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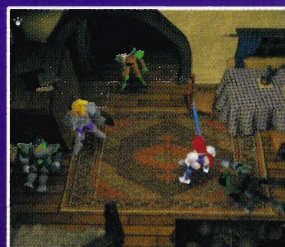
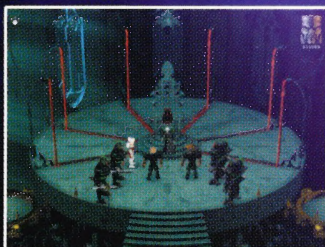
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VIOLENT GAMES IN THE DOCK YET AGAIN

This month violent games once again find themselves in the media spotlight with news of a multi-million pound lawsuit involving id Software and the forthcoming release of the third *Carmageddon* game...

EDITOR'S CHOICE

STAR TREK: BIRTH OF THE FEDERATION



In the last six months the Star Trek license seems to have come of age with first *Klingon Honor Guard* and now *Birth of the Federation* scooping our top award. Gone are the days when all the Star Trek license seemed to be good for were intriguing, but patience-testing point and click adventure games. In *Birth of the Federation*, players take command of the Federation forces and lead them through the exploration and conquest of the solar system. It's a massive, utterly compelling experience that all should enjoy.

IT seems slightly ironic that in the same month that id Software, Interplay, Nintendo, Sega and Sony are being cited in a \$130 million lawsuit for the violent content of their games (see this month's news for more information), we have the third title in SCI's *Carmageddon* series as our cover exclusive. If *Doom* and *Quake* are considered violent then I hate to imagine what the American courts would make of Sci's motorised pedestrian-killer! The lawsuit in the States is a serious issue though, and one that could have grave repercussions on the whole video games industry. Let's imagine a worst case scenario with id Software losing the case. The floodgates would open with every Tom, Dick and Sharon taking software publishers and developers to court claiming their games were responsible for them breaking their nail! With violent content leaving companies wide open to being sued, software developers would have no choice but to remove all traces of violence from their games and we're left with nothing to play but cutesy platformers and football management games. Okay, maybe this is a slightly exaggerated scenario, but

software developers and publishers must protect themselves. At the moment the situation is that all games are exempt from classification unless they portray extreme violence or contain sexual references and nudity. In such cases these games lose their exempt status and are required by law to obtain classification from the British Board of Film Classification (BBFC). The European Leisure Software Publisher's Association (ELSPA) also awards age ratings, although these are voluntary ratings and the organisation has no legal power to prevent shops supplying games to whoever they choose. So the only safe route open to software

companies is the BBFC. The problem with this is threefold: Firstly, the BBFC has no knowledge or understanding of the games industry; its classification process is expensive; and, as we saw with *Carmageddon II*, it takes time. A new classification body with the resources to provide quick and informed ratings decisions and with the power to penalise those retailers that ignore its ratings would seem the best way forward. Let's hope, for the sake of those who don't like football management games, that we get such a body soon.

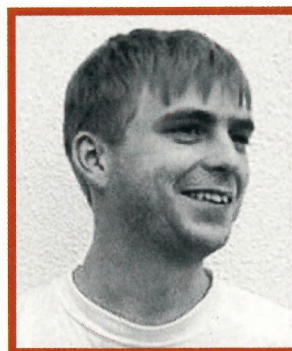
Right, with the rant out of the way, we can turn our attention to what we have inside this month's magazine. As well as taking an early look at the third *Carmageddon* title, we've also got previews for *Homeworld*, *Kingpin*, *Star Trek: Starfleet Command* and *Prince of Persia 3D*. We've played them all, and now you can read our verdict on what they are like.

Our reviews panel has been kept busy this month with over twenty games coming before them to have judgement passed. *Star Trek: Birth of the*

Federation and *Thrust, Twist & Turn* are rated

exclusively in this month's magazine, both scoring well. *X-Wing Alliance* also notches up a top score, as does the DMA-developed *Wild Metal Country*. Others do not fare quite so well. Check out this month's reviews section to find out more.

Lastly, our resident experts have delivered their verdict on what they perceive to be the best 100 PC games of all time. So, sit back and enjoy our definitive guide to the PC's very best titles. If you disagree with their conclusions, drop us a line at the usual address and let us know. Just please don't sue us!



"THE LAWSUIT COULD HAVE GRAVE REPERCUSSIONS ON THE WHOLE INDUSTRY"

Jon Evans

Jon Evans • Editor

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MEET THE TEAM

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MILES GUTTERY

Position: Reviews Editor
Game of the Month: Wild Metal Country
Hottest Prospect: Summer in Torquay
Arcade Fave: APB

Choosing a game of the month this month was a bit of a struggle. Not like last month when I managed to dislike everything put in front of me, but because there's a whole bunch of things which have kept me at it over the last few weeks. *X-Wing Alliance* is top notch, although it tends to get jolly difficult jolly quickly.

I then moved onto *Requiem*, which has done a remarkably good job of making itself heard in a genre

where it's becoming increasingly difficult to make a splash. *Half-Life* and, more recently, *Aliens vs Predator* have seen to that. Apart from obvious, ongoing commitments to *Champ Manager 3* (I've just been offered the QPR job y'know...), the other title which has forced me to divide my time is *Wild Metal Country*. I've always been a big fan of DMA, but at first I thought they might finally have hit a brick wall. It isn't the prettiest game, that's for sure. You've just gotta play it. Once again they've married finely tuned playability to challenging gameplay and come up with another winner. Just how do they do it?

FAVOURITE SAYING:

HANG ON, I'M IN THE MIDDLE OF SOMETHING ELSE



CHRIS LEONARD

Position: Staff Writer
Game of the Month: Star Trek: BOTF
Hottest Prospect: Kingpin
Arcade Fave: Daytona

The UPC den descended into savagery this month when boxed copies of *CM3* arrived in the office, with everyone suddenly turning into wild animals as they fought over them. I was too busy leading the Klingon empire to domination of the galaxy in *BOTF* to notice, but luckily everyone's returned to their holes, clutching copies to their chests, and the office has returned to relative normality. *Kingpin* caused a flurry of excitement when the demo was downloaded, and *Homeworld* is looking very impressive, being a dying species in the PC games world, i.e. a completely original game (not something I'd ever hear myself say), but I'm hopeful this'll live up to my expectations.

FAVOURITE SAYING:

THIS IS CRAP!



ALI JENNINGS

Position: CD Editor
Game of the Month: Pinky & The Brain
Hottest Prospect: Pace forks for bike
Arcade Fave: 1942

This month I have been mostly eating... I mean, mostly *PLAYING Expendable*. It's kept me entertained for ages. Well, about two hours anyway! To be honest that's all the time I've had to play games this month, as all my time has been taken up by grooming my pair of mongooses that I recently acquired from Tanzania. Their names are Rocky and Rambo. I have found they have distracted me somewhat from the world of computer games, but you just can't help but love the little fellas!

Another game that caught my eye this month was *Wild Metal Country*. Really very addictive. Great in single player and also in multiplayer. Not as much fun as small furry rodents, though!

FAVOURITE SAYING:

I SAY, THAT'S QUITE ENTERTAINING



JON AROUSSI

Position: Sub Editor
Game of the Month: X-Wing Alliance
Hottest Prospect: World Cup Cricket
Arcade Fave: 720°

I love, you love, we ALL love Star Wars! I have to admit, my generally contrary nature lead me to want to hate the whole Star Wars phenomenon, just to be awkward. But with *The Phantom Menace* imminent and two great Star Wars titles making their presence in the office felt, capitulated to the power of the Force, I have. (Sorry about the Yoda paraphrase.)

Other than that, my game of the month came from the unlikely source of the Double Locks pub's games collection. A couple of pints of Smiles Heritage and a shift onto the optics shelf saw my girlfriend and I reach for the chess set in her latest bid to dethrone me from my position as Unbeaten Champion Amongst My Mates. Well, maybe it was the brandy, but I soon found myself in possession of only my King, a Rook and two Pawns, whilst Anna retained her Queen and others. How I still won I'll never know...

FAVOURITE SAYING: WHO WANTS TO DO SOME CAPTIONS?



STEVE BROWN

Position: Senior Staff Writer
Game of the Month: Microsoft Excel
Hottest Prospect: Carmageddon 3
Arcade Fave: The House of the Dead

My month has been dominated by the stressful task of getting our Top 100 games feature together. Attempting to ensure a true democratic process, I involved everyone in a whittling and voting process to determine what games should go in and in what order. Doh! I should have ignored everyone else and gone for a fascist dictation of my own preferences. I offended Ali by giving lists out to the games reviewers only, and had to go crawling back when I realised he had some excellent suggestions. I had to pester Miles for over a week to get his list back and he then whinged about games not appearing when he hadn't put them down for inclusion. John came up with a percentage voting system that would have had a bookie weeping. Only Chris behaved himself, restraining his disappointment at *Pinky and the Brain's* exclusion. If I never enter an Excel formula again, it will be too soon.

