HANDHELD HEAVEN
HOT GAMEBOY ADVANCE INFO!
CHECK OUT MARIO, F-ZERO,
MARIO KART AND MORE...

GAMES AVALANCHE!
FINAL FANTASY X
BANJO TOOIE
THE BOUNCER
UNREAL TOURNAMENT
QUAKE 3: TEAM ARENA
PHANTASY STAR ONLINE
SHADOW OF MEMORIES
MUNCH'S ODDYSEE
MARIO TENNIS ON GB
ZOE AND LOADS MORE!

GOTTA SEE!
STUNNING GT3 RAIN SHOTS
INCREIBLE MALICE PICS
SCOOPE! SONIC ADVENTURE 2
When your football team beats your best mate's, there's a danger he might forget.

Using your five free text messages should serve as a nice reminder.

For example:

- 1: We whipped you 3-0
- 2: That is three to nil
- 3: Not 1-0
- 4: Not 2-0
- 5: But 3-0

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The daddy of footy games, has a beautiful baby boy.

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If these scenes are anything to go by, Argonauta’s “dark and comic fiery adventure” should be just the job to show off Xbox’s graphical power, at least in the console’s early days. The game centres on the exploits of Alice, a Japanese-style character who wields a massive clockwork mallet which handily doubles as a key for locks. Gameplay looks to be standard platform fare, but a cartoon adventure has never looked this good. From what we’ve seen so far, Malice packs all the visual punch you’ll ever need, with its intriguing character that even turns to metal. We can’t wait — roll on 2002.
Yes, this is a real-time image. While little is known of the actual mechanics of Mallo’s gameplay, we can assure you it’s one of the most beautiful games ever made. Argonaut has been working on the game for the past two years, and has another 12 months of polishing before Mallo gets released, so it’s going to get even more spectacular as time goes on. Mallo has every chance of ending up in sequels after sequel, especially if gamers take to those big, green eyes with gusto. How could you resist?

You’ll start the game as young Alice and get older as you progress through the adventure. Even as a baby, Alice is well cute, and should keep you coming back for more. From this shot below though it seems young Alice’s hand wasn’t surgically welded to her hammer at birth. Just as well or going to the toilet could prove fatal.
ACCESS ALL GAMES
A WHOLE MONTH'S NEW GAMES IN ONE PLACE

ODDWORLD: MUNCH'S ODYSSEE
OUT EARLY 2002 PLATFORM: XBOX

Munch is very...odd. Starting the game as a victim of an animal experiment, our flippered friend is rescued by Abe and joins him on a quest to rid Oddworld of the evil oppressors, the Sligs. Swapping between the two characters is essential for success.

Bumping off Sligs is going to make up a big part of the game. Oddworld adventures are notoriously hard as they're based on stealth, so make sure the baddies are facing the other way...

This is exactly how not to stay alive. If a Slig spots either Abe or Munch you're going to have a seriously difficult time lasting any more than 10 seconds. Sligs have high calibre weapons and aren't afraid to use them. You have a loin cloth. Oddworld games are all about timing, sneaking and generally being as cunning as possible. Don't stand around looking dumb if you want to survive.

The now legendary Abe and the newly introduced amphibian creature Munch are looking better than ever in the latest adventure from Oddworld Inhabitants. Scheduled for release at Xbox's launch, Munch's Oddysee provides many of the gameplay elements of earlier games - such as the ridiculous but amusing way Abe speaks and the general mission to get his brethren away from the killer Sligs - but this time you'll be playing in full 3D. Throw in some of the finest graphics ever seen on a console and you and Microsoft are both laughing.

Aren't they cute? Interaction is key to the game, and there'll be plenty of alien chatter between the two key characters and all the other weirdos you meet. Saying "Follow me!" will become second nature as you work through the game. It's just comedy all the way.
SONIC ADVENTURE 2
OUTSPRING PLATFORM DREAMCAST

Fancy a sneaky play at Sonic Adventure 2 long before it hits the shelves in the UK? Then get thee to an import store and pick up a Japanese copy of Phantasy Star Online. 'cos it comes bundled with a fully playable one-level demo of Sega's super-Sonic sequel.

The action kicks off with a skateboarding Sonic, speeding down the steepest of San Francisco-style streets. If you time your jumps over ramps you can pull off SSX style tricks. Blinding!

The brilliantly varied action of the original Sonic Adventure looks like it'll be taken to the max in the sequel. In this one demo alone, Sonic skateboards, runs, jumps and gets chased by a giant demon truck! There are loads of new additions such as this monkey-tastic bar-swinging move to help you reach hidden areas. Graphical detail is higher too – check out that Chao movie poster!

Grind baby, grind. It's like Jet Set Radio with a hedgehog, only much, much faster. The B-button lets you crouch to increase speed when on rails, but changes function according to the situation Sonic's in. Leap from rail to rail to score combo points.

The Chaos return – whoo! It seems in SA2 they'll give you hints as you collect them around the massive levels. Rather than freeing trapped animals by destroying baddies as in the first game, this time they're hidden around the levels. Check behind those crates.

Look at this – it's pure Dreamcast beauty. Sonic flies through rings of hoops while the lush graphics move smoothly and swiftly around him. Nothing on PS2 comes close to the speed and beauty of SA2. A game worth getting a DC for? Maybe...

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INDIANA JONES AND THE INFERNAL MACHINE

OUTSPRING PLATFORM: N64

Getting worried about the number of N64 games scheduled for the year? Well THQ will ease your worries with two new games. Star Wars: Battle for Naboo is playtested elsewhere this issue and to follow it, there's this classic Indiana Jones adventure.

Indy is searching for treasure again, this time using his brain as well as his brawn (and his whip to defeat an eccentric Russian scientist who is searching for the fabled Tower of Babel.

Taking on the might of the Russian soldiers and scientists single-handed is a good way of getting sent home stuffed into a wooden box, so Indy will have to sneak around and use crates like these to hide until the perfect moment to strike comes. And if you fancy a sneak preview of the next Indy movie, there are alleged versions of the script doing the rounds on the internet.

The crazy Russians are after the Tower of Babel, which will give them the awesome power to travel to another dimension called Aetherum. So guess who gets to stop them with a crack of his whip and a sharp one-liner? Indy's back, and this time it's biblical.

With a new Indiana Jones movie soon to go into production, Indy is going to be more popular than ever; and with this conversion of the PC game on its way — hopefully with the problems of that version fixed — we'd say don't get rid of your N64 just yet.
FINAL FANTASY X

OUTTBC PLATFORM/PLAYSTATION 2

At last, news on one of the most eagerly awaited PlayStation 2 games has emerged. Square has finally given up some details about FFX. There's no release date as yet, but just one look at these visuals should be enough to make you want a slice of this!

The main character is a 17-year-old biker called Tidus who seems to dig wearing shorts. He makes up for it with his weapon of choice – an awesome blade that sees off opponents in a jiffy.

His favourite pastime is a sport called Blitzball, which is played underwater. There's a female character as well called Yuna, who is also 17. She's a Summoner and the daughter of the Great Summoner. So in Tidus you have a fighter and in Yuna, a powerful magician, capable of using her skills to defeat your enemies. Combine them to make short work of most of your challenges.

Final Fantasy X boasts the usual masterly plotting that would leave most Hollywood blockbusters shamefaced, while the graphics really are spectacular. Expect a load of new gameplay elements to take this RPG series to the next level.

Facial expressions and subtle movements will now be visible, showing how a character feels towards you and emphasising certain things they are saying, perhaps giving clues as to what you have to say or do next. Their voices will also convey their emotions.

Although details are scarce, just these few shots appearing at our desks was enough to send shivers down our spines. With this and Metal Gear Solid 2 in the pipeline, the PlayStation 2 may just start to deliver on some of the promises Sony made.
**Mario Advance**

**OUT THE PLATFORM/GAME BOY ADVANCE**

You knew Nintendo would never launch a console without its moustachioed hero making an appearance. This time they're rejuvenating Super Mario Bros 2 from the NES (actually the weakest of the Mario games – why in MarioLand didn't they do Super Mario Bros 3, one of the greatest games of all time?)

You get to play as one of four characters – Mario, Luigi, Peach and Toad – throwing stuff at overly cute enemies to kill them rather than jumping on their heads. Once an enemy has been clobbered, you can pick them up and throw them at anything else which happens to be on the packed game screen. Each character has unique strengths and weaknesses, so some will be suited to different levels more than others.

Not only will GBA Mario Advance be an awesome single player experience (like all Mario games), as a bonus the cart will also feature a four-player game based on the very first Mario Bros game. You have to battle the other characters to collect coins while all the time looking for Koopa shells to lob at them. With four players linked up via the link cable, this one promises to get fiendishly addictive.

Grab hold of one of your unsuspecting opponents and use them as a weapon against the ever advancing Koopas. There's no such things as a friend in a battle like this. As well as fighting for survival, you have to keep an eye on what the other players are doing so you know when they are powered up or in a position to inflict some hurt on you. It really is an awesome multiplayer spectacle – just wait till you get this in the playground.

Just as Mario 64 wowed the gaming world when it was first unleashed at the launch of the N64, Mario Advance will guarantee the Gameboy Advance will rocket to the top of every gamer's most wanted list when it's launched in Japan at the same time as the machine in March. Start pestering your local importer to reserve your machine now. The world's favourites plumber is back to rock the gaming world.

**Black & White**

**OUT THE PLATFORM/PLAYSTATION**

The PC version of this has been in development for years now and is promising to change the shape of God games forever; so Midas figured it'd be a good idea to get it ported to PlayStation.

You get to grow and evolve a creature who will respond to how you play. Play as a bad guy and he will grow to be evil. Be nice and so will he. You determine how they develop depending on the praise you give when they perform an action. If they kill, give them praise and they'll turn monstrous. Sweet.

Your creature can battle against other monsters that appear in the game, as well as interact with the population of the world you wander around. You also get to use your God-like powers for or against these people to achieve different mission goals. This one looks like it could shape up to be an classic.
**EXTERMINATION**
OUTTBC PLATFORM/PLAYSTATION 2
The year is 2006 and a special investigation team has been sent in to find out what's going on in a secret base. This survival adventure promises plenty of Resident Evil-style thrills and spills, with your analogue stick used to perform a variety of special moves in different circumstances.

**F-ZERO**
OUTTBC PLATFORM/GAME BOY ADVANCE
Just check this out – a four-player racing game for the Game Boy Advance where you only need one cart between the four of you to play it. Plus it's one of the best racing games that ever appeared on the SNES and the screenshots we've seen look the business. You have our full permission to start drooling right about now.

**MAGICAL VACATION**
OUTTBC PLATFORM/GAME BOY ADVANCE
More Zelda-style role-playing antics on the GBA. There's a huge world to explore and plenty of quests for you to carry out. Details are scarce at the moment, but we'll know more soon. It's just one of a huge list of games already announced for the GBA which sees many old heroes returning for a new lease of life.

**MARIO KART ADVANCE**
OUTTBC PLATFORM/GAMEBOY ADVANCE
Yeah, we know we've mentioned it before, but if there is one GBA game that everyone is already itching to play it's this. Four players can compete – again, with only one copy of the game between you. If you never had a chance to play this on SNES or N64, there's no excuse to miss out on what is simply the best cartoon race ever.

**ACE COMBAT 4**
OUTTBC PLATFORM/PLAYSTATION 2
Namco's Top Gun flight and fight series returns to shoot down its rivals on PS2. Fly complex missions, blowing up ground targets and taking out huge fleets of fighters that try and stop you. It's like the Gulf War has erupted on your PlayStation 2. Expect huge explosions and plenty of intense dogfighting.

**VENOM**
OUTTBC PLATFORM/PC
Another PC first-person shooter, although this time you have two characters under your control – so at least it's trying to be different. It's a basic 'run around, find weapons, kill stuff' kind of game, although you are limited to the number of weapons and items you can carry. Could be one to watch out for.

**MISSION WINBACK**
OUTTBC PLATFORM/N64
This was much underrated on the N64 and now that it's getting the PS2 treatment, hopefully more of you will finally get the chance to experience its mixture of stealth, puzzle solving and all-out action. As well as the single player game with three different endings, there will be several four-player games built in.

**EDGE OF CHAOS: INDEPENDENCE WAR 2**
OUTTBC PLATFORM/PC
Sprawling epic space battles featuring some of the biggest and most powerful ships and weapons seen outside of the Star Wars universe. Who cares about the plot or storyline, just turn these majestic space fleets into heaps of floating debris – makes the old Wing Commander games look sadly dated.

**DANCING STAGE DISNEY**
OUTTBC PLATFORM/PLAYSTATION
We can see Lee reaching for his dance mat already. Bop along to your favourite Disney tracks from the hit movies. Check Mickey out as he cuts up the decks like Fatboy Slim. It'll be one of those games kids will love and adults will sneakedly have a go on when no-one's looking. We know all their secrets.

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X MARKS THE SPOT

MICROSOFT COMES CLEAN ON THE DESIGN OF XBOX. CVG WAS IN VEGAS TO GET THE SCOOP

THE X FACTOR

Bill Gates on stage is a sight to behold. He's ominous, larger than life and stinks of power. It's belittling then, that the gaming machine he unveiled at the Consumer Trade Show (CES) in Las Vegas a few weeks ago displays all the same attributes. While there are still a few questions to be answered over whether Xbox will have those console heavyweight pieces of software to back up its almost ridiculous processing capabilities, you can be sure of this: the world, his wife and her milkman lover will be talking about this black block when it hits UK stores in early 2002. Why? Well, it's made by Microsoft, it's more powerful than the space shuttle and, erm, it's got a green 'X' on top of it.

**DVD TRAY**
Your games go right in here. You can play DVD movies, but you'll need to buy a special add-on with remote control to watch the likes of Gladiator on this machine.

**EJECT BUTTON**
Opening and closing the tray couldn't be easier. Just hit this.

**RESET BUTTON**
The thing for all those nasty crashes. Not that Xbox will have those. Of course not.

**FOUR CONTROLLER PORTS**
Four-way action with no multipad - unlike PlayStation 2 - is a standard Xbox feature.

**XTRA, XTRA**
Las Vegas, USA, was the setting for the official unveiling of Xbox, and although the gloves are yet to come off in the war of the next generation console giants, things are certainly heating up. The machine Bill Gates revealed - aptly enough in the gambling capital of the Western world - is the fastest, most powerful home console ever conceived. The final design of the big, black box is already the centrepiece of fevered debate on the internet. Does it represent the solid might of one of the largest companies in the world and the absolute future of home entertainment, or does it merely look like an Argos fan heater?

**POWER HOUSE**
Whatever your opinion on the subject, there's no denying the fact that Xbox is one serious piece of kit. Never known as an outfit to do things by halves, Microsoft has put together a machine capable of delivering a monstrous 150 million polygons a second, compared to PlayStation 2's 65 million. It's lighting and effects capabilities are unparalleled and, for the first time in the history of videogaming, we are looking at a console that really does have the capability to produce real-time graphics as powerful as CG movies such as Toy Story and Jurassic Park.

**SAVE GAMES**
Back up virtually nuclear processing power is an 8GB hard drive, giving gamers seemingly unlimited resources for saving games and providing everything developers need for creating all those massive multiplayer titles console gamers have been dreaming about since year dot. You'll still be able to save your progress to an 8MB memory card to take round to your mate's houses, and the four controller ports on the front of the box mean there'll be plenty of party gaming offline while waiting for the online broadband revolution to happen.

**WAIT FOR IT**
Yes, it means that although broadband-ready out of the box, Xbox apparently won't be able to go online using a standard modem and dial-up connection on Day One. But as has already happened in Japan with PS2, you can bet your Grandma's house that some clever so-and-so is already working on an external modem and browser software. The only question then is whether the first wave of games will supportventional dial-up play. Microsoft, like Sony with PlayStation 2, wants to wait for mega-fast connections before taking its gaming experiences to the Web - but are players prepared to wait that long?
GAME BOY ADVANCE

Amiga classic, Wings, from Cinemaware, is being converted to the GBA by Crawfish in the UK. This World War One flight and fight game was a massive hit in the early 90s with its amazing graphics and great storyline.

PLAYSTATION 2

Sony has announced plans to double production of PS2 hardware to make sure that by the end of March they hit their target of 10 million consoles sold. Meaning there should no longer be a shortage of machines - wahoo!

MULTI-FORMAT

Classic horror movie, The Thing (the John Carpenter/Kurt Russell version), is getting the videogame treatment. The shapeshifting, life-absorbing creature will appear on PC, GAMECUBE, Xbox, PlayStation 2 and Gameboy Advance.

PLAYSTATION 2

Activision has announced it is bringing the thrills and spills of the Paris Dakar Rally to the PS2 and PC. The game is going to cut it June and promises to be one of the maddest racers ever. As in real life, absolutely any vehicle is allowed to participate - sort of a real-life 'Wacky Races'.

PLAYSTATION 2

Electronic Arts has announced a new arcade racer, Rumble Racing, for the PS2. It's from the same team that were behind their NASCAR game in the States. Early shots look promising, but there's no release date yet.

PLAYSTATION 2

Sony has had to admit that the long awaited blockbuster GT3 is going to slip. The Japanese release has been delayed two months, which will have a knock on effect in Europe, meaning we won't get to see it until May.

GAME BOY ADVANCE

PlayStation game Monster Rancher is one of the first titles to make the crossover to Nintendo's new handheld. Teamo's Pokémon influenced game is in production as we speak, although no new screens have reached us yet.

DREAMCAST

A Dreamcast version of Mario Kart-style racer, Bombeday Racing, has caught the sharp side of an Empire lightsaber and been canned for Sega's failing console. PC and PS2 versions are still on course and are expected this Spring.

GAME BOY COLOR

If you thought the old GBC would die once GBA arrived, think again. A Japanese company is launching a gizmo that will allow you to plug it into a phone line and download software. We'd love to see this top gadget get a UK release.

You'll have to wait until 2002 to get your hands on one, but, assuming Microsoft has the games to back Xbox up, it's going to be worth the wait. Welcome to the future....
XBOX IN CONTROL

THIS IS YOUR POINT OF CONTACT WITH XBOX GAMES. YOU'LL BETTER BE PAYING ATTENTION: THIS IS THE FUTURE

THE XBOX

The Xbox controller is, like the rest of the Xbox hardware, big and brash with a green blob in the centre of it. Microsoft believes it has developed the ultimate way to interact with a console game. It's chunky in the extreme and comes with so many inputs you're left bewildered by the choices. Is this the future? If Gates and his crew have anything to say about it, it's going to be sitting in your hands early next year. Take a good long look at the handset that could change gaming forever.

INPUT BONANZA

The Xbox controller has just about every button, switch and lever you could possibly need for a videogame. You'll get two joysticks, a D-pad, six analogue action buttons (perfect for fighting games), two analogue triggers in the same vein as the Dreamcast pod (easy driving games on the way), slots for two memory cards (for the much anticipated voice recognition and microphone unit, and maybe even a mini-cam) a Start button, dual shock and, interestingly, a Back button for reverse select. Sounds a lot? Well, they're cramming it all onto a smaller version for Japan. Oh, and CVC's had a fiddle with one. When you finally get your hands on the likes of Raw is War, Colin McRae X, Metal Gear Solid X and Jurassic Park, you'll see for yourself how well the handset works.

ROCKING XBOX GETS EVERYONE LAUGHING

It's not every day you get to see a man-mountain wearing black shades tell Bill Gates, 'It doesn't matter what you think', but that's exactly what happened on the stage of the Consumer Electronics Show in Las Vegas. The Rock will be the man man in the next Smashdown generation but, really, nothing of the new confirmed Raw is War game was shown. A Colin McRae game has also been confirmed.

THAT'S ENTERTAINMENT!

THE LATEST BIG DVD RELEASES TO KEEP YOUR PS2 WARM THIS SPRING

BRAVEHEART

What's it all about
Big, chest-busting, Oscar-winning epic about William Wallace, the Scotsman who led the 14th Century revolt against the English. Mel Gibson sports a mullet even Chris Waddle would've laughed at, and rant aloof freedom and stuff to a bunch of Chris Evans lookalikes in kilts. Best remembered for its group axe-flashing sequence.

Special features
Commentary from the cheeky chappy Mel, along with deleted footage, interviews, behind-the-scenes stuff and more.

EXTRAS: ♠ OVERALL: OK

FOUR WEDDINGS AND A FUNERAL

What's it all about
Cunningly released just in time for Valentine's Day, this smash hit from Cumber turned Hugh Grant into an international star. The floppy-haired, oh-so-English lover of roadside liaisons steals the show, as he bumbles his way through the quartet of nuptials and one send-off. Still a hoot.

Special features
Bits of a letdown really as all you get are a couple of trailers and precious little else. You can't help thinking someone could have done a really good audio commentary on this one.

EXTRAS: ♠ OVERALL: ☹

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FEAR AND MALICE IN LAS VEGAS

Arghonaut's dark platform adventure Malice is turning into something of a showcase title for Xbox, and the latest demo made up a good portion of the showing in Las Vegas. Sporting enough lighting tricks and effects to bring any graphics junky to their knees, Malice revives around a cute red-headed girl with big eyes and an even bigger hamster. If all goes well, you'll be smashing around some stunning environments to bits at the console's launch. Thumping good stuff.

ABE RETURNS WITH HIS FLIPPED FRIEND

Munch's Odyssey takes Oddworld Inhabitants' franchise, makes it fully 3D and gives it a massive visual kick in the backside. The amphibian Munch has never been seen before, and you'll get to switch between the two characters throughout the game. Munch gets a wheelchair to help him get around, but Abe can still suck his stuff the bipedal way.

CVG RECKONS

Like the console design, the joypad's a chunky little monkey. Apparently it's ergonomically perfect and the product of consultation with 5,000 players, but is it a bit too chunky and perhaps just a little too busy? If well programmed though, the right controller could overcome many console 3D gaming problems.

ROCKY HORROR PICTURE SHOW

WHAT'S IT ALL ABOUT
Cult 1970s musical that gave birth to the Time Warp. Giving students the world over an excuse to dress ridiculously while dancing like the camp inmates of an SBM Bedlam, now makes its totally over-the-top way to DVD.

SPECIAL FEATURES
A whole disc's worth, from the usual commentaries, interviews and behind the scenes footage, to deleted scenes, alternative endings, singing sequences, directions for audience participation and tons more. Leather hotpants are optional.

EXTRAS: A
OVERALL: A

DOGMA

WHAT'S IT ALL ABOUT
Religious malarkey from the folks that brought you the low-budget, artsy, Clerks. Matt 'N Ben play two fallen angels trying to scan their way back into heaven and, subsequently, bring about the end of the world. Warily singer Morisette confuses matters even further by staking as God. Fun for a while, before it resorts to cheap special effects.

SPECIAL FEATURES
TV spots, trailers, and interviews with cast and crew members. A compact package, but the special features are entertaining enough to warrant a look.

EXTRAS: OK
OVERALL: OK
Blair's Education Minister Michael Willis even invited games manufacturers to a conference to discuss ways in which new software and games hardware can be used both inside and outside the classroom to make learning more appealing. But we reckon if ministers took the time to properly check videogames out, they'd see that everybody's favourite games are already educational. Here's four mighty fine reasons why Ministers should either join in and learn something or just butt out.

While gamers across the UK have been enjoying hits like Majora’s Mask and Shenmue, UK Government ministers have been busy asking developers to make games more educational. Tony Blair's Education Minister Michael Willis even invited games manufacturers to a conference to discuss ways in which new software and games hardware can be used both inside and outside the classroom to make learning more appealing. But we reckon if ministers took the time to properly check videogames out, they'd see that everybody's favourite games are already educational. Here's four mighty fine reasons why Ministers should either join in and learn something or just butt out.

DANCING STAGE EURO MIX

TEACHES: Just look at Johnny in our pic! That was taken before he discovered the aerobic joys of that renowned example of physical education, Dancing Stage. Sustained dance mat action helped the pounds fly off, and also improved his stamina, balance and coordination. Dancing Stage also teaches you how to dance, especially on tracks like 'La Senorita', where you really have to wiggle those hips to win. The best PE lesson in the world.

MICROSOFT FLIGHT SIMULATOR 2000

TEACHES: If you can get your head around the myriad intricacies of the Professional version of Microsoft's big-selling flight sim, you'll be in a good position to actually pilot a real-life plane. It's that realistic. Don't scoff – it's true. Newspaper stories include one about a guy who'd played the sim so much that when he went flying he successfully landed the light aircraft – all with no official training. Bimey, videogames really can save your life!

PlayStation

ZELDA: MAJORA’S MASK

TEACHES: Any player who completes Majora's Mask can never be accused of being badly organised or not being community-minded. To win the game you have to actively seek out people and make a big effort to help them for rewards. You’ll also have to cope with having lots of tasks to complete – often in a lengthy but logical sequence – while up against a incredibly tight three-day deadline. We reckon this is fantastic training for a high-flying job in the City.

PlayStation 2

FIFA 2001

TEACHES: If football is the new religion, then the most up-to-date footy games can arm you with a load of handy bluffer’s knowledge for networking when climbing the career/social ladder. Especially useful for name-dropping with sporting types. They'll also give you a good grasp on advanced playing tactics for multiple scenarios of real-life play. Playing as team-mates helps communication skills and if you ever get to be someone's boss, the team management side is handy.

CVG REACTS

O! BlAIR - NO!

