softography
These guys have also made...
F1 World Grand Prix.....88%

SHORT FALL

The simple answer to that is nothing. As you would expect all the courses are reproduced faithfully, cars can be tweaked for individual races and there are options to make the game

L Plates!

The driving school takes you round every track teaching you where to brake, where to accelerate and where you just need to ease up a bit. This feature enables you to polish those driving skills to perfection before you head out onto the track and make a complete fool of yourself.

▲ A really important lesson is understanding which is the right way to go round the track.

The in-car view comes complete with wing mirror graphics so you can see who's on your tail.

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is a complete muppet or total magic? Here's where we group together the results from the last few issues for your 'at a glance' perusing! Check out exactly what we had to say, memorise the scores and then recall them the next time you head out to purchase a game.

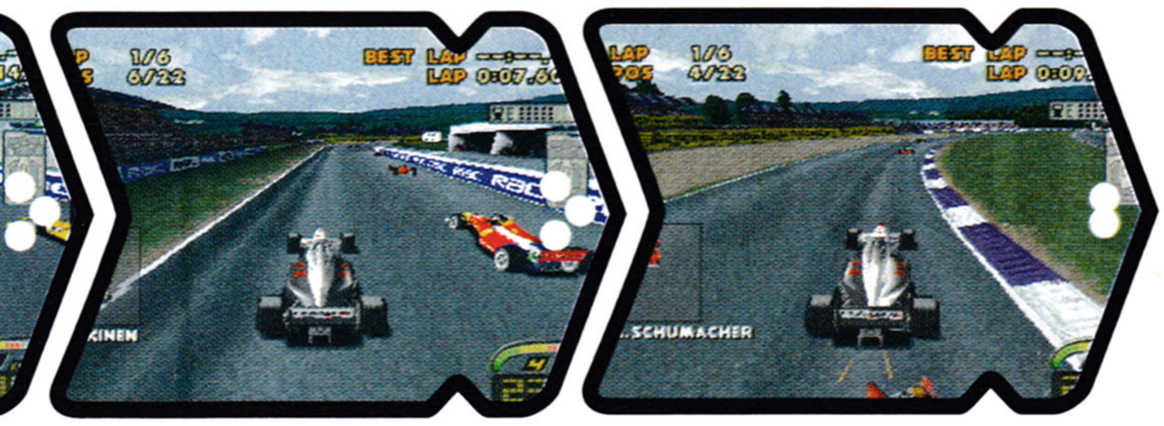
HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

METAL GEAR SOLID	(PS)	92%
THIEF 2	(PC)	92%
EVERYBODY'S GOLF 2	(PS)	92%
MARIO PARTY 2	(N64)	88%
POKEMON STADIUM	(N64)	88%
MDK 2	(DC)	87%
EVOLVA	(PC)	86%
TOMB RAIDER TRILOGY	(PC)	85%
CYBER TIGER	(N64)	83%
VANDAL HEARTS 2	(PS)	80%
F1 2000	(PS)	80%

STREET SKATER 2	(PS)	78%
MEDIEVIL 2	(PS)	75%
N-GEN RACING	(PS)	70%
HYDRO THUNDER	(PS)	70%
BISHI BASHI	(PS)	70%
RED DOG	(DC)	68%
RESIDENT EVIL SURVIVOR	(PS)	66%
EVOLUTION	(PS)	62%
VICTORY BOXING 3	(PS)	60%
PREMIER MANAGER 2000	(PS)	57%
DIE HARD TRILOGY 2	(PS)	49%

F1 RACING CHAMPIONSHIP



SPECIAL FEATURES: NONE
OTHER FORMATS: PC

CALL: 0208 944 9000
PLAYERS: 1-2

▲ Ahhh! The ocean air and a nice long straight, just what you need to relax and put the pedal to the nice carpet interior. Now where to put my coffee?

▲ It's not that it's a bad game, it just seems a bit dated using last seasons teams and drivers when EA's effort uses all the correct data. You dig?

more realistic depending on how good you are.

The only real problem with *F1 Racing Championship* is that it comes hot on the heals of EA's F1 game. And you have to ask yourself the question: why play with last season's teams and drivers when you can have the most up to the minute F1 racing? A competent game, but there's better.

... you get all the options that any F1 nut could dream of. Cars, drivers, time trials, the lot...

gement

GRAPHICS Smooth looking and pretty fast but the whole thing lacks a bit of polish.

GAMEPLAY Racing cars around circuits at top speed. As you would expect.

LIFESPAN Tons of tracks, cars and options but it's all based around last season.

A competent Formula 1 racing sim but it won't get your heart racing and it isn't up-to-date. Still enjoyable all the same.

Overall 70%

And if we've missed anything here's our...

Reviews Round-up

4X4 WORLD TROPHY 70%

As you might imagine, this involves driving 4x4 trucks round different locations. Dodgy handling and the really annoying soundtrack don't help it.

FORMAT: PS BY: INFOGRAMES PRICE: £35

ARMY MEN SARGE'S HEROES 62%

Yet another *Army Men* title. And, no, it's not any better. Direct a plastic soldier around the place, blowing things up. A cute idea but it's just so DULL!

FORMAT: PS BY: 3DO PRICE: £35

COMANCHE HOKUM 77%

Flight sims aren't really our cuppa but this one's got choppers in it. You're bunged into the middle of a war and are free to get involved wherever you fancy.

FORMAT: PC BY: ACTIVISION PRICE: £40

DEMOLITION RACER 60%

Much like *Demolition Derby* this, with loads of modes, one of which is called Suicide. Nice. It's a bit jerky and the graphics are nothing special but still okay.

FORMAT: PC BY: INFOGRAMES PRICE: £30

JO JO'S BIZARRE ADVENTURE 57%

Manga-style 2D fighting, from the people behind *Street Fighter*. Yes, it lives up to its 'bizarre' billing but never gets close to Capcom's finest.

FORMAT: PS BY: VIRGIN PRICE: £35

NBA IN THE ZONE 2000 54%

While the *NBA Live* series from EA continues to improve, Konami's *In The Zone 2000* is simply a minor update of its predecessor.

FORMAT: PS BY: KONAMI PRICE: £35

ROADSTERS 51%

Like your driving games to be really blocky, with generous helpings of glitching and pop-up? Then *Roadsters* is for you. Already looks incredibly dated.

FORMAT: PS BY: TITUS PRICE: £35

SEGA BASS FISHING 80%

Yep, a fishing sim that's so good you don't even have to like REAL (or should that be reel?) fishing to enjoy it! And you can get a cool 'rod' to go with it too.