FAVOURITE SAYING:

YO! SHE-BITCH... LET'S GO!

UPC TOP 5 BEST GAMES

- | | | |
|-----------------------------|---------------------|------|
| • <i>Champ. Man. 3</i> | • <i>Eidos</i> | • 90 |
| • <i>Star Trek: BOTF</i> | • <i>Hasbro</i> | • 92 |
| • <i>Wild Metal Country</i> | • <i>Gremlin</i> | • 85 |
| • <i>X-Wing Alliance</i> | • <i>Activision</i> | • 89 |
| • <i>Requiem</i> | • <i>Ubisoft</i> | • 86 |

ULTIMATE PC

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Hitler.
Crap tache.
Crap hair.
One bollock.

Still, that's no excuse.



GIVE THEM A RIGHT GOOD JACKBOOTING



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The third instalment of SCI's Carmageddon series explores new territory with a brand new engine under the bonnet. Find out more as we test drive this highly promising title

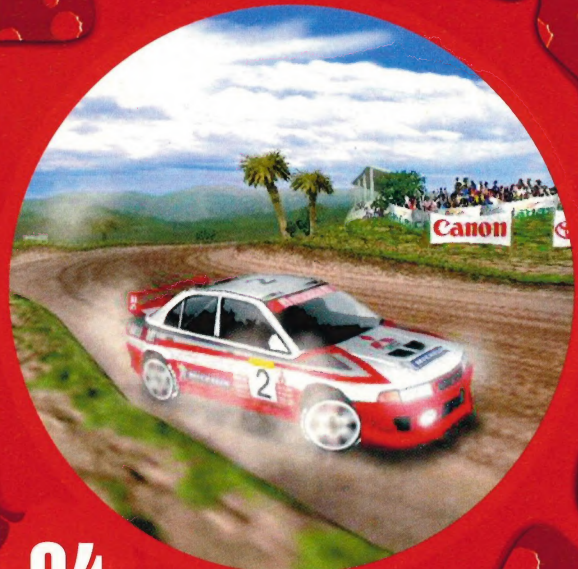
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A round-up of all the forthcoming racing games, including a first look at Spirit of Racing

STAR TREK: BIRTH OF THE FEDERATION

First Star Trek: Klingon Honor Guard and now Birth of the Federation has helped restored our faith in games carrying the sci-fi licence. Find out what stands this compelling strategy game aside from its predecessors in our exclusive review.

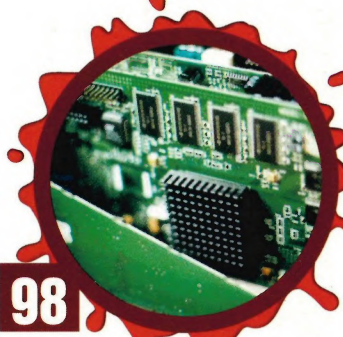
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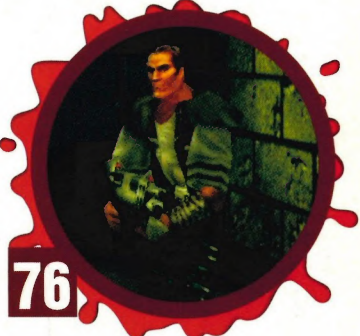


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FRONT LINES

ALL THE LATEST NEWS FROM THE PC WORLD...

As all the major players prepare themselves for the impending E3 show in Los Angeles, several exciting new games have been unveiled...



POPULATION GROWTH

EA ANNOUNCE THE LAUNCH OF A SIM CITY SPIN-OFF TITLED THE SIMS

EVER wondered what all those little characters darting about the thriving metropolis in *Sim City* are up to? Well, now EA are to give gamers the chance to find out with the launch of a new strategy game titled *The Sims*. Rather than running a whole city, *The Sims* places the player in charge of a small neighbourhood and challenges them to manage and direct the lives of the small group of Sims under their control. Players must aid their Sims in achieving contentment by helping them with everyday matters such as careers, friends, family and romance!

Players can choose to create their own family of Sims by distributing 'character points' from a pool, or they can select from a dozen of pre-generated ones. For this family players must then build a home and furnish it so as to keep them happy. The game will include an architectural design

tool which will allow players to custom-build their own unique homes. These dwellings can then be kitted out with over 150 different objects and artefacts, each of which can influence the feelings of the Sims living there. The environment and standard of living that the Sims enjoy will influence their lives and, in particular, the career path that they choose. There will be ten different occupations available to all the Sims in the game, including astronaut, mayor, actor, or those that are ill-treated can end up as criminals.

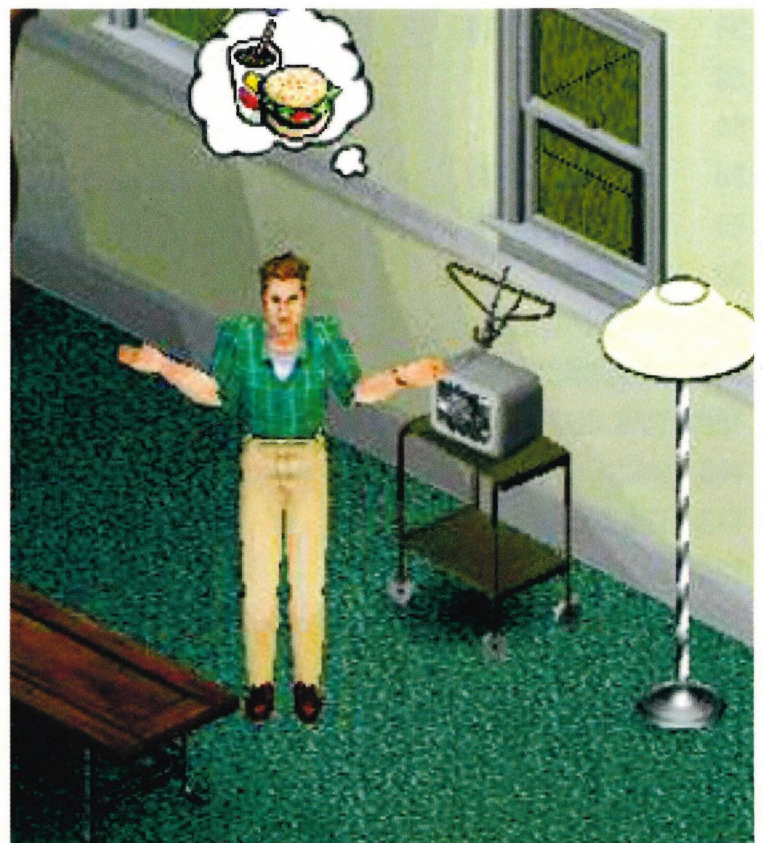
The 3D isometric view gives the game a *Theme* feel, and the thought bubbles also look familiar. This promises to be unlike anything we've seen before though, and with Maxis, the creators of the acclaimed *Sim* series, developing the title, it promises to be one of this summer's blockbusters. We hope to have more for you next month. ■



FILL EACH HOUSE WITH ALL THE LATEST GADGETS



DESIGN EACH HOUSE TO SUIT ITS INHABITANTS



THIS BLOKE IS CLEARLY THIRSTY AND HUNGRY. STILL, HE'S GOT A TV SO WHAT IS HE MOANING ABOUT?



WILL SMITH GOES WILD

The multi-talented Will Smith, the star of the *Fresh Prince* and multi-million selling recording artiste who is set to star in a new comedy Western called the *Wild, Wild West*, has been taking time out from filming to help with the development of Southpeak Interactive's movie-based adventure game. Jim Simmons, the game's producer, explained: "He's currently studying video tapes of his character's animation and of some preliminary gameplay segments. We're anxious to hear what he has to say. He's an avid gamer, as is his manager, and I know they're both going to demand a great gaming experience." Southpeak and Will Smith previously worked together on the PC version of *Men in Black*.

OPPOSING FORCES TO MEET IN HALF-LIFE

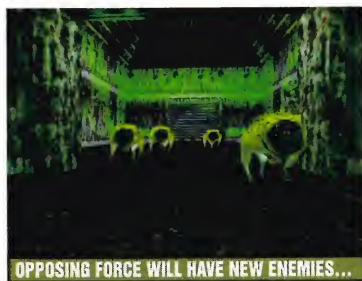
NEWS BREAKS OF A NEW EXPANSION PACK FOR HALF-LIFE

MUCH to everyone's delight, Sierra Studios have confirmed that there will be an expansion pack for the brilliant *Half-Life* later this year. No concrete date has yet been given for this expansion pack, titled *Opposing Force*, although sometime around August seems most likely. The game, to be developed by Gearbox Software, will once again be set in the Black Mesa research facility at the decommissioned missile base site and will include numerous single player maps as well as enhanced multiplayer options. Fans of the

game can also look forward to getting their hands on a couple of new weapons, which should prove useful when they come face to face with some of the new enemies that stalk the game's levels. "Gearbox is extremely psyched to be working with the *Half-Life* game system and universe," said the company's Randy Pitchford. "Our goal is to preserve the integrity of *Half-Life* and provide new experiences that expand upon the sensation of the original." If they achieve their aim, then *Opposing Forces* should be something special. ■

"OUR GOAL IS TO PRESERVE THE INTEGRITY OF HALF-LIFE AND PROVIDE NEW EXPERIENCES THAT EXPAND UPON THE SENSATION OF THE ORIGINAL"

RANDY PITCHFORD • GEARBOX SOFTWARE



OPPOSING FORCE WILL HAVE NEW ENEMIES...