MINISTERS RECKON OUR GAMES SHOULD BE EDUCATIONAL - WE RECKON THEY ALREADY ARE

OUR GAMES ARE ABOUT ACTION, ADVENTURE, THRIllS AND CHALLENGES. THEY'RE ABOUT DOING THINGS YOU CAN'T DO IN REAL LIFE, ABOUT ESCAPISM AND, MOST IMPORTANTLY, ABOUT PURE ENTERTAINMENT. PERHAPS MINISTERS SHOULD SPEND MORE TIME INVESTING IN MAKING SCHOOLS SAFER AND MORE ENJOYABLE PLACES TO BE IN, RATHER THAN MEDDING IN AN INDUSTRY DESIGNED SOLELY FOR ENTERTAINMENT. THEY COULDN'T GET AWAY WITH TRYING TO INTERFERE IN HOLLYWOOD BLOCKBUSTERS, SO WHY DO THEY THINK THEY CAN IN THE WORLD OF GAMES?
LEE'S LAB TESTS
GAMING ADD-ONS UNDER THE MICROSCOPE

After extensive PlayStation 2 peripherals testing (up to page 53 now!), the Prof is thankful for some non-Sony specific products to get his teeth into in this month's Lab Test. As well as Game Boy gear, there's PSense gun fun and sexy cinematic surround sound to severely scupper your savings.

GAME BOY BATTERY PACK
GBC/NGPC
£17.99
Play Game Boy and NeoGeo Pocket without using batteries. Sweet! Charge up the puck unit, clip it to your belt and it'll last over twenty hours per charge. The retractable power cable may be a little short for older players.

GAME BOY TRAVEL PACK
GBC
£29.99
The ultimate kit for gaming on the go. The travel pack comes bursting with a rechargeable grip unit, GB light and magnifier, stereo speaker system, link cable, mains adapter and a fantastic joystick/joystick adapter. A bargain price too!

YAMAHA TSS-1 HOME THEATRE SOUND SYSTEM
PC/PS2
£189
Enjoy the delights of home theatre surround sound with this Dolby-compatible monster. It may seem expensive but it's an impressive piece of kit. Will work with a PC and PS2 with an optical cable. The sound quality is incredible.

SCORPION LIGHT GUN II
PS
£19.99
Blaze releases an updated version of the already brilliant Scorpion Light Gun. Features improved laser-sight accuracy and it's still one of the best feeling guns around. You probably don't need it if you've got the original, otherwise great.

360 MODENA RACE WHEEL
DC
£39.99
This officially-licensed wheel wants to give you that classy Ferrari feeling but doesn't quite pull it off. It feels more plastic than the PS2 version but at least you can play with it on your lap. Not bad, but should be better given the licence.

WIN £1000 TO SPEND ON WHATEVER YOU WANT

1. Star Wars offshoot, Battle for Naboo is on which format? A N64 B PS2 C GC
2. Project Justice is what sort of game? A Beat 'em up B First-person shooter C Role-player
3. How many stars did the Prof give the new Scorpion Lightgun II in his Lab Test this month? A 3 B 4 C 5
4. Which new game is Toss the Hero for? A Bajie Toole B Dark Cloud C Armored Core 2
5. How many Taz 4x4 cars are we giving away in Win This Lot Now? A 1 B 2 C 3
6. Where did Johnny go to talk to the developers of Shadow of Memories? A Home B America C Germany
8. Which upcoming game lets you run your very own banana republic? A Gangsters 2 B GTA3 C GTA3
10. Which fantastic game is this great screenshot from? A Team Arena B Fear Effect 2 C Shadow of Memories

LAST MONTH'S ANSWERS
1/ C Donald Duck
2/ B Jet Set Radio
3/ A Hello Kitty
4/ B Zidane
5/ A Tony Hawk
6/ C World's Most Interesting Bomb
7/ B Naked
8/ A computerandvideogames.com
9/ B WWF
10/ B The same as Lodo's War

The lucky winner of issue 230's compo and one hundred squid is... Dale Evans of Aylesbury.

IT'S EASY TO ENTER

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www.computerandvideogames.com 19
CHECK US OUT NOW

CVG WEBSITE GETS A MAJOR MAKEOVER

IF YOU'RE JUST a regular visitor to the CVG website (www.computerandvideogames.com), you'll have noticed that we ripped it to bits and started again just before Christmas. If you aren't, here's why you need to fire up that modem and check it out. One great change is that the number of image files each page has to display has been reduced, so everything loads quickly. Keep an eye out for more cool developments throughout the year, including tips, game guides, forums and secret stuff that we guarantee will change the way you use games sites.

Tony Hawk has stated that he and Activision may be working on a sequel game to appear on the PSOne before a fully fledged sequel appears on a more powerful console. Tony Hawk 24 (not the final title) should appear sometime in the Summer.

Game Boy Advance Developer Majesco has announced ten new titles for the Nintendo handheld. Can you wait with titles like Earthworm Jim, Casser's Palace, MSMS: Lost In Time, Indiac 3-D, Aerial Action, F-18 Fortress, Jelly Belly, Pitfall! and Painball! to appear?

PlayStation 2

A sequel to the gore-fest movie Blade is in the works, and what a successor! A game is under way as well. It's being developed in the UK by Mucky Foot for the PS2 at first, although they are expecting to convert it to other systems nearer to its release.

EA has delayed the launch of the promising Bond game. The World is not Enough on the PS2. The reason? They want to make 007 Racing their first Bond outing on the system. They hope it's better than the PlayStation game which, unfortunately, sucked a lot one.

Games World

If anyone ever tells you how bad playing games is and how it isn't popular, show them this. The UK games industry broke all sales records last year, and is now worth a cool total of £334 million. That's combined sales of consoles and games. This makes it one of the most profitable and fastest growing industries anywhere. Not bad for an industry that started out with Pong.
Watch Nickelodeon all week

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IN THE SHOPS SOON
WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

THE MAN BEHIND METAL GEAR REVEALS HIS SECRET WEAPON: ZOE

HEAVY METAL

WORDS ALEX SIMMONS SCREENSHOTS VARIOUS
Robots are supposed to be man's best friend, designed to make coffee and pick the spots on your backside. But something, somewhere has gone very wrong. The giant battlemechs in ZOE don't chirp like R2-D2 or play ball like AIBO, they tear through skyscrapers with plasma swords and trash entire towns in a hail of nuclear tipped missiles. They were put on this planet to strip us of our flesh as fast as possible. But you're one of the lucky guys. Laugh at the poor saps as they're flattened by a 15-ton big toe, because you're in the hot seat of one of these droids and carnage is your speciality. Get in close and hack with a razor-sharp blade the size of Blackpool Tower, or stay back and spit energy balls like lethal light bulbs. Y'ee, everything about ZOE is big: the robots, the explosions and, more importantly, the action.

LEO SLAYER

There is a point to all this destruction. A mining colony orbiting a moon has been ravaged by a robot army. No-one knows why, but the future of the colonists is in the hands of a kid called Leo. Thing is, the bowl-haired boy isn’t some kind of gifted saviour or ‘Chosen One’. In fact, the only reason he's at the front line is because he accidentally stumbled into the cockpit of a tooled-up orbital frame and the onboard computer wouldn’t release the child safety lock. So in the blink of an eye Leo is skimming law over the neon lit city, weaving between buildings and singeing the tops of trees with the robot’s afterburner. And then the fun begins...

'THEY'RE ALL OVER ME!'

The first battle starts like the ambush in Aliens. At first all is quiet. Then, when you switch to the map, enemy units blink into view. First one, then another. Before long you're surrounded by battle droids carefully scouring the colony for survivors. Get too close and they'll turn and attack which, although fun to begin, is essentially

Although burning buildings look very cool, innocent civilians die in the wreckage and so your score goes down

Use Jehuty's afterburners to get in close to the enemy, then grab them by the throat and toss 'em into a building. See ya, loser

This octobot is the first boss you'll encounter. It spins fire from its tentacles and its weak spot is its belly
writing your own death warrant. You'll deal with the first batch of bots easily enough, but it's the waves of reinforcements which could prove a problem. That's because the enemy is intelligent. Choices are they couldn't take the jackpot on Who Wants to be a Millionaire, but they're smart enough to know a one-on-one battle is futile and if they gang up and attack from all sides they have a better chance of winning. That's why it's better to stay back and take on squads one at a time, rather than wading in guns blazing.

CLOSED FOR THE KILL
Piloting your battle droid is a doddle. Ease the analogue stick forward and you'll gracefully glide through the air like a mechanical bird of prey. Pick on the afterburners and your jet-pack glows blue, allowing you zip from one area to the next in seconds. This sudden burst of speed is also invaluable in combat, giving just enough oomph to avoid inbound missiles. Jehuty, the orbital frame you're strapped inside, is equipped to fight close-up and from a distance. The initial plasma cannon is pretty pathetic, but it's possible to power up a shot and unleash a slow but deadly bolt of electricity. Likewise, your sword; any skilful enemy can block your attacks without breaking a sweat, but charge up and let rip and no shield can release them from death's cold grasp. However, if you really want to impress your mates, get in close and grab your opponent by the throat. They'll buckle under Jehuty's vice-like grip, allowing you to drag them around to face another enemy and throw 'em like a bizarre game of robot bowling. Very cool.

POWER-UP
It's not long before you're desperate for a weapon with a bit more kick. However, ZOE's power-up system works in a very unique way. Rather than buying a bigger gun or being awarded photon death by notching up a high score, you have to download new weapons to Jehuty's memory. First find the passcodel needed to unlock the

SELECTION BOX OF DESTRUCTION
ZOEn offers some spectacular ways to dish out carnage, from the standard-issue blaster that's bolted to Jehuty's arm, to limpet mines that stick to walls and spew laser death. Pick a fight with the biggest droid around and let the fun begin!

---

PHALANK: Rapid-firing cannon, perfect for downing small robots

HALBERD: A close-range laser beam which slices through armour

PLASMA BLAST: A slow but deadly energy ball which nukes anything

JAVELIN: This giant spear looks nasty but is pretty pathetic

LIGHTNING SWORD: When charged, the sword can destroy anything

POWER GRAPPLE: Grab the sucker, then throw it at another enemy

SNIPER: Offers pinpoint accuracy, but isn't particularly powerful

---

JEHUTY
The Orbital Frame you fly. Solid as a rock and rammed with the coolest weapons
access program, then hack into the system to upgrade Jehuty's capabilities. Although most of the secondary weapons are included simply as another means of causing mass destruction, a handful have specific uses. The sniper cannon can fire through energy fields and proves invaluable when targeting power generators protected by shields, while Decoy jetisons a hologram Jehuty which draws enemy fire away from your orbital frame.

**BRING THE HOUSE DOWN**
The locations in ZOE look as fantastic as the robots themselves. Residential zones stretch out like giant sci-fi council estates, cities are cluttered with towering buildings and weaving highways and the parks... well, they're cowering with enemy droids out for your blood. You can destroy anything you want, rip through houses with laser fire and nuke the tiny trucks abandoned in car parks, or bring a skyscraper toppling to the ground by throwing another robot into its side. But for every building trashed and innocent civilian killed, a black mark is chalked up against your name. Since Leo is only a kid, he doesn't believe in killing for the sake of it, and therefore you'll only get the best ending if you go easy on the megadeath. Take the SOS sub-missions as an example: occasionally you'll pick up a distress signal. You can choose to ignore the call, but help out innocent civilians and your hero rating goes through the roof. It's not always that easy though, and if you don't act quickly, people get killed. It's too easy to take out buildings in the heat of battle, and the only way to ensure you don't wipe out civilians with a stray missile is to get in close and hack with your blade.

**THE FACE OF DEATH**
So you've cut your teeth on ZOE's smaller droids, but nothing can prepare you for the giant boss 'bots which test your mettle in combat. These humongous behemoths fill the screen, spewing out death like there's no tomorrow. They're extremely tough and can only be crippled by discovering their weak spot, then throwing everything you've got at it. Tempest is a huge warbot that looks more like a cyborg jellyfish. Walls of flame erupt from its tentacles, so stay back and crack open its dome skull with Jehuty's shoulder.

**Cut down on civilian casualties by getting in close and cutting robots with your lightning sword**

**The background detail is simply breathtaking. Check the buildings**

**If you're low on energy, do a U-turn and run away from the enemy, get some health then have another pop**

http://213.219.42.200
DEATH HAS MANY FACES
Your Orbital Frame is as tall as a mountain, but is nothing compared to some of the boss robots you'll encounter. Be afraid

NEBULA: Lashes out with its tentacles, before chucking hundreds of mines at your puny frame

TEMPEST: Target its fragile dome, watching out for the flames, then focus all fire on its underbelly

TYRANT 1: Drop a decoy to draw the Tyrant's hyperblast away from Jehuty, then let rip with shoulder cannons

TYRANT 2: When it transforms, use afterburners to dodge its ram, then switch weapons to Gauntlet and target its cockpit

You can switch between Orbital Frames during the game, but if we tell you how it'll spoil the fun. Sorry, you'll have to play for yourself.

CVG RECKONS
ZOE's intense gameplay grabs you by the throat and the special effects blow your mind. This is heavy metal that's guaranteed to rock anyone's world.
On the island of Mata Nui, the evil Makuta rules, and times are dark.

Legend says that six heroes will come to restore peace.
Now the legendary Toa have arrived on Mata Nui.

To defeat Makuta, the Toa must find the Great Masks of Power.

The Toa set out in search of the masks. Many dangers await them...

...before they can fulfill their destiny and free the island.

Collect the Toa and join them on their quest for the Great Masks of Power. There are 72 masks to collect, plus rare, powerful and mysterious editions. And more to come: Software, music, watches, clothing, and new exciting characters.
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AIMING FOR THE HEADSHOT

UT HAS Q3 IN ITS SIGHTS ON DC

UNREAL TOURNAMENT

Unreal Tournament's huge Facing Worlds level must be the best sniping map ever seen in a first-person shooter. Picture two huge towers equipped with rifles and loads of ammo either end of a long, thin, exposed hill which everyone is forced to run across to capture enemy flags. It's headshot heaven. Until now, only sniping nuts with expensive PCs got to enjoy the full head-bursting splendour. But come March, both PS2 and now Dreamcast will be spreading the joy. The downside? The tedious 'is UT or Quake 3 better' debate will spread - is PS2 UT better than DC Q3, are the PC versions better than the next-gens, etc etc etc. Gah! We say: chill out - they all rock.

ASSAULT ON DC13

The core gameplay and framework of DC Unreal Tournie remains essentially the same as the PC original. It's still a case of sneaking and furiously fragging your way through increasingly complex arenas and opponents, unlocking new modes of play and maps as you go. Much like the PS2 version, some of the biggest maps have had to be cut, the numbers and difficulty settings of enemy bots reduced, and modes of play dropped or adapted so Sega's console can handle them. Fear not though, many of the best modes and maps (including Facing Worlds!) remain and UT. It's still every bit a glorious blood-fest, the ultimate goal being to skill up on computer-controlled bots until you're ready to take on the real thing - other human players, both online and at home in four-way split-screen.

DOMINATRIX

Progressing through several maps in standard Deathmatch mode unlocks Domination mode where you have to be continually on the move to control key map locations. Complete several of these and Capture The Flag is opened. Domination and CTF are team-based, so you'll have to adapt your style of play to suit the

As you'd hope, multiplayer is still a real blast in UT, but lining your mate up for a sneaky headshot using the joypad can be frustratingly fiddly.
Ain't that a pretty sight? Not the view, you fool, the Redeemer. One of the best weapons in any game in recent years, the one-shot behemoth is best in guided-missile mode. This guy's got a bad headache coming.

Objectives and learn to issue orders to your bots if your squad is to successfully defend and attack at the same time. One of DC UT's most ingenious modes, though, is the all-new Challenge mode. PC veterans will remember the tough, final one-on-one Hyperblast level - now there's a series of them to master, and these guys ain't no walk in the park in the default Skilled setting, let alone in Godlike. Dotted among classic original maps, some of which are tarted up, are a few well-designed new ones.

Complete with the usual array of booby trap-style switches, low gravity environments, power-ups and weapons as well as, no doubt, secret areas we've yet to find.

**RODENT RULES**

Some players claim UT's weapons and level design lend themselves to a more tactical game than Quake 3 and make the one-player game more satisfying than its rivals, but multiplayer is still what it's all about. And while neither next-gen version of UT has as much choice as PC in terms of multiplayer modes (bye-bye Last Man Standing, sniff), the PC version can handle a respectable eight players/bots online, with multiplayer maps unlocking as you progress in one-player. We've yet to try it online, but UT should be playable despite lag issues. Crucially, though, while four of you can get head-to-head with pads offline, UT on PC also makes full use of the mouse and keyboard combo. Although it will set you back another 40 squid, for fast and accurate jumping, moving and shooting, it's an essential investment.

**STILL NEEDS WORK**

Some players might whinge that Dreamcast doesn't really need another PC-inspired FPS, that, lacking any plot and centering on botmatching, it's not really a console-type game and visually isn't all it's cracked up to be. Sure, the code we played was still early and buggy with occasional slow-down at intense moments of action, and it had yet to compare with the coloured lighting and subtle shading of the PC version. But some of the more complete levels were still graphically impressive and sometimes improved on the PCs, and it's a compelling experience if you're into FPSs. We reckon UT offers a more varied tactical experience than Q3, but doesn't look as polished - yet. What's more, you won't have to sit up a cool grand on a hot PC to get in on all that ultra-cool sniping action. And if DC owners really want to feel good about their machine, chew on this: the PS2 version, out two weeks before the DC, currently offers no online games. Hmm.

**CVG RECKONS**

With its tactical twist and online play, UT's set to be a worthy addition to DC, but can it challenge Q3?
EVERY CLOUD HAS A SILVER LINING

AN EPIC ADVENTURE OFFERING BOTH JOY AND DISAPPOINTMENT

DARK CLOUD
OUTMARCH TBC (UK) FORMAT PS2

You’re sitting on the sofa, feet up, watching the King of daytime soaps, Neighbours. Madge barks out her baritone lines, fit felicity drapes her pretty self across the wobbly scenery, and everyone’s favourite plastic soap couple, Drew and Libby, grumble to each other about who ate the last of the cornflakes. It’s rubbish but you still sit through it, and what’s more, you genuinely enjoy it. Now, we’re not saying that, like Neighbours, Sony’s massive PS2 RPG Dark Cloud is rubbish. But we’ve reckoned that, while remaining hugely enjoyable and rewarding, it has undeniable flaws.

TWO BECOME ONE
Dark Cloud’s most interesting hook is that it attempts to merge two very different styles of game together. The traditional RPG exploration, puzzle-solving and dungeon-dwelling are all here, along with loads of characters and objects to interact with. But where Dark Cloud offers most innovation is in its Sim City-style village building sections. And rather cleverly, the styles are linked by an epic story, managing to never to be as disjointed as you might expect.

GENIE IN A BOTTLE
Your adventure begins with an intro sequence that uses the game engine rather than fancy FMV. Nice, but not as awe-inspiring as we hoped from such a high-calibre title. The sequence kicks off with a bunch of religious tribal dudes, dancing in an attempt to raise a massive genie demon from a bubbling cauldron, and it’s this dancing that is the most impressive thing in the intro sequence. Even when the action switches to your home village, the locals are still dancing that same strange, superbly choreographed dance. Cool. The story centres around an army general who has been able to command the raised genie, and their combined attempts to wipe the world entirely clean. Towns, people, lakes and animals have all been sucked up and sealed into pods, then scattered around the most dangerous dungeons the world over. The intro ends with the game’s hero Totan leaping to save a trapped villager from a falling windmill. Just as he

Dark Cloud has plenty of strengths but the dreary dungeon levels seriously let it down. The concept of randomly generating dungeon maps may sound appealing, but in reality it’s far too frustrating, and the dank, grey environment can begin to really wear you down.
Your mission is hunt down pods, scattered through the dungeons of the world, that have imprisoned all civilization. A likely story then makes contact with the distressed lady, he's zapped away and brought to safety by the King of Spirits. He then tells you it's your task to find all the pods and rebuild all that's been lost.

**YOU'RE NOT ALONE**
You start your adventure in the barren wastes that was once your hometown. The sun moves swiftly across the sky to let you know you don't have time to hang around. Looking around in first-person mode reveals that maybe you're not quite as alone as you first thought. It seems an airship has crashed in the distance and a man inside is your first contact in this massive quest. Exploring the dungeon for the first time, the King of Spirits pops up again to give you handy tips on gameplay basics. These are done via hilarious cartoon sequences that look like they were drawn in felt pen and make you chuckle all the way through the game. It's a lovely touch and gives the game a light-hearted feel that's missing in many other po-faced RPGs.

Search for gems and sacred stones to improve your weapon's power

Otherwise, it's RPG business-as-usual as you start to navigate your first dungeon level, hunting down those precious pods and engaging in fast-paced combat.

**DUNGEON KEEPER**
The dungeon eering in *Dark Cloud* is what will cause most consternation among RPG fans. Each floor of every dungeon is randomly generated and will be different every time you enter it. This random factor is good because it offers new maps and challenges every time you visit a particular floor, but it also proves heart-breakingly frustrating. The random structure doesn't allow for any kind of innovation in the design of the caves and you'll find yourself yearning for even the simplest Zelda-style dungeon puzzle. Encounters and enemies move around and even healing waterfalls, and the location of treasure chests and their contents vary wildly from play to play. Trekking through samey-looking tunnels and caverns gets very dull, very quickly. There are a couple of lights at the end of these randomly generated tunnels though. First, every so often you'll encounter a boss who challenges you to a Shamrock-inspired button-pressing Quick Timer Event, and certain areas hold new weapons to equip and experiment with.

**HACKY SLASHY**
*Dark Cloud*'s combat system is an unashamed Zelda 64 rip-off, but sadly it's not as intuitive, nor does it offer you as many moves or ways to attack. You can lock on to the various generic skulls and orcs you meet, then circle around them, slashing and blocking until they fall. The battles are fast, but not all that exciting. What is potentially exciting is the way your sword deteriorates as you fight, leaving you the tactical option to attack for goodies or conserve strength. It works really well, though running out of sword-power at important moments is inevitable and annoying. You can collect and use ranged weapons like bombs and magic spells to help fry the baddies too, and these are a god-send when your sword is weak.
IN THE SHOPS SOON
WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

BUILD ME UP, BUTTERCUP!
Once you've recovered the various bits and pieces of civilisation from their pod prisons in the
dungeons, you can now start the long but rewarding process of re-constructing your town. Even
with Japanese text, the process is relatively simple and building a working village, populating it
with its own inhabitants and then exploring it in full 3D really does make you feel all warm inside.
It's very likely that later in the game the people you rescue will help you in the dungeon quest and
the two worlds and playing styles will fuse even closer together. Check out our efforts at creating
the ultimate village estate below.

This is the building menu. The icons in the right-hand menu are the various parts of the town. The
options on the left tell you what you need to build

First of all you have to place the correct pieces into their sockets. Then scroll down the list of
buildings to see what you want to construct

With all of its elements correctly in place you can plot out precisely where you want the house to
go. Rotate buildings by using the shoulder buttons

It's really easy once you get the hang of it and you should add new items to the buildings and
then put them in place as quickly as you can

Pretty soon you'll have built all you can afford and have a pretty little village. Time to get on
with more dungeoning to save some more bits

Now you can explore the new village, built by your own hand, in glorious 3D! The water effects
on the fishing pond are particularly special

Rebuilding your homestead lets you talk to villagers and get advice. You also receive new
items from the many hidden treasure chests

Like Majora's Mask, people wander around the village and tell you different things at different
times of the day. Don't forget - it's good to talk

TORVILL AND DEAN
Like the game as a whole, Dark Cloud's graphics are a mixture of superb and a bit raff. The insides of buildings are packed
with detail and water effects are lovely. Your village creations
look beautiful too as they shimmer in the sunlight of the day
and twinkle in the dark of midnight. The dungeon graphics are
less impressive. Draw distance is adequate but the caverns
and tunnels are uninspiring. The enemy characters are well
animated, but they are neither original nor all that special to
look at. The floppy poison ghosts especially let the side down
and are no scarier than a Pac-Man ghostie. Weak. Your hero
also gives the unsettling impression that he's ice-dancing
rather than walking or running.

IT'S BAD! IT'S GOOD!
Although they work well together, the two playing styles don't
offer much in the way of depth and innovation. The dungeon
sections are simplistic and often frustrating, and the Sim City-
style sections don't give you enough freedom to create as you
might like. The funny thing is, despite the fact it's clear that
Dark Cloud isn't going to trouble Zelda or Final Fantasy, we've
still been playing it to death and enjoying it massively. We can
only imagine how much more fun it will be if these problems
are given some attention before UK release.

CVG RECKONS
Exciting RPG action, but some of the obvious flaws really need to be ironed out
for its UK release.

Despite its faults, Dark Cloud offers plenty of RPG enjoyment. It hurries along at a good pace, constantly keeps you busy and holds
your attention by splitting the action between the two different styles of play. Some of the better graphics are pretty exciting too
Do you really want your sex life to be a spectator sport?

In the red corner: your mates and hers, winding you up. In the blue corner: your parents and hers, threatening surgery.

And in the middle: you. With enough pressure in your pants to run a power station. And enough on your back to crush a bus.

With all this going on, is it any wonder so many of us rush into sex and screw it up?

So relax. Do it when you decide you're ready—not someone else. And don't take too much notice of what your mates say they do.

Most girls don't have full sex until they're at least seventeen (many wait a lot longer). And the average gap between a first kiss and full intercourse isn't ten seconds—it's actually several years (some snogging session).

So take your time. You'll enjoy it more. She'll enjoy it more.

And, when that happens, you'll both find it a whole lot easier to forget about everyone else.