FORMAT: DC BY: SEGA PRICE: £40

SHOGUN: TOTAL WAR 82%

PC wargames – not exactly for the faint-of-heart but, if you've got the patience for such things, they don't get much better than this. Very interesting.

FORMAT: PC BY: EA PRICE: £35

TECH ROMANCER 71%

Massive great robots clobbering each other sounds like a pretty good idea for a game if you ask us. Lots of snazzy explosions but lacks depth.

FORMAT: DC BY: VIRGIN PRICE: £40

URBAN CHAOS 58%

While the PC version was slick enough to keep up with all the game's big ideas, the PS version is fiddly, frustrating and a bit lacking in action.

FORMAT: PS BY: EIDOS PRICE: £30

VAMPIRE HUNTER D 65%

Hunt vampires in 3D action-adventure stylee with a smidgeon of RPG elements. Visually, it comes across as an early PS title and the controls are fiddly.

FORMAT: PS BY: JVC PRICE: £35

WWF SMACKDOWN	(PS)	92%
RESIDENT EVIL CODE: VERONICA	(DC)	90%
TOMB RAIDER	(GB)	90%
RAYMAN 2	(DC)	90%
THE SIMS	(PC)	89%
DELTA FORCE 2	(PC)	88%
FEAR EFFECT	(PS)	88%
SYPHON FILTER 2	(PS)	86%
MICRO MANIACS	(GB)	86%
SOLDIER OF FORTUNE	(PC)	85%
ECW HARDCORE REVOLUTION	(PS)	80%

TOMB RAIDER: TLR	(DC)	80%
NOX	(PC)	76%
MICRO MANIACS	(PS)	72%
WILD METAL	(DC)	72%
CASTLEVANIA 2	(N64)	70%
DUNE 2000	(PS)	69%
UEFA CHAMP '99/'00	(PS)	66%
SLAVE ZERO	(DC)	62%
STAR IXIOM	(PS)	62%
ZOMBIE REVENGE	(DC)	60%
THRASHER SKATE & DESTROY	(PS)	58%

RESIDENT EVIL 3	(PS)	94%
SONIC POCKET ADVENTURE	(NEO)	93%
NBA 2K	(DC)	91%
CRAZY TAXI	(DC)	90%
ROLLCAGE STAGE 2	(PS)	88%
BATTLE TANX	(N64)	86%
SOUL REAVER	(DC)	86%
RALLY CHAMPIONSHIP	(PS)	85%
MESSIAH	(PC)	85%
BEATMANIA	(PS)	84%
ECW HARDCORE REVOLUTION	(N64)	83%

INT TRACK & FIELD	(PS)	83%
TOP GEAR RALLY 2	(N64)	79%
D2	(DC)	76%
DEADLY SKIES	(PS)	75%
NUCLEAR STRIKE	(N64)	73%
SHADOW MAN	(DC)	70%
TINY TANK	(PS)	64%
RE-VOLT	(DC)	62%
THRASHER SKATE & DESTROY	(PS)	58%
SOUTH PARK RALLY	(PS)	33%
WARPATH: JURASSIC PARK	(PS)	10%

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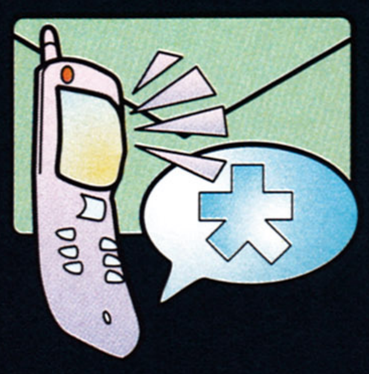

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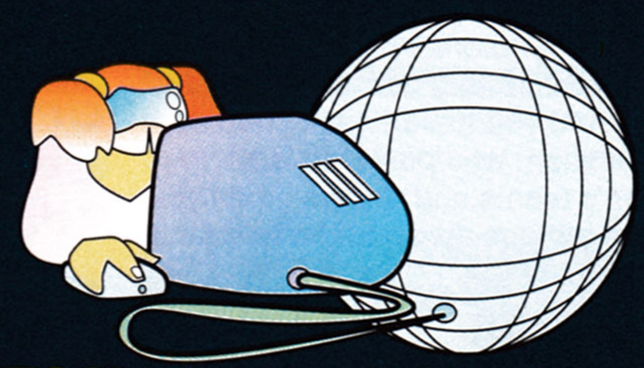

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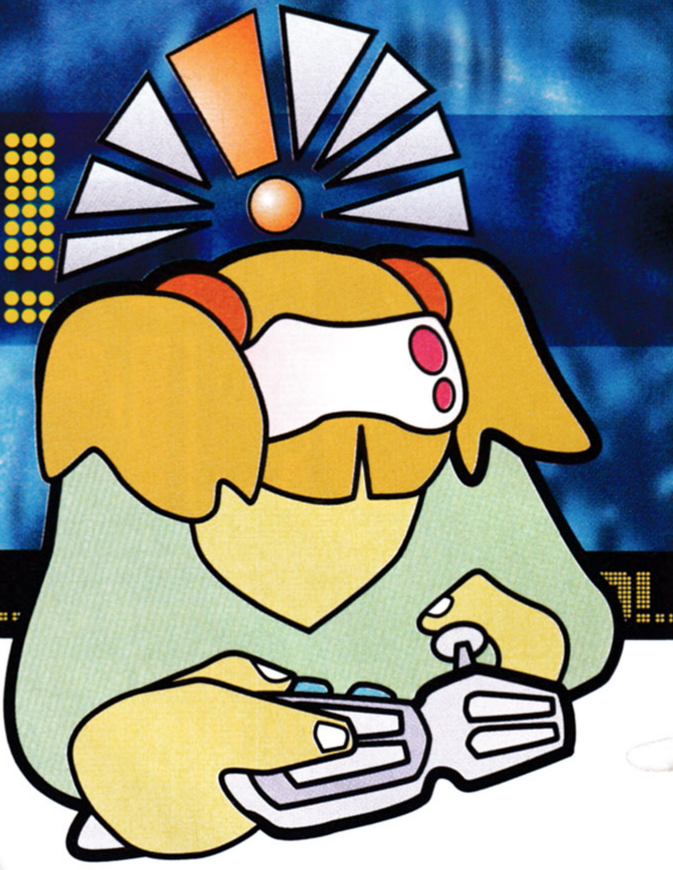
BRING THE TOYZ!

In this complicated world it is often the simplest things that bring a smile to our faces. Check out our round-up of the smartest toys and games!

TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!...



FEATURES EDITOR

Hey guys, come and have a gander at my features. I've got hot DVD's, gadgets you can only dream of, the most kick ass toys... and some joypads. I tell you it's going to be crazy.