...AS WELL AS NEW WEAPONS AND LEVELS



QUAKING!

NEW QUAKE III: ARENA SCREENSHOTS LEAVE THE OPPOSITION QUAKING!

YES that's right, as of the time of writing, these new shots were posted on the Web a matter of days ago. It seems that every time we find some more screenshots for this game, it just looks better and better. The UPC team are currently climbing the walls impatiently waiting for a forthcoming playable demo, but for the moment we'll just have to make do with these rather impressive new shots. As you can see, the backgrounds are incredibly atmospheric and looking very detailed, and as for the characters running around... well, suffice to say they

could rank amongst the most impressive we've ever seen. We mentioned in our last issue that the weapons are being designed so that players, regardless of their ability, can be evenly matched, ensuring some very close contests instead of 20-nil thrashings, and it seems that the level designs are also being thought out to ensure that every match will be a fast, close contest. *Quake III* is scheduled for release in June of this year, and if it looks this good now, then prepare to be left speechless by what could be the future of first-person gaming. ■



SUPERIOR LIGHTING EFFECTS IN QUAKE III: ARENA



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DEMOLITION RACER

Fans of *Destruction Derby* will be pleased to hear that a new title of similar design is on the way. *Demolition Racer* puts the player behind the wheel for some king-of-the-crash action. Race for the chequered flag or just enjoy the thrill of wiping out other cars with head on collisions... The choice is yours.



CHAMPIONSHIP MANAGER 3 BECOMES BEST SELLER

CM3 proved its title-winning material when it stormed to the top of charts, becoming the fastest selling PC game in the process. The long wait for the game's release only seems to have whetted the appetite of the game's huge army of fans, and over 50,000 copies of the game were sold in just a couple of days.



OMIKRON

PUZZLE-SOLVING AND BEAT-'EM-UP ACTION GO HAND-IN-HAND IN THIS PROMISING NEW GAME

WITH the games industry gearing up for the looming E3 show (we'll have a full report in next month's magazine), details are starting to emerge for a range of new games. One such title is Eidos' *Omikron: The Nomad Soul*, which is being developed in France by Paris-based Quantic Dream. We first caught a glimpse of this at last year's ECTS, and since then work has continued apace. The game is set inside a domed city called Omikron. Players have complete freedom to wander the streets of this city, enter its buildings and interact with its inhabitants. To cope with such freedom of movement Quantic Dreams have developed a new adventure management program called IAM (Intelligent Adventure Management). This program has been designed to ensure that

players never come to a dead-end and allows for non-linear gameplay by ensuring that a solution to each problem is always open to the player. A Quantic Dream spokesman explained: "IAM doesn't require us to program a solution to each problem, it only watches out to make sure that every problem does have a solution. For example, if the player has to go into a room, he can try to find the key, or he might have some dynamite and try to blow up the door, or he may have a teleportation power that allows entry into the room without opening the door. In this way, players will have a chance to come up with solutions that we haven't even thought of. This offers the possibility of a non-linear storyline (the options are open) and avoids getting the player stuck in situations from where there is no escape".



ROAM THE STREETS OF OMIKRON TALKING WITH OTHER CITIZENS AND PICKING THE ODD FIGHT!



"IF THE PLAYER HAS TO GO INTO A ROOM, HE CAN TRY TO FIND THE KEY, OR HE MIGHT HAVE SOME DYNAMITE AND TRY TO BLOW UP THE DOOR"

QUANTIC DREAM SPOKESMAN

Problem-solving is only a small part of the game though, with both hand-to-hand and shooting combat playing an important part in the game too. The *Tekken*-style hand-to-hand combat is an area that Quantic Dream have spent particular attention on, and it promises to be one of the strongest features of the games, especially as there are so few games offering this style of combat on the PC.

Each of the many characters in the game will have standard and special attacking combat moves. The relevance of this becomes clear in the light of the knowledge that, through an innovative new feature dubbed virtual reincarnation, players can assume the identity of any character in the game. When the player dies, instead of going back to a saved point, their spirit enters the body of the first person to touch their corpse. With each new body comes a new challenge as the players learn to adapt

to its individual strengths and weaknesses. Virtual reincarnation allows for continuous progression through the game. This may well limit the length of each game, but it should add to the appeal of replaying the title.

The fact that the game does not require 3D acceleration (although it is recommended) and will run on a P133 should ensure everyone will be able to have a go and this could help make it a hit when it's released in August. ■



EACH CHARACTER HAS A MOTION-CAPTURED FACE

RED STORM UNVEIL ROGUE SPEAR

TACKLE MORE VIOLENT TERRORISTS IN THE FOLLOW-UP TO THE POPULAR RAINBOW 6



"WHEN WE STARTED WORKING ON THE SEQUEL TO RAINBOW SIX, WE PAID A LOT OF ATTENTION TO WHAT OUR CUSTOMERS HAD TO SAY ABOUT THE GAME"

CARL SCHURR • RED STORM ENTERTAINMENT

DETAILS are filtering through from Red Storm Entertainment regarding its forthcoming sequel to the acclaimed anti-terrorist action/strategy title, *Rainbow Six*. Called *Tom Clancy's Rogue Spear*, the game will allow fans of the original to once again take control of a crack unit of anti-terrorist forces. But hostage rescue is not the only task players will be charged with. The game will include 18 missions, strung together to form a linear storyline, some of which will involve surveillance whilst others will require the demolition of buildings and structures. Fans of the original can look forward to a whole host

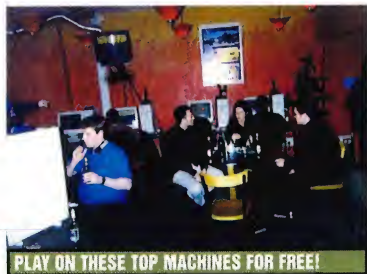
of improvements in *Rogue Spear*, which Red Storm hope will make it an even better title, as Carl Schurr explained: "When we started working on the sequel to *Rainbow Six*, we paid a lot of attention to what our customers had to say about the game. We hope the new features and improvements we're implementing in the sequel make it the ultimate gaming experience for players everywhere." Amongst the improvements being made are an enhanced individual and team AI, better graphics and snow and rain weather effects. The game is expected to have its first public showing at E3, so look out for a more detailed report in next month's issue. ■

THE PRINCE AND THE COWARD

Polish developers Metropolis have announced a collaboration with acclaimed novelist Jacek Piekara that will result in a new point 'n' click adventure game titled *The Prince and The Coward*. Fantasy writer Piekara has been working on the characters, plot and dialogue for the new game, whilst Metropolis have concentrated their efforts on putting it all together in a style similar to that seen in the *Monkey Island* and *Broken Sword* games.

SHOOT AT SHOOT 'N' SURF

IF you're yet to revel in the online gaming experience, Shoot 'n' Surf, London's first internet and games cafe, is offering all of UPC's readers a free hour on one of their eighteen high-spec machines (Pentium II 350s and 400s, Riva TNT video cards and up to 192Mb RAM). All you have to do is take along this copy of UPC and show this very news piece. In return they will give you an hour on one of their machines to play either *Half-Life* or *Tribes*. Alternatively, call Shoot 'n' Surf on 0171 419 1183 or email them at info@shootnsurf.co.uk to make an advanced booking. Shoot 'n' Surf can be found at 13 New Oxford Street in London and is open from 11am until 9pm every day. More information can be gleaned from the company's website at www.shootnsurf.co.uk ■



PLAY ON THESE TOP MACHINES FOR FREE!

COMING SOON

SYSTEM SHOCK 2

Electronic Arts and Looking Glass Studios are set to publish a sequel to Origin's early blockbuster, *System Shock*. The plot again involves taking on evil supercomputer SHODAN in a dark sci-fi future. Although an RPG, *System Shock 2* has first-person perspective control of the hero and its graphics are looking very *Half-Life*, both in terms of quality and style. As well as weapons that can be customised and repaired, you will have Psionic powers such as Force Wall and Cryokinesis. There will be a unique four-player co-operative mode. The game is due for release in September this year.