**SEX**

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 282 930 or visit us at www.ruthinking.co.uk. The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.
Your mission is to free the planet from the grasp of the Trade Federation. You'll need to pilot numerous craft and make allies of other Naboo species, as only a united front can extinguish the enemy threat.

JEDI OR NOT, HERE I COME

IT'LL TAKE MORE THAN THE FORCE TO GET OUT OF THIS ALIVE

WORDS & SCREENSHOTS: LORD MINKLEY VADER

STAR WARS: BATTLE FOR NABOO
OUTSPRING [UK] [

In the titanic struggle between good and evil, there will always be blazing heroes and maniacal villains, and when the forces of light and dark clash, lives are always lost. History always remembers these heroes and villains, but what it neglects are the little people—those faceless individuals whose tireless endeavor makes it possible for the heroes to triumph. Well, this is your chance to be one of the little people, in the greatest struggle of all.

PREQUEL SEQUEL

Battle for Naboo takes place parallel to the events of Star Wars: Episode 1. The Trade Federation has sent an invasion force down to the planet's surface, and while the Jedi attempt to rescue Queen Amidala and take her to Coruscant, you, as Lt. Gavyn Sykes of Naboo's Royal Security Forces, must fight to free the planet from their clutches.

Unlike Rogue Squadron, you can actually see to the horizon in Naboo.

Buzz around city streets, blasting enemies with laser fire. Sweet!

At hectic moments, sometimes the graphics let Naboo down a little.
WHO LET THE FOG OUT?

Anyone who's played the excellent Rogue Squadron on N64 will be right at home here, as Battle for Naboo is in many ways much the same beast. The game's controls are practically identical, which is certainly no bad thing. Movement of each craft using the analogue stick is responsive and smooth, and other controls are intuitive, allowing for immersive play. One problem with Rogue Squadron was the hideous spectre of fog that haunted each level. This has now been radically overhauled, and although there is a degree of pop-up, you can now see right up to the horizon, which is a liberating feeling for fans of Rogue Squadron. The actual graphics are a little rough around the edges, however, and on some of the levels we've played this can make distinguishing enemy craft from the background difficult. A further problem occurs on the levels sat in space. This is as a result of the radar, which although displaying enemy and friendly craft, gives no indication of height. Thus, even if you try to follow the radar's readout, much of your time can be spent aimlessly flying around, unable to find the enemy, as they are either somewhere above or below your ship.

SONIC ADVENTURE

Fortunately there are no such problems in the sonic department, and the game contains a stunning rendition of John Williams' brilliant score, plus some excellent variations. It's all presented in awesome surround sound too, and the music acts dynamically, altering its intensity according to the action on screen. And of course, sound effects are all classic Star Wars stuff, and really add to the game's atmosphere. There's absolutely loads of well-scripted and well-acted dialogue too, and from mission briefings to in-game commentary, it's all very well implemented.

WHO'S HAD ALL THE TIES?

From the levels that we've played so far, mission objectives seem fairly repetitive, mostly involving you attacking the enemy forces one way or another. But one new feature that does provide variation is the ability to change craft mid-mission, altering your perspective of the current objective. Apart from the similarity to the previous game, the one thing that might prove to be a problem is the licence itself. Though The Phantom Menace is a fantastic movie, craft such as the Heavy Shat and Flash Speeder aren't anywhere near as iconic as the original X-Wing and TIE-Fighter, and the game does miss such established classics. No matter how good the game is, piloting Naboo's ships just ain't as much of a buzz. This grumble aside, however, Battle for Naboo is shaping up to be a shooter of considerable quality, with some genuinely exciting gameplay, plus a whole heap of secrets to uncover. If you're a Star Wars fan, it could well be worth a look.

CVG RECKONS

A solid shooter, but for many it might prove too similar to Rogue Squadron.
IN THE SHOPS SOON
WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

THE BOUNCER AIN'T TOUGH ENOUGH

THE BOUNCER
OUTMARCH FORMAT PS2

Voit Kreuger, Sien Barzahj and Keu Leof are three bouncers who work the door at the Fate bar on Dog street. In the midst of the daily ritual of expelling drunks and protecting their business, each has their own secrets, but all are friends and life is good. One stormy night, however, this harmonic state is shattered by Special Forces agents kidnapping Sien's love, Dominique. It quickly becomes apparent that she is the prisoner of the Mikado Group, currently involved in the launch of a powerful new satellite, with potentially destructive capabilities. But why would they kidnap her? And what is the importance of the satellite? From the heart of these very questions, your adventure is born.

LIGHTS, CAMERA, ACTION!
What really makes The Bouncer stand out from the crowd are the genuinely jaw-dropping visuals. It's more of a cinematic experience than a straightforward action game, so the game is filled with stunning video sequences and sharp cutscenes. Indeed, there's over an hour and a half of movie footage in the game, used as a vehicle with which to tell the story from the viewpoint of each of the main characters. These sequences rank alongside those in Metal Gear Solid 2 as some of the most impressive ever seen in a videogame. Each scene has also been directed in an exciting and dynamic way, giving the overriding impression that you're watching a Hollywood blockbuster, and excellent voice acting from all the characters complements this.

SONIC GLOOM
In-game graphics are good too - the main characters are superbly detailed, with hair and clothes that swing and stretch in an entirely convincing manner - but there's a slight blur to the action so it looks like a layer of vaseline has been smeared across the screen. It would have been nice to see a little more variation in your foes too. There are plenty of awesome special effects to accompany the action, and although purely superficial, they do make for some impressive eye-candy. One of the most notable graphical effects is witnessed when you perform a tag move, which is accompanied by a sweeping close-up, drenched in motion-blur. Good stuff. Sonically speaking, The Bouncer is a bit of a mixed bag. Sound effects are feeble, with each hit sounding like someone rustling a bag of crisps, but the music does have its moments, such as the soaring orchestral piece with haunting vocal samples that accompanies a mid-air fight on a shuttle. However, for every peak there's always a trough, and The Bouncer is no exception. The soundtrack does, on occasion, slip into guitar hell, with some horrendously inappropriate mullet-rock. Overall, the game feels auralessly confused, the clash of styles and dodgy track selection only weakening the cinematic atmosphere created by the visuals.
Graphically, fight sequences are great – despite the unexplained layer of vaseline obscuring your view. But it's rather ruined when you realise that by repeating the same move you can defeat any opponent.

Clearly, dodging tube fares is taken far more seriously in Japan.

**CONTEXTUALLY AMBIGUOUS**

OK, so the game looks like the mount's nuts, but how does it actually play? The first point that needs to be made clear is that *The Bouncer* is probably best described as an 'interactive movie', as the action often seems subservient to the storyline. Indeed, it could be argued that *The Bouncer* doesn't really know exactly what it wants to be, caught in a confused halfway house between a beat-'em up and a CG movie. The end result is two halves, regardless of their respective strengths and weaknesses, that seem to hang together rather awkwardly, as the generic fights can sometimes undermine the tension that is carefully created in the script. In fact, if you were feeling cynical, it could be argued that the whole fighting side of the game feels like it may have been an ill-conceived afterthought.

**THREE'S COMPANY**

The essential game mechanics are quite straightforward. The game makes full use of the PS2's analogue capabilities, as every button is pressure sensitive, giving a different move depending on how hard you press them. Each button on the face of the pad gives a different attack: either a low, medium, or high attack, or a jump attack. Furthermore, by holding down R1 and combining it with other buttons, you can get your character to perform various special attacks. You don't have any to start with, and must purchase them with Bouncer Points that you collect every time you whoop baddie ass. These points can also be used to build up Life, Strength and Defence stats for your chosen character: your powered-up character can then also be used in the various multiplayer modes on offer.
**IN THE SHOPS SOON**

**WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY**

**ASKEW VIEW**

The gameplay is reminiscent of old-skool 2D beat 'em ups, except it's in 3D (obviously). When the story dictates it, you will be thrown into a battle against various foes, and must defeat them to further the story. It's disappointing that despite the range of moves available, you are still able to beat most people with repeated use of the same move. The biggest problem we've had, however, is with the terrible camera work, which always seems to be placed in the least useful position to provide maximum annoyance. If they're gonna tweak anything for the western release, this should be top of their list. Another big problem is size. We managed to play the game from start to finish using Kou in about two hours. Although each character has their own plot-line to follow, that's still a short gaming experience by most people's standards. And it ain't that difficult either.

**COULD DO BETTER**

The Bouncer, then, appears to be a bizarre mixture of pros and cons. We have the astonishing visuals; the fantastic storyline; the three different paths you can follow; a vast range of moves to learn; and lots of unlockable stuff. Equally, however, we have simplistic, repetitive fighting; confusing camera work; low difficulty; and a short-lived one-player mode. Iron out these problems and it could be great, but at present, the flaws are a little too obvious to be excusable.

**CVG RECKONS**

The flashy exterior can't mask rather weak gameplay.

---

**Brain of Britain or Brain Dead?**

That may look like a powerful kick but it sounds about as deadly as a headbutt from a sick snail.

http://213.219.42.200
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It's no wonder McVitie's Jaffa Cakes are Man United's favourite half-time snack, after all, they are low in fat and high in energy. The problem is, with all that real chocolate and delicious orangey centre it can make even the most seasoned attackers a little defensive. www.manutd.com/jaffacakes.
IN THE SHOPS SOON
WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

SYPHON FILTER 3 - ALMOST
C-12 LIVES UP TO ITS NAME - IT'S THREE TIMES MORE EXPLOSIVE AS C4!

WORDS & SCREENSHOTS: LES ELLIS

(C-12) FINAL RESISTANCE
OUTMARCH FORMAT/PRONE

We already know what you're thinking. Syphon Filter right? We must be psychic or something. Maybe it's because it looks the same and has identical gameplay – right down to missions changing on the fly and you running around blowing away anything that moves like your average disturbed American citizen. At this point we'd normally tell you how different it really is — but it's not. Some would say 'same old, same old', but we say if it ain't broke, don't fix it. If the medicine works, then keep on taking it, and another dose of something as good as Syphon Filter is surely no bad thing.

LOVING THE ALIEN
Oh wait, there's a difference — instead of shooting people, you're shooting aliens, and suspiciously robotic ones at that. They're also responsible for dropping ammo, weapons and health, so it's not all needless slaughter (although that's the way we like it). The action itself is faster-paced than SF and there's none of that creeping about business: just run like hell and throw target stuff when it appears. Puzzles come in the form of locked doors or forcefields that need the right keycard to be opened, or a downed colleague who needs you to find something for him.

SHOOT UP TOWN
The locations tend to be a little more interesting than in SF, with town streets, bases and all sorts of weird architectural monstrosities to charge around. And, instead of having all too obvious locked doors to keep you from going into places you aren't allowed to yet, there are some far more interesting devices — like collapsing buildings or electrified routes. It makes things slightly less linear, spicing up the experience somewhat. But as fun as all this sounds, the game still needs work.

Although the camera is adjustable, there are some horrendous problems with the default angle in the game. You quite often find yourself running towards the screen, with aliens shooting you from off screen — very frustrating and hopefully they'll fix it before the game goes on general release.

TOUCHED UP
If you fancy a game that yearly so often will stop you dead in your tracks and make you think, 'Wow, that's pretty cool', then (C-12) could be just what you're after. Without doubt, it should provide you with some pretty entertaining surprises. There's plenty to explore and the action is all-out when it really gets going. The puzzles, while hardly brain-busting, provide a good distraction from the wholesale slaughter and, while it doesn't look like it's going to be as intense an experience as Syphon Filter 2, it'll certainly serve as an unofficial Syphon Filter 2b.

CVG REDKONS

Needs work on the camera but the action promises much. As Syphon Filter is now PS2 bound, this could make a handy PS1 stopgap.

The default camera irritates when you get shot from off screen
Reducing alien freakoids to crab paste is the name of the game
Your standard weapon — very effective for close-up combat
Use this device and you get extra info about enemies and puzzles

END

www.computerandvideogames.com
PROJECT JUSTICE
OUTMARCH FORMATDC

You know that school down the road from you? It's full of gimps right? A bunch of boring dweeboids who think they're the coolest kids in town. And there's nothing you'd like better than to wipe the smug grins of their spotty faces, be it on the football pitch, or in a spot of good old fashioned fistfights behind the bike sheds after hours. Not that we'd condone that sorta thing of course, but it's a fact of life that rival schools detest each other, from the pupils down to the staff, and it's a constant struggle for supremacy, academic or otherwise. Evidently this is the case in Japan anyway, where they've come up with a way to let kids blow off some steam - all safe and legal like. It's called Project Justice, and you get to take control of a gang of kids, battling against the brawling-might of local schools. Yes!

THE NEVERENDING STORY

Project Justice is basically Rival Schools 2, renamed for the western market, and is yet another in the seemingly never-ending stream of beat 'em ups that Capcoms churn out. And the remarkable fact is that they always seem to be rather good. Anyone that's ever played the Street Fighter series will feel right at home, as many of the moves are performed in much the same way to Capcorn's magnum opus. Although it's presented in 3D, the game mechanics are essentially 2D, with the addition of a side-step feature. What really makes this game are the brilliant, completely mad characters, and their equally bonkers moves. Momo is a cute little tennis player, who serves balls at her opponents, and then there's Roberto, the goal-keeper, who boots footballs at enemies and performs spectacular diving saves that inflict serious damage. Generally, you'll play in teams of three, which allows for some cool tag moves, such as volleyball-serving an opponent into your partners' direction, where he smacks him with his baseball bat. This rule. There are also Party Attacks, where team members perform outrageous unified assaults.

SAYOUR THE FLAVOUR

PJ looks brilliant, with big, cartoony characters and fantastic, animated backdrops, and a distinctive Jap feel. It plays like a dream, and there's stacks of combos to learn and partner combinations to experiment with, so it should keep you playing for ages. The only things that count against it are that, although excellent, it's still not as good as the awesome SF games on DC, and its quirky nature might put some Westerners off. Having said that, we applaud Capcom for putting some thought and humour into a well-worn genre, and if you fancy something with a different flavour, this may well satisfy your needs.

WE DON'T NEED NO EDUCATION
KICK ASS IN THIS SWEET BEAT 'EM UP FEAST FROM THE EAST

It may be utterly crazy, but it's got loads of fighting fun - so don't be put off by its niche appeal. This game's got it where it counts.

Premiership or Sunday League?

http://213.219.42.200
FIGHTING FURY

So who would win if current champ Lewis met all time legend Ali? Find out who's truly 'the greatest' in Knockout Kings 2001

KNOWKOUT KINGS 2001
OUT FEBRUARY FORMAT PLAYSTATION 2

Fighting in the streets gets you in trouble with the law, but do it in a ring and you get paid millions and have it shown on TV. While big-time boxing has lost ground to wrestling when it comes to games, there's still a large audience out there who want to be able to pummel their mates the traditional way, and PlayStation 2 should have the power to make it seem more brutal and realistic than ever.

TONIGHT MATTHEW I WILL BE...

The likes of Lennox Lewis and David Tua are available if you want to rearrange the facial features of a mate in a straight fight. But the Career mode offers the chance of training up a nobody and taking him up the rankings to take on the big boys – it's a struggle, but the rewards are there as you get the chance to do some real damage to the guys at the bottom of the ladder. It'll take a few hours of leathering before you face the likes of Lewis or whoever the champ is at your chosen weight. And if it's all just too macho, you can have a go at women's boxing instead.

EA CALLS ON LENNOX LEWIS AND HIS FIGHT BUDDIES TO GET IT ON IN THE RING

WORDS & SCREENSHOTS LES ELIS

Heavyweight world champion Lennox Lewis puts in another professional performance to hang on to one of his belts – well, at least until Don King decides he wants it back for one of his own fighters.

FANTASY FIGHTING

One original element is the fantasy fighting section. No, it's nothing to do with catfights between supermodels, but it does let you see what would happen if fighters of yesteryear, such as Muhammad Ali, met boxers from another era. Thanks to the chunk of the PS2, EA has gone to town on making the fighters look as realistic as possible, even down to the way their faces get marked up and bleed when you're pounding at them. Throw in some TV-style presentation and you have a game that might make a worthy addition to the EA Sports range.

CVG RECKONS

Any game that lets you break Lennox Lewis's nose has got to be worth a look.
AWESOMELY POWERFUL.
DEADLY ACCURATE.

BUT WITHOUT HIGHLY TRAINED
WEAPONS SPECIALISTS
ABOUT AS LETHAL AS A
PORK SAUSAGE.

THE HARPOON
ONE OF THE FOXiEST, COSTliEST,
GUIDED MISSILES IN THE WORLD.
AT A RANGE OF 70 MILES. IT CAN STOP
A 4000 TON ENEMY VESSEL DEAD
IN THE WATER. AT A CRUISING SPEED
OF MACH 0.9. IT CAN ATTACK FROM
LOW LEVEL OR HIGH LEVEL OR A DICK
DASTARDLY COMBINATION OF THE TWO.

THE MOST VITAL PART OF THE
HARPOON ISN'T THE 'COMPUTERISED
INERTIAL GUIDANCE SYSTEM';
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KING OF THE ROAD

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GRAN TURISMO 3
OUT MAY FORMAT PS2

Games don't get more hardcore than Gran Turismo. The effort required to truly master it really does separate the men from the boys, and only the finest, most committed players can honestly say they've played it to death. Both the original and its sequel were utterly revolutionary, and completely rewrote the book on how to make a driving game. Quite simply, there had never been a more accurate, thrilling, awe-inspiring recreation of what it's like to race a car. Several years on, its realism has still yet to be bettered, and GT's incredible legacy looks set to continue in the stunning-looking Gran Turismo 3.

LOKES TO DIE FOR
GT3 isn't a true sequel to GT2 alas, and is essentially the same game, with a few extra tracks and only 160 cars, compared to GT2's staggering 600. But as the first version on the PS2, this is still gonna rock your world. The car count may be down, as a result of the much greater effort involved in realising the models in their full PS2 glory, but those present are astonishingly realistic and are practically indistinguishable from the real thing. In fact, visually GT3 is the finest looking driving game ever seen. Vehicle detail is staggering, and from the wheels, to interiors, to badges on the bodywork, everything has been recreated with a passionate sense of precision only true car nuts would lavish on a videogame. The two tracks we've played so far both feature in GT2, but they've been furnished with a dramatic face-lift that makes excellent use of the PS2's power, with incredibly detailed skylines, and much-improved trackside detail.

IT'S DEEP, MAN
There's a dazzling array of effects, with real-time reflections on the cars as they weave around the track, beautiful beams of light that pierce through a forest of trees, and amazing heat-haze effects in the replay mode. Anyone who's played the prequel will know what to expect in terms of gameplay, as GT3 handles in much the same way. The main difference here is that, thanks to the PS2's enhanced number-crunching abilities, handling is even more accurate and convincing, offering a deep and compelling experience. GT3 looks set to make PS2 racing fans' dreams come true. Its similarity to GT2 may disappoint those that canned PSOne versions, but with its staggering looks and unparalleled realism, it should destroy the competition.

CVG RECKONS
Let's face it: there's more chance of Les wearing white than this not rocking.
Gotta catch 'em all!

On video

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GODFATHER OF GANGSTA
GANG WARFARE IS BACK - AND THIS TIME IT'S PLAYABLE

So you think you're big time? Mess up and you're gonna die, big time.

Gangsters 2
OUTMARCH FORMATPC

Remember the first Gangsters? If not, you didn't miss much - it had some great ideas but was excruciatingly difficult to play. Developers MOUSEhouse have taken all this on board and come up with a sequel that's playable and actually worthwhile. Your family has been devastated by your father's murder and it's up to you to honour his memory and take revenge. To get to the killer, you must become the Don, dominating the criminal fraternity by setting up and running a Mafia empire.

The plot develops steadily as you build up your network of crooks.

Crime Does Pay
The new control interface means you don't have to keep an eye on a dozen active windows at the same time, so you can focus more on the action. And on that front, the game doesn't just drop you in at the deep end; as the story progresses it introduces new elements of gameplay to ensure you never feel completely lost. So by the time you've got your team of safecrackers, minders, drive-by shooters and general muscleheads working for you, you won't be confused by what's going on. With plenty of missions and a mixture of real-time strategy and out-and-out action, Gangsters 2 could go a long way to fixing the damage done by the first game.

All set in a world of hoodies, classy cars and even classier dames

CVG RECKONS
A gangster's paradise? Well, it may just be the Don of mafia games, not that there's much competition right now.

FOOTBALL FOCUS
DC GETS ITS FIRST FOOTY MANAGEMENT TITLE

Giant Killers
OUTLATE FEB FORMATDC

Football's a funny old game. Unless Hale and Pace do a sketch about it, of course. Nevertheless, management's a tough business, and despite a mixed bunch of footy titles, the DC has yet to entertain a management game. That's about to change with Giant Killers. A conversion of the PC game for under-16's, you take charge of your favourite club side and steer them to glory.

New and Improved
OK, has most of the important elements you'd associate with the big boys of the genre, just in a simplified form, so young 'uns and novices can ease themselves gently into their sheepskin coats. Changes have been made since the PC version was released, including a redesigned interface and training mode.

So it's not all about big match days then?

SIM (MAN) CITY

There are heaps of stats for you to leaf through, without many of the less secondary facts and figures that other games are so bogged down in. Unnecessary complications are kept to a minimum, allowing you to get into the game without too many problems. The flipside of this is that if you've played and enjoyed other management games, you will crave the detail they offer; so if you're a hardcore management nut, this will struggle to satisfy you. However, if you want a solid management sim without all that anal detail, this might well be what you're looking for.

Fancy the Blades having a less called Tracy in nets. What would Sean Bean make of it all?

CVG RECKONS
Could be on the ball for youngsters and novices, but experts will be as sick as a parrot.
We've set up camp at the foot of Mount Kalm, the least deadly of all the mountains. Loreth, is my guide. Apparently, she was once a feared warrior and she's covered in scars and tattoos. Already she's taught me how to make an arrow and build a weather-proof, camouflaged shelter. She could teach my dad a thing or two. We've brought with us some sweets from the Rowntree. They look like bugs, and when I first saw them, I swear they were really creeping towards my hand. Loreth just laughed at me and bit into one.

Oh oh, I thought...

Not sure how comfortable I am in the company of a woman who eats insects for pleasure.

But then I saw what they were. I picked one up and gave it a squeeze and all its guts wriggled around inside, so I bit its head off and they all oozed out. I filled my bag with them, pretending it was because we would need them for the journey, and that I was being really sensible. I think Loreth fell for it.
IN THE SHOPS SOON
WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

SIM BANANA REPUBLIC

HEY GRINGO, WANNA RUN YOUR OWN COUNTRY?

TROPICO
OUT MARCH FOR THE PC

You've heard the stories about crazy South American dictators who rule their countries ruthlessly, relying on the military while creaming off the Treasury to top up their Swiss bank accounts. It sounds crazy on the news, but if you had total control over your people and the country's bank accounts, it would just be business, which is where Tropico comes in. This is your chance to be the next (insert your favourite corrupt dictator here).

DICTATORS HAVE MORE FUN
You are responsible for taking your lowly island from a poverty-ridden land to a booming industrial and tourist haven. Think Sim City meets Theme Park, set in South America from the Sixties onwards and you've basically got it - only with some slightly ominous political undertones as you try to keep the USA and Russia happy (or annoy them depending on how you play). Keeping your people content so they don't rise up against you is the key, so you have to keep your eyes on what they need - more industry, farms, entertainment, health - the list is virtually never-ending. One tip: look after the military. If you're unlucky enough to find yourself in a political quagmire, it's always handy to have the might of the military on your side, just to give you that extra room for manoeuvre. Cheese-off the men of war and you'll probably find they're at the heart of your woes. It's more in-depth than the Theme series, but it doesn't take itself as seriously as the Sim games, allowing you to have some fun among all that brain-ache inducing strategy. What's more, it's from the makers of Railroad Tycoon 2 on PC. So forget about the 'What the hell?' first impressions - this could get fiendishly addictive. Don't suppose the banana republic stereotyping will go down well with people from South America, though. But hey, it's only a game. Right?

LEE'S POKEJOURNAL

WE'VE BEEN PLAYING GOLD AND SILVER EVERY SPARE MINUTE WE GET, AND NOW OUR MAGICAL POKEJOURNEY IS DRAWING TO A CLOSE... JUST IN TIME FOR THE OFFICIAL RELEASE!

JANUARY 1, 13:47 HOURS
Having put my adventures on hold for the Christmas festivities, what better way to continue on the massive Pokémon Gold/Silver quest than on the first day of the new Millennium? With a sound head from a little too much, or fizzy pop, last night, I gingerly switch on my GB and I'm instantly sucked back into the land I love. It's amazing how much you can get done when you dedicate a whole day to Pokémon, and how quickly time flies. Before I knew it, my dreams were filled with off-the-wall Pokémon and the thrill of catching them all. It's an incredible adventure and one that I'm looking forward to continuing in the new year.

JANUARY 2, 11:25 HOURS
Just one more day until we all head back to work at CVG Towers, so I need to be concentrating on getting my work stuff together, not playing Pokémon... but... maybe just one quick go. Wow - I could be a vet with all my Pokémon healing skills. The first really tough battle is at Mox Farm. I've been stocking up on those tasty berries, so the farmer's Milotank needs loads before it gets well again. Aww. And I cured Jasmine's sickly Snorlax too. All this and two-gym leader fights as well. But it looks like my adventure is coming to a close, with just two more gyms to go.