Dave Harrison

VIRTUAL RACING

High-octane racing game found in steering wheel! Comes complete with force feed back and rumbling effects for collisions. Very round.

PRICE: £14.99
AVAILABLE: RADICA
CONTACT: 01992 503133

BLASTER PACK

With this blaster set you get to plug Pikahu in the face with a small disc fired from a miniature Game Boy. Fun or what!

PRICE: £6.99
AVAILABLE: ARGOS
CONTACT: 0870 600 2020

SPACE ORGANISER

A friendly space man helps you store over 200 names and addresses on this CD-like LCD organiser. It has four different games including such greats as *Number Guessing*. It's also a radio.

PRICE: £19.99
AVAILABLE: ARGOS
CONTACT: 0870 600 2020

THE CYBALL

Circular LED game (that's a bit like *Tempest*) embedded in the eye socket of a dead person. Not true but it sounded cool.

PRICE: £9.99
AVAILABLE: RADICA
CONTACT: 01992 503133

MISSION ROCKET

You can get Saturn, Mars and Jupiter rockets. Fun but never really going to threaten the Earth's atmosphere.

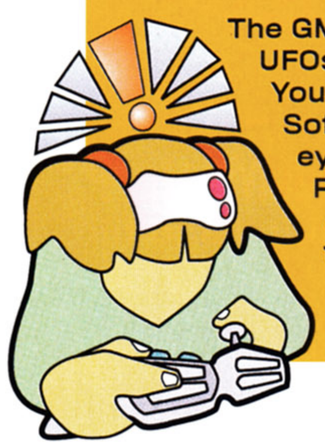
PRICE: £2.99-4.99
AVAILABLE: DPR MODELS
CONTACT: 01702 295110

SOFT PLANE

The name gives it away slightly 'cos these are indeed soft planes. Great to throw without risking body or soul injury.

PRICE: £4.99
AVAILABLE: DPR MODELS
CONTACT: 01702 295110

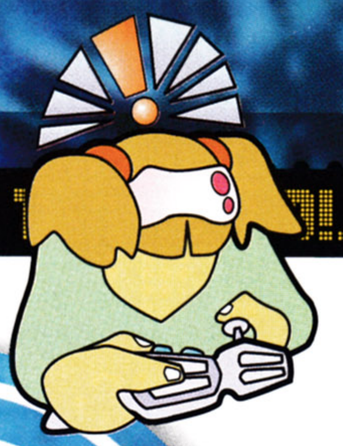
TOY DIVISION!

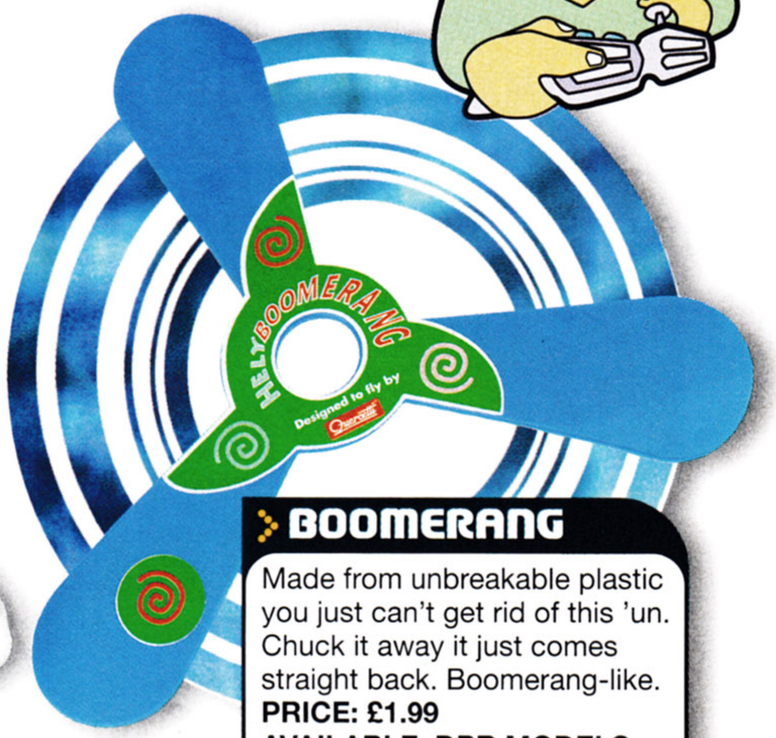


The GM office air has been littered with UFOs (unsurpervised flying objects). You couldn't raise you head without a Soft plane whizzing past your eyebrows. Unfortunately, Timmy the Plastic bird thing didn't seem too chirpy after his encounter with the ceiling fan but, hey, you move on and the sight of men molesting toys soon cheered us up.

BRING THE TOYZ

TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!...





BOOMERANG

Made from unbreakable plastic you just can't get rid of this 'un. Chuck it away it just comes straight back. Boomerang-like.
PRICE: £1.99
AVAILABLE: DPR MODELS
CONTACT: 01702 295110

SONIC FIGURES

To win a set of these Sonic figures, simply tell us who's the yellow one in the middle. Send your entries to: The Tails Competition, GamesMaster, Future Publishing, 30 Monmouth St, Bath, BA12BW.
PRICE: £7.99
AVAILABLE: Bandai
CONTACT: 01489 790 944

SIRIUS/LIBELLA

Model planes of the highest order one driven by twisted rubber – the other merely a glider. Both fly through the air.
PRICE: £7.99
AVAILABLE: DPR MODELS
CONTACT: 01702 295110

NEW TIM BIRD

Based on a design by Leonardo Da Vinci, the mutant hero turtle. Tim flaps and flies like a real bird. Powered by rubber.
PRICE: £6.99
AVAILABLE: DPR MODELS
CONTACT: 01702 295110

TIGER'S GOLF

It's not exactly *Mario Golf* but, hey, what is? Not exactly an 'easy Tiger' either but it's great to have 18 holes in you pocket.
PRICE: £19.99
AVAILABLE: RADICA
CONTACT: 01992 503133

BMX CHAMP

This is the latest member of the desktop X-treme sports family. The new finger toy. Easy to use – it's like riding a bike.
PRICE: £12.99
AVAILABLE: Kidz Biz
CONTACT: 0208 393 3334

TAILS SAYS:

PAUL SAYS:

HARD WAR

"War, huh. What is it good for?" Well funny you should ask, but it's actually very effective in finding out what's better than what. So we've piled a load of joypads into a pit and got them to fight for their lives.