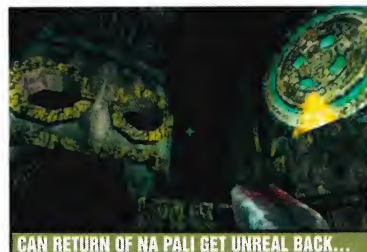


UNREAL ON A MISSION MORE DEFINITE NEWS ON THE FORTHCOMING UNREAL MISSION PACK

MORE details on the forthcoming *Unreal* mission pack, *Return to Na Pali*, have emerged over the last month. The pack, due out later this summer, will feature twelve new single-player missions, six new deathmatch maps, three new weapons and a similar number of new enemies. Of the new weapons – Combat Assault Rifle, Rocket Launcher and Grenade Launcher – the Rocket Launcher promises to be the most popular, with it offering players the chance to actually guide rockets to the intended target! This will leave the player vulnerable to attack, but in the hands of an experienced fragmaster it should

prove a lethal weapon. It should also prove useful in dealing with the three new enemies, The Predator, Spinner and Terran Marine, that litter the new levels of the mission pack. With its wide damage splash, it should prove exceptionally effective against the Predators, which feature a unique pack-hunting AI. Cross the path of a single Predator and he will run for his life, but should he meet up with two or three others, they'll soon stop running and come straight for you.

For more information on *Return to Na Pali*, visit <http://www.gtinteractive.com/unreal/missionpack/> ■



CAN RETURN OF NA PALI GET UNREAL BACK...



...ON A PAR WITH VALVE'S SUPERB HALF-LIFE?

COUNT THE SECONDS UNTIL THE NEXT STRIKE

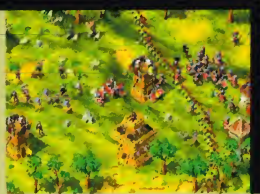


F-22 LIGHTNING 3

NOVALOGIC®

SETTLERS ON A MISSION

By the time you read this, Blue Byte's mission disc for *Settlers III* should already be sitting on the shelves of most games stores. The mission disc, released at £14.99, will feature ten brand new single-player maps, twenty massive multiplayer ones and three all-new campaigns designed for the experienced player.



BLOOD DONORS

Monolith have announced another add-on for *Blood II*. Titled the *Nightmare Levels*, the pack will give players the chance to assume the identity of four new characters and lead them through zombie-filled haunted castles and ghost towns. Look out for a review in the Extended Time section soon.



DESERT FIGHTERS

HAVING previously worked on the Front Page Sports range, US developer Dynamix is swapping grid iron for propellers and Spitfires for its forthcoming flight combat simulator *Desert Fighters*. Based upon the North African campaign of World War II, the game runs from spring 1941 through to Christmas 1943 and will offer flight acers the chance to fly all the classic planes of

War flight simulations already patrolling the skies, but few have touched on the North African campaign. Mike Jones from Dynamix explained why they choose this particular campaign: "The 'Battle for Supplies' that took place in North Africa is one of the most important, yet least explored, historical campaigns that pilots faced during World War II. *Desert Fighters* is a fast paced combat

"DESERT FIGHTERS IS A FAST PACED COMBAT SIMULATION THAT PITS PILOTS AGAINST ENEMY PLANES, SUPPLY CONVOYS AND GROUND SUPPORT"

MIKE JONES • DYNAMIX

the era, including Spitfires, Mustangs and Ju-87 Stukas. In all there will be 30 fighter planes (from the Italian, British, German and American air forces), each of which will have its own unique flight model. The game will include a single player campaign game, training missions and multiplayer support for up to 60 pilots across the Internet.

There's an abundance of Second World

simulation that pits pilots against enemy planes, supply convoys and ground support in the rigorous terrain and strategic environment of the North African desert."

Dynamix are no strangers to the genre though, having previously worked on *Red Baron II*, although they will be hoping that *Desert Fighters* fares better than the bug-riddled *Red Baron*. ■



FLY THE LEGENDARY SPITFIRE INTO COMBAT...



...OVER THE DESERTS OF NORTH AFRICA

FLIGHT UNLIMITED 3 SET FOR TAKE-OFF

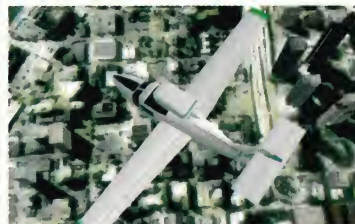
IT was inevitable really, and now EA and Looking Glass Studios have announced a sequel to the incredibly successful *Flight Unlimited 2* called, funnily enough, *Flight Unlimited 3*. Rather than just make this a glorified add-on pack like a lot of flight sim sequels, *Flight Unlimited 3* could simply be the most impressive flight sim ever.

Instead of San Francisco, this new sim will be based in the Seattle area, with scenery taken from geological surveys of the region, and will be 100% accurate with the highest resolution

yet seen in a flight sim: four metres per pixel.

The weather will also be realistic with wind currents, thunderstorms, fog and the like hampering your ability to fly, as well as other pilots in the Seattle skies, and all of it will look gorgeous, this time being in 65,000 colours as opposed to its predecessors measly 256.

Due in September, these shots should get flight sim buffs salivating in anticipation, and the icing on the cake is going to be the backwards compatibility of *Flight Unlimited 3* to its predecessor. ■



GAMES COMPANIES IN THE DOCK

ALL the major console manufacturers, Sega, Nintendo and Sony, along with Interplay and *Quake*-creators id Software, have been drawn in to a £75 million lawsuit that has been filed by parents of those killed at the Paducah 1st School shooting in America two years ago. Lawyers for the parents have claimed that the boy who committed the killings "honed his shooting skills" playing violent games. *Doom*, *Quake* and *Mortal Kombat* have all been named as games that the young lad played. Nintendo, Sega, Sony, Interplay and id Software are all expected to vehemently

defend the case, but should they lose it could well change the face of the video games industry. The 'sue culture' in the US could make it nigh-on impossible for games developers and publishers to include even the mildest violence in their games for fear of being taken to court. Should the parents succeed in their case, it could also lead to dozens, even hundreds of similar claims. Hopefully common sense will prevail, but in America, the land where OJ Simpson was allowed to walk free, anything is possible. We'll bring you more news as we get it. ■



QUAKE II HAS LANDED ID SOFTWARE IN A SPOT OF TROUBLE FOLLOWING A SHOOTING IN THE US

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LOST TOYS

Following on from the departure of Peter Molyneux from Bullfrog, three more of the company's creative minds have decided to up and leave. The three, who have previously worked on titles such as *Populous* and were helping with the development of *Theme Park 2*, have left to set up their own development studio called Lost Toys. No announcement has been made yet on what plans the trio have for their first project.

CHECKMATE

French developer Titus has signed a new four year deal with world chess champion Gary Kasparov which will result in several new PC chess games over the coming months. Development of the first title is already underway, and it's believed to be due before the end of the year. Gary Kasparov will be helping out throughout the game's development with technical information, playing strategies and Grand Master tactics.

COMING SOON

DUNGEON KEEPER 2

A second big hit for Electronic Arts, along with developers Bullfrog, could be this sequel to the popular, if graphically disappointing, *Dungeon Keeper*. *DK2*'s graphics are much more advanced, utilising 3D effects to deliver a far more palatable first-person aspect to the gameplay. As in the first game, you are the long suffering evil dungeon lord, who has just forged an uneasy alliance with the mighty Horned Reaper in order to stop those pesky heroes from raiding your lair. There will be new abilities, battle magic, creatures, rooms and traps and full internet support for multiplayer games. It should hit the shelves in June.



IMAGIC REACH FLASHPOINT

INTERACTIVE Magic, renowned for its combat simulations like the *Air Warrior* series, is branching out in to more conventional and popular genres. *Mortyr*, which we hope to review next month, will be the company's

first attempt at a first-person action title, whilst *Flashpoint* is a game in a similar mould to DID's *Wargasm*. Set after World War III has polluted most of the planet with nuclear fallout, the game places the player in charge of the remnants of the East or West forces as

they try to capture the one last remaining safe haven, a desert island that has escaped the ravages of war. This island is the last inhabitable place on earth, and both sides desperately battle to take control. As with *Wargasm*, the game allows players the chance to alternate between infantry, land or air units. Altogether there is over 25 different vehicles which can be controlled in the heat of battle, with each having unique strengths and weaknesses. Players will be able to switch from one unit to another as they try to overcome the opposition in a series of battles. The action can be viewed from either a first-person or third-person perspective. ■



TAKE COMMAND OF INFANTRY, LAND, OR AIR UNITS IN THE IMPRESSIVE-LOOKING FLASHPOINT



KANAAN CANNED

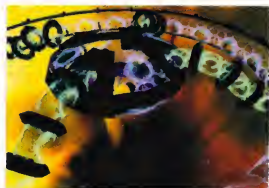
UBISOFT have confirmed that development of the first-person shooter, *Kanaan*, has been halted.