JANUARY 6, 20:13
That's it! I've done it! - Pokémon Gold and Silver all done and dusted, and I have attained Pokémon Master status. Time to enjoy the end credits and then check those tricky areas for rare Pokémon to catch and - hello! - what's this? This isn't the end after all.

HAVING WITHDRAWALS?
After more Pokémon? Then enter our wicked competition! You can win the first two volumes of the excellent Pokémon cartoon series from those lovely folks at Warner Home Video. Answer the question and send to: PokémonVideo compo, at the usual address.

Q: In Pokémon Gold/Silver, who makes your custom PokéBalls?
ALL THAT STANDS BETWEEN YOU

Yes, you could be one of the lucky winners who get to spend Saturday morning in the SM:tv studio watching Ant, Dec and Cat!

- Find a winning cap on one of the special bottles of Robinsons squash.
- Plus 10,000 great runner up prizes of a year's subscription to SM:tv CD UK magazine.
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The best competitions are always in CVG

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**5 TO WIN**

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**MAD CATZ**

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**MAD CATZ**

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**10 TO WIN**

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ウォーナー・ブロス/ルーニー・テューンズの出版業界大手インフォグラムと再度タッグを組み、あなたにウィックードなプレイステーションの製品を提供します。最初に、ルーニー・テューンズ・レーシング10枚の新作が登場。モーション漫画世界で、あなたの好きなキャラクターを操ってレースに参加できます。

---

**2 TO WIN**

**SYLVESTER & TWEETIE FIGURINE**

**INFOGRAMES**

£50

These sturdy Sylvester and Tweety resin figurines are true works of art. Perfect for adding a touch of Looney Tunes class to any shelf or coffee table and sure to make your mates jealous. Admit it – you'd love one of these beauties.

**SYLVESTER & TWEETIE FIGURINE**

**INFOGRAMES**

£50

これらのスタビルなスビルステラとツイティリゾンフィギュリンは実に高品質の芸術品です。これらを棚やコーヒーテーブルに飾ることで、ルーニー・テューンズの上品さを演出し、あなたの友人に嫉妬させるでしょう。承認してみましょう——これらのブラインドは全部に愛されています。

---

**1 TO WIN**

**3FT BUGS BUNNY FIGURE**

**INFOGRAMES**

£30

The ultimate piece of Looney Tunes memorabilia — this 3ft tall Bugs Bunny stuffed toy will take pride of place in your gaff and looks mint. We all want one here at CVG, but we're so nice we're gonna give it away to one lucky CVG reader.

**3FT BUGS BUNNY FIGURE**

**INFOGRAMES**

£30

ルーニー・テューンズのコレクション品——この3フィートの高さのバグズ・バニーフィギュリンは、あなたのガフに飾り観を演出し、大人気です。CVGの皆様もこのフィギュリンを一つ欲しいですね。しかし、私たちは関係者にそれを贈るギフトとして与えることにします。

---

**1 TO WIN**

**PSONE + ACTION MAN GAME**

**HASBRO**

£100+

Become Action Man in his Destruction X game. Take part in a selection of varied mini-games and cause mass destruction while saving the world. And blag yourself a tasty PSOne while your at it. An extra four copies of Destruction X for runners-up.

**PSONE + ACTION MAN GAME**

**HASBRO**

ポーザンでアクションマンを遊べるのです。様々なミニゲームに参加し、世界を救う一方で大きな破壊を引き起こすことができます。一方で美味しいPSOneを手に入れましょう。追加の4本コピーのデストラクションXがランナーズアップに。
This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. It's dead easy to enter – just fill out the coupon with your name and address and we'll make a different draw for each prize. What could be simpler? Get entering, now!

TAZ 4X4 CAR

Vroooom! These Taz-tastic cars were so popular when we gave 'em away last time that we've smuggled in some more! The chunky red cars have big black wheels and Taz decals, plus high and low gear ratios for those tricky off-road stunts.

£25

MEGA MICROSOFT BUNDLE

PC gamers will be in gaming heaven when they win one of our mammoth Microsoft bundles. There's something for everyone with copies of the Age of Empires II expansion pack, Metal Gear Solid, Midtown Madness 2, Unleashed 2001 and Combat Flight Simulator, plus the awesome Strategic Commander for improved RTS control and the binding Game Voice for barking commands in FPS games online. We're too good to y'all.

£300 PER BUNDLE

GAME BOY TRAVEL PACK

It's the ultimate travel pack for Game Boy players and we're giving 'em away! The pack contains everything you could ever need for your handheld, including a mains adapter, battery charger, joypad add-on and a magnifier. The best GB travel pack around? Just maybe.

£29.99

AND THERE'S MORE!

Don't forget to check out pages 53-57 for the chance to win one of our awesome selection of PS2 add-ons. There's over £300 worth of goodies up for grabs. Go there now!

Last month we featured the excellent Smart Joypad 3 (pictured left) in our Lab Test and competition pages. Go to the CCL website if you want to get your mitts on one of these clever pieces of kit. The address is www.ccl-uk.net

WINNERS UPDATE – ISSUE 230

THEME PARK WORLD PS2

Simon Scott, Cumbria; Mark Taylor, Warrington; Paul Brown, E Sussex; Lee Penny, Demi, M Webster, London

THE GRINCH VIDEOS

Stephen Pullen, Northants; Matthew McCorrie, Here; Tom Raes, Colchester; Matt Johns, Cardiff; P Lewis, Combs; Anne Jones, Essex; J Davies, London; Mike Nix, Redbridge; Greg Store, Northants; Dean Smith, Manchester

WILD MOUSE

Joe Ritchie, Caerphilly, Mike Judge, Hereford; Kevin Hicks, York

POKEMON MONOPOLY

Adan Primrose, Glasgow; C Welsh, Kent, A Birch, Northumberland

UNDERWORLD DVD

Peter Forwood, Bridport; Jo Ratcliffe, Hart; Olga Coveney, Middlesbrough; David Verney, Liverpool; Andrew Hart, London; Peter Blyth, Essex; Rick Smith, Chester; Craig Simpson, Lincolnshire; Scott Franklin, Cork; B Wells, Somerset

BONE LIGHT

John Daniel, London; Harry Neagle, Lancashire; Thomas Hunt, London; Jesse Walsh, Nottingham; N Burns, Devonshire

WHERE-A-HOLE

P Silks, Portsmouth; James Peyton, Combs; A Foster

CHESTERFIELD, Mrs Anderson, Carlisle, John Scott, Glasgow

F-JAY BUNDLE

A Cleaver, Combs

CYBER MOUSE

Andy Manning, Glasgow; Darren McFarland, Tyne & Wear; Chris Smith, Sussex

LEGO ROBOTICS INVENTION & VISION COMMAND

Floyd Rees, E Sussex

YUSEMTE SAM RESINA

Sam Carter, Devon; Nathan Pearson, Rochester; Lisa Warnock, Co Down

LOONEY TUNES KEYRINGS

Jenny Cai, Oxford; Ryan Lee, Chester; Grant Leiper, Aberdeen; Arthur Potter, York; Valerie Henderson, Perth

LE MANS 24 HOURS

Tom Willis, Herts; Chris Underhill, Staffs; Paul Dennis, Kent; Allen Darling, Surrey; Nick Sweeney, West Yorks

ORIGANL ANIMATION CELL

Gary Smith, London

LE MANS SCALETIC

Henry Delton, Dorset; Roy Ho, London

TAZ 4X4 CAR

O McCallum, Co Tyrone; Anthony Stevens, Northants; Nick Owen, Cheshire

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 232, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7RP. First correct answers out of the hat for each prize win. Entries close March 15th.

NAME: _______________________________ AGE: _______________________________

ADDRESS: ____________________________________________

EMAIL ADDRESS: ____________________________________________

EMAP Active Ltd may contact you about other offers, or pass your name and address to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers.

*
Out there & on the edge...

KERRANG!
LIFE IS LOUD

TO SOME PEOPLE MUSIC IS A MATTER OF LIFE AND DEATH.

Out there every Wednesday.
ESCAPE THE PS2 ADD-ONS MAZE

Puzzled by the daunting array of peripherals already available for PS2? Our guide'll sort you out.

By the time you read this you can buy a PlayStation 2 from your local Woolworths, so your mate who pre-ordered last September can no longer charge a fiver a go on Tekken Tag. But with the machine comes an optional extras list that's as overwhelming as the demand for PS2 itself. In fact, if you count all the official pads, leads and cards, as well as the tidal wave of third-party options currently splashed all over the shelves, the PS2 has more add-ons available from launch than any other console in history. But such a massive selection isn't necessarily a good thing. What pads are hot, and which feel like a brick in your hand? What lead gives the sharpest picture? We've tested a range of 21 pads, leads, wheels and other plug-ins so you know where to spend your cash wisely.
THE ULTIMATE PS2 PERIPHERALS TEST

WILL THEY MAKE THE GRADE

We have divided our test criteria into four separate categories to give you the most in-depth product test ever, helping you decide where best to splash your cash. We've given each of the PS2 peripherals a score for each of these categories, as well as an overall score. These criteria are explained below.

The overall score is not an average of the others, but a final definitive score for all-round greatness.

HOW DOES IT LOOK?

The PS2 took a lot of stick for its appearance when first unveiled - it doesn't really look like a traditional games console - but people have now come to love its sexy, sleek black look. We tell you how well each product captures PlayStation 2's cutting-edge design.

NEW TREAT OR OLD HAT?

You don't want a dodgy, old PSOne controller, so we'll be looking to see how innovative the products are. We'll score well if something boasts new features and dish out the beats if it's a tawdry rehash.

BUT DOES IT WORK?

A joystick may look incredible, or it could be constructed from a rare titanium alloy, but what's the point if, at the end of the day, it doesn't do what it's designed to do? This test then is to see how well the peripherals perform at its particular task.

DO YOU REALLY NEED IT?

Is it an essential item that will enhance your gaming experience, or an unashamedly luxurious frivolity? There's nothing wrong with either choice but we'll tell you who'll get the most out of each thing.

BEST BUY

We've even made 'best buy' recommendations for what we believe is the most essential PlayStation 2 add-on - how it looks, how innovative it is, and how well it does its job. If you want the best peripheral for your buck, we'll help you find it, and that's a guarantee.

PRODUCT: TOPDRIVE SPACEWHEEL

PRICE: £29.99
FROM: Logic 3
WHAT IS IT?

A table-top steering wheel with digital pedals.
HOW DOES IT LOOK?

Looks like a dinner plate, but in a good way. The grey, minimal approach is tasty. ★★★★

NEW TREAT OR OLD HAT?

Almost identical to PSOne's Spacewheel, but very different from the generic steering wheels available. ★★★

BUT DOES IT WORK?

Yes, very well, but it's a touch over-sensitive. After you get used to the handling, the angle of the wheel is a lot like driving a truck. ★★★

DO YOU REALLY NEED IT?

If you don't have the cash or space for a massive wheel, check out the Spacewheel.

OVERALL

Not bad, but not the best wheel we've ever used either. ★★★★

PRODUCT: SABOTAGE PAD 2

PRICE: £17.99
FROM: Wild Things
WHAT IS IT?

A small anologue pad that boasts a lovely, curvy design.
HOW DOES IT LOOK?

Feels great in your hands, but the disgusting blue D-pad spoils the design. ★★★

NEW TREAT OR OLD HAT?

S2's curvy, ergonomic design is different and the analogue sticks are as good as the official option. ★★★★

BUT DOES IT WORK?

Comfortable to use and the analogue sticks are nice and tight. ★★★★★

DO YOU REALLY NEED IT?

Only if you don't like the Dual Shock 2.

OVERALL

A great alternative. ★★★★

PRODUCT: 6MB MEMORY CARD

PRICE: £24.99
FROM: Mad Catz
WHAT IS IT?

The only third-party, MagicGate PS2 memory card available.
HOW DOES IT LOOK?

Subtle, see-thru and sexy. ★★★★★

NEW TREAT OR OLD HAT?

BMW? More than just another PSOne card then. ★★★★★

BUT DOES IT WORK?

Works a treat. We loaded the SGX and Dark Cloud saves and had plenty more space. ★★★★★

DO YOU REALLY NEED IT?

Cheaper than the official card, and yes. ★★★★★

OVERALL

The classic choice for the hardcore PS2 player. ★★★★★
PS2 ADD-ONS TEST

PRODUCT: 360 MODENA WHEEL
PRICE: £39.99
FROM: Guillemot
WHAT IS IT?
A chunky steering wheel and sturdy pedal unit for PS2 racers.
HOW DOES IT LOOK?
With its official Ferrari license, this is certainly a nice looking piece of kit. Still pretty basic stuff though. ★★★☆☆
NEW TREAT OR OLD HAT?
You have to clamp this beast to the underside of a desk or table, just like a PC wheel. A new concept for a console wheel, sure, but we don't really dig the idea. ★☆
BUT DOES IT WORK?
Clamping the wheel to a desk in front of a PC monitor is one thing; clamping it to a desk in front of a TV with your PS2 is another. It's impossible to play with in your lap. Limited and disappointing. ★★
DO YOU REALLY NEED IT?
Not unless you play regularly at a tabletop.
OVERALL
Looks swell but doesn't cut it in practice. The actual mechanics of the thing are sound and it plays well, but those goddamn clamps... Nobody plays PS2 at the table! ★★☆☆☆

PRODUCT: DVD WIRELESS REMOTE
PRICE: £24.99
FROM: Mad Catz
WHAT IS IT?
A PS2 DVD, TV and Video remote, all in one.
HOW DOES IT LOOK?
The black and blue handset looks the jive, and the clear plastic buttons are also very nice indeed. ★★★★★
NEW TREAT OR OLD HAT?
The unit's triple function - switching between DVD, TV and VCR - is tremendous. ★★★★★
BUT DOES IT WORK?
Has a good range, and is dead easy to program for your TV and video. Should work with all modern systems. ★★★★★
DO YOU REALLY NEED IT?
Beats using a joystick to watch DVDs, and is essential if you have loads of remotes and want to to use just one.
OVERALL
A great add-on. Big enough so you don't mash two buttons at once, and stylish enough to look good on a coffee table. ★★★★★

PRODUCT: 8MB MEMORY CARD
PRICE: £29.99
FROM: Sony
WHAT IS IT?
The official PS2 memory card.
HOW DOES IT LOOK?
Like PSone memory cards but can hold 9MB of info. ★★★★★
NEW TREAT OR OLD HAT?
Does the same job as the old memory card, but is eight times the size. ★★★★★
BUT DOES IT WORK?
It's Sony, of course it does. ★★★★★
DO YOU REALLY NEED IT?
Definitely, otherwise you have to start a new game every time you play.
OVERALL
£30 is a lot to pay. Check out the cheaper Mad Catz cards before you make your choice. ★★★

PRODUCT: STABILIZER
PRICE: £4.99
FROM: Logic 3
WHAT IS IT?
 Stops your PS2 from falling over.
HOW DOES IT LOOK?
Functional rather than pretty, but by no means ugly. ★★★★★
NEW TREAT OR OLD HAT?
Standard design, but it does have enough 'give' in it to absorb shocks ★★★★
BUT DOES IT WORK?
Well, yes, unless you accidentally give it a boot when you're walking past. ★★★★★
DO YOU REALLY NEED IT?
If you're especially clumsy and in danger of knocking your vertical PS2.
OVERALL
Certainly not essential but it does add a certain something to your console set-up. Not a smart as the Sony stand, but half the price. Bargain. ★★★★★

PRODUCT: CONTROLLER EXTENSION CABLE
PRICE: £7.99
FROM: Jaytech
WHAT IS IT?
Add an extra 2 meters to your controller's cord.
NEW TREAT OR OLD HAT?
Nothing revolutionary, but so what? ★★★
BUT DOES IT WORK?
Yup, and from a long way away. ★★★
DO YOU REALLY NEED IT?
Only if you want to sit as far away from the TV as possible.
OVERALL
Not essential, but still useful. ★★★

ISSUE 232 COMPUTER AND VIDEO GAMES 55
**PS2 ADD-ONS TEST**

**PRODUCT:** Dual Shock 2 joy pad  
**PRICE:** £19.99  
**FROM:** Sony

**WHAT IS IT?**
The official Dual Shock 2 pad.

**HOW DOES IT LOOK?**
Like the original PS pad but in a sexier shade of black.

**NEW TREAT OR OLD HAT?**
The analogue sticks are tighter for more precise control, and the buttons are now fully analogue.

**BUT DOES IT WORK?**
The sticks are great, and the analogue buttons really add something to racing games.

**DO YOU REALLY NEED IT?**
Without it your PS2 is useless. Yes then.

**OVERALL**
A superb mix of old and new makes you feel right at home with your new console from the start.

**PRODUCT:** SCART CABLE  
**PRICE:** £5.99  
**FROM:** Logic 3

**WHAT IS IT?**
Gives better picture definition compared to RF.

**HOW DOES IT LOOK?**
The phono socket unit has a nice grip moulding so it's easier to pull.

**NEW TREAT OR OLD HAT?**
Old idea, but still the best.

**BUT DOES IT WORK?**
Much better than using the RF lead. You'll be amazed at the difference.

**DO YOU REALLY NEED IT?**
If your TV supports it (most modern TVs do!) you should definitely have one.

**OVERALL**
Sturdy, with good definition.

---

**PRODUCT:** SOUND STATION 2  
**PRICE:** £49.99  
**FROM:** Logic 3

**WHAT IS IT?**
An amplifier and speaker system, giving you that sound as you can your mates.

**HOW DOES IT LOOK?**
Perfectly captures the PS2 look, and is designed to stand next to a vertical PS2. Together, the two units look stylish and the satellite speakers have those lovely black ridges too.

**NEW TREAT OR OLD HAT?**
We've seen speakers before, but they don't look like this.

**BUT DOES IT WORK?**
The bass is powerful, and Soundstation 2 is more about sheer power than depth of sound. Works fine for videogames though.

**DO YOU REALLY NEED IT?**
PS2 sounds great, so get the most out of it.

**OVERALL**
Reasonably priced and pretty powerful.

---

**PSOne COMPATIBLE**

If, like us, you're worried that £300 for a console plus extra cash for games and peripherals will make too much of a hole in your pocket, you may want to try out your original PSone controllers on your PS2. Well you're in luck, because pretty much all official and third-party add-ons will work fine on PlayStation 2 games, with just two exceptions. Original 1Mb memory cards fill up really quickly when used with a lot of PS2 games, and may not work at all with some others. You can still use PSone peripherals on PSone games running on PlayStation 2 though.

Games that require full analogue support of the Dual Shock 2's squishy buttons, like Gran Turismo 3 and Metal Gear Solid 2, won't be fully playable with an original pad either, so be sure to check for compatibility when forking out on your games. But, if you're really skint, you can easily get by using your old PSone games. Besides, you get one Dual Shock 2 when you buy a PlayStation 2 anyway, just watch out for when all PS2 games need a fully analogue pad.

---

**FIVE THINGS NOT TO DO WITH YOUR PS2 ADD-ONS**

The instruction books for your sexy new add-ons are full of dos and don'ts about looking after your new purchase. But we say "Nuts!" to that and show you the five quickest ways to void your warranty. Mwe-ha-ha!

- **SLEEP WITH THE FISHES**  
  Your favourite goldfish buddy will love it, but once immersed in water your precious pad will never work again.

- **KUNG FAO YAK, M'LOD**  
  Stuck for kindling for your campfire? Use scart cables instead, but watch out for toxic fumes!

- **GOOD VIBRATIONS**  
  Save money on expensive vibrating muscle-massage tools and sit on your game pad instead. Fat blokes will knead the mechanism in no time.

- **A GOOD SHOE-ING**  
  Add pizza to your plate of meat by attaching a PS2 vertical stand to each slot and strutting around town.

- **SKIMMED MILK**  
  Slim Memory Cards across the local reservoir with your mates. £30 a shot? Ouch!
CVG RECKONS

Think of the steadily growing selection of PlayStation 2 games available right now. They're quite similar to PSone games that have gone before them, right? And most trend familiar ground and don't take too many risks. In fact, a lot of them have only scored an OK three out of five in CVG, and there's only one or two truly original must-haves.

Well, pretty much the same can be said for the range of PS2 peripherals currently swimming the shelves of your local games store. There are no real stinkers to avoid — all the peripherals we tested functioned well enough, but there are pro and cons, such as price, cosmetic appeal and durability, to consider before parting with your hard-earned cash.

Only the DVD remote controllers really hint at something which really separates the PlayStation 2 from PSone. Still, one thing which has remained the same over the years is Sony dominance when it comes to add-ons. Sure, the official Sony pad and memory card is expensive, but you're guaranteed quality. We torture our PS2 pads every day and they still work like they were new. However, third-party extras are essential if you want to expand on a tight budget, or simply want to go for something which looks a little different. It's really down to personal choice and how much cash you have to splash around. Use our guide to help you on your way.

COMPETITION

You want these, sucka?

Still can't decide which of these red-hot extras to go for? Then let us help make up your minds for you. We've got one of every third-party PlayStation 2 peripheral featured in this test to give away. That's a massive 16 brand new accessories for 16 lucky readers. To stand a chance of winning, all you have to do is correctly answer the question below and send your answer on a postcard, with your name and address, to: computer and videogames, Angel House, 339-346 Goswell Road, London, EC1V 7QJ. Good luck!

When was the original PlayStation released in the UK?

a) Before 1995
b) 1995
c) After 1995
**TIP OF THE MONTH**

**WWF NO MERCY**

Paul Blake, of Dungeness, gets Perfect Dark for these...

**HIDDEN CHARACTERS:** Go to the wrestler selection screen and highlight one of the wrestlers listed below. Press C-Left or C-Right to reveal the corresponding hidden character:

<table>
<thead>
<tr>
<th>WRESTLER</th>
<th>HIDDEN WRESTLER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terri</td>
<td>Datura</td>
</tr>
<tr>
<td>Mae Young</td>
<td>Fabulous Moonah</td>
</tr>
<tr>
<td>Takako Michinoku</td>
<td>Funaki</td>
</tr>
<tr>
<td>Pat Patterson</td>
<td>Gerald Briscoe</td>
</tr>
<tr>
<td>Godfather</td>
<td>The Goodfather</td>
</tr>
<tr>
<td>Ivory</td>
<td>Jacqueline</td>
</tr>
<tr>
<td>JR</td>
<td>The King</td>
</tr>
<tr>
<td>Earl Hebner (C-Right)</td>
<td>Howard Finkel</td>
</tr>
<tr>
<td>Earl Hebner (C-Right, C-Right)</td>
<td>Paul Bean</td>
</tr>
<tr>
<td>Earl Hebner (C-Right, C-Right, C-Right)</td>
<td>Michael Cole</td>
</tr>
</tbody>
</table>

Unlock hidden fight stars in awesome ruckfest WWF No Mercy

---

**PC CD-ROM**

**GUNMAN CHRONICLES**

More dome-capping tips courtesy of David Range from Barnstable.

First go to your PC Start menu and click on Run. Then enter the following command:

```
C:siera\gunman\gunman.exe dev-console
```

You should now find that a Console option has been added to the Gunman Chronicles game menu. Press ~ at any time during gameplay to call up the Console.

Once this is done, type in any of the following codes to access these awesome cheats.

<table>
<thead>
<tr>
<th>CODE</th>
<th>WHAT YOU GET</th>
</tr>
</thead>
<tbody>
<tr>
<td>god</td>
<td>God Mode and Infinite weapon energy</td>
</tr>
<tr>
<td>give</td>
<td>All weapons and ammunition</td>
</tr>
<tr>
<td>wuss</td>
<td>All weapons but no ammo</td>
</tr>
</tbody>
</table>

**ALICE**

Alice is a weird and very difficult game, but these cheats, supplied by Ross Perry from Cardiff, should make the Alice experience much more bearable.

Access the Settings Menu, choose Game Options and put a cross in the Console box. Now simply press ~ to call up the console when playing Alice and type in any of the following codes.

<table>
<thead>
<tr>
<th>CODE</th>
<th>WHAT YOU GET</th>
</tr>
</thead>
<tbody>
<tr>
<td>god</td>
<td>God Mode</td>
</tr>
<tr>
<td>give</td>
<td>All weapons and ammunition</td>
</tr>
<tr>
<td>wuss</td>
<td>All weapons but no ammo</td>
</tr>
</tbody>
</table>

**GIANTS: CITIZEN KABUTO**

'Big' Chucky Sadler from Gravesend has sent us some right beaters for the very weird Giants.

"Citizen Kabuto. To very much Chucky, here's a tenner for your efforts."

If Giants has got you going and you fancy trying any of these little beauties out, while playing the game press either T or Y. Now enter one of the following codes and then press Enter to activate them. Happy cheating folks!

<table>
<thead>
<tr>
<th>CODE</th>
<th>WHAT YOU GET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fr</td>
<td>Display frame rate</td>
</tr>
<tr>
<td>Basefillup</td>
<td>Full base energy</td>
</tr>
<tr>
<td>Pleasebealme</td>
<td>Full health</td>
</tr>
<tr>
<td>Gimmegifts</td>
<td>Instant gift shop</td>
</tr>
<tr>
<td>Basepopulate</td>
<td>Instant smarty work force</td>
</tr>
<tr>
<td>Mapshowtag</td>
<td>Reveal whole msp</td>
</tr>
<tr>
<td>Basegoveyster</td>
<td>Fast base construction</td>
</tr>
<tr>
<td>headspills</td>
<td>Unlimited Mana</td>
</tr>
<tr>
<td>allmissionsaregoodoggo</td>
<td>Unlock all levels</td>
</tr>
</tbody>
</table>
**MONEY**

**PLAYSTATION 2**

**X-SQUAD**

Trigger-happy Andrew Healy from Swanwick has sent us some great codes to improve a less-than-great game.