STEP BY STEP TECHNIQUES FOR THE ADVANCED PLAYER...STEP BY STEP TECHNIQUES F

CYBER SHOCK

The infra-red and placcy add-ons can't disguise the fact that the buttons are far too close together and at a daft angle so you're not too sure which you're hitting. A real mare to use.

FROM: BLAZE
CALL: 01302 325 325
PRICE: £29.99

47%

SHOCKHAMMER

It's a bit strange to hold and the D-pad is untrustworthy but it's sturdy enough. The shoulder buttons are a bit iffy as well. A failure of style over practicality.

FROM: THRUSTMASTER
CALL: 01276 606 955
PRICE: £19.99

59%

VERDICT:

Shockhammer is the winner, purely by managing to be not as shamefully poor as the Cyber Shock – but it was close. You realise someone is having a laugh producing stuff like this.

ON TEST

D2 DREAMPAD

As the official DC pad is not the cleverest of designs, it's not surprising that a couple of third-party efforts are putting it to shame. Much like the Mad Catz effort, the Dreampad's handles slant outwards making it much easier to fondle. The analogue stick has a useful dimple for added grip and the trigger buttons are truly snappy. Good. It ain't that cute to look at but it's still mighty effective.

FROM: VENOM/MEERKATS
CALL: 01920 484 444
PRICE: £17.99

81%

MPA

It's a multi-player adaptor in throbbing purple. It's a splash of colour in the grey world of the PlayStation. Fortunately, the colour does not affect the performance and it adapts multi-players perfectly *and* has a comfy memory storage rack on top! With games such as *V-Rally 2* and *Smash Court Tennis* pottering around this is a wise investment.

FROM: WILD THINGS
CALL: 02920 755 774
PRICE: £17.99

77%

PRO CARRY CASE

While this is quite a handsome case and does indeed have a handle, which is important for carrying, it has a bit of a flaw. The compartments for the joy pads are so snug they don't accommodate for the bit where the wire comes from. So you're left with your pads protruding and a world of wire. Pah!

FROM: BLAZE
CALL: 01302 325 225
PRICE: £19.99

56%

CLEARVOICE

This baby is a digital microphone for use with speech recognition software. But it's not a head-set. Oh no, this is in fact a 'head free' microphone that you place on your desk as you pace the room composing your novel. It has four microphone elements inside and a signal processor that discriminates between your voice and your room's ambient sounds. Sorted!

FROM: LABTEC
FROM: 01256 386 000
PRICE: £99.99

80%

ON TEST

PS2 MULTITAP

This is the reason the PS2 doesn't have four joypad inputs – so Sony can sell loads of these and make a mint. It works and it looks very classy, just like a little PS2. How absolutely quaint!

FROM: SONY
CALL: IMPORTER
PRICE: TBC

80%

PS2 JOYPAD

It's exactly the same shape as the old Dual Shock but it is now in menacing black – obviously black is the new black. Anyway, the first thing that really spanks your cheeks is that it's a lot lighter than the original and the analogue knobs are a bit stiff. (Heh!) The real clever bit is that the buttons are all sensitive to 256 degrees of pressure. We'll have to see how these are utilised but for the mo' this is sexiest joypad ever made.

95%

FROM: SONY
CALL: IMPORTER
PRICE: TBC

PS2 STANDS

These are official PS2 bits of coloured plastic that can be used as stands. Now, you can understand them introducing a vertical plastic support but the horizontal one is just taking the mick. Is your PS2 really going to topple over from this less risky placement? Me nah tink so.

FROM: SONY
CALL: IMPORTER
PRICE: TBC

50%

CYBORG 3D

There's so much prickly mirco switch activity as you wrestle with the tip. It's awash with buttons – all programmable to suit your particular bent. The PC world is chocker with top joysticks so, while this may not stand out, it's still pretty darn impressive.

FROM: SAITEK
CALL: 01454 855 050
PRICE: £49.99

83%

MC2 WHEEL

This may look a little tacky but before you get all snobby about the two tone exterior, you must realise that there is actually a magnificent wheel under all the tat. You may snigger at the feeble accelerator LED panel but you won't be laughing when you slip through *Colin McRae* faster than a lamb madras. Yes, this should be celebrated for being a steering wheel that – get this – steers. Well done to everyone involved.

87%

FROM: MAD CATZ
CALL: 01992 707 400
PRICE: £59.99

COMPETITION

Courtesy of the generous people at Wild Things, we have a couple of those weirdly handsome KB2 Double Impact joypads for the PS. If you fancy one then all you have to do is answer this testing question. How many hands does the average human have?

KB2 DOUBLE IMPACT

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This is the machine that will herald the beginning of the end for lovely plastic rattly videos. It's a DVD player that can record... Yes. So rather than taping *Match of the Day* on a dodgy, wobbly tape, you will soon be able to get Gary Lineker in crystal clear digital goodness. It's just like your video recorder but the beauty with DVDs is that you can access the disc content in an instant rather than winding through a tape. You can also fit six hours viewing onto one disc. All you have to do is hit record and the machine will automatically find a blank space on the disc. It's smart, it's sexy, it's bloody expensive.

CONTACT: 01753 789 789
FROM: PIONEER
PRICE: £1,500 (TBC)

PHILIPS 14PT2665

Fancy having cutting-edge TV technology, picture quality fresh from the tree and teeth-shattering sound, but without having a TV the size of a mobile home? Well, say hello to the 14PT2665 – catchy! It boasts 'big screen' TV quality but on 14 inches of portable televisual magic. This is perfect for bedroom gaming as you can squeeze it onto a desk and its got all the necessary headphone and SCART sockets. You can also use it as an alarm clock and get woken up by Lorraine Kelly every morning but, I must warn you, she makes a crap breakfast.

CONTACT: WWW.PHILIPS.COM
FROM: PHILIPS
PRICE: £145-150

DIGITAL AUDIO PLAYER 2

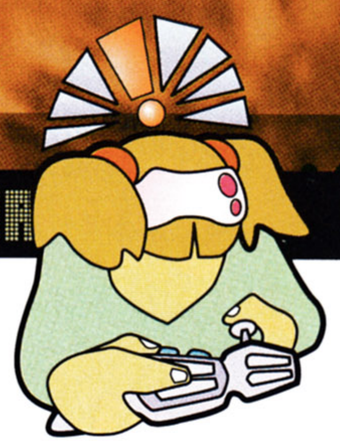
This is a lot meatier than the Outrageous Soundmaster but puts its weight to good use with 64 Mb on board and the option to upgrade to 128 Mb. It's compatible with the current MP3 and WMA audio formats but is cunningly capable of being reprogramable to adopt to future standards. How clever! If that wasn't enough, it also has an FM tuner squeezed inside which can store up to 20 preset stations. It just goes to show that radio does have a part to play in the digital age.