Renowned developers, Argonaut, have been working on the project for some time, but despite their best efforts, Ubisoft have put

their work on the back burner. The game has disappeared from Ubisoft's release schedule, although we discovered it (or at least the proprietary 3D engine) may well reappear in the future. Keith Sloan, Ubisoft's PR star, revealed: "It has been put on permanent hold. It was a very ambitious project and demands state-of-the-art technology. It was decided to put it on hold now and wait for the right technology to come along. They still have the engine, and it may well be used in the future for another title. It's a real shame because it was looking very special." ■

MURDEROUS INTENTIONS!

NO-ONE knows for sure what *MDK* stands for (although we feel sure it's an acronym of 'Murder, Death, Kill'), but what is known is that a sequel to this acclaimed action game is in the pipeline. Due before the end of the year, the game promises all the excitement, tension and explosive action that the original had, along with loads of new skills and some stunning graphics. Little is known about the content of the sequel yet, but what we do know is that it's being developed by Bioware, and from the screenshots we've seen it looks highly promising. We'll be finding out more about this exciting new game at E3, until then feast your eyes on these early screens. ■



AT THIS STAGE OF DEVELOPMENT THE GAME IS ONLY ABOUT 20% COMPLETE



KANAAN BITES THE DUST, BUT COULD REAPPEAR

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NEVER TO LOSE ◀◀

ACTION REPLAY

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SPORTS DESK

WARM UP THE VIDEPRINTER – IT'S UPC'S SPORTING LIFE

Exclusive new shots from Empire's eagerly-awaited *International Cricket Captain 2*, plus news of an FA-endorsed arcade soccer simulation grace this month's Sports Desk...

INFOGRAMES CANS UEFA

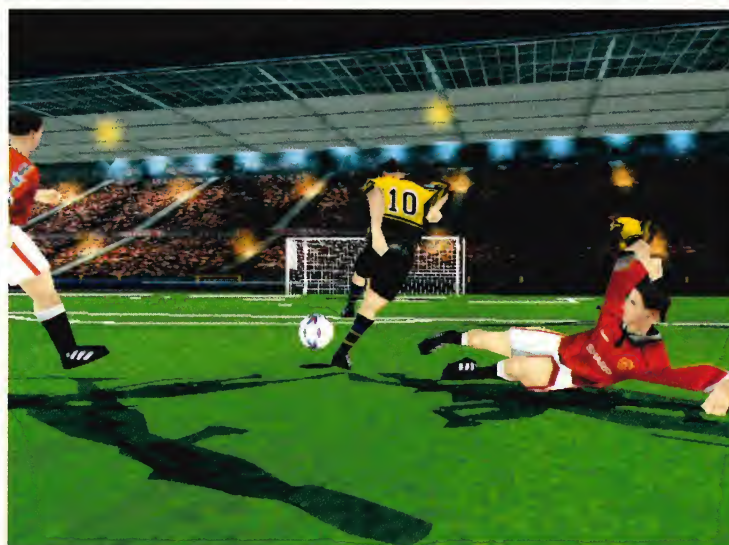
INFOGRAMES have finally officially canned their long-mooted UEFA-licensed management game, ambiguously titled *UEFA Championship Manager*. This will come as no great surprise to footy management fans. No concrete details had been released for months, and with *CM3* cleaning up while

Premier Manager 99 hooovers whatever's left of the market, it was the only sensible decision. The official line is: "UEFA *Championship Manager* has been cancelled. The development was not going to plan and the decision was made by the board to shelve the game." So it was crap then? Far be it from us to suggest such a thing! ■

Durham v Worcestershire
Day 1 - Session 2 2:29

Worcestershire					
W. Whiston	lbw b Brown	5	M. Betts	15	1
K. Spilling	c Kershaw b Bolling	43	J. Brown	19	1
E. Wilson	c Spink b Spilling	58	J. Wood	8	0
G. Heck	run out	7	J. Bolling	8	0
D. Leatherdale	not out	49	J. Daley	1	0
S. Rhodes	not out	59			
G. Haynes					
S. Lambitt					
P. Newport					
R. Illingworth					
A. Sherigar					

Extras (nb,lb) 7. FoW 1-5 2-99 3-103 4-11



EA REVEAL THE STARS OF THE PREMIER LEAGUE

EA EA have just announced a new arcade football game taking advantage of their recent deal tying up the exclusive rights to the FA Premier League. Called *The FA Premier League STARS*, it aims to be a simulation of the most exciting football league in the world with all the teams, players and stadia and Sky Sports presenters of the real thing (although with the season ending before the game's released, will they include the relegated or newly promoted teams?).

What will set this apart from EA's own *FIFA* series and the hundreds of other football games is a unique feature involving the eponymous STARS. Depending on your performances in this game, you'll be awarded stars (a bit like school really), which can then be used to improve your players' skills or even buy other players. The game looks good enough in these shots, but we'll wait until we play the game in the late summer before we decide. ■

YOU CAN BE AN INTERNATIONAL CRICKET CAPTAIN 2

FOLLOWERS of the more gentle sport of cricket might want to check out these shots from Empire's forthcoming *International Cricket Captain 2*. Apparently many of the suggestions made by players of the original have been implemented; there are more stats, a fully functional national league complete with relegation

and promotion between divisions and the World Cup tournament. There'll also be a limited transfer system available during the season, different pitches and a database editor enabling players to input their own player names. The new 'hot seat' option allows simultaneous two-player action on the same machine. We'll have more details for you next month. ■



OFF ROAD GT

FOR people who like the mud to fly, *Off Road GT* from Rage is going to be well worth looking out for. The game is being developed in Birmingham, but hard details are proving rather difficult to get hold of at the moment. We have, however, managed to lay our hands on these rather mouthwatering screenshots, so feast your eyes and expect more info in the near future. ■





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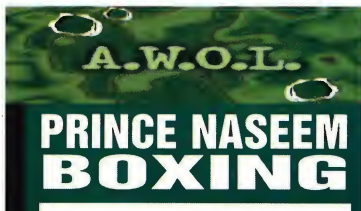
PC-DVD

Video

NETWORK

If you want know all the latest salacious gossip, unfounded rumours, see the latest screenshots or even read the very latest news as it breaks, you'll find it right here at UPC's Network...

RUMOUR MILL



We can reveal Prince Naseem's debut on the interactive scene has been put back for three months. Top Master of Code, Richard Darling, says, "Realism is what we're striving for. We found the actions of simple movement and punches somewhat limiting. We're going for a more refined approach. Thankfully, because of the bespoke animation system we've used, it is not difficult to add animation frames to any boxer's repertoire, and that leaves us more time to getting the feel of the game absolutely spot on. If you're an opponent, you want to fight against Naz, not a generic boxer that looks like him."

Expect to see the game out in the autumn.



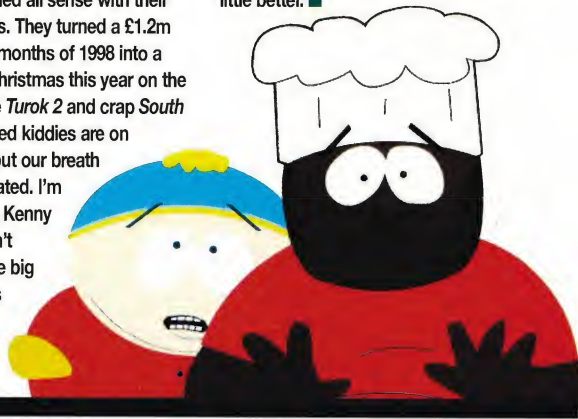
FOLLOWING the critical and commercial success of *Goldeneye* on the N64, the clamour for a PC Bond game has been great, and it looks like it might finally happen. A US industry trade paper claim EA will shortly announce a Bond-licensed first-person shoot-'em-up using the as-yet-unseen *Quake III* engine. Nobody at EA is saying anything about it at the moment, but we'll keep our ears to the ground.

Eidos are making much of *CM3*'s success as they attempt to shed their 'one product wonder' company tag. Rumours that Lara Croft is hidden deep within the game's

database as a brilliant centre forward are entirely unfounded, although everyone knows she's most effective up front. Boom boom!

Acclaim have defied all sense with their latest financial reports. They turned a £1.2m loss in the first three months of 1998 into a £14.5m profit since Christmas this year on the back of the moderate *Turok 2* and crap *South Park*. The foul-mouthed kiddies are on their way to the PC, but our breath remains largely unabated. I'm not a fan of Cartman, Kenny and the rest, but I can't understand why these big MTV cartoon licenses always turn out to be complete duff. Beavis & Butthead

and the Simpsons both have great potential, but neither has made it into a decent video game. Let's hope T*HQ's *Rugrats* title fares a little better. ■



GREMLIN 2'S!

THE big take-over this month was Infogrames assuming control of everyone's favourite Sheffield development and publishing house, Gremlin. Apparently there are to be no job losses and Gremlin should continue to function largely as before. We have our doubts, however. With the likes of bread n' dripping, Hovis and hotpots now likely to be off the menu, it'll be interesting to see the effects a poncy new diet of croissants and snails has on the normally brazen northern folk.