<table>
<thead>
<tr>
<th>RANK</th>
<th>PRESS</th>
<th>WHAT YOU GET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lieutenant</td>
<td>R1, L2, L1, R</td>
<td>Level 2 shield, 10,000 point bonus on finishing the mission with 99 clips.</td>
</tr>
<tr>
<td>Captain</td>
<td>Circle, R1, Circle, L1, Triangle, R2</td>
<td>Taylor MB2, Michaels 5mHS, 99 clips, no weight limit, radar.</td>
</tr>
<tr>
<td>Major</td>
<td>L2, Square, R2, Triangle, L1, Circle, R1</td>
<td>Level 3 shield and sensor plus all the Captain's extra as outlined above.</td>
</tr>
<tr>
<td>General</td>
<td>L1, L1, L2, R, R1, R, R2</td>
<td>As Major plus all weapons - intermediate level.</td>
</tr>
<tr>
<td>Master of X-Squad</td>
<td>Circle, Circle, Circle, Circle, Triangle</td>
<td>As Major plus all weapons - master level.</td>
</tr>
</tbody>
</table>

All codes should be entered at the title screen. Expect to hear a sound to confirm that you've entered the code correctly. Start playing a new game to use the code.

**NHL 2001**

Pat Peters from Camden has sent in these puckin' good cheats.

PLAY WITH NO GOALIE: Pause gameplay. Highlight Controller Setup and switch the controller to the opposition. Now go to the first menu and choose the options for the opposing team. Highlight Goalie Status and remove the Goalie. Go back to Controller Setup and switch the controller back to your side. Resume the game and you'll be playing against a team with no goalie.

How easy is that?

PLAY AS THE HAMMER: Select the Rosters menu and go to Create A Player screen. Make up a new player, call him Hammer. The in-game announcers call him The Hammer when he plays.

**GAME BOY COLOR**

**POKEMON TRADING CARD GAME**

Wayne Turley from Darlington sent us these pukkah Pika hints.

EXTRA BOOSTER PACKS: Access a Gym computer, select the menu with Japanese letters and choose any item listed to get a booster pack.

INFINITE ENERGY: Every time you fight Miiad in Dr. Oyama's laboratory you get two booster energy packs. Very handy when you're running low on energy.

**PLAYSTATION**

**MEDAL OF HONOUR UNDERGROUND**

Thanks to June Adams from Rugby.

All of the codes are entered in the Cheat screen and only work in levels that have been completed.

<table>
<thead>
<tr>
<th>CODE</th>
<th>WHAT YOU GET</th>
</tr>
</thead>
<tbody>
<tr>
<td>LATREUSE</td>
<td>Podoski Mode (1 hit kill)</td>
</tr>
<tr>
<td>BALLESVITE</td>
<td>4 x Firing Range</td>
</tr>
<tr>
<td>INVULNERABLE</td>
<td>Invulnerable</td>
</tr>
<tr>
<td>AUTOGUNDO</td>
<td>Weakly shaft mode</td>
</tr>
</tbody>
</table>

**DREAMCAST**

**RESIDENT EVIL 2**

Thanks to Lucy Walters for sharing her knowledge. Have a tenner.

UNLIMITED AMMO: Go to the item screen and press Up, Up, Down, Down, Left, Right, Right.

[Advertisement for Cheats Unlimited]

COLEST YOUR FREE WEEKLY E-MAG PLUS

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WWW.CHEATSUNLIMITED.COM
New games aren't cheap and regularly purchasing the latest, greatest releases is a luxury many simply can't afford. But fear not, 'cos there's an alternative that'll allow you to play the new releases for a fraction of the cost of actually buying them - rental. Thousands of people are already renting games every week, and year-on-year more and more players are turning to the hire solution to get their gaming kicks on the cheap. What's more, with the advent of online rental, you don't even need to get off your backside to get the games in. But when is it worthwhile, what does it cost and where do you go to rent? Our guide will help you decide whether you should join the rental revolution.

SHOULD I BUY OR RENT

Weigh up the pros and cons with our essential guide
**WHAT'S THE DEAL?**
To give you an idea of the offers out there, we've checked out the biggest players in the UK rental market, providing details from some of the main rental chains, as these are likely to have the widest and most up-to-date range of games.

**KEY**
- **LESS HASSLE** Either you can rent online, or there's almost certainly a store near you.
- **LATEST GAMES** Obviously really – the store has the very latest releases on the shelves.
- **GOOD RANGE** You're guaranteed to be able to rent games for all the major console systems.

<table>
<thead>
<tr>
<th>Company</th>
<th>Contact</th>
<th>No. of stores</th>
<th>Rental details</th>
<th>Membership</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Blockbuster</strong></td>
<td>0845 741 5561, <a href="http://www.blockbuster.co.uk">www.blockbuster.co.uk</a></td>
<td>880</td>
<td>New releases: £3.50 for two nights; All others: £2.50 for five nights</td>
<td>Free (but must be over 18 to join)</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>Once adult has joined, under 18's can get their own card</td>
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</tr>
<tr>
<td><strong>Global Video</strong></td>
<td><a href="http://www.globalvideo.co.uk">www.globalvideo.co.uk</a></td>
<td>255</td>
<td>New releases: £3.00 for two days; All others: £3.00 for seven days</td>
<td>Free (but must be over 18 to join)</td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
<td>Once adult has joined, under 18's can get their own card</td>
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<tr>
<td><strong>Choices Video</strong></td>
<td><a href="http://www.choicesvideo.co.uk">www.choicesvideo.co.uk</a></td>
<td>180</td>
<td>New releases: £3.50 for two nights; All others: £2.50 for five nights</td>
<td>Free (no age limit, though parental endorsement required.)</td>
</tr>
<tr>
<td></td>
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<tr>
<td><strong>Apollo Home Entertainment</strong></td>
<td><a href="http://www.apollowide.co.uk">www.apollowide.co.uk</a></td>
<td>124 stores</td>
<td>£2.00 overnight; £3.99 for three days</td>
<td>Fee (must be over 18, but once a member, under 18's can rent with card)</td>
</tr>
<tr>
<td></td>
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<tr>
<td><strong>Easy Games Rental!</strong></td>
<td>0845 58 58 85/<a href="http://www.loan-gamer.co.uk">www.loan-gamer.co.uk</a></td>
<td>Online rental and retail store</td>
<td>All games: £4.75 for five days (no membership required)</td>
<td>Option 1 – M1: £9.99 per month – a different game each month for a month.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Option 2 – M2: £14.99 per month – two games each month for a month. Under 18's can rent if they have a bank account</td>
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**THE BOTTOM LINE**
In terms of expense, the deals offered by most of the chains are very similar. Which one you choose, therefore, is down to which store is closest to you and which rents games for your system. Alternatively, there's online rental, which has very different offers (see the box overleaf).
BUYING VS RENTING

RENT OR SPENT?
Here's CVG's top five games to rent and to buy, and those you should avoid at all costs

Certain games clearly lend themselves to the rental market, as they're the sort of titles that, although great fun in the short term, you'll tire of quicker than it takes our Dan to down a pint of toilet water. Other games however, will last you a lifetime, with replay value so high you'll keep playing time and again. We're still playing Super Mario World, and that's almost ten years old.

DECISIONS, DECISIONS
When deciding if you want to rent or not, it's worth taking a look at your games collection. How many of them do you actually play regularly? There'll only be a choosing handful of titles that you'll play over and over again. If that's the case, it's worth considering that although your other titles are quality games, maybe you could have saved stacks of cash by renting them instead. Look at those redundant boxes sitting on your shelves. Wouldn't they look much nicer with a neat stack of CVG's nestling proudly on them? You'll save space, you'll save money, you'll get to play more top games for a fraction of the cost - the benefits are many when you're in the know.

HIT, MISS OR MAYBE?
Check out the lists below and then compare them with your games collection. If you own any in our 'worth renting' list and paid full price, can you honestly say they were good value for your gaming buck? True, they may have offered a brief glimpse of gaming heaven for the short while they lasted, but are you really gonna play them again? And if you own any in the 'don't even rent' list, then what's the matter with you? These games are so bad they'll make you ill, but make sure you keep reading CVG and we'll do our utmost to help you steer well clear of such hideous gaming travesties.

TOP FIVE GAMES TO RENT

1: Metal Gear Solid (PC)
2: Silent Scope (PS2, DC)
3: Fantavision (PS2)
4: Mario Party (NGC)
5: Bust-A-Move Millennium (GB)

TOP FIVE GAMES TO BUY

1: Metropolis Street Racer (DC)
2: Zelda: Majora's Mask (NGC)
3: Pokémon Gold/Silver (GB)
4: Final Fantasy IX (PS)
5: TimeSplitters (PS2)

TOP FIVE GAMES NOT EVEN WORTH RENTING

1: K2O Surfing (PS2)
2: HBO Boxing (PSOne)
3: Toy Racer (DC)
4: Buffy The Vampire Slayer (GB)
5: W.W.T.B.A.A.F. (PSOne, DC, PC)

THE BOTTOM LINE
The point at which it is cheaper to rent than buy depends on the cost and quality (i.e. length and replay potential) of the game. While recommendations from friends and CVG about just how good a game is will help you decide if it's worth buying, you'll only be totally certain when you actually play it. If you buy a game and then discover you don't like it, you can try to take it back, but you'll save yourself a lot of hassle if you test the water by renting it first - just make sure someone else doesn't hire the last copy the day you want it. Even if a game's received good reviews, that doesn't necessarily mean that it'll float your boat. Check a game out first and you could save serious wonga in the long run.

PLAYERS' RENTINGS
CVG sent a roving reporter onto the wild, dangerous streets of London to fight his way through the concrete jungle, and get right to the heart of the issue. It seems you're all generally in agreement that games are too pricey for regular purchasing, unless you're well mitted. Here's what other players have to say about renting...

Andy Kirk, 19, London
"I never tried renting myself, but I reckon it's definitely a good idea in principal, as you can try a game before you buy it without having to shell out loads of money in the first place."

Kevin Smith, 20, London
"Games are so expensive nowadays, that as a student you just can't afford to keep spending 40 quid a go on the latest releases. Because of this, I'd rent a lot more than I'd buy."

Prateek Barai, 20, London
"I personally think it's better to actually own games, so you can play them whenever you want. But being a student, I can't afford to buy that many, so I'd probably rent a lot of games."

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PERIPHERAL VISIONS

Sorry guys, looks like you'd better start saving if you wanna bust those moves.

Certain games are virtually designed for the rental market: titles like Samba de Amigo, and Jungle Book Groove Party are simply too expensive for many people to buy due to the peripherals required. However; those of you with visions of doing a Steps impression in front of your PlayStation for a couple of quid are heading for the land of disappointment. Though some tried it in the past, the main stores don't rent out peripherals anymore, due to the regular damage inflicted on them, and the fact that certain thieving swines would also swipe them. This is a crying shame as it means many people will never have the opportunity to strut their funky stuff like straining loons, in front of all their mates. Indeed, it's a daily ritual we swear by here at CVG, and watching Lee frantically dancing to Seventies disco classics is a genuinely magic moment that can reduce staff members to tears of joy.

THE BOTTOM LINE
The games that cost the most to fully enjoy are the ones you can't rent. Rightly or wrongly, it's still a pain in the arse, but there you go: blame society. In a perfect world, we'd all be able to rent exactly what we like, and blissfully skip down the sunny streets arm-in-arm, in perfect harmony. Also, the real world is a much harsher place in which to live, so with certain top games requiring add-ons to get the most out of them, renting clearly isn't the way forward for peripherals lovers.

ONLINE: THE FUTURE OF RENTAL?
Currently the only site of its type in the UK, Loan-gamer.co.uk offers a serious and convenient alternative.

UPPERS
- You can rent from the comfort of your own home, and the postage and packing from most online rental services is free. Can't be bad.
- Not everyone lives near a rental outlet, so if you're out in the sticks, this is the solution.
- You don't even need a computer, as they also accept phone orders.
- This is the only place you can currently rent PC games.
- You can rent games for up to a month, so you can properly cane them to death without paying top whack. You'll probably have enough time to check out all the secrets too!

LEGAL WRANGLINGS
It's not fun, but you need to be aware that each time you step into a rental store or shop, you're subject to certain rules and regulations that dictate what you can walk out with.

We've received letters from confused readers regarding age certification of videogames, and obviously this directly effects which games you're able to rent. Here's the deal: every new console release is given an ELSPA rating, which basically tells you which age group the game is suited for. These are only recommendations however; therefore you can't legally be stopped from buying or renting a game even if you're in a younger age group than suggested.

CAN I SEE YOUR I.D.
Certain games receive a rating from the British Board of Film Classification though, and these, in exactly the same way as movie ratings, are enforceable by law, and it's up to each store to verify the age of their customers. The only games that get these ratings are those that, as the ELSPA website states, 'depict real acts of sex or violence'. Perfect Dark and Tenchu 2 are among recent games to receive the maximum 18 certificate.

THE BOTTOM LINE
Only a small minority of games receive a rating from the BBFC, and while some of their decisions may seem a little extreme, we all understand the need to keep graphic, violent material away from youngsters. And as technology improves, games start to look ever-more realistic, so you may well find the frequency with which the BBFC intervenes increases. The ELSPA ratings are only recommendations however; so if a shop refuses to give you what you want, then it's not the law that's stopping them - though it may well be company policy. That said, while one shop may refuse to give you the game you want, another shop might be happy to serve you, and it's all academic anyway if your parents happen to rent the game on your behalf regardless of certification. This applies to both buying and renting games, so neither has much advantage when it comes to age regulations. Know your rights, kids.

CVG RECKONS
There's nothing quite like owning your own games, and nothing will ever completely replace the pride people take in their collections. However, as Neil Murgatroyd from Choice Video states: "The volume of games released in the UK will continue to increase. The most practical and affordable way to access these releases is through rental."

DO YOUR SUMS
You might not have realised exactly how much you could save, so we're gonna make it easy for you. We reckon that if you rented during the school holidays, you'd be able on average to finish most games in under a week. If a new PS game costs £39.99, and rental from Blockbuster, for example, is £3.50 for two nights, that works out at £10.50 for six nights - roughly 30 quid cheaper than actually buying the game.

TRY BEFORE YOU BUY
The rental market is here to stay and it's on the up, so it's good to see the major players keen to support new formats as they are introduced - you're almost guaranteed should offer a rental deal that suits you. It's annoying that you can't hire hardware or peripherals too, since these are usually the biggest expenses. However, until systems are made totally idiot and damage proof, we'll have to live with that.

THE VERDICT
Rental is something we certainly recommend you give a try, as it's the best way to play a hell of a lot of games relatively cheaply. Just think how many games are out there - there are loads of titles that you'll rent and enjoy, that you'd never dream of buying. With the range of deals available, and an ever-expanding number of outlets, there's never been a better time to join the rental game. Although there are certain games that will last you for years - and you can trust CVG to tell you about them - sadly, most won't. So would you rather buy and play four games a year, or rent and play fifteen?
WHAT YOU NEED TO KNOW

SHENMUE

I'm desperate to see more of Ryo's adventures but I'm a bit stuck. I've been to the antique shop and got the family crest, but I still need to find the precious Phoenix Mirror. I've searched the Dojo and found a key but I don't know what to do with it.

Gerry Smith, Bootle

Go to the sparring room where you practise with Fuku-san. Use the key to open the small rectangular brown box on the right. Examine the right-hand scroll on the back wall. Ryo will then remove the scroll and notice the hole in the wall behind. Place the sword in the hole. Then remove the left-hand scroll and place the family crest in the crest-shaped hole to open a door to the secret basement. You'll need several items before you start to search the basement, including a torch and a light bulb. A torch can be found in the main Dojo, but there's another one to buy in the Tomato convenience store in Dobuta, where you'll also find light bulbs. Use the torch when you enter the basement, then screw the light bulb in and switch on the light. Search the room for goodies and artefacts. Then look in the mirror and notice a tall person on the side of the shelves. Look on the left side of the shelves and you'll notice scratches on the floor. Ryo will now be able to push the shelves and reveal a thinly covered hole in the wall next to the mirror. Use the axe on the other side of the room to smash through the plaster and get to the secret room.

ORPHEN: SCION OF SORCERY

Can you help me get past the evil spider? It keeps using webbing to trap me and then finishes me off with a deadly poison attack. I don't even have time to put up my shields.

Diane Bright, Cirencester

Final Fantasy IX

Carefully study the spider's attack pattern. During each attack he'll fire either one or six webs. When he takes a long time to charge up it means that he's getting ready to fire six webs. Use the time that he's charging to raise your shields. When he only fires one web you can concentrate on attack rather than defence. Don't use any magic as you won't have enough time. Use your sword to chop away the webs and then use three or four ice projectiles blasts when you have a clear shot at the spider. Follow all this and get your timing right and you'll blow the eight-legged nasty away.

Danny Owen, Bradford

The Aries Stellazio is in the windmill in Dali. Scorpio is in the bottom right of Quan's house, to the East of Treno. Taurus is behind the Treno item shop, and you'll find Leo in the Neptune statue room in Alexandria Tower. To get Gemini, throw 10 gil into the Treno fountain 13 times in a row. Look behind the cart at the entrance to Burmecia to find the Cancer Stellazio. Find Virgo in the Black Mage Village inn. Look on the right side of the Madain San fountain for Libra. Sagittarius is on the left side of the Pickle Cart in Lindblum's Business district, but only from Disc three onwards when the town is being rebuilt. Capricorn is in the water on the right side of Deguerre. Aquarius is in the chest by the right pillar in Ipsen's Castle entrance. You'll have to wait until Disc four to get Pisces. When you get control of Kuja's airship and have time to wander around you'll find the Fishy Stellazio in a chest in the hold. When you've got all twelve and given them to Queen Stella in Treno she'll give you loads of fantastic items.
**Dynasty Warriors 2**

I'm having trouble beating Lu Bu. He takes me out with Musou every time. I'm playing as Dian Wei. Jon Price, Swannee

Kill as many of the enemy warriors as you can before you try to tackle Lu Bu – enemy morale is lowered while your stats are as pumped up as possible. When the time comes, avoid close quarters one-on-one combat with Lu Bu. He's so strong he can stun you even when you're blocking him. You should also avoid using Musou on him. He'll then counter with his own Musou, as you've already discovered. To give yourself a much-needed advantage, approach him on horseback and take out his four guards. When they're out of the way, go for Lu Bu himself. Hide out of range and keep moving around him, circling and slashing your sword about as much as possible so that you present him with a moving target rather than a sitting duck. When he's lost roughly half of his HP, retreat and fire normal arrows at him. Then, when his HP is close to empty, try and catch him off-guard with a quick Musou combo.

**Escape from Monkey Island**

I'm on Act III and going crazy because I don't know how to help Herman Toothrot get his memory back. I've checked everything in my inventory at him, or at least tried to, but Herman remains clueless. Jimmy Ryan, London

Throw a coconut at Herman then talk to him. Go and get the banana picker from the garden. Use it to pick up the bananas on the beach and then give one to Timmy. When he follows you to the cave, throw another banana to lure him to the door inside the mine. Throw a banana through the vent and another one into the portal to open the door. Get the weed whipper with the banana picker and head for Vista Point. Throw a rock into the right-hand canal, then a second rock in the middle and a third in the left. Go to Le Chuck Church and get the two shields with the banana picker. Chat to the priest and go on the Lave Boat Ride. Head for the holder, moving the weeds with the weed whipper. Knock over the tree and return to the church. Back in the boat and use the banana picker to reach the bottle in the water. Go to Herman, hit him with the bottle and talk to him. Return to the village and talk to Jojo. Examine the musical monkey and examine the shields in your inventory. Give the monkey the cymbals and get the accostion from him. Back to Herman, hit him with the accostion and talk to him to get the Gumbertorial symbol.

**Theme Park World**

Any quick tips to help me make big bucks quickly when I'm building my theme park?

**Crispin Peters, Windsor**

Make sure you raise your entrance prices every time you add a new attraction, otherwise you'll get in debt. When you first start, concentrate on building shops rather than ploughing your money into rides as shops will initially bring in more money. Make sure you have loads of entertainers at the entrance to entice the public inside. Finally, fix your staff hours so that the customers win most of the time. They'll flock to the sideshow and once you've hooked 'em in can you up your prices and watch as your coffers swell. That should set you on your way to being a Theme Park tycoon.

**ESPN Winter X-Games Snowboarding**

How do I perform Terje's secret special trick? 'Snowy', Bristol

Terje's Hakon flip trick can only be performed on half-pipes and quarter-pipes. To execute it, approach the lip in Switch stance and hold down X and L2. When you reach the top of the pipe keep holding L2 and press Down and slightly Right together to pull off the Hakon flip.

**Project IGI**

How do I escape the relentless Attack Helicopter on the Russian Border level?

Gordie Wright, Fort William

It's tricky, but you've just got to make clever use of all available cover. Look for a buliding near the sheep between the first and second encampments. Hide behind the building until the Attack Helicopter passes by overhead. Make your way to the burnt out hut up ahead, steering clear of the tanks on the road. You should then be able to reach the mountain on the East side, where you'll have to take care of five guards with your sniper rifle.

**The Grinch**

How do I get the Scout uniform?!

Sid Reich, Walsall

You should be at Wholske in the Wholforest if you want to get the Scout uniform. Swing on the branches of the tree to get to the roof (which is not as easy as it sounds, you should time the jumps with careful precision) and then drop down the chimney and breathe on the man inside to get the hat. Death-breathe him again and sit on him to get his shirt. Then, stand underneath one of the mounted Moose heads and, when the man runs towards you, jump aside at the last moment. He should get trapped by the Moose head and you'll be able to get his trousers (brown) to complete the scout uniform.
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STAR LETTER

STICKY SITUATION

Your 'Expert Guide to Cheating' nearly got me put into a foster home. The tip about floating air biscuits to put my older brother off during a two-way game of FIFA really worked for a few minutes, but when I super-glued his accelerator button during GT2 his finger got totally stuck to it. He only managed to remove it after half an hour soaking in soapy water. It ruined the joypad, my Mum did her nut and my brother won't play games with me ever again, but it was worth it to see the expression on his face. Cheers!

Danny, via email

Hmm, well we did warn you. We reckon your brother won't stick (ouch!) to his promise and will play you again, so have a new PlayStation controller on us!

EARTH TO PLANET POKÉMON

We would like three Pokémon lands and three Pokémon gyms in Swanscombe, Dartford and Gravesend because everyone loves Pokémon. PS: Please keep it a top secret, so don't spread the word and please send the concept to the nearest science lab to work on.

Chantelle and Daniel, Gravesend

Top secret? No problem... er, oops. Come to think of it, just what planet are you from? Here at CVG Towers we pride ourselves on a network of contacts with all the big developers, but even we can't bring the Pokémon universe into the real world.

TAKING THE PINGE?

OK, so I never seem to get my letters printed, so I've chosen to send nothing but pointless Top 20 lists each month until, um, I get my ugly mug on your team page. So here's DaRKWOLF's Top 20 made-up words.

1/Wobbleapplechucks
2/Nibbleboarding
3/Ziploc
4/Pomoogist
5/Cleggy etc,etc
DaRKWOLF, no address supplied

Keep sending 'em in then DaRKWOLF. We can take the pain. Perhaps you'd like to include definitions next time. We quite like number 17 though, Pingo.

WHAT'S THE CRACKDOWN!?

How do some developers pack so much more into a game than others? Take Smackdown! 2 and Tekken 3 for example. Don't get me wrong, these are two of PlayStation's finest fighting games and I love them both, but I have to know how THQ managed to cram so much into Smackdown! 2, it's quite unbelievable. Over 50 superstars, countless backstage areas, a whole load of the WWF's official matches, hundreds of authentic moves, taunts, PPVs and so on. The only thing Smackdown! 2 doesn't have is FMV sequences. Is that the reason why Tekken only has about half what Smackdown! has? Please enlighten me.

Tim George, Chesham

PS2 GRINCH

I was the proud recipient of a PS2 on Christmas Day. I couldn't wait to get it open. I plugged it in and turned it on, went through Setup and pressed the button to open the DVD drawer. Nothing happened! I hear I'm not the only one with similar problems. How could Sony let this happen?

Mark Page, via email

Anyone else visited by the PS2 Grinch? Email us at the usual address.

SHEN-POO

Shennue sucks. I got it for Christmas and finished it on - wait for it - Boxing Day.

Lewis Jenkins

Hrm, we reckon you either opened it at about 8am and played virtually non-stop or you downloaded a walkthrough off the Net. Either way, point taken.

"Mum did her nut and my brother won't play"
YOUR LETTERS

"Listen, you vile critters, each computer or console is unique, so stop squabbling!"

Sean Hughes, Yorks

IT'S A JOKE

What did the big lightbulb say to the little lightbulb?
You're too young to be turned on.
Jason Sharples, Manchester

D'oh! This isn't the first time I've heard this joke.
Derek, Exeter

WHAT THE FUCKS?