CONTACT: 01245 265 265
FROM: CREATIVE LABS
PRICE: TBC

OUTRAGEOUS SOUNDMASTER MP3

This is one of the smallest lightweight MP3 players around. You hold it in your hand and it's hard to believe that something so small could hold the Pet Shop Boys inside. It uses the MMC memory card which is the size of a postage stamp and there are two slots available to place 16, 32 and 64 Mb cards. The complete package of the player, PC writer and 16Mb card comes to a nifty price of £79.99. Get the 64Mb and nab your fave album off the the Net – and it's completely jog-free. Amazing.

CONTACT: WWW.SOFT-CHOICE.COM
FROM: ABSOLUTE MULTIMEDIA
PRICE: £34.99 FOR PLAYER/£79.99 FOR PACKAGE



CD-ROMS

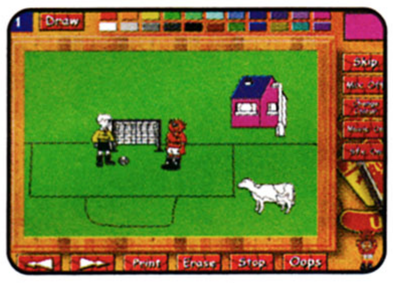
The hottest multimedia discs to make your D-drive smoke at the seams!

FRED THE RED

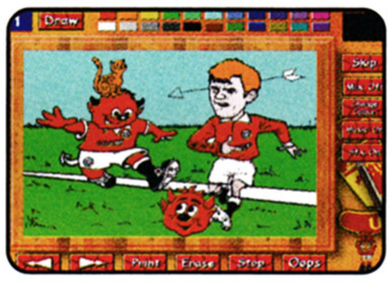
So you're a Man U fan eh? Never mind, it's just a phase... But, while you're going through it, this will bring a smile to your face. It's a 'Paint & Print Studio' that allows you to create your own Mancunian masterpieces. You can either draw your own pictures or you can embellish and colour in one of the many pics featuring your favourite Man U stars – and Teddy Sheringham. While this is aimed at younger fans, the fact that you can vandalise Andy Cole may entice malicious members of the footballing fraternity.

FROM: ALTERNATIVE SOFTWARE LTD
CALL: 01977 780 767
PRICE: £9.99

▲ You can choose to colour in one of the many illustrations...



▲ ... or you can create your own masterpiece. Stunning.



▲ Another option is combining the templates with your own work.

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You're using the Net to finish that dead important project (yeah, right) and your dad is expecting a really important phone call from the bookies. How do you cope with only the one phone line? Well, this neat bit o' software alerts internet users of incoming calls with a pop-up screen that allows you to calmly deal with the tricky situation. The pop-up menu tells you the number, who's calling and offers you several options. You can disconnect and take the call, divert it to another phone or, if it's someone you don't want to speak to, get them to leave a message. Or just ignore them. It really does manage your calls.

FROM: ON-LINE CALL MANAGER
CONTACT: WWW.OCMUK.COM
PRICE: FREE (BUT DIVERTED CALLS – 10P A SHOT!)

▲ Log onto the on-line website to download the software.

▲ Enter which phone number you want the calls diverted to.

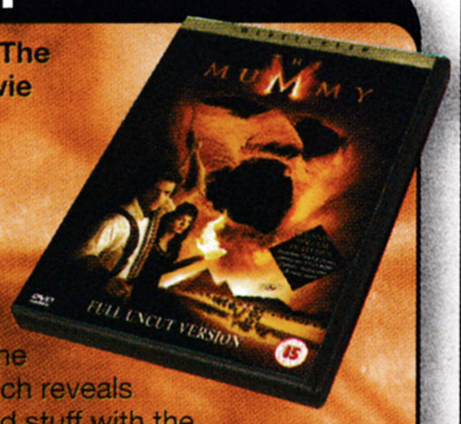
▲ This screen will pop up when you're surfing the net

DVDS

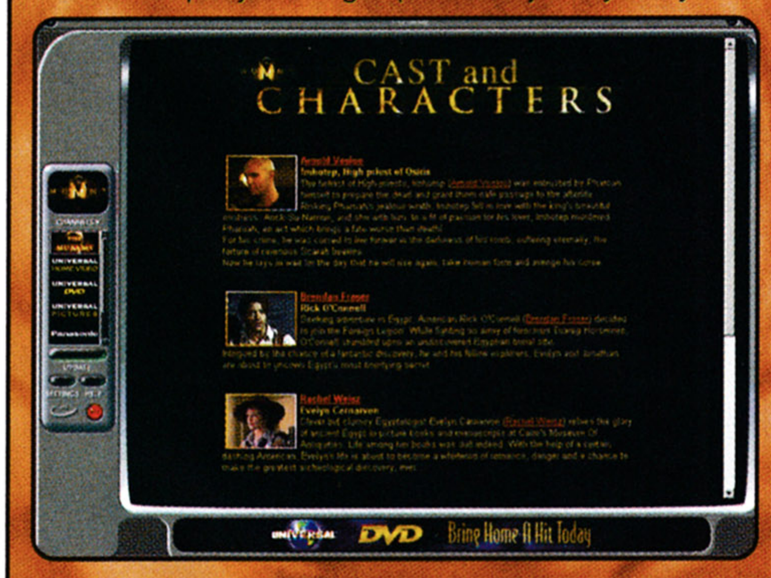
Which new DVDs have the best interactive features? Do you just get the movie or does it deliver double the fun?

THE MUMMY

Californian man meets The Mummy in matinee movie magic. And the sand gets everywhere.



This is pretty standard DVD fare. You get yourself a cast and character list, a 40 minute documentary of the making of the movie, which reveals how they did all that weird stuff with the sand, and a commentary by the director. All stirring enough. The collection of facts about ancient Egypt may be interesting to any budding archeologist but it doesn't wrap my bandages particularly. Truly Okay.



▲ The behind-the-scenes look reveals many men with hats.

▲ All the menu screens have an authentic sandy explorer vibe.