Codemasters are branching out, looking to publish more third party games, although they have been quick to stress that this won't lead to any compromise in quality. Every product will have to be up to the Codies' own standards before it gets the go-ahead. No news of specific titles as yet.

Rumours abound regarding PlayStation 2. Only a few have been privileged enough to see it, but

there's all kinds of speculation regarding possible specifications. It'll be DVD compatible, but will it come with a built-in modem? It ought to, but to use the internet effectively a keyboard is an essential item which could come as a separate unit. Then there's the problem of save games. Many strategy games, like *CM3* for

example, take up so much memory for a save they are simply not viable as a console product. Perhaps a large internal hard drive would be an idea and enable a wider variety of games than the endless shoot-'em-ups which swamp today's PlayStation. With the ever advancing world of hardware, it might be worth making the thing upgradable and compatible with newer graphics boards and processors. Finally, what's the point in all that graphical power if you're going to be playing through your old TV set? Far better to get a monitor. You could even bundle it with the console. Hey, I think I've solved the problem of what to call Sony's new wonder console - Sony PC, anyone? ■



PENULTIMATE

Another saucy selection of scribblings from the ever-bulging UPC mailbag...

STRATEGY STRESS

Firstly, I would like to say that I have all issues except number two and they're usually good. I bought your sister mag, *UPC Strategies* (volume two, issue one), as it had *FIFA 99* and *Gangsters* in it, only to find that the issue of *UPC* in which you published

the *UPC Strategies* advert featured the exact same *Gangsters* tips and the same *Half-Life* walkthrough. Most disappointing.

My second point is about *Championship Manager 3*, which was meant to be released before the start of the season, but it's been

continuously put back. Why not just wait until the start of next season instead of dragging us along like a dog with no legs?

• Nathaniel Costello, Whitley Bay

It's true our tips department supply both ourselves and *Strategies*. We cover the major games with mass appeal while *Strategies*, being a dedicated tips mag, is able to cover less well-known titles. However, it would be



NICE BIT OF LINO, THAT. RUG DOESN'T GO THOUGH

IN THE BIZ

KEITH SLOAN

HOW WOULD YOU GO ABOUT PROMOTING A PRODUCT YOU KNOW TO BE CRAP?

In the old days it was easy – the consumer wasn't as well informed and bad games sold as well as good games due to marketing tactics. Now, all that has changed and it is the quality of the game that matters, not how many millions of pounds have been spent on promoting it. If a game really was dire then the magazine-reading public wouldn't read about it. I can't make a bad game any better, but I can certainly make sure that nobody knows about it, which means that the company profile doesn't suffer.



WHO DO YOU THINK YOU ARE?

I think that I'm suave, debonair, 'ard and hung like a horse. Unfortunately, I'm just Keef, PR Manager for French giants, Ubi Soft Entertainment.

HOW'DYA LIKE WORKING IN THE GAMES BUSINESS?

It's a tough industry to work in, with critical deadlines, huge budgets and the constant pressure of cocking up and finding yourself out of a job. Who am I trying to kid... it's a scream! I get to play all the latest games, travel the world and spend huge amounts of money entertaining journo's and other lowlife scum. Let's just say that I have perhaps the best job in the world!!!

WHAT'S THE BEST PART OF YOUR JOB?

Travelling to far off places like Exeter and central London have to rank fairly highly. Of course, the down side is that I have to spend countless days a month in our Paris office, and later this year I have to be in Los Angeles for five days attending a show. It's not pleasant but, unfortunately, someone has to do it.

DO YOU PLAY GAMES FOR PLEASURE, AND IF SO WHAT?

Flight sims. Anything with wings. Falcon 4. Missiles. Cannons. AGM-88's. Vroom, vroom, vroom. Fox one! Fox One! Arghhhhhhh...!! I also play PC card games and Naked Twister. Sometimes.

WHERE WILL YOU BE ON JANUARY 1ST, 2010?

Sitting on whichever 1000cc sports bike is hot at that moment with my girlfriend riding pillion, making our way across to Italy for a romantic, sex-fuelled weekend in a log cabin (Steady now - Ed).

IS IT TRUE THAT YOU'RE A LONG-HAIRED NANCY?

Absolutely true. I was first diagnosed with having 'Long Hair' in 1986. Of course, my parents were shocked at first, but we've all learned to live with it and have even come to, dare I say it, love it. A little over six years ago I was also struck down with 'Having my right ear pierced'. Absolutely tragic, and I know that my dad never recovered from the shock. I haven't seen my parents since, but I believe that they are living happily (albeit as sister and brother) in a commune on the Isle of Skye. Which is nice.

pointless to have two people spend time doing two completely separate guides to a game, i.e. *Gangsters*, which will both be saying the same thing at the end of the day.

As for *CM3*, well do you want it to be the best it can be or do you want a bug-ridden, second-rate piece of software? I wouldn't have wanted to wait until next season, and it's out now so what's the problem? Some people just seem to want to whinge!

COMMANDO RAID

First of all, let me congratulate you on having the best PC magazine in Britain. I really like the way your reviewers are honest and open on

whether or not they like the games. I always make sure I grab a copy of your mag as soon as it comes out. Keep it up!

What do you think is the best strategy game on the market? I think that *Commandos: Behind Enemy Lines* is one of the best. Do you know if a sequel is to be made, and if so, when it's due? I know that it won't come out then because release dates are never met.

Also, I have an idea for your last magazine cover CD of the year. How about a celebration of all the best games of the millennium? You know, games like *Quake II*, *World Cup 98*, *Civilization I and II*, *Tomb Raider III*, the best games from all the genres

WHAT KIND OF GAMERS WILL RELISH THIS CHALLENGE..?



...VETERANS?

PYRO STUDIOS

EIDOS
INTERACTIVE

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X-WING ALLIANCE

More Force frenzy in the UPC office

The Star Wars bug is biting left, right and centre, which probably explains why *X-Wing Alliance* has chalked up more playtime outside working hours than any other in the last month. It also helps that it's the best of the *X-Wing* games to date. It's got a stronger storyline than *X-Wing Vs Tie Fighter* and blows the dodgy *Rogue Squadron* out of the water. It represents the closest any game has yet come to capturing the essence of the whole Star Wars experience. Excellent single player missions are one thing, but in multiplayer it's awesome just flying all those famous Star Wars ships. Cries of "Stay on target" and "Came from... behind" have been ringing around the office almost constantly for over a week now. If you're a fan you'll love it and, let's face it, who isn't?



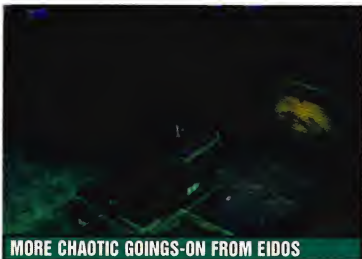
FIRST sighting

URBAN CHAOS

Your first look at a forthcoming title...

SPECIFIC details about this forthcoming epic from Eidos are, at present, a closely guarded secret. What we can tell you is that it's going to be big and very open-ended. Due to as-yet-unrevealed plot devices, the player will find himself in the middle of a post-apocalyptic city with an ultimate goal to achieve but no specific means of doing so. You'll be able to go where you want and do what you want when you want - lots of different sub-plots and all that sort of thing. The city will be full 3D and made to feel like a real, living, breathing environment using volumetric fog effects, real-time shadows and all sorts of other posh-sounding techno gubbins.

From the few screenshots available it's not possible to get much of a feel for it, but we can tell you that the curiously-named Mucky Foot, who are developing the game, are an experienced lot formed by the ex-Bullfrog trio of Mike Diskett



MORE CHAOTIC GOINGS-ON FROM EIDOS

ON THE DRAWING BOARD:

ACM 1918

Props and kites as they were back in the day...

This is being billed as a flight sim designed for the sort of people who can't usually be arsed with flight sims. Straight into the action stuff with no chuffing great manual to wade through just to get your damn bird off the ground. In other words, it's a shoot-'em-up with aeroplanes, right? Right!

ACM stands for 'Aerial Combat Manoeuvres', and 1918 is the year in which it's set. So tie a white tea-towel round your neck, dig out those old Speedo swimming goggles and prepare to bid those chocks farewell. Project 2 are going to take us back to the days when fighter planes were little more than a few bits of wood and canvas, a spluttery old engine and a dirty great machine gun. *ACM 1918*

will enable players to pit their wits against the pioneers of air combat, like Richthoffen, Immelmann and Biggles (!?). Expect 30 or so varied single player missions including attacks on Zeppelins and suchlike, but it's the multiplayer aspect which looks most intriguing. Up to eight human pilots will be able to dogfight over detailed landscapes which, apparently, feature actual aerial photographs of the regions mapped onto realistically contoured topography. The forced top-downish perspective gives it the look of those classic dogfight games you used to get on the old Atari 2600 consoles years ago, and with a 90s twist it could be a surprise hit.