I recently bought FIFA 2001 for PS2.
In a bid to raise West Ham Utd to the dizzy heights of glory in the Season mode, I decided to take advantage of some value-for-money, quality Brazilian players on the transfer market.
What I found was a Palmeiras defender name A. Fucks, costing £10,424. Is this a real player, or is someone at EA Sports having a laugh?
Cader, Maidenhead

RETURN TO SENDER

Redeye email #1 to CVG: "Do I get a big kiss now?"
CVG: "You what?"
Redeye email #2: "Oops. Sorry, sent you the wrong email first time round. Was meant for girlfriend."
CVG: "I should think so too."
Redeye email #3: "PS2, DC, Xbox and GAMECUBE are all good machines, I just think if you start putting one down for this and another for that, then you're putting them all down, because every one of the next-gen machines have a fault somewhere!"
CVG: "That's better."
Redeye email #4: "PS2, DC, Xbox and GAMECUBE are all...etc etc"
CVG: "Grr."
Wow, the whole world's come over all nice-nicey. What next, world peace?
Anyway, a word of warning about love letters to your girlfriend - didn't you hear what happened to Claire Squires' email?
You'd better sort your email skills out sharpish. By the way, no, you don't get a big kiss - frankly, you deserve a slap for even asking!

MISSED PLEASURES

After browsing your excellent website, I found a report on the Games of the Year for PlayStation. The five games in the list are great games, agreed, but the 'industry panel' seems to have a sports bias. Think about the games you left out - Resident Evil 3, Parasite Eve 2, Gran Turismo 2.
Chris Reilly, Birmingham

SHOCKED OF LONDON

After reading your Star Letter in CVG 228, I was shocked at the way Roy's mum was behaving. Sometimes I play videogames a little too much and my mum asks me to put my Game Boy or Dreamcast away, but she never throws them out the window. Roy's mum should be ashamed of what she's doing!
Very, Very, Very Shocked, London

JUST GROW UP

My letter is aimed at the sad creatures who constantly slag off other consoles or computers. You know the type: "My console's better than yours, my dad's bigger than yours," etc etc. Listen here you vile critters, each computer or console is unique and can do one thing the other can't. So just stop this childish squabbling right now. And if you think I don't know what I'm talking about, I've got 26 computers and consoles ranging from Atari 2600s to the Dreamcast. So there.
Sean Hughes, West Yorkshire

Check out this PokéCollection. Anthony, you're clearly a certifiable PokéManiac. Good on yer!

POKE-ROCK!

Ha ha ha ha! 151 pokémon in 88 hours? Pathetic! Take a look at mine - 151 in 23hrs 38mins! For all you Pokémon fans, take a peek at some of the stuff I got.
Oh, the Pokémon time thing was achieved through two games and Pokésymposium!
Anthony Cheng, Rhy
We were well impressed when we saw your Game Boy print out... until you gave it all away at the end. With some crafty transfer cheating, we reckon we could rack up the same tally in around five hours. Nice PokéCollection, though.

POKE-BLUES

That's it. I can't take anymore. I've been into gaming since Lunar Jetman ruled and 3D Deathchase was cutting edge. But I'm throwing down my joypad for the very last time: you had Poké@**'s *ks on the cover (issue 230). WHY?! Please, stop the spread of this infernal PokéDisease.
Andy Hale, Muswell Hill, London

So, Andy, you don't like Pokémon? PokéTough, millions do and so do we!

WHO WROTE TO MAILBAG THIS MONTH

Chris Bestow, Northampton; Paul Partridge, Merseyside; Mike Lynch, Birmingham; Colin West, Glasgow; Tim George, Chesham (again, you serial quiller, you); Gavin Lane, Worthing; Ben Jones, London; Andrew Lynch, Eire; Aziz (no address supplied); Brian Corcoran, Kirkintilloch; Ross MacDonald, via email; Lee Usher, via email; Claren McDonnell, via email; Ross, via email; Roboc, via email; Jameel Ahmad, Bicester; Dilan Finn, via email; Barry Cahill, via email; Michael, via email; Lionel, via email; Pfease, via email.

"Please, stop the spread of this infernal PokéDisease" Andy Hale, London

70 COMPUTER AND VIDEO GAMES ISSUE 232
Return of the living dead
SOUL REAVER 2

IN THIS MONTH’S ISSUE OF
THE PLAYER
PLAYSTATION 24-7

FREE FINAL FANTASY 9 GUIDE
132 PAGE BOOK

ALSO Last year Final Fantasy sold more than STEPS. We look into an RPG phenomenon
The world’s first and best games mag brings you reviews you can trust

REVIEWS

WHAT’S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it’s like having an informed best mate recommend you a game.

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FEAR EFFECT 2: RETRO HELIX

PSone may be on its way out, but PS2 ain’t got nothing to touch this little baby.

PSone is dead! Long live PS1!
Honest. Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.
Fair. We're not biased. A good game is a good game, regardless of format or who has made it.
Thorough. We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either.
Knowledge. Our writers are all experts, have years of experience and know what makes a cracking game.

Any game that earns Computer and Video Games' Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence on that format.

78 Phantasy Star Online
Looks awesome and represents a real landmark for console gaming.

82 Banjo Tooie
The bird and the bear are back and it's fun all the way.

86 Unreal Tournament on PS2
A real threat to TimeSplitters?

90 Quake 3 Team Arena
(Friends for multiplayer not included)

92 Shadow of Memories
The first digital novel, only on PS2.

100 Mech Warrior 4: Vengeance
A surprisingly good sequel for a change.

102 Vanishing Point
Another DC challenger tries for MSRs crown.

110 ISS Pro Evolution 2
The best footy game ever just got better.

97 Moto GP
88 Armoured Core 2
104 Mini Reviews, including Emperor's New Groove, World Championship Snooker, Burstrick, Championship Motocross 2001 featuring Ricky Carmichael, Theme Park Inc, Blair Witch 3, 106 Handhelds, including Mario Tennis, Flintstones Burger Time in Bedrock, Blade, Xena Warrior Princess, Hello Kitty's Cube Frenzy, Merlin, Buzz Lightyear of Star Command, Walt Disney World Quest Magical Racing Tour, Road Champs BX5 Stunt Biking.
Why settle for just one hard-ass hero when you can have four, all fighting, shooting and puzzling their way through a murky Neo-Asian influenced world? Fear Effect 2 will take you and your four mercenaries on a blood-thirsty, brain-busting, trigger-happy journey to the very darkest corners of the human condition. Viral outbreaks, genetic experiments and a little poetic guff about the meaning of life, combined with stunning cinematic direction, incredible visuals and heart-stopping gameplay. Fear Effect 2 manages to improve on virtually every aspect of the already excellent original and will make you remember just why you love playing games so much.
EFFECT 2
RETRO HELIX

Big guns, blissful babes and brain-taxing gameplay. Welcome to videogame paradise.
**REVIEW**

**MOVE OVER MASTERMIND**

FE2's puzzles will really stop you in your tracks. The head-scratching challenges are utterly devious. You'll inevitably be stumped for ages, but the beauty is that if you keep trying different tactics and approaches to the puzzles you'll eventually solve them out, often in a rush of inspiration.

The first static screen puzzle. Combine six of the eight shapes to make the numbers on the left.

This one's lovely. The code is on the top right but it's faded. Trial and error will see you through.

Budding Carol Vordermans will get off on this maths extravaganza. Not tough, but initially baffling.

Resident Evil-style puzzles feature too and are the easiest. Find the cog, then put it in the hole. Sorted.

There are lots of locked doors. Don't worry, you'll stumble on their codes when the time is right.

One of the more obscure challenges. Remember the number and colour of the bars that light up here.

...then input their equivalent on here. It's obvious when you see how, but this troubled us for a while.

Finding keys is for wimps. These crazy multi-digit doorlocks are what the hardcore player wants.

**AWESOME ANIME ACTION**

FE2 features a wicked mixture of all-out blasting action and truly hardcore puzzles, all linked together with brilliantly directed cut-scenes. The dialogue is especially good and is scripted and acted out to perfection. Check out this sequence to see just how well the game gels together.

Hana needs to distract the robotic Fixers and nab a computer chip, so she sets some blasting caps.

As the pipes burst, the Fixers automatically rush to fix the leaks. Hana swiftly hides in the shadows.

While the robotic pests busy themselves with the repairs, Hana makes a quick dash to the exit.

With all the Fixers busy, our lady can grab that useful chip and move on to the next puzzle. Mint!

**INSTANT PLAYER GUIDE**

**REMEMBER REMEMBER**

There's always loads to do and even more to remember in Fear Effect 2. Follow our steps to ensure gaming success.

The dazzling scene and costume changes should remind you that you have all-new equipment to use. Remember to check your inventory regularly.

Watch the cut-scenes intently. The smallest clues can lie in what characters say or do, or even in a background animation. Keep your eyes peeled.

Although some baddies may appear weak, never take any prisoners, as even the weedy ones will do you serious damage given half a chance.

The game does reward a careful approach and stealthy kills, but when your cover is blown don't be afraid to unleash the bullets. It feels good too.
A WORD WITH THE BOSS

The original was littered with pretty but way too hard set-pieces and boss battles. FE2 is more structured and flowing, and while it may be a less original approach, it works far better. Boss battles appear less often, but are far more special, while the brilliant cut-scenes help keep the tension high.

Get your assault rifle ready, as just down this ladder lies the dreaded Planner: A good stash of bullets would be kind of handy too.

You can blast away at this muta but it's far more effective to force him backwards with your bullets, right into the streams of electricity.

Fry the Planner's ass a couple of times and he'll be burnt toast. Don't laugh too hard though, as the ugly mug pops up again later.

"One of the first games whose adult content is matched by adult difficulty"

THE COOLEST OF STUFF

While the less good points of the first game have been tweaked out of existence, the best bits have been retained. The Fear meter returns to replace the standard action game health-bar and the Areas of Attraction are back too, letting you know instantly where the important objects in a room are. Sweet.

No more randomly pressing the action button! FE2 gives you hints at the bottom of the screen as to what to do next. So pay attention.

The mixture of gameplay challenges will simply blow you away. Run away sweetheart, run from those nasty face-chomping rats.

This is not a cut-scene. You have to make Hana run from the fireball behind her. It's like your own Hollywood blockbuster. Just awesome.

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Resident Evil Code: Veronica (DC), Hard Edge (PS), Fear Effect (PS)

OH... MY... GOD...

Fear Effect 2 is one of those rare gems that coaxes quality. As soon as you witness the incredible scene-setting sequence at the start of the adventure, you know you're in for a classy experience. And when you play through the first few sections, the game will have taken hold, leaving you totally immersed in the action. The clever motion FX technology that made the first game so special to look at has a welcome return and makes FE2 look even sexier. The beautifully drawn locations all seem alive and bursting with a kind of unspeakable, threatening malevolence. Playing the game truly is an emotional experience and the overall cinematic polish only heightens this effect.

BETTER THAN BEFORE

The brick-wall learning curve and those aggravating reload times after dying have been removed entirely, leaving an even more enjoyable adventure that will test both your trigger finger and your thinking cap. Some may find the difficulty too high, but FE2 is a far more balanced game than the first, and it rewards perseverance, patience and intelligence, along with constant flesh-shredding. As such, it's one of the first games whose adult content is matched by its adult difficulty setting.

A WARNING

While it draws its inspirations from enjoyable, but brainless, action movies, FE2 is one of the most challenging titles to appear in the world of console gaming. But it's also one of the most rewarding too. It's likely that more casual players will simply be overwhelmed by the vicious puzzles and nitpicky fingerwork required to progress, but the sense of satisfaction for those who do persevere is the sweetest. We love FE2 as it doesn't pull its punches, either with its mature plot or the level of challenge on offer. It's awesome, plain and simple.
Once in a while a game comes along that stops the gaming world in its tracks and takes it in a completely new direction. **Doom** did it, as did **Super Mario 64** and now, **Phantasy Star Online** is poised to take console videogaming to fantastic heights in the new Millennium. Join a cast of refugees from a doomed Earth - along with the rest of the entire gamesplaying world - in a mammoth quest to help solve the mysteries of the missing spacecraft **Pioneer 1** and its efforts to populate the lush green haven of Ralol.

Get lost in (cyber) space with Sega’s groundbreaking RPG

**PHANTASY STAR ONLINE**

Your adventure starts on the **Pioneer 2** spacecraft. The key game areas are accessed from a main hub: a hospital, a bank for money and items, worried natives, a couple of shops and traders to talk to. When playing online, this is where other adventurers hang out. Check the Hunter’s Guild regularly too for sub-quests and new adventures.

**HUBBA HUBBA**

- This area is for A-rank hunters who sometimes take part in secret missions.
- **Pioneer 1...** is anyone still alive?
- Have you met the tekkers?
- Access to Ralol’s surface – and your main adventure – lies beyond these doors and soon you’ll be feeling like a proper A-rank hunter.
- Family and friends of those missing on **Pioneer 1** walk around the beautiful hub. Depending on your mission status, they’ll offer hints. The three Tekkers are trader types who evaluate different mystery items you find on your quest. Each has a particular speciality.
As well as *PSO*'s massive solo quest and online adventuring, there are loads of sub-plots and mini-quests at the Hunter's Guild. Early missions give you basic training for the main quest. Later ones offer a range of challenges from locating lost citizens to collecting data on the angry animals. All earn you cash and experience points.

**MAG MADNESS**

Every *PSO* hero gets a MAG, a robotic buddy floating behind your character. Feed them the potions and fluids you find on your travels to help them level up, and at certain levels your buddy learns a special attack. As your hero takes damage, your MAG gets closer and closer to its limit. At its peak you can unleash a devastating attack.

Guild missions come in sets and, once you've cleared one set, more open up. You can even download new challenges from the *PSO* site.

After accepting the challenge to find a greedy landowner, you beam down to Ragol to find him. Once located, drag him back to Pioneer 2 very good! You have completed the quest. This is the reward!

With your mission completed to satisfaction, the lovely Guild lady rewards you with 700 Meseta, *PSO*'s currency. Not too shabby, eh?

**DOMINATE THE BEASTS!**

However you're playing, one thing's constant: you must fight. Something's made native beasts very vicious and 'till you find out what's going on you must kick their furry arses. Combat is sound, but a *Zelda*-style lock-on feature is sadly missing and initially you'll be die frequently.

Scary guys with glowing scimitars! Pick up items dotted around to top-up healing and attack points.

Surely this Grass Assassin should burn up in this lava cave...? You've no time to ponder that though.

Enemies respawn. This watery baddie reminded us of the mighty Chaos in Sonic Adventure

The graphics look so gorgeous that you hardly mind replaying more difficult sections if you die.

"PSO is poised to take console videogaming to fantastic heights in the new Millennium"
LETS PLAY
DRESS-UPS

To ensure playing PSO is a truly immersive and personal journey, you can customise your hero. There’s loads of character templates to choose from, each with different strengths and weaknesses, and their own natty style. Once chosen, you can then tweak them even more.

The base templates look lovely enough. You get a run down of basic skills before you accept too.

You can adjust style of dress, hair, skin colour, facial features and even their proportions.

Choosing your character attributes wisely. You can’t change ’em and can only store one per VMU.

We created one-eyed Miss Wink and sharp-shooting hero Barney for contrasting styles.

“It’s the type of DC game you can use to show up your PS2-owning mates”

PSO is the type of DC game you can use to show up your PS2-owning mates. The graphics are consistently beautiful and the lush forest areas so detailed you’ll almost feel the warm sun on your skin and a gentle breeze caressing your face. Trekking through these sections isn’t as fast-paced as you might expect, but it gives you time to admire the detail in your surroundings.

There are four main types of area in PSO: forests, mines, ruins and caves. The caverns’ waterfalls are very easy on the eye.

Use the map in the top right of the screen to keep track of your movements through the lava-filled mines and ruins.

Top fireball action! The various special attacks all look superb - especially when playing with others online.

THE ART OF COMMUNICATION

Playing and chatting online in PSO has been made as painless as possible but it’ll take you a while to get to grips with the plentiful options. Let us help you...

Call up the subscreen with Start and select ‘chat’ to create easy one-touch shortcuts. Pre-set phrases are translated into players’ own language.

Type in anything you want. Here, the pressures of massive adventuring prove too much for our poor Miss Wink. We love the cool chat bubbles.

Type in some shortcuts then call them up with the D-pad and keyboard keys. They save loads of time when trying to find buddies to adventure with.

The quickest chat method is with these icons. You can even design your own to convey a single thought or message. Dead cool.
So you've been trekking through the gorgeous dungeons, solving a few simple puzzles and teaching monsters a few lessons when suddenly you see a teleport pad. This one's bigger than previous pads and glowing strangely. But in you step and it's not long before you wish you'd run a mile instead! It's a boss battle, and it's bloody brilliant.

It's the biggest dragon you've ever seen and it wants to play with you a while. He's tough, so watch out if you're not at a high level.

Like most boss characters this dragon has a specific pattern. He'll fly into the air often then try to stomp you. So keep moving.

The trick to playing this brute is to avoid his attacks then nip in quickly and start hacking away at his legs. He won't like it though...

PSO has a clever plot system that lets you play through the main adventure online, offline, or choose a variety of sub-quests to get items and experience. Playing online for the first time gives you that rare feeling that you're experiencing something very new, and very exciting.

Getting yourself online is pretty straightforward. Enter the pass keys, register your character, then choose a lobby or ship to enter.

We played online with US and Jap players and experienced no lag or slowdown. You really enjoy looking after and chatting to teammates.

Here's that easy-as-pie online chat working perfectly. The multiple chat options really help to keep your quests chugging along nicely.

"Get PSO, go online and become a part of videogame history"

WHAT WE THOUGHT...

NEW HAT
Online adventuring may be old hat to PC-ers but for console RPG fans, PSO is a revelation. Sociable console RPG fans can finally rejoice as PSO offers not only a gripping and expanded quest, but also truly revolutionary online functions. And for the first time of its type on a home console, PSO gets it pretty much spot-on first time in terms of how well the whole package works.

A GAME FOR LIFE
The initially bewildering array of communication options with other players are just the first taste of PSO's real depth. The pre-built sentence system which translates phrases into other languages is a

impressive achievement they pale into virtual insignificance. The occasionally bumbling nature of the main quest, and the relatively tactician-free combat will no doubt cause a frown or two amongst Final Fantasy fans, as well as the initial tough first sections of the game. But PSO marks a step in a new direction for console adventures and there's so much right with the game that to even mention these faults doesn't quite feel in the spirit of what PSO represents.

BE A PART OF IT
As a single player game, PSO is very good. As an online experience, it's jaw-dropping. The level of character interaction, and the ways

in which your hero grows and learns new skills as you play gives PSO a huge amount of longevity. Our only concern is that players may be put off by the lack of online chat. Buy a Dreamcast while you can, get PSO, go online, and become a part of videogame history.
We keep hearing Nintendo's little black box is on the way out and yet they are still spoiling us with the likes of Perfect Dark, Majora's Mask, and now Banjo Tooie. Banjo Kazooie was a revelation on the N64, a sumptuous 3D platformer with all the quality hallmarks of genuine Nintendo classics such as Super Mario 64, yet bristling with bizarre British humour. It was also fiendishly difficult, but never frustratingly so. We've waited a long time to welcome back the fleabag Breegull and the gormless Honey Bear but it's been worth it. Once again Nintendo and Rare prove they still king of the hill when it comes to creating the perfect platform game. Grunt's back from the dead, and she's mad as hell.

BANJO TOOIE
The bird and the bear are back!

SOME OLD, SOME DEAD, SOME NEW

Banjo's a gentle honey bear who likes wearing yellow shorts in all weathers. This time around he gets to ditch Kazooie and let his backpack flap freely.

Kazooie is the world's most sarcastic bird. She makes the most incredibly caustic remarks. We'd like to say she's got a heart of gold, but she hasn't.

King Jingaling is the cheerful ruler of Jingo village. Unfortunately he gets turned into a zombie which makes him a party pooper at the best of times.

Banjo and Kazooie must complete Jigglywiggy's challenges when they have enough golden Jiggles. He then shows them the way to the next world.

Grunty's scummy sisters Mingella and Blobbelda resurrected her after she died last time. She may be lacking a body but she's determined to put some flesh on those old witchy bones by sucking the life force from the earth.
**BIG BAD BOSS**

Banjo Tooie may be dripping with high-tech 3D loveliness, but it harks back to the good old days of platform gaming when it comes to the spectacular boss battles. Each boss will take lots of practice to vanquish. Once you've fought a boss you'll be able to access them from the main menu for as many rematches as you like.

- Tarqitza the Despot of Dizzy Totem God hasn't seen a living soul for thousands of years and boy is he pleased to see you. He's not too hard to beat, just take him apart layer by layer.
- Old King Coal, the Grubby Boiler Monarch, lives in Chubby the train's boiler. Kick his backside and Chubby will become Banjo and Kazooie's personal choo-choo. Sweet.
- Mr Patch, the Strange Wobbly Inflatable Thing, lives in the circus tent. He says he's not vicious, then proceeds to hurl deadly beach balls. Don't take it lying down, tear him to pieces!
- Chilly Willy, the Cold 'n' Icy Dragon, lives on Hailfire Peaks. He doesn't like people trespassing so he hurls huge ice balls at anyone who gets too close. Best stay back then.

"Nintendo and Rare prove again they're king of the hill when it comes to creating the perfect platform game"

**PRACTICAL MAGIC**

Banjo and Kazooie used to visit Mumbo Jumbo when they needed magical assistance. Mumbo's still around and you even get to control him, but this time around it's his shamanic rival Humba Wumba who helps Banjo and Kazooie change shape. First they have to give her a tiny Gladio and then jump into her magic pink pool.

- In the Mayhem Temple world Banjo and Kazooie can transform themselves into a Stony to enable them to talk to other Stonies and play the wicked Mayan Kickball. This game really is full of surprises.
- Humba Wumba changes Banjo and Kazooie into a dynamite detonator in Glitter Gulch mine. Now they can blow open boulders and ignite barrels of dynamite. This promises to be a lot of fun.
- Now this is top fun! In Witchyworld, Banjo and Kazooie transform themselves into a seriously cute shorts-wearing delivery van and get to drive around the hagstaic theme park making deliveries.

Banjo and Kazooie plumb the depths of Jolly Roger's Lagoon in this torpedo firing submarine. Advance successfully through this underwater world to open up secret doors and play subgames.

In Terrydactyland, Banjo and Kazooie change into both a Daddy T-Rex and a Baby T-Rex. Being the Daddy is a great laugh, especially because he roars so loud that he makes the caverns pee.

In the industrial hellhole of Grumpy Industries, Banjo and Kazooie must become a washing machine in order to wash the undies of hapless rabbit workers. Urgh, sounds like a stinky deal to us.
Banjo Tooie boasts some awesome mini-games, all of which can be accessed from the main menu once you've played them. The mini-games are also available in multiplayer mode so you can get your mates to join in the fun. Even better, if you find certain objects in the main game you can unlock secret multiplayer characters.

Mayan Kickball is kind of like Jurassic football without the flesh-eating T-Rex. Members of the Stony tribe try and score points by pushing boulders into their own nets.

The crazy Ordnance Storage Challenge has Banjo using his bird buddy Kazooie as a powerful Breegull Blaster to defuse rebellious sticks of dynamite. Weird.

In this challenge you get to ride around in cool dodgem cars, ramming into your mates to make sure you're the first to collect all the different colored gems.

The Balloon Burst Challenge uses Kazooie's pin-sharp beak to burst the balloons. Pop a red one to get a single point, go for green to get two and blue ones award three points.

In Chomp's Belly Banjo and Kazooie get eaten by a huge dinosaur. But rather than dissolve in his stomach acid, they agree to help out by killing the parasites in his gut. Like, right.

Only Stonies can play Colosseum Kickball so Banjo and Kazooie must use Wumba's magic first. This time the least number of points wins. Should be good for Bradford fans then.

"The multiplayer mini-games are almost good enough to be a separate game."

Clockwork Kazooie Eggs: These awesome eggs allow you to control and detonate little tiny replica Kazoos. Use them like smart missiles.

Grip Grab: Use this to reach difficult areas. Press B when Banjo is swinging along and Kazooie will emerge from the backpack and peck the enemy.

Telos Torpedo: When swimming pressing Z will shoot Kazooie out of the backpack and through the water like a torpeds. Use to break through walls.

Shack Pack: When Banjo is away from Kazooie hold down Z and press C-Down. He can then climb inside the backpack for protection in hot water.
As in the first game, there's loads of hidden stuff that you have to collect in order to progress in Banjo Tooie. You're constantly on the lookout for the next bit of treasure, and when you do manage to get your hands on something you've been searching for ages, it really is a fantastic feeling. Many of the objects will be familiar to Banjo Kazooie fans.

There are ten Jiggies on each world, and some of them can't be obtained until you've learned cool new skills from some of the worlds which appear later in the game.

Jinja Village has been destroyed by the evil witch Gruntty. Each bubby Jinjo you find earns you Jiggies as a reward, but watch out for the evil Jinjos.

Collect Notes and give them to Sergeant Junjars. If you have enough Notes, Junjars will teach Banjo and Kazooie useful skills which prove invaluable later in your adventure.

"It'll take at least 40 hours to finish"

It's unusual to find a mainstream platform game that features such dubious, tasteless and often brilliant jocularity. Those naughty Fur Fighters have got a lot to answer for. Cartoon game characters used to be all fluffy and cuddly and utter nothing but cute catchphrases. Here they are talking about their smelly toilet habits and games of poke her. Ooo, Metron!

One of gaming's great moments. Stand outside this hog in Gruntty's Factory to hear about some poor bloke's pongy bowel emissions.

This fruity barkeep would make Graham Norton blush. Check out his humble hospitality for some suitably saucy seaside innuendo.

Bottles the Mole may be dead but he still likes a laugh. Hang around Banjo's house to hear Bottle's full death-defying repertoire.

WHAT WE THOUGHT...