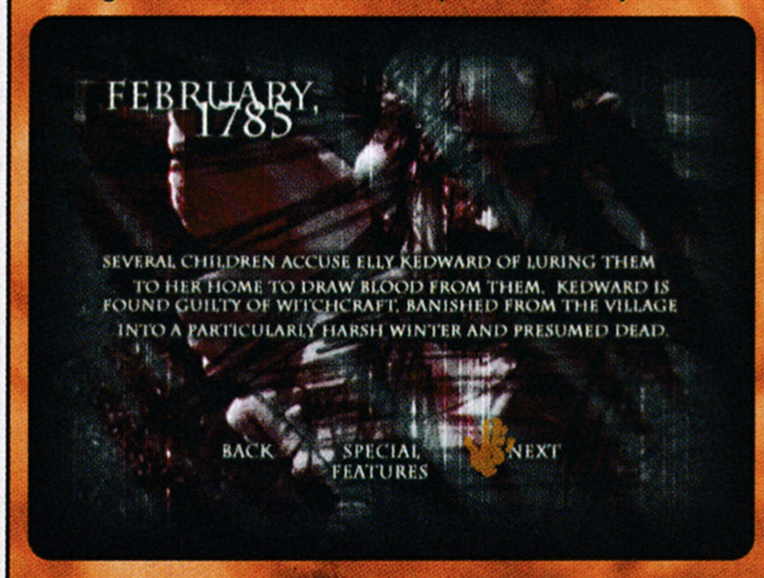
FROM: UNIVERSAL
OUT: NOW
PRICE: £17.99
CERT: 15

73%

THE BLAIR WITCH PROJECT

Three bobble-hatted students get lost in a wood and are scared by some trees.

This is so crammed with stuff that you can't see the wood for the features. There's a special documentary, notes on the witch myth and extra footage from the cinema release. The film commentary has its tongue firmly in cheek and the interview with the directors is particularly revealing. The only ropy part is the Fear section which has psychologists and survival experts talking about the film – all a bit pointless really.



▲ The whole package hangs together most snugly.

▲ The mockumentary is a highlight in a top DVD bundle.

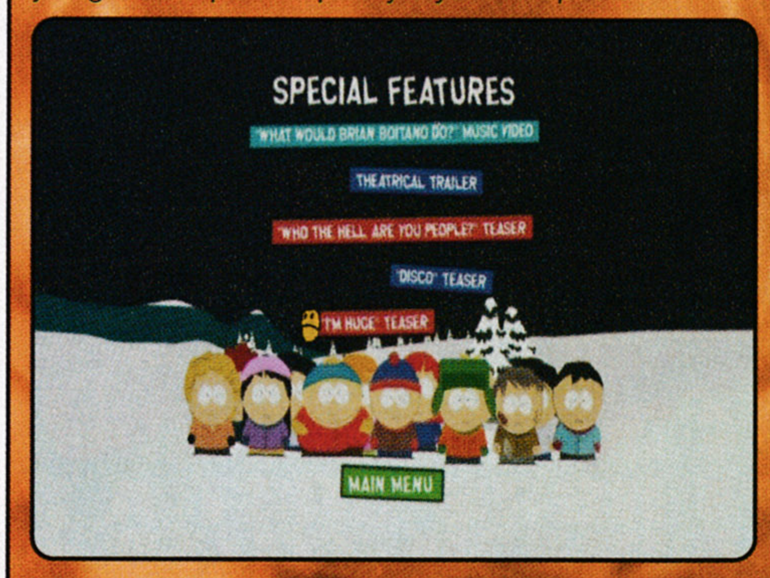
FROM: PATHÉ
OUT: NOW
PRICE: £19.99
CERT: 15

88%

SOUTH PARK

The Boyz in da Hoods get the big screen treatment as USA wages war on the Canadians. "Oh Canada, oh Canada..."

A big opportunity missed here, methinks. This could have been a big party of interactivity but instead it's just a collection of the trailers and music videos. But as the film is so episodic the scene selection is useful to get to the best bits. The movie's great but the animation is so basic that it doesn't benefit from digital perfection. If you buy the limited edition box set you get a couple of squeezy toys. Whoopee-do!



▲ There's not much here except a selection of trailers. Arsel

▲ With DVD you can go straight to your favourite scene.

FROM: WARNER BROS
OUT: NOW
PRICE: £17.99
CERT: 15

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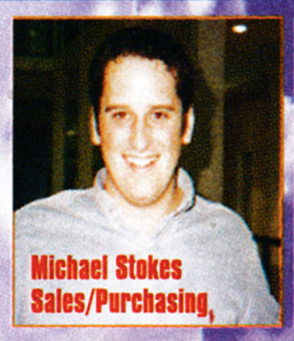
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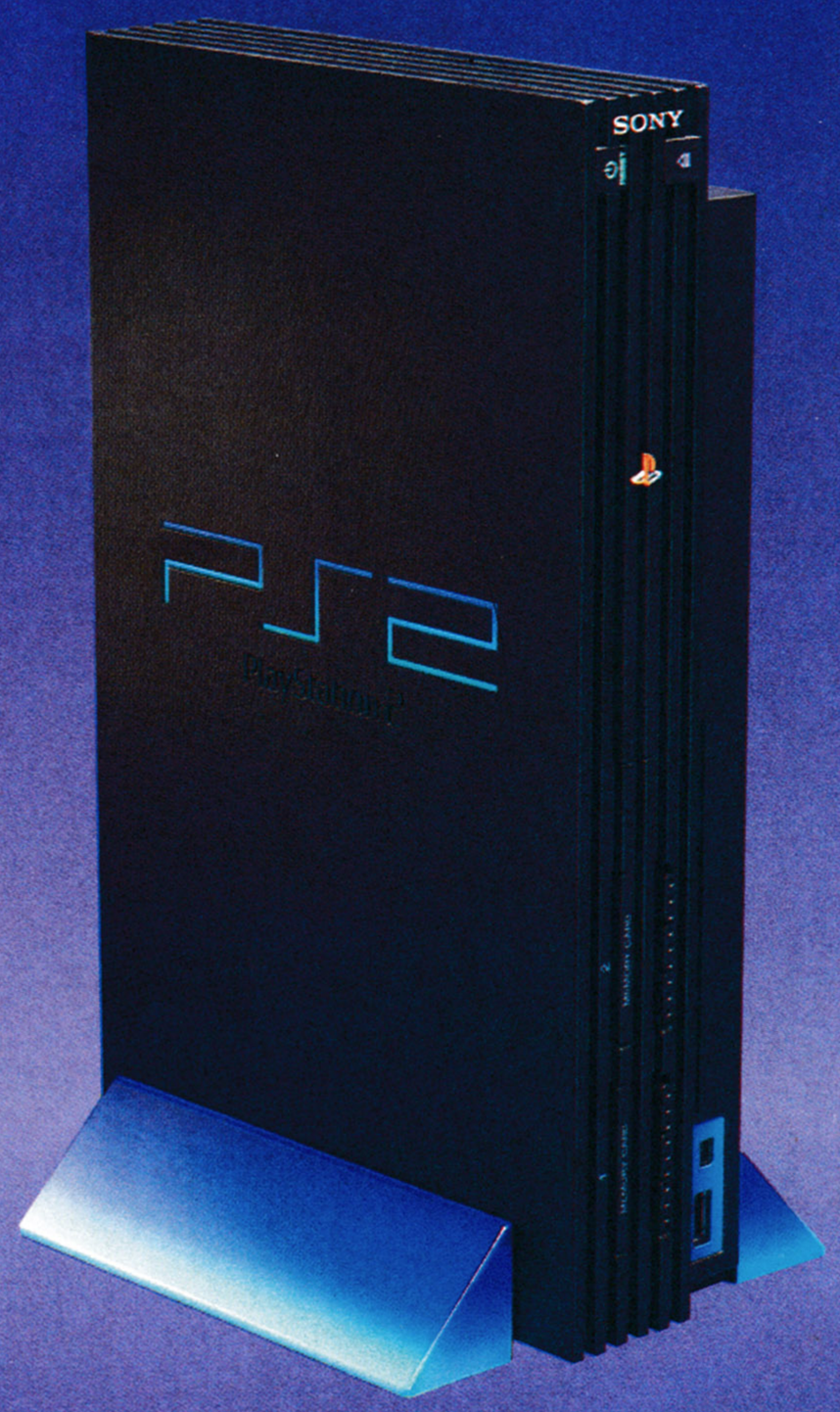