BUDDING RED BARONS SIGN HERE

(Producer/Project Leader and Lead Programmer Syndicate Wars) Fin McGeachie (Lead Artist Magic Carpet) and Guy Simmons (Project Leader/Lead Programmer Creation). Mucky Foot has been in existence since 1997 and now employs seventeen people. *Urban Chaos* is their first project, and we should have some more info for you next month. ■



THE GRAPHICS ARE MOST IMPRESSIVE



NOW ISN'T THAT JUST GORGEOUS...



THE HARDEST AND THE BEST AROUND

(of course, you'd have to have *Commandos* on it!).
• Harjinder Thandi, Nottingham

Commandos 2 is under construction but, having spoken to Eidos about it only yesterday, I can inform you that there's nothing to show on it yet. Not

a screenshot, not zip! It could be around towards the end of the year, but you're right not to be holding your breath.

BUDGET OVER

Is it me or are we, the consumers, being ripped off? No, I don't mean by the apparently endless round of bugs and patches (a nuisance when you don't have easy access to the net), but by the pricing of budget and full-price games.

Full price games are bad enough; £34.99 or £39.99 seems to be the standard price at retail for every game. In every store that I checked (Virgin, HMV, MVC, Dixons, and even Woolworths), this seemed to be the case. Whether this is too

expensive (it seems like it) or not is beyond my ability to say, but by the time developers, publishers, retailers and the tax man have all taken their cut, it's no surprise things are expensive.

What was interesting to see was the pattern in budget prices. Your average budget games used to cost about £9.99, but a short while ago the major labels like EA, Replay and Essential Collection all jumped to £14.99. Nearly simultaneously, if what I saw was anything to go by.

This smacks of something the rest of the consumer world loves to hate: price fixing. I know, I know, if the prices weren't managed like this, the big firms could use predatory pricing

to force out the smaller ones.

This is what makes mags like *UPC* so essential - if they weren't around, there'd be no way of telling the quality you were spending the cash on except through the advertising, which could even make you believe that the unpatched version of *SiN* had no bugs at all (ahem).

• Tim Barton, Tadley, Hants.

True, true, all so true!

MOANING GIT

I've been buying *UPC* from issue eleven and I've been very pleased because of its low price and very detailed reviews. The only thing I don't like is the low humour in all these reviews.

COMPETITION

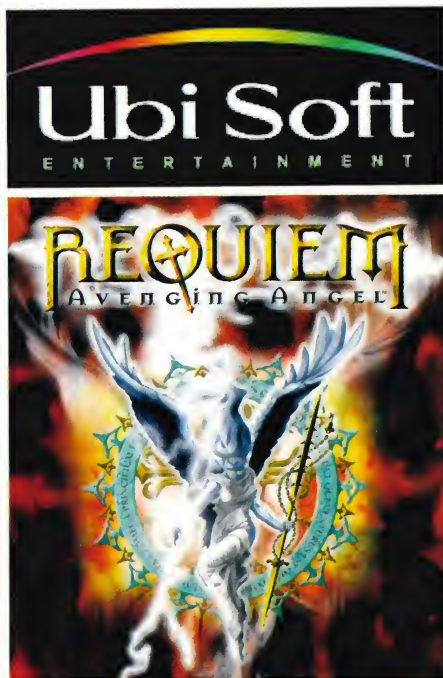
REQUIEM MASS FOR VHS

WE'VE In a tie-in of gargantuanly tenuous proportions, we've got together with Ubi Soft to celebrate the release of their excellent FSP Requiem by giving away (dun-dun-deerrrr!!) an absolute top of the range DVD player. You see, a Requiem Mass is a mass for the dead, and since VHS is a dying format, here's your chance to get with now! We've got one of Sony's top o' the range DVD

players to give away. The DVP S715 was recently awarded a maximum five stars by What Hi-Fi and is widely regarded as one of the best players around. The recommended retail price is around the £600 mark, and for that you get a machine which also plays audio CDs to a high standard and will surely make your home cinema system the envy of all your friends. You'll also get a copy of the Requiem game for your

troubles, making this an absolutely unbelievable giveaway. To be in with a chance of claiming the goods, just answer the following question and send you entries on a postcard or back of a sealed down envelope to: Requiem Mass for VHS compo, ULTIMATE PC, 1 Roman Court, 48 New North Road, Exeter EX4 4EP. Entries should arrive no later than 10 June 1999, so get cracking

WHAT IS THE NAME OF REQUIEM'S HERO?



In issue 18 I saw your notice on page 70 about the 'injuries' of three excellent strikers - Dennis Bergkamp, Michael Owen and Alan Shearer. I really don't think it's funny, and I think that it's an insult to all Arsenal, Liverpool and Newcastle fans. I strongly recommend to you that if you ever find yourself in London, Liverpool or Newcastle, walk masked or under a false name. I'm totally sure that league titles are certainly more important to them than some stupid games, you know!

• Dane Tabsh, Yugoslavia

A mere jest, dear boy, and I was in Liverpool and London recently without being inflicted with any pain. Unless you count hangovers, of course!

LATEST AND GREATEST

I am writing to complain about the release dates for your magazine. I have been counting, and your magazine has been late on the shelves more than six times! I think it is absolutely appalling. Please, please try to get an issue out on time. On a lighter note, I have some questions to ask:

1. When will *Seven Kingdoms 2* come out?
2. Will there ever be another *Monkey Island* game?
3. When will *GTA 2* come out?
4. How come you never seem to print any cheats for older games?

Max Melton, Huntingdon.

PS. Great mag except for the release dates! Keep up the excellent work!

...ROOKIES?



THE CHARTS TOP TWENTY

1 ↑ **CHAMP MANAGER 3** PUBLISHER: EIDOS DEVELOPER: SPORTS INTERACTIVE **UPC SCORE 90**

2 ↑ **X-WING ALLIANCE** PUBLISHER: ACTIVISION DEVELOPER: LUCASARTS **UPC SCORE 89**

3 ↑ **TOCA 2** PUBLISHER: CODEMASTERS DEVELOPER: IN-HOUSE **UPC SCORE 91**

4 ↑ **CIVILIZATION: CALL TO POWER** PUBLISHER: ACTIVISION DEVELOPER: IN-HOUSE **UPC SCORE 80**

5 ↑ **ROLLER COASTER TYCOON** PUBLISHER: HASBRO DEVELOPER: IN-HOUSE **UPC SCORE 89**

6	Superbike World Championship	EA	16	The Simpsons: Virtual Springfield	Fox
7	Sim City 3000	EA	17	Brian Lara Cricket	Codemasters
8	Half-Life	Cendant	18	A Bug's Life	Disney
9	GTA London	Take 2	19	Sid Meler's Alpha Centauri	EA
10	Silver	Infogrames	20	Delta Force	Novalogic
11	FIFA 99	EA	ULTIMATE PC'S CHARTS ARE SPONSORED BY MAIL ORDER SPECIALISTS, GAMEPLAY. TEL: 0113 234 0444		
12	Jimmy White's Cueball 2	EA			
13	Heroes of Might and Magic III	Ubisoft			
14	Commandos: Beyond The Call of Duty	Eidos			
15	Grand Theft Auto	Take 2			

BUDGET TOP 10

1. Theme Hospital EA
2. Worms Infogrames
3. Theme Park EA
4. Settlers III Mission Pack Blue Byte
5. Atomic Bomberman Virgin
6. Sim City 2000 SE EA
7. Tomb Raider: Unfinished Business Virgin
8. Cannon Fodder Virgin
9. Warcraft Cendant
10. Star Wars Monopoly Hasbro



THIS MONTH'S TOP 20 GAMES. COMPILED BY ELSIPA IN CONJUNCTION WITH CHARTRACK.

EACH MONTH, THANKS TO GAMEPLAY, ONE ULTIMATE PC SUBSCRIBER WILL WIN THE TOP FIVE NEW PC GAMES.



THIS MONTH'S WINNER: CHRIS GILBERT, DURHAM

1. SK2 has slipped to August/September time
2. Not as far as we've heard
3. End of the year
4. Try writing in to the Q&A section

WOMEN'S THINGS

Recent comments indicated women to be minority users of computers. Well, this is how one 'minnow' is faring. "Know nothing about them, never used them, won't understand the technology..." Sounds familiar, doesn't it? After my husband retired we decided to take the plunge to buy a PC, ostensibly to provide him with alternative leisure interests and myself to use the word processor.

Nearly two years on, we are fast

reaching the stage where we need to book our time to get a turn on it! We love it, albeit mainly for playing games. A whole new and exciting world has opened up with flight sims, strategy, adventure and sports - the latter extending our love of soccer. I have followed the game for over fifty years, so management games provide us with another experience.