BEAR NECESSITY
For a platform game to be a true classic, the controls need to be intuitive and the learning curve carefully pitched, so you're just dying to play that next level, to beat that seemingly impossible boss to see what's coming next. Too easy and you'll get bored quickly, too difficult and you'll throw the whole box out the window. Banjo Tooie fits the bill with sublimely smooth controls that manage to juggle a host of different skills and items without ever feeling laboured or awkward. After playing for an hour or so you'll be able to handle the bear, the bear and their pals with consummate ease.

BIRD'S EYE VIEW
Although the different worlds in Banjo Tooie represent traditional platform game locations (ice, lava, seaside, dinosaurs, industrial) they are presented with such a wealth of imagination and humour you don't really mind the occasional lack of originality. The attention to detail is awesome and there are loads of cool sights gags, as well as some truly mad characters.

PRESS PAWS
One of the best things about Banjo Tooie is the way Rare has painstakingly ironed out all the usual banking kinks that can be so frustrating. You're saved from wandering around the massive levels by handy warp pads that take you to important areas, and you can even jump between unlocked worlds via Junjars' missile silos. You won't find yourself repeating the same tasks again and again, meaning virtually every second you spend playing is overflowing with fresh gaming goodness.

WORTH PLAYING?
Not if you're a boring old misery who withers and crinkles at the mere thought of endless hours of fun and rivalry. If, however, you love to laugh and get sweaty palms at the prospect of a monumental challenge you should dust off the N64 pronto. Cartridge games may be a little more expensive to buy, but in the case of Banjo Tooie you really do get plenty of value for money. It will probably take you about 40 hours to finish the game without collecting every Jiggy or Jinjo and the multiplayer mini-games are almost good enough to be a separate game, ensuring the game's longevity. Your precious pounds will be well spent and your N64 will love you forever.

IF YOU LIKE THIS TRY THESE...
Banjo Kazooie (N64), Super Mario 64 (N64), Rayman 2 (N64, DC, PS2)
UNREAL TOURNAMENT

The PC classic hits PS2. Will it slay 'em all or shoot itself in the foot?

Gamesplayers not in the know may be as thin on the ground as bobbies on the beat these days, but for those who don't know their UT from their elbow, and for those whose memories need that little bit of refreshing, here's a gentle little reminder of what it is that makes UT the gore-laden giant it is.

UT has long been renowned for having some of the finest and most imaginative arenas in any FPS.

The weapons are top class power tools and, to add to the mix, each of them has a secondary function.

There are several game types apart from the classic Deathmatch. Try Capture The Flag for size.

UT rewards a variety of playing styles. Sniping, lurking, camping or rampaging — all pay dividends.
What is it that makes UT so special? What is it that makes even the mighty Q3 Arena break into a cold sweat at the sight of it? The variety of weapons, the innovative modes of play, the cool character models and intelligent bot AI all help. It's packed with cool gameplay that brings tears of unadulterated joy to some of our blackened hearts.

TheFacing Worlds Capture the Flag arena is one of the finest pieces of level design in all Christendom. Two great big towers on a floating rock-face. Sniper heaven and a really brilliant team level.

One of the greatest feelings in UT comes after taking someone's head off with a single round from your sniper rifle. The voice-over bellows ‘headshot!’ and you cackle gleefully at your decapitated foe.

Get several kills in a row and ‘killing spree!’ booms over the PA. Get a few more and it's 'rampage!'. The best kicks come when, following a mega sequence of kills, you're dubbed 'dominating'.

“The voice-over bellows 'headshot!', and you cackle gleefully at your foe”

PS2 UT looks best single screen. That usually means one-player. Which is a shame, because the single player side of UT is not its strongest point. If you're new to UT, you'll marvel at the visuals and imagination behind the levels, but the lack of a connected campaign may leave you grimacing.

One-player you work your way up a ladder system, winning ever-harder bot matches. The basic game style is Deathmatch, a word now found in the Oxford English Dictionary. Probably.

Winning games pits you against awesome harder bots and opens up new arenas and game modes. As well as Capture the Flag, you'll also get to play attack and defend in Assault and Domination levels.

It's all well and good talking about single player UT, but the solo game was really only ever a warm-up for multiplayer. As the name Tournament suggests, the whole concept of UT was and is a way to get some people together and let them duke it out in a frenzy of shattered bodies and gruesome giblets of flesh. Here's how it is in two player.

Play in split-screen against one other mate and UT still looks a real treat. There may be a little slow-down on some of the more visually complex levels, but nothing to write home about.

You can play all the modes, against each other or in co-op by adding computer controlled bots to either side. Domination games against each other are a treat, as you battle for control of the three beacons.

But as much fun as it is, you can't help but wishing a few more of your mates could join in and get a taste of the carnage too. Killing the same person time and again can get a bit too vindictive.
It should be the ultimate. Four of you, palms sweating, clustered round the PS2 ready to unleash merry hell on one another. Ready to invoke the gods of blood and battle from the comfort of your own living room. Ready to mercilessly take the mick out of the poor sap whose head you pop ten times in a row. So... what went wrong?

You eagerly wait for the thing to boot up, sure you’ve got your hands on the next GoldenEye, the fragfest to end all fragfests...

...but when the action starts it’s not long before you’re reduced to a blubbering mess by the bone-jarring jerkiness of the screen.

And you realise that only some of the more simple levels are playable four-way without the action slowing to a snail’s pace.

“A top conversion of a stone-cold classic”

PS2 UT is almost indistinguishable from the PC version with the one crucial difference – the control method. For those of you without a USB keyboard and mouse to hook up, you’re stuck with the humble analogue pad to kill people with. It handles pretty well, but as any smug PC owner will tell you, it’s simply not as accurate as a rodent.

The analogue sticks control movement and looking. The configuration is customisable and works quite well, as it does in TimeSplitters.

There’s a vital but tricky 180° spin function that you’ll have to get the hang of if you want to become a genuine UT expert.

But it will take a lot of option tweaking to reach a control style and sensitivity level that you’re anywhere near comfortable with.

INSTANT PLAYER GUIDE

KILLER TIPS

Pummeling your mates on PS2 UT will be a whole lot easier if you bear these in mind...

All the weapons have got secondary fire. Make the most of the possibilities: do you lob a grenade round the corner or let rip with a rocket?

Don’t fight without armour. It pays to know where all the tasty pick-ups are stacked as a guy wearing a shield sure is much harder to kill.

Learn your levels. If you know where attacks can come from, then you’ll be able to keep yourself alive for longer. Seek out the good sniping spots.

Sort out the controls. Though it may be a bit of a pain, you really have to trial-and-error it until you get the configuration that best suits you.
BIRDS OF A FEATHER

You could put a PC monitor next to a game of PS2 UT being played and you'd be hard pressed to tell them apart. In one-player, the PS2 version plays like it does on a fairly hi-spec PC. That's definitely good news, but only to a point. Because - let's not forget - we're talking about a game that's nigh-on two years old now. Could do better?

Most of the arenas from the PC version are in there but re-worked, as well as 15 new ones which seem a little better suited for PS2

With an analogue pad you'll find the PC ones tougher since they need plenty of looking up and down, which is best suited to a mouse

Gameplay feels much like the PC. The downside being that if you were a fan on the PC, then there's nothing much new for you here

I-LINKUP

Where UT really shines is when two players link up a pair of PS2s and two TVs with an i-Link cable for simultaneous full screen carnage with no noticeable slow-down. Like this, UT is, without a doubt, one of PS2's finest moments so far. While we haven't tried it, two sets of split-screen (ie four players) should be smooth too.

The perfect set-up for a game of UT is having two machines i-Linked and both of you using USB keyboards and mice. It reigns supreme

This way, you get absolutely no slowdown, and all the action can be viewed by both of you in all its full screen glory

It may be that eight players can use two PS2s and i-Link, but it's so weak on one four-way split-screen, why bother with two?

"With no online mode, UT is a bit of a let-down, but it's still one hell of a frag-fest"

What We Thought...

IF YOU LIKE THIS TRY THESE...

Quake 3 Arena (DC/PC), Deus Ex (PC), TimeSplitters (PS2)

PREECH TO THE CONVERTED

On the face of it, this is a near perfect conversion of the PC classic. And playing it reminded us just what a blinder it is. Ferocious weapons and atmospheric locations produce a high-adrenaline blaster of titanic proportions. If you're new to UT then we can only envy the kicks you'll get out of this. So why only a Four Star rating? This is a top conversion of a stone-cold classic, isn't it? Well, yes it is - up to a point. In the transformation from PC to console, a few problems under the bonnet are apparent.

HARSH BUT FAIR

Let's face it, converting a year-old PC game lock, stock, and barrel to the PS2 doesn't take a lot of imagination. UT was among the very best of its time when it hit the stores, but things move on. More recent PC FPSs like Deus Ex and Elite Force have upped the ante with sharper visuals, more interactivity and stronger one-player aspects. So in essence, what you get for your cash here is an ageing, classy game. And these roots lead to some of its problems. The graphics certainly won't be the best you will see on PS2. The original UT was programmed with a mouse/keyboard control system in mind and, despite tweaks, still features many multi-story levels that are tricky with the analogue pad. And for a PC UT veteran, there's really nothing new to get excited about.

CATCH-22

The biggest snag, though, connects to the whole point of UT - the multiplayer game. On PC you play UT online or networked together. All fine and dandy. But on PS2 you have to play split-screen. This seems an acceptable trade off as you can at least have all four of you in the same room yelling at each other, even if you're all squinting at tiny quarter screens. But it just doesn't work with many of the levels. Two-player is usually fine but four-player can slow down way to much for a good fight. PS2 UT looks best in single player - the very mode it's weakest to play in.

WORTH BUYING?

So UT plus one PS2 is a Four Star game. Two-player plus two PS2s, two TVs, two mice and keyboards is Five Star fun. But how many of us can sort that kind of setup? With no online fighting, UT is a bit of a let-down.

Nonetheless, it's still one hell of a frag-fest and it's tough call between UT and TimeSplitters.

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While console players have been getting all excited about *Quake 3 Arena* on DC and PS2, the world of PC *Quake* has moved on. In the past year since the original PC *Q3A* release, the online *Quake* community has come up with all sorts of unofficial, free, new modifications, maps and weapons—everything from *Team Fortress to Mario and Matrix* arenas to flamethrowers. So what have *Q3A* developers, id, been doing all this time? Working on the first official expansion pack, *Team Arena*, that's what. But was it worth the wait...?

If you've played the original (and you'll need a copy to play this), you'll be at home from the start. A little too at home, perhaps. You'll quickly realise it's just a tweaked interface and a handful of new maps, modes of play, power-ups, bots, skins and weapons, with added emphasis on team play (unsurprisingly).
ONE FOR THE HARDCORE
PC Quake veterans will spot the most significant additions immediately and will be in frag heaven, mastering new weapons, learning new arenas and discovering the subtle variations in gameplay offered by new modes and pick-ups. The rest of the world may wonder what the fuss is about.

Old favs the Nailgun and Chaingun return. Prox Launcher mines go off if you get too close. Cool Team power-ups remain until you die — Scout is a pumped-up haste, guard gives you health and armour The Kamikaze one-use pick-up bomb is a very powerful addition that needs to be deployed wisely One Flag CTF: get the flag and assault enemy bases to score — more challenging than the original CTF

Harvester: take fragged enemies’ skulls to their goal spot — watch for sudden reversal of fortunes Overload: destroy the enemies’ goal obelisk, another neat twist making attackers a lot more vulnerable Some maps are better suited to particular modes of play, while others are too big for small teams Despite a better system for giving bot orders, the teamplay really comes into its own online

“Quake heads will love what there is of it”

KICK INTO THE OBELISKS
TA is very much about refining your combat skills to the nth degree and adapting your style of play and tactics to suit the new modes and arenas. If you’re into teamplay, this expansion pack rights some wrongs of the original release. But even big Quake fans will have to begrudgingly admit TA has its faults.

The new team skins are weak — less inspired and you can’t always tell who’s red and who’s blue We reckon you’ll need a 600MHz PC with a top 3D card for smooth offline play with a lot of bots Bots seem more accurate but AI is a little patchy and their new voice samples sound, frankly, pants Online servers can be set for higher ping players only but most don’t. Bad unless you have ADSL cable

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...
Quake 3 Arena (PC, DC), Unreal Tournament (PC, PS2), TimeSplitters (PS2)

TOO LITTLE, TOO LATE
Let’s get this straight first — we love Quake. We also love Unreal Tournament. We’ve played them both to death. But an expansion pack aimed mainly at teamplay for any first-person PC shooter, even one as seminal as Quake 3, is always only ever going to have limited appeal. Quake heads will love it — what there is of it.

HOW MUCH?
But Team Arena, addictive as it is, simply doesn’t offer enough to justify the £20 price tag. Not when there’s loads of great free Quake 3 add-ons already available off the Net. When it comes to value for your games money, PC Unreal Tournaments owners should feel free to smirk quietly. Epic’s title, which is as old as original Quake, offered the variation in modes of play and weapons that id has taken another year to come up with.

FEEDING FRENZY
While hardcore Quake heads (like half of CVG) will enjoy the subtle innovations of TA, three new modes of play, three new weapons, a fistful of new maps and skins doesn’t exactly constitute a major iteration to the Quake universe. But then, as id knows, the online community will tear the code apart and come up with a mass of variations to feed the hardcore’s seemingly insatiable appetite for all things Quake.

WORTH BUYING?
Buy this if you’re a Quake nut who loves teamplay (in which case you’ll already have forked out for the necessary high-end PC and speedy connection). Or, get online and start downloading some free mods. Meanwhile, Quake freaks enraged by our score should email us at youwillneverake usalive@totallyanonymous.plank.
SHADOW OF MEMORIES

A thinking man’s masterpiece that refuses to hide in the shadows

WORDS & SCREENSHOTS: JOHNNY MINKLEY

You’ve just been murdered. Under normal circumstances, it wouldn’t be long before you were six-foot under, left to fester in the earth, as hungry worms ravage your rotting corpse. Eike Kursch is a lucky boy, however, as he is miraculously brought back from the dead and given a second chance at life. Granted the ability to transcend the very boundaries of time, our hero is given a mission to solve his own murder by travelling into the past, changing his destiny and ultimately saving his own life. Only by unearthing centuries of history, will Eike be able to discover the reason behind his remarkable salvation.

TIME WAITS FOR ONE MAN

The essence of the game is built around Eike’s remarkable ability to travel back through time in order to prevent his own death. Through the action of a Digipad, you may visit the town of Lebensbaum in four separate time zones, each with direct relevance to your plight.

The 16th century is a time of alchemy, and of wondrous but often dangerous experimentation

Time moves on. At the turn of the 20th Century, Eike meets Alfred Brum and his daughter, Sibylla

In 1989, Dana is born and her mother is murdered. Can Eike prevent this from happening?

The present day and time of Eike’s death. Everything you do in the past impacts on what happens now

COST: £39.99
OUT: MARCH
MULTIPLAYER: NO
The first time Eike is murdered, it's a knife in the back. Which is nice. At first, our hero is in a state of utter confusion, unable to accept what is happening around him. The immediacy of his situation means contemplation is not a luxury he can afford, and he must immediately travel back to the real world and prevent his stabbing.

The homunculus will return you to 30 minutes before your murder. Do you watch Eastenders or try and save your life? Tricky one.

Go check out the fortune-teller in the Alchemist's house. She'll tell you to surround yourself with people at the appointed hour but it looks like the crowd scared him off.

Well, congratulations, you successfully scared your would-be murderer away and saved your bacon. You're safe, for now...

"SoM's dramatic cut-scenes and haunting musical score make it more appealing than Britney Spears and Billie mud-wrestling."

The game is set in the imaginary German town of Leinbeinboem. There are only a handful of buildings which you are able to enter, but each one is steeped in centuries of history, containing dark secrets relating to your fate. By travelling through time, Eike is even able to change the very nature of these locations in order to save himself.

The Alchemist's house is at the heart of the game, being the original home of Dr. Wagner and the place of the Homunculus' creation.

The town square is a vital meeting place for people in all ages, and Eike must prevent his own death here on more than one occasion.

The tower is annexed to the present-day museum, and is the scene of your murder later on in the game. How can you prevent your fall?
FROM THE HORSE'S MOUTH

CVG was so intrigued by SoM we went to Heidelberg in Germany to interview the writer and director of the game, Junko Kawano. As the only female director in Konami, she has worked her way up through the ranks as a designer; this being the first title she has directed.

Junko Kawano says she had been thinking about the story since her days as a student. She has managed to impose her own unique perspective to SoM, notably creating unusually strong female characters for a videogame.

Spot the difference. Oleg is the excitable film director in the game, and is based on Wolfgang Ebert, who actually looks after PR for Konami in Germany and is now immortalised in a brilliant game forever. It's alright for some, eh?

The production team made visits to various towns in Germany to ensure all the architecture in the game would be authentic. Germany was chosen as the game is based on Goethe's book Faust, which was also set in that country in the 16th Century.

The 'voice' of the cat in the game was actually provided by Junko Kawano herself. Who says the bosses don't get their hands dirty? The cat plays an important part in one of the game's many sub-stories. Time travelling pussy, anyone?

"Without doubt this is a brilliantly conceived, wonderfully executed game"

LOST THE PLOT

There are many scenes and events that branch-off from the main story. You can still finish the game without seeing them, but the story is so gripping that you won't rest until you've uncovered every last detail. This scene involves preventing Miriam Eckart's murder. It doesn't affect your fate, but will change the future nevertheless.

Travel back to just before her murder and convince her to take a different route, as the road ahead leads to deadly danger.

Being a complete stranger, she'll think you're a nut-case, and carry on regardless. Your only chance is to chase after her. Silly girl.

Keep up, and you'll dive to push her out of the line of fire. You may not realise it, but your noble actions will save a marriage.

INSTANT PLAYER GUIDE

THE KNOWLEDGE

When you begin your quest, it's vital you become familiar with these items...

This is Eiko's Shinmu-style diary, in which he will note important facts. It's worth checking regularly, as it contains hints on what to do next.

The town map is essential to navigation. Funny that. The glowing green blobs are the locations you can visit and are closely entwined in your fate.

The top clock is time in the present, the bottom one where you are now. You know the hour of your death, but can you change history before it arrives?

The Digipad is your key to time travel. You must collect energy balls, which replenish the gauge in the top corner, allowing you to make use of it.
CAST FROM THE PAST

OK, this might not be Shakespeare, but compared to videogame plots in general, it might as well be. Each of the main characters plays a vital role in Ike's final destiny, and the way that they interrelate is often remarkable - you'll grow to care about the fate of each and every one of them.

Eike Kursch is the troubled hero, who must try to prevent his own death... and get his roots done

Dana is flung back into the past. Can Eike save her? Or leave her and save his own ass instead?

The mysterious Homunculus. It gives you a second chance at life, but for what reason?

The fortune teller guides you early on, and her true identity will shock you like a cattle prod up the arse

Old, fat and balding, (no, not Ron Atkinson) Mc Eckart will do anything to recover his daughter

This sweet, young thing is Margarete, daughter of Dr. Wagner. Wonder if she'll play Dr and nurses

Can you convince Bruce Grobbelaar, sorry, Alfred Brum to open his lovely home to the public?

Hugo Wagner is a precocious young boy from the 16th Century, who discovers your true origins

Miriam Eckart is the mother of Dana, and must endure the tragic kidnapping of her daughter

Sibylla is the daughter of Alfred Brum. Her family home was renowned for its giant door-knobs

Helena Wagner is bed-ridden and dying when you first encounter her. Her spirit lives on though...

WHAT WE THOUGHT...

THANKS FOR THE MEMORIES
SoM is a fine achievement. In an industry plagued with meaningless, inept plotting, and dull, repetitive action, it is genuinely refreshing to see a title with such an intelligent, involving and beautifully structured storyline. Of course, there will be those among you who thrive on violent, non-stop action with total disregard for the story. You are some of the few players that may not fully appreciate the beauty of this game. However, if you want an unpredictable, thought-provoking who-dunnit, you really won't find anything better on the PS2.

GOTTA SEE 'EM ALL
SoM is to some extent on rails, but by its very nature it needs to be. Only set time-zones are accessible, and you are often told which one to go to, but because the story is so tightly-written, such focus is vital if the plot's complexity is to make any kind of sense. Play through the game for the first time, though, and you may well miss many side-stories offset from your primary goals, which nevertheless are key to your understanding of the tale as a whole. Indeed, there are six endings on offer, and you'll really want to see them all as you piece together the mystery of Ike Kursch's murder.

FANTASTIC FACIALS
Don't forget to get the popcorn in either, as the cinematic effect achieved in the game is often breathtaking. Anime-inspired direction makes for plenty of dramatic cut-scenes, while solid voice-acting and a sparse, haunting musical score create a package more appealing than Britney Spears and Billie mud-wrestling. Though textures are a little blend, graphics are extremely stylish, and in particular, facial expressions and the architecture of a German town have been well realised.

THE VERDICT
On a platform currently starved of originality and innovation, SoM arrives like a breath of fresh air in an abattoir. The first in a series of what Konami calls 'Digital Novels,' SoM has more unexpected turns than Lee after a pint of shandy, and you'll be in a constant and gripping state of anticipation, desperate to gorge yourself on the next juicy chunk of story. You will, however, need to consider if this concept appeals to you, as without action or violence in their conventional senses, it certainly ain't Jacthry Dehmar - The Game. But frankly, we couldn't care less about that. Without doubt a brilliantly conceived, wonderfully executed game.

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COMPETITION

We've got five copies of this PS2 treat to give away. Just send your answer to the question below to our usual address marked 'SoM Competition.' Compo closes 15th March.

SoM's storyline is loosely based on which landmark 16th Century novel?

A) Faust
B) Canterbury Tales
C) Inferno

GAMES

4 Stars
stay sexy

KISS only on Sky digital
sky.com
sky a digital vision for everyone
MOTO GP
Wheelie great or burnt out?

WHAT YOU NEED TO KNOW
Namco has obviously been stung by complaints that Ridge Racer V is just a shiny version of a regular PlayStation Ridge Racer game, because it’s pulled out all of the stops to make sure that Moto GP is more than just a shiny Super Hang On. In the process they’ve combined high adrenaline arcade racing and some elements of Gran Turismo – but this time you’ve only got two wheels.

HIDE AND SEEK
Initially there isn’t a lot open; depth only emerges when you unlock new tracks, riders and options in Challenge mode. The challenges range from getting from A to B in a certain time without going off the track (not as easy as it sounds), to going through sessions or overtaking a certain number of riders on a certain lap of a certain course. Go through the Season mode on the various skill levels and as well as getting introduced to new elements, like qualifying for races, you find yourself completing the challenges almost by accident. Meaning you don’t just have to wade through the huge list one at a time, as in Gran Turismo.

WORTH PLAYING?
It’s more challenging than Hang On and with that challenge comes the satisfaction – knowing that if you get it right when you dive into a corner you’ll fly past other riders. Watch them look over their shoulders as you shoot by – sweet. It gives you the desire to be a better racer. The best motorbike game ever? Hmm. Certainly the best on a console.

On long, open straights you get to really open up the throttle and find out just how fast your well-tuned hog will go.

Be the last to brake and you’ll fly through at corners
Check yourself out in super-realistic Replay mode
Maybe bunnyhopping at 75mph was a bad idea?
ARMOUNDED CORE 2

Another one? Core blimey!

It sounds like a concept James Cameron would come up with for his next movie: big robo-suited soldiers blowing the crap out of everything and then engaging in hand-to-hand fighting when they run out of ammo at the last moment. But this is the fast up-and-coming genre for PS2. Gungriffon Blaze started it last month and now Armoured Core 2 is providing a slightly different take on the rapidly spreading Mech madness.

The Mech Shop

So you’ve seen some serious action and your rusting old Mech’s in a bit of a state – a determined earwig would probably inflict more damage than you could now. Well, with little more than a flick of tally DIY styling guru Laurence Llewelyn Bowen’s shirt sleeves it could be turned into a death-dealing mean machine – just like this...

Damn, your Mech’s in a bit of a mess – if you have any spare parts, this will be a good time to go into the garage here and slot them into place.

Hmm, probably worth shopping when you’ve got some cash to replace those worn out bits and pieces. These pop guns can go for a start.

So before you make your Mech all pretty with a new paint job, you’d better try out your new set-up in a quick trial battle with some weak bots.

Nothing like a lick of paint to cover up battle scars. Bright colours, camouflage or black with gold trims. This pink doesn’t suit Les somehow.
LORD OF THE ARENA

So you tried a mission and got your metal ass kicked straight away, huh? That'll teach you to rush in. Go to the arenas and get yourself halfway up the league table of pilots to earn some serious cash. Spend it on new weapons and body parts to get your Mech up to speed, then try the missions.

You can only take on the guy who is in the slot directly above you, so moving up the league is a slow process (just ask Chelsea).

The Arenas let you develop your battle tactics and earn cold hard cash to boost your Mech — and dying doesn't cost you anything.

Test out strategies for different locations as there are different arenas to fight in — take the cash and run when you're done.

TAKE ON THE WORLD

Money makes the Mech world go round and there's no cash for chillin', so if you want to earn big bucks you're going to have to get out there and get real nasty on some missions. You get paid for success and the amount of carnage you cause — failure and you go into debt to pay for repairs.

Get into the missions and read the briefings to see which you fancy. There's anything from blowing up a bus to taking out an entire base.

Whatever your target, there'll be a gauntlet of nasty enemy Mechs guarding it. Do you stand and fight or focus on the main target?

High targets can be taken out with guided missiles and you have jets that let you take to the high ground to get up close and personal.