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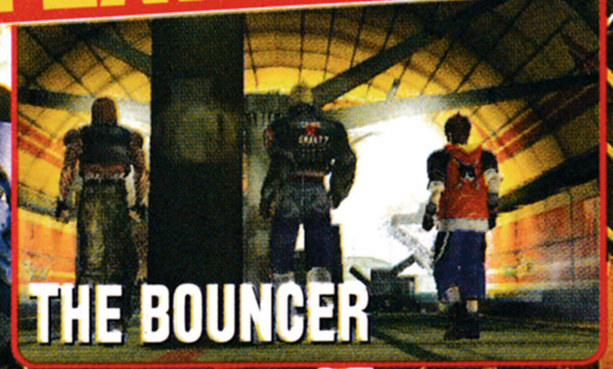

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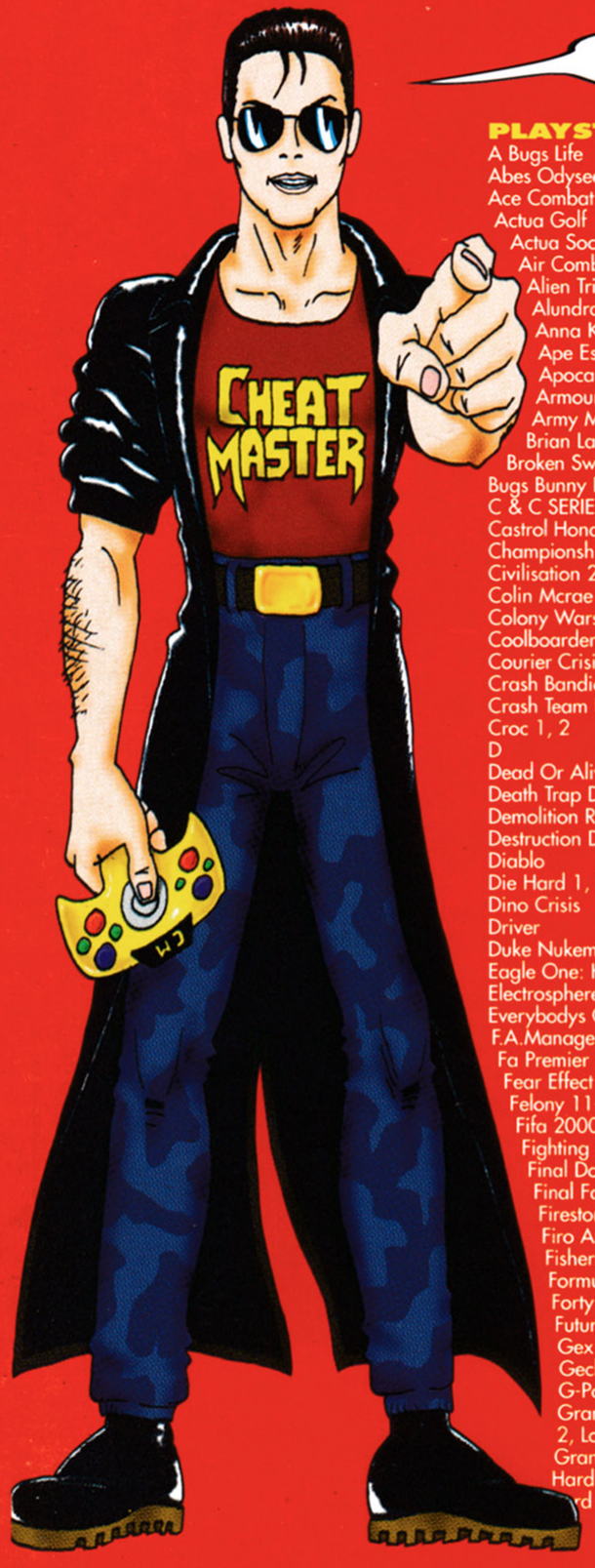

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Ape Escape
Apocalypse
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Army Men 3D
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rd Edge
Hardcore Revolution
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Int. Superstar Soccer Deluxe
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Iss Pro Evolution
J Mcgrath Super Cross 98
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Jersey Devil
Jonah Lomu Rugby
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Kagero - Deception 2
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Legacy Of Kain: Soul Reaver
Lost World
Lucky Luke
Machine Hunter
Max Power Racing
Medal Of Honour
Medievil
Metal Gear Solid Original, Integral, Special Missions
Mickeys Wild Adventure
Micro Machines V3
Mission Impossible
Monkey Hero
Mortal Kombat 1, 2, 3, Trilogy
Mtv Snow Boarding
Need For Speed 1, 2, 3,
Nightmare Creatures
Ninja
No Fear Downhill Mountain Biking
Nuclear Strike
Overboard
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Pandemonium 1, 2
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Phantom Menace: Star Wars
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Populous The Beginning
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Riven: Sequel To Myst
Road Rash, 3D
Roll Cage
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Samurai Showdown 3
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Sled Storm
Snow Racer 98
Soul Blade
Soul Reaver: Legacy Of Kain
South Park, Rally
Soviet Strike
Speed Freaks
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Street Fighter Alpha 3, Ex Plus Alpha
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Syphon Filter
T'ai Fu
Tarzan
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Tempest X3
Tenchu
The Lost World
Theme Hospital
Theme Park
Theme Park World
This Is Football
Thrasher, Skate & Destroy
Tiger Woods
Time Crisis
Toca 1, 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3, 4
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Tomorrow Never Dies
Tony Hawk's :Skateboarding
Toy Story 2
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UEFA Champion League, Striker
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Vigilante 8
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Warzone 2100
Wayne Gretzkys 3d Hockey 98
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Wild Arms
Wing Over 1, 2
Wipeout , 2097, 3
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Worms, Armageddon
Wreckin Crew
Wu Tang:Taste The Pain
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WWF War Zone & Wrestlemania
X - Files
Xena Princess