Theme Hospital, Broken Sword, Riven, Tomb Raider, Caesar III, Constructor, Monkey Island, Grim Fandango, to name a few, are some we've played. You name it, we enjoy it! All superb for keeping the brain cells active, and who says that women don't like computers? My husband is beginning to regret raving over his various flight sims, as I

would now like to try those too, however complicated.

We are so absorbed and enthusiastic that we keep upgrading and have a hard time leaving space on the hard drive, let alone getting enough time on the machine. Soon one of us will be yelling "Help! We need another computer!" Seriously though, the PC has proved a wonderful tonic in our retirement, and along with your magazine, which we are subscribed to, we now have a massive new pastime to enjoy individually and together.

So come on, fellows females, get booted up and wade in. It's a fantastic, enthralling new world. Oh yes, I do still use the word processor occasionally too!

• Kay Newsome, Cleethorpes.

Try telling that to my mum! I spent two hours on the phone the other night trying explain to her the concept of 'windows' and 'double-clicking'!



UPC RECOMMENDS

STAR TREK: BIRTH OF THE FEDERATION

A strategy game that's quite literally left me star struck. Epic in scale, deep in depth and (almost) as engrossing as *Championship Manager*, this has to be one of, if not the, best Star Trek-related game yet, and one that will definitely appeal to all PC owners, not just sad Trekkies. It's got everything from the Star Trek universe in it, even down to the farming methods of the races, and yet still manages to be accessible to all. A must-have for strategy fans or anyone who found *Alpha Centauri* a little confusing.



REQUIEM: AVENGING ANGEL



Playing an angel might not be the most promising start in the world (although Shiny might disagree), but *Requiem* is actually rather good. Despite going down the well-trodden first-person shoot-'em-up path, it succeeds in a number of ways. The atmosphere is unique, the weapons are many and varied, and the bad guys show a commendable degree of intelligence. They move around, hide, pop out from behind corners, and even try to leg it if they're getting their arses kicked. It doesn't look as nice as some, but there's enough new features to make it well worth a look.

MISSED THE BOAT

Timekeeping's not our strongest point either...

OFFICIAL FORMULA 1 RACING

No matter what we do, deadlines always conspire to keep one or two games out of the issue, and this month is no exception. In another example of tremendously bad timing, Eidos' great white hope for the future of F1 racing simulations managed, ironically, to limp in too late for inclusion in this month's reviews section. With *Grand Prix 3* not yet even a blip on the horizon, there's an opening for a good F1 sim. The likes of *Monaco Racing Simulation*, *Johnny Herbert* and

Psygnosis' *Formula 1* have fallen short of expectation, and Eidos are on a roll with the recent successes of *CM3*, *Warzone 2100* and *UEFA Champions League*. Being an official FIA license, *OF1R* features all the real teams, drivers and circuits from the 1998 season, and realistic telemetry will ensure all the cars perform identically to their real life counterparts. The tracks are also modelled accurately so your own lap times should be comparable with actual performances last season. Full set-up and tuning options will also be included, so if you're an F1 fan, check out the complete review next issue.

...OR BOTH?



COMMANDOS

BEYOND THE CALL OF DUTY

THE ULTIMATE STAND-ALONE GAME WITH 8 NEW MISSIONS FOR ACTION HUNGRY STRATEGISTS.

Visit the website for an interactive demo at www.eidosinteractive.co.uk

PYRO STUDIOS

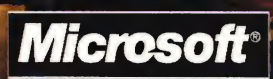
PC CD

EIDOS INTERACTIVE

Commandos: Beyond the Call of Duty. Developed by Pyro Studios. © & Published 1999 Eidos Interactive Limited. All Rights Reserved.



DOWNLOAD
PLAYABLE
DEMO



www.mechwarrior3.com

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ON THE BATTLEFIELDS OF THE 31st CENTURY
IF YOU DON'T USE YOUR HEAD
YOU'RE DEAD

MECH WARRIOR 3



MechWarrior is back with the most immersive BattleMech® experience yet! MechWarrior 3 gives you over 20 missions, 18 different 'Mechs®, and enough weapons to blow the enemy back to the stone-age. And with fully customisable controls, target acquisition, and new 'Mech combat animation, it's a whole new war.

THE MOST POWERFUL 'MECH EXPERIENCE EVER . UNLEASHED JUNE 1999

MICRO PROSE



HOT PROSPECT MAX IS BACK FOR MORE

CARMAGEDDON

THE DEATHRACE 2000



FIRST IMPRESSIONS...

DEATHRACE 2000 IS BETTER THAN CARPOCALYPSE NOW! BECAUSE...

Its revolutionary new graphics engine delivers double the frame rate while producing ten times the detail and drawing distance. The advanced opponent AI also makes it a superior game.

BUT WON'T IT MAKE ME GO OUT AND KILL INNOCENT PEOPLE?

No, the only consumer complaints so far received by SCI concern the enforced replacement of real people by zombies due to the BBFC classification ruling. If you already torture small mammals and your father lets you play with his guns, then it may be a good excuse to keep in mind at the trial.

DEATHRACE 2000 WILL BE A TOP CANDIDATE FOR CHRISTMAS NO. 1 BECAUSE...

It will still be the cutting edge of the driving genre, with only more serious titles like *International Rally Championship '99* competing with its graphical depth. Renewed BBFC classification controversy may again help with advertising.

PUBLISHER	SALES CURVE INTERACTIVE
DEVELOPER	STAINLESS SOFTWARE
RELEASE	CHRISTMAS 1999
WEB SITE	www.carmageddon.com
PLAYERS	TBA (BUT LOADS)

HOT PROSPECT



Two years into development, UPC gets an exclusive sneak play of SCI's third Carmageddon game, with its stunning new graphics engine...



SPILLING HAZARDOUS WASTE CONTAINERS IS AN INTERESTING NEW FEATURE

SCI are dreaming of a red Christmas this year, this being the planned release date for *Carmageddon: The Deathrace 2000*. ULTIMATE PC were allowed up to SCI's London offices (no, we didn't get to go to the Australian developers) to meet David Ratcliffe, the game's Director of Development and Operations, and have an exclusive playable preview of the game so far.

MILLENNIUM FEVER

The *Deathrace 2000* title reflects one of the strong film influences on the game from its first incarnation as plain old *Carmageddon* (see box-out). With a Christmas release

it will also be fresh on sale for the year 2000, so the title has been well chosen, reflecting the past origins of the game as well as its successful evolution into the next millennium. In these terms, *Deathrace 2000* is a huge evolutionary jump rather than a discreet mutation in the game pool. Although the tone and gameplay have been preserved and enhanced, it is the look of the game that has broken away with such vigour. It is breathtaking, partly because you don't expect it to have moved on so far, but mainly because it just looks beautiful.

If you have drooled over screenshots for the much-

MAKE A WITHDRAWAL FROM THE BLOODBANK

Of course many gamers don't want the nannying of the BBFC and would rather waste human pedestrians than zombies. An easy way around the BBFC censorship of *Carmageddon 2: Carpocalypse Now* is to download the Blood patch from the official www.carmageddon.com website.

There are three patches available to download:
 9.5MB Alien Patch: Turns the zombies into aliens
 15MB Zombie Patch: Turns the aliens back into zombies
 15MB Blood Patch: Turns the zombies into human pedestrians. **THIS IS THE ONE THAT YOU WANT!**



DEATH RACE 2000

A classic modern 'B' movie, Roger Corman's *Death Race 2000* was released in 1975, when the year 2000 was still in an unimaginable future. It saw early appearances of later stars such as Sly Stallone and David Carradine and featured a no-rules, government sponsored street race where contestants notched up points for mowing down

pedestrians, including bonus points for getting the elderly. It was *Wacky Racers* gone mad in an entirely unpolitically correct but entertaining, if poorly made, cult comedy/action. It was a great influence on *Carmageddon*, and the next release pays tribute to this in its *Death Race 2000* title.



THE DARK SIDE OF THE BATMOBILE

delayed *Interstate '82*, then you should love these twice as much. The graphics can be taken up to amazing resolutions with the right hardware (see Tech Specs), but still look good using the lower resolutions, Direct3D and in Software. This is important to David Ratcliffe, who feels that it is essential to cater for the majority of consumers who cannot keep up with the very latest hardware advances such as 500Mhz Pentium IIIs and AGP-only Voodoo 3 3500 cards. That said, those who will own cutting edge kit when Christmas comes, will also be well looked after with *Deathrace 2000*. The game will use DirectX 7, which will be much better at determining exactly what your card is capable of, so that a game can take full advantage of the available effects. SCI are in close contact with its developers. Future cards such as the S4 will also be supported by the game, so new features including bump-mapping will allow still more realistic worlds, with true 3D textures such as rough road surfaces.

EATING POLYGONS FOR BREAKFAST

So what does the game actually look like? Obviously it is still in early development, but SCI had just got it to a testable stage by the time ULTIMATE PC went to visit them. If *Carmageddon 