“Big Mechs, big guns and even bigger fights.”

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Gungroft
Blaze (PS2),
Krav Ivan
(PSOne),
Mech Warrior
(PC)

MECHING A MEAL OF IT

Armoured Core 2 is a game with concealed depths. So well concealed that many will never discover them, having been put off by the apparently slow and clumsy Mech handling and seemingly impossible missions early on in the game. But those players who are put off this easily can go running back to their Golf games because this is one rollicking robo-romp, chock full of all your favourite robo-diches — big Mechs, big guns and even bigger fights. Furthermore, Armoured Core 2 throws a few new features into the mix to separate it from Gungroft Blaze and the rest.

ARENA WITH A VIEW

After the brief training mission, you hit the game proper with a chance to go straight into the missions — do this and you're dead. Worse than that, you'll be dead and in debt due to the cost of repairs. Trying to clear this debt is too much of a pain so you may as well restart. The key to success is a series of one-on-one battles with the other Mech pilots in a choice of arenas to earn the cash to build up your Mech. You can make more alterations than a soap opera cast, fiddling with every part of your machine — then, when you think you're tough enough, you can try the missions. We like.

GOES FOR THE THROAT

The whole structure of the game works well: the arenas teach you that just standing around and firing isn't such a good idea. The tricks you learn here serve you well in the missions as you have to make use of cover and learn how to manoeuvre at speed to avoid becoming a pile of scrap. While failure is annoyingly costly, on the plus side, these missions are where the really intense action awaits you and success is all the more satisfying. But if you like your action to be steady and predictable with time to catch your breath, you're in the wrong game here — this goes for the throat straight away.

NUTS AND FAULTS

AC2 is crammed full of new ideas and the missions offer plenty of challenge. Probably too much for some, as the learning curve is a tad steep and until you spend a hell of a lot of money on your Mech it handles like a pig, which could spoil your fun initially. But if you like your challenge long-term, then this could well do it for you.

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MECH WARRIOR 4: VENGEANCE

Are they taking the Metal Mickey?

In these days of high-tech weapons, wars are becoming too clean. Smart weapons fired from hundreds of miles away? Where's the fun in that? Wouldn't you rather get up close and personal to whoever's arse it is you're kicking. And if you're going to get close, wouldn't it be better to be in a towering Mech armed to the teeth with lasers and missiles – and just maybe a tin opener?

DIY: MECHING A MESS

If putting together an MR wardrobe is your idea of hell, then try your hand at making your very own Mech. It's bags more fun and you don't have to worry about missing pieces. Once he's up and running, take him out to play with the other Mechs to see if he can hang with the big boys.

Here's your new friend, treat him well, load him nicely and he'll save your ass. Do you go for speed and low armour, or a hard but easy-to-hit Mech?

Shadowcat – small, fast but if hit they feel it. Not the Mech for newbies but if you face one online and a veteran is at the helm, it could be trouble.

Now he's asking for it – no armour and weapons that'd hardly scratch you. Let him have it with all three sets of weapons for total satisfaction.

Get too close to a missile tower and you'd better pray that one more shot will kill it or you'll take serious damage. Oh, and watch out for that Mech...
ROBOT WARS

With three different grades of firepower and more weapons than your average American post office worker, you have more than enough to really trash your opponents. The lowest level of firepower are lasers, then low-grade and high-grade projectiles, including earth-shocking missiles. Check these targets – they deserve to be flattened.

Tanks can be nippy but they have no real armour and can't do much damage to you. If you can't hit them with lasers, one might as well be a rubber stamp should squash the annoying little gits. You big old bully, you.

Buildings are not likely to do you any damage so when you've had your wicked way with all the other nasty Mechs, why not take a breather and pick them off at your leisure. Total carnage guaranteed.

New try picking on someone your own size. This is where your skill as a pilot really comes in, taking out those other mighty Mechs while not taking too much damage to yourself in the process.

JUST A DAY IN THE OFFICE

Rusted piles of twisted metal, scorched buildings and more scrap than you'd find in the Chelsea first team - that's the sign of a good day out in the field for you. So give your team-mates a shout, jump into your Mech and get ready for some action.

The briefings have a tendency to go on, so to summarise, go to your nearest point and kill absolutely everything that moves. If it doesn't move, nuke it.

It may be fun but you don't have to get up close and personal – get a target in your sights and zoom in for the ultimate long-distancefrag.

You've taken a battering but all the Mechs are down, so clear up by trash-dimming some buildings. Then let your salvage guys wade through the wreckage.

Taking a bit of a pasting? Need some help? That's what your team-mates are for – hit F1 and give them orders that can make your life a lot easier.

"It won't change the world but it will help you blow a few holes in it"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Armed with Care (PS1), Gargantuan Blaze (PS2)

FOURTH TIME LUCKY

You'd think that after three games based on the Battletech licence, all consisting of the same basic ingredients, that maybe this series would be running out of steam. But Microsoft have gone back to MechWarrior's roots for the latest game and have actually managed to come up with something that is an improvement on what has gone before. Mech 4 is more focused on combat between huge Mechs than the previous games, with less emphasis on strategy. It's a good thing leaving all that strategy stuff to the sister series Mech Commander (and there's another one of those on the way too.)

CAPITAL CARNAGE

Despite the expanded campaign (30 missions instead of 20 in the last game) and the Instant Action option that lets you jump in anywhere, the basics of the game remain the same. Get in there, find something and trash it in spectacular fashion.

Later in the game you get some team-mates to call in and give orders to, but most fun is finding that shiny new enemy Mech and firing as much into its face as you can. Target the head to hurt it, the legs to disable it or the weapons to render it harmless. Hit the multiplayer game and this gets really vindictive as you find a weak opponent and really go to town.

ROB(O)T THE BUILDER

The Campaign and Instant Action modes can get a bit samey to play after a while, so to add another level of interest you can enter the Mech Lab and design your own walking rubbishes to try out against the game's metal creations. You get to pick your Mech's chassis, the armour and, most importantly, the weapons. Surprisingly, this is slightly more restricted than in the last game, but it's still a section worth tussling with, especially if you're going to play online, where you get to try out your creations against real live opponents to see just how your Mech measures up.

RAISING HELL

Mech vets will probably find the campaign mode a little easy but the Instant Action mode allows for that five minute blast-fest. Depth comes in tinkering with Mech design, and there's enough to keep you hooked for a while. Linear but fun, especially for Mech virgins. MechWarrior 4 won't change the world, but it will help you blow a few holes in it.

ISSUE 232 COMPUTER AND VIDEO GAMES 101
Will it give MSR a run for its money?

**VANISHING POINT**

Releasing a racing game on Dreamcast right now is almost as blatantly stupid as stepping up to Lennox Lewis, fixing him with your most fearsome stare, and calling him a ‘slack-jawed girly wuss’.

With competition like *Metropolis Street Racer* out there, contenders have to be supremely confident they can punch their weight. *Vanishing Point* may be full of bravado and has got some pretty neat moves, but can it take on the mighty MSR and prove that it’s The Daddy of the racers?

**CRASH COURSE**

Like the classic racing games of old, there’s as much fun to be had driving dirty as driving properly. By including regular traffic as well as your opponents, the developers have gone to great trouble to make sure there’s always plenty of vehicles on the road. So it would be rude not to, er, interact with other vehicles in a violent way.

Racing in a big, tough old truck means that ramming people into walls, spinning them and ruining their chances is no problem at all.

Hit them at the right angle from behind and you can see them off just as efficiently, even if you’re in a slightly less robust vehicle.

The other drivers will make mistakes so make sure you avoid piling into any smashes ahead of you — no matter how tempting it looks.
**WACKY RACES**

Metropolis Street Racer is all about sleek racing machines burning off the opposition, unlocking even meaner sleeker machines to trash around awesome courses based on real locations — but it's not quite as straightforward as that when you get behind the wheel in Vanishing Point. You will get some sexy motors but check out the bangers in between...

Don't laugh at the crap cars. Like it or not, you'll be in one soon

**TRICKS OF THE TRADE**

The Trick mode is almost as much fun as the game itself. It presents some awesome challenges and at the same time sneakily teaches you flawless driving techniques as you complete spectacular stunts and driving feats. Precision driving is called for — you don't get to be a stunt king without serious skills you know.

**WHAT WE THOUGHT...**

**WHO'S THE DADDY?**

Oh how badly we wanted this to be another dose of MSR, something that made you go "Wow!" as soon as you started to play. With the introduction of Kudos and all the other different modes, there was so much more to MSR than your average racer; and they had have had to have made Vanishing Point a truly exceptional game to even get it on the same starting grid. Sadly, it isn't exceptional.

**OOMPH UNDER THE BONNET**

Vanishing Point does boast some cool features. It's a nice touch that there's normal traffic on the road as well as your opponents, so there are always new things to overtake. The trick challenges, which are almost as much fun as the game, also opens up some alternative entertainment. But despite all this and the promise that the physics are the most realistic you'll see — this just isn't as much fun as MSR.

**CAR WARS**

It does have a lot of courses, although you will race over the same ones repeatedly as you progress through the challenges. There are BO 'openers' in the game — either new cars, tracks and the like — so there's always something new to find. It's fun for a while but gets a flat tyre before too long. Yeah, it has a two-player mode, but that's not as much fun as MSR either and the online option just leads to submitting times and seeing how well you do against other players — not what we want to see in online gaming. This has potential, but MSR is still way out in front.

**IF YOU LIKE THIS TRY THESE...**

- Metropolis Street Racer (DC)
- Gran Turismo 2 (PS)
- Ridge Racer (NG)
**Emperor's New Groove**

**What You Need to Know**
Step into the hooves of new Disney hero Kuzco, a once-spoiled ruler now turned into a llama by an evil sorceress type. It features wickedly varied platform puzzling all the way and captures the spirit of the movie perfectly with some hilarious moments. Hop it around the levels, destroying baddies, solving simple problems and collecting all manner of treats.

**Worth Playing?**
Younger players will adore New Groove and older fans of the movie will enjoy the platforming on offer. There's nothing new here but it's all done with heaps of flair and remains a hugely enjoyable - if mostly predictable - romp. Groovy indeed.

**£28.99**

**Out Now**

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**World Championship Snooker**

**What You Need to Know**
If the thought of Jim Davidson 'Snookering you tonight', or Chas & Dave going 'Snooker Loopy' does it for you, then welcome to heaven - this is the official PC snooker game, featuring all the real players in there just waiting to thash you as you struggle to understand spin and position. Play in tournaments, practice matches or go online to take the ultimate snooker challenge.

**Worth Playing?**
It's very easy to get to grips with and to control. Even Pet, who has no control over his cue, managed to pull off some impressive breaks. Almost looked liked he meant to do some of them as well. Great presentation makes this a must for snooker fans.

**£29.99**

**Out Now**

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**Burstrick Wakeboarding**

**What You Need to Know**
Based on wake boarding, a ludicrous 'extreme' sport that's a kind of cross between water-skiing and surfing, with you performing jumps and tricks. There's a load of phat surfer dudes and bodacious boards to choose from, and two main game modes: a race around a circuit where you amass points through stunts, and a trick mode, where you perform combos to pull off swanky tricks.

**Worth Playing?**
Poor graphics, dreadful music and the gameplay is mundane. Steer towards ramp, jump, avoid obstacles. That just about covers a race, and the trick section is a poor man's rhythm-action. Fun for a short while, but not worth returning to.

**£24.99**

**Out Now**

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**Championship Motocross 2001**

**What You Need to Know**
A gaming series that has managed to avoid troubling the charts gets another installment. Dull and uninspiring racer that has the usual plethora of one- and two-player modes as well as practice tracks. We've seen it all before and it didn't impress us then either. It may be pretty fast and look alright, but playing it is as boring as hell. There's little need for the brkes and pointless tricks.

**Worth Playing?**
If you are a totally obsessed motocross fan then maybe you can find some fun in this - but real gamers will be able to get their two-wheeled racing thrills elsewhere. So move along please, there's nothing to see here.

**£28.99**

**Out Now**

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**Theme Park Inc**

**What You Need to Know**
Not really a sequel to the last, Theme Park game, but a slightly different take on the gameplay. Instead of just building parks you are now helping to run a business, trying to achieve business goals and make your way up the corporate ladder. Basically, it's Theme Park with added strategy. All the different parks present you with different challenges and objectives to tie in with your business plan.

**Worth Playing?**
If you're bored with just plodding rides down and watching people go on them, then this presents you with a fresh set of challenges. However, it's doubtful whether the new business model will make it different enough to buy if you already own the previous game.

**£24.99**

**Out Now**

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**Blair Witch 3**

**What You Need to Know**
Third installment of the series based on the most overhyped pile of trash horror movie ever made. And guess what? The games haven't been much cop either. The connection between the game and the movie is tenuous at best and, unfortunately, it uses the aging Nocturne engine to bring you its adventure-filled world, with you solving puzzles and experiencing the so-called horror.

**Worth Playing?**
God no. Why would you want to do that. It's short, not frightening and unless you have the turbo nutter PC from hell, there's no point even trying to play it. It's trying to be too clever for its own good and ends up being a bunch of pretentious arse. Avoid.

**£19.99**

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MARIO TENNIS
WHAT YOU NEED TO KNOW
Game Boy gets a shrunk-to-fit conversion of the excellent N64 title of the same name. Choose from your favourite Nintendo characters – each have their own strengths and weaknesses – or choose an unknown and train them into a champion in Story mode. What’s more, it’s Transfer Pak compatible, so you can play your champ N64-style.
NEW BALLS, PLEASE
Along with standard one-off games, each character has a sub-game to master. Moreover, there are plenty of players, courts and mini-games to unlock. Story mode is an excellent addition – you wander around a town chatting to people who impart their tennis wisdom, and take part in various challenges.
WORTH PLAYING?
What stops this game from being a classic is the control system. Having to tap combinations of buttons can be awkward, and while there are loads of moves to perform, they just don’t feel as intuitive as something like Virtua Tennis. However, this is a great achievement on the GB, and there’s more than enough here to keep you playing for months.

FLINTSTONES
Burger Time in Bedrock
WHAT YOU NEED TO KNOW
Look what they’ve done to The Flintstones! Burger Time is just crushing, upsettingly, heartbreakingly awful.

SMASH HITS
WORDS AND SCREENSHOTS: LEE SKITTRELL AND JOHNNY MINKLEY
We play through the biggest new handheld releases to sort the blinding aces from the foul services.

BRAINLESS BURGER
Fred has to build bronto burgers in what must be the slowest fast-food joint in the world. Each screen features an old school layout of ladders and platforms. Badly-drawn baddies creep around, hunting Fred with all the intelligence of a Pac-Man ghost. Fred can defend himself only a limited number of times, and there’s nothing as annoying as running out of attack power when swamped by meanies. You build the actual burgers by walking over the various layers, making them fall to the level below.
WORTH PLAYING?
If you can be arsed to avoid or attack all of the baddies and trudge across the levels building burgers, you’ll eventually be whisked off to the next screen for more of exactly the same. There are power-ups and collectibles, but they’re either too far away or so ineffective that they’re not worth the effort. Burger Time? Burger off.
**Blade**

**WHAT YOU NEED TO KNOW**
Retro gamers, consider this: imagine the best bits of classic shoot 'em ups like Operation Wolf, the pugilistic pleasures of scrolling beat 'em ups like Streets of Rage, and the hardcore one-on-one fights of Street Fighter II, all rolled into one adult-oriented action adventure based on the bloodiest, vampire movie ever. Interested? Meet Blade, a new breed of GB action hero.

**ADULT-ORIENTED? REALLY?**
Well, sort of. The graphics are cartoony for sure, but they're more graphic novel than Tom and Jerry. There's plenty of blood squirting around the levels and Blade's finishing move where he rips out his opponent's heart is grisly. Varied gameplay styles make sure you're kept busy and the story chugs along nicely.

**WORTH PLAYING?**
Blade is cool and the bloodshed is a welcome change from all the syrup-dizzled adventures out there. The main drawback is the difficulty setting and frustrating level restarts. It isn't massive but there are some tough fights, especially in the Street Fighter-style boss battles. If you have the patience though, you'll enjoy Blade heaps.

---

**Xena Warrior Princess**

**WHAT YOU NEED TO KNOW**
She's larger than life, but now you can have the lovely Lucy Lawless, aka Xena, in the palm of your hand. You start off with nothing but your ample bosom for protection but soon collect swords, gems and special items as you trek around the sparse, uninteresting maps.

**Jelliecats**
Hello Kitty was great on PS due to its natural control system and the two-player game. The handheld version boasts neither of these and it loses a lot of its charm. To nudge Kitty in the right direction you have to hold Select, and this can get awkward in tight spots. You'll find yourself cursing your pussy for getting in the way of your strategic block placing.

**WORTH PLAYING?**
Hello Kitty's is a good puzzler but won't be to everyone's taste. It's very fiddly to get to grips with and the cell graphics won't persuade the unconvincing players either. It's dead cute, but the sweet looks hide a challenging beast beneath, so it's likely that the game's younger target audience will struggle. Kitty's got a touch of the mange.

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**Hello Kitty's Cube Frenzy**

**WHAT YOU NEED TO KNOW**
Hello Kitty's cube-related antics have been a massive hit in Japan and we enjoyed the PlayStation version last issue. Now it's time for SGB owners to get some hot kitty action. You control both the falling blocks and your little Kitty in an attempt to gobble all the sweet treats dotted about the level. Odd, but good.

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**Cost:** £24.99  
**Out:** Now  
**Multiplayer:** No
REVIEW

**MERLIN**

What You Need To Know
An angry, vengeful dragon has nabbed the spirits of the world, and it's Merlin's task to get them back. It's yet more handheld platform action, but this time there really is an edge to it.

The game's split into different realms such as Earth and Air, and in them there are two main styles of play: superb scrolling sections and brilliant shoot 'em up areas.

**YOU'LL BE SPELL-BOUND**
For once in a platform game, you can't kill baddies by leaping on their heads. Instead, you have to use your magic spells to blast away at the impish enemies. You can shoot in any direction and collect power-up spells. Best of all, the more enemies you trounce, the more spell power you have.

**WORTH PLAYING?**
There's just one annoying quirk to the sheets: you can't move in the air while falling. Not a major problem though, and while it may not look as good as some recent platformers, Merlin is a joy to play. The variation in challenges, neat little touches and awesome boss battles will make you smile with joy. A medieval marvel.

**BUZZ LIGHTYEAR OF STAR COMMAND**

What You Need To Know
The Game Boy game of the hit TV cartoon show follows a similar pattern to the PS and DC versions and sees Buzz Racing, hover-boarding and blasting his way across the galaxy. It's kind of a cross between a platformer and a top-down racer and there's loads of Buzz humour and Disney charm.

**BUZZ (UNICUT)**
You have to chase each level's guardian through their get-away point, blasting minions and collecting coins to exchange for power-ups. The action's slower then the console versions but it's still great fun. The level replays and time challenges are all in here too, making for a big game.

**WORTH PLAYING?**
If you're a fan of Buzz and his new cartoon adventures, Star Command will send you sky-high as everything that makes the cartoon show so cool is recreated on your little screen. Players looking for something that's more then just another platformer should also have a game at this.

**WALT DISNEY WORLD QUEST MAGICAL RACING TOUR**

What You Need To Know
Handheld, Magical Racing Tour is a corker, and loads more fun than the console versions. Help Chip, Dale and other B-list Disney stars in a race to find the parts of the broken fireworks machine in time for the pageant tonight.

**IT'S A SMALL WORLD**
Ignore the goofy story and you've got a decent racer. The races are viewed from side-on, and the tracks are based on areas and rides found in the real-life Disney World. Only a few tracks are available initially but coming in first unlocks more attractions, bonus rounds and more racers. The Disney theme is also especially good.

**WORTH PLAYING?**
There are absolutely loads of cartoon racers on GBC and this Disney offering is one of the better titles. The side-on view allows for super-swift racing and there are power-ups, obstacles and shortcuts all over the place. The game offers loads of replay value too, with plenty to collect and hidden features tucked away. Magical Racing Tour is cute, fast- and addictive - check it out.

**ROAD CHAMPS BSX STUNT BIKING**

What You Need To Know
All the fun of the BMX stunt park, without the grazed knees and bruised shins. Road Champs does for handheld biking what Tony Hawk's did for skateboarding and is a real stunner. Gorgeous visuals, an extensive menu of stunts, and a massive championship make for a fantastic handheld game.

**BIKE LIKE A PRO**
Before you start racing against pro-bikers, you have to take part in gruelling training sessions where you'll learn fifty-plus tricks and the best ways to tackle the obstacles that will be thrown at you. The tricks themselves are the key to scoring big points and become increasingly difficult the more you learn - it feels mint when you pull off an impressive combo.

**WORTH PLAYING?**
Like Tony Hawk's, Road Champs gets better the more you play, and opening up new areas and learning new skills is always satisfying. The game is sometimes tricky, but you never feel that the challenges are unfair and you'll be forever pushing yourself to get further and score higher. A great game to play both in quick hits and for extended sessions. Ace.
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ISS PRO EVOLUTION 2
The closest to real-life footy a PlayStation can manage

There is a football game out there that isn’t FIFA. It’s a no-brainer to buy the EA game – all your favourite players are in it and there’s someone’s famous mug staring at you from the box. As far as sports brands go, the FIFA name just screams ‘football’. But ask yourself this: are you going to buy Changing Rooms: The Ninja Missions over Metal Gear 2 if they get Jennifer Lopez to pose half-naked on the box? Er, of course not. So it’s high time you re-evaluated your position on the greatest soccer series ever created, International Superstar Soccer.

WHAT’S IT GOT?

For the first time ever, an ISS game has got all the real players in it. It’s international teams only for the most part, and we’ll talk about club teams later on. It has also got the most realistic gameplay ever: soft goals and fancy tricks are practically non-existent. Skill on its own doesn’t guarantee success; you also need good tactical awareness.

Unmistakably Zidane. Even with the camera zoomed right out for the best view of the pitch

Animation is truly awesome throughout. Players always connect with the ball totally convincingly

Computer AI, especially the goalkeeping, takes all your finely-honed abilities to get the better of

Throwing an extra midfielder in can swing a game your way. Tactically, ISS is beyond reproach
ISS Evo 2 looks disappointingly like the last game. The ISS hardcore should still snap it up. The gameplay feels slightly different, and it's a tougher game even for superstar players. The jink that let you dance round advancing keepers at will? Almost impossible to pull off. Some will find it infuriatingly tough to score.

Keeper bring you down? Then he's off. ISS plays by FIFA's rules 100%. Your opponent can bring in his reserve stopper, but play against ten men in ISS and you can really tell the difference.

Players volley the ball much more in the new game, but true to real-life they don't fly in all that often. Overhead kicks are especially tricky to keep down, so expect to hit Row 2 if you attempt one.

Get seriously hammered in a tackle, and the player has to hobble off. You're best advised not to use this fact tactically though: if the ref sees you lunge in viciously, chances are you'll get a red card.

"ISS Evo 2 lets you experience some of the most compulsive, competitive multiplayer action a console can offer"

If you want to play club football in ISS Evo 2, head for Master League mode. You start with a team of nobodies and try and mould them into European champions, each win racking up points to buy new players. Problem is, it's woefully imbalanced. Every new player you sign makes winning easier, and the game never compensates back to offer more of a challenge.

Join the Club

Man United, Arsenal, Liverpool, Chelsea, Leeds and West Ham are the English teams featured. Sadly for Bradford fans, the Bantams miss out.

Initially you're outclassed by the opposition. Tactical nous will help you seek out the odd win. Playing a 4-4-2 formation shrugs up the defence.

Then you buy a few quick players, and the wins come even more frequently. Pace is the most crucial attribute for Master League success.

Get to the top division, and the points you win are doubled. Building a Euro dream team is then a breeze, and you just can't help but keep on winning.

What We Thought...

NOT FOR THE FAINT HEARTED
In many respects, ISS Evo 2 is as hardcore as any Street Fighter-style game. Pick it up for the first time and the computer teams will hammer you. A skilled friend will annihilate you, but get to his level and you'll experience some of the most compulsive, competitive versus action a games console can offer. The downside? You need to be a football fan to feel these effects most strongly.

TEAM UP
If you play foxy games with your mates, this title will last you right up until the next ISS game appears, with no let-up in intensity. One-on-one, it can rival chess for tactical intensity, and playing as team-mates feels like real football. Carving open the computer's defence by exchanging passes with your mates makes the goals feel even more satisfying. Four mates on one team just must be experienced. You can peel off to the wing, take a pass from a mate, then tell them exactly where you're going to play it, so they'll be in place to receive it. When you score, it's brilliant. And if your mate misses you can pause the game and give him some verbal. We do it all the time.

PRACTICE MAKES PERFECT
ISS is one of a rare breed of games that you never feel satisfied that you're good enough at. There's always room for improvement, and you'll even find yourself back on the training pitch from time to time trying new things. Few games can offer this kind of replay value over a long period of time.

ISS EVOLUTION 1.5?
Some players will be disappointed at this update, because it's not obviously better than the last game. We'd really have loved selectable club teams on this version, but that's the only downer really. Evo 1 plays a slightly more open game and is easier to score in; Evo 2 is more bitterly contested and you have to earn every single goal. We prefer it for the subtle animation and rule tweaks that make it even more like footy, but if cash is tight, the older version will still take you to digital football's promised land.
IN GAMES ISSUE 233...

ZONE OF THE ENDERS... POKEMON GOLD AND SILVER... DUNE EMPEROR

DAYTONA USA 2001... INDIANA JONES AND THE INFERNAL MACHINE

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