DREAMCAST

4 Wheel Thunder
A Life
Aero Dancing Featuring Blue Impulse
Aerowings
Air Force Delta
Attitude: Wwf
Blue Stinger
Chao Adventure: A-Life
Choo-Choo Rocket
Climax Landers
Cool Boarders Burrrn
Crazy Taxi
Cueball (Jimmy White 2)
Daytona Usa 2
Dynamite Cop
Dynamite Deka
Elemental Gimmick Gear
Evolution 1, 2
Expendable
Fighting Force 2
Flag To Flag
Get Bass
Giant Gram All Japan Pro Wrestling 2
Godzilla Generations
Hardcore Heat
House Of The Dead 2
Hydro Thunder
Incoming
Jimmy White 2 Cueball
Jojo's Bizarre Adventure
Legacy Of Kain Soul Reaver
Marvel Vs Capcom
Metropolitan Highway Battle
Millennium Soldier
Monaco Grand Prix
Mortal Kombat Gold
NBA 2k Enter 01
NBA Showtime
NFL 2k, NFL Blitz 2000
NFL Blitz 2000
NFLl Quarterback 2000
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Pop 'n Music
Powerstone
Psychic Force 2012
Puyo Puyo
Racing Simulation: Monaco Grand Prix Enter 01
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Redline Racer
Resident Evil 2, Veronica
Re-Volt
Rippin Riders: Coolboarders Burrrn
Sega Bass Fishing: Get Bass
Sega Rally 2
Seventh Cross
Shadow Man
Shotuko Highway Battle
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
South Park
Speed Devil
Star Gladiator 2
Street Fighter 3, 3w
Super Speed Racing
Suzuki Alistare Extreme Racing
Tee Off
Test Drive 6
Tnn Motorsports Hardcore Heat
Tokyo Extreme Racer(High Way Challenge)
Tomb Raider 4
Toukon Retsuden 4
Toy Commander
Trickstyle
Uefa Striker
Vigilante 8 Second Offence
Virtua Fighter 3tb
Virtua Striker 2
WWF Attitude
Zombi Revenge

PC

Abe's Exoddus, Oddysee
Age of Empires 1, 2
Alien vs Predator
Baldur's Gate
Caesar 3
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Command & Conquer: Red Alert
Command & Conquer: Tiberian Sun
Commandos: Behind Enemy Lines
Commandos: Beyond the call of Duty
Delta Force 1, 2
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Dungeon Keeper 1, 2
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FIFA 2000, 99, 98
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Grand Theft Auto 1,2, LONDON
Half Life
Hexen
Hidden and Dangerous
Incoming
Indiana Jones & the Infernal Machine
Kingpin
Midtown Madness
Need For Speed 1, 2, 3
Premier Manager 99
Quake 1, 2, 3
Railroad Tycoon
Rainbow Six
Resident Evil 1, 2
Rogue Squadron Star Wars
Roller Coaster Tycoon
Settlers 3
Sim City , 2000, 3000
Star Trek Birth of the Federation
Star Wars Episode 1 Phantom Menace
Star Wars: Rogue Squadron
The Hunt for Red October
The SIMS
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Theme Park
Theme Park WORLD
Thief The Dark Project
Tomb Raider 1, 2, 3, 4
Total Annihilation
Trespasser
Ultimate Soccer Manager 98
Unreal
Virtual Springfield
Worms Armageddon

N64

1080 Snowboarding
Banjo Kazooie
Body Harvest
Castlevania
Command & Conquer 64
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duke Nukem 64
Duke Nukem: Zero Hour
ECW Hardcore Revolution
FIFA '99
Golden Eye
International Super Soccer
Jet Force Gemini
Lylat Wars
Mario 64
Mario Golf
Mario Karts
Mayhem: WCW
Milo's Astro Lanes
Mission Impossible
Premier Manager 64
Quake 2
Rainbow 6
Ready 2 Rumble Boxing
Shadowman
Snowboard Kids
Super Mario
Super Smash Brothers
Turok 1, 2
Vigilante 8
WCW Mayhem
WCW Vs NWO Revenge
WCW Vs NWO World Tour
World Cup '98
WWF Attitude
WWF War Zone
WWF Wrestle Mania 2000
Zelda

GAMEBOY

A Bugs Life
Bart Simpsons Escape from Camp Deadly
Bomberman
Donkey Kong Land 3
F1 Race
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Final Fantasy Legend 1, 2
Game Boy Camera
Godzilla The Series
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Harvest Moon
James Bond 007
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Mario Golf
Oddworld Adventures
Pac In Time
Pipe Dream
Pitfall: Beyond The Jungle
Play Action Football
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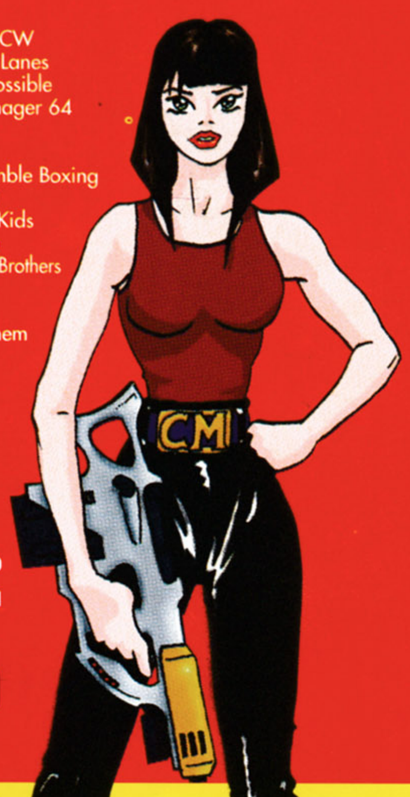
Pocohontas
Pokemon & Pokemon Pinball
Power Modeller
Rugrats
Small Soldiers
Sumo Fighter
Super Mario Bros. DX
Tetris
The Legend of Zelda
Turok 1, 2, RAGE WARS
V Rally
Wario Land 1, 2
Worms Armageddon
WWF Wrestlemania 2000
Zelda
Zelda: Links Awakening DX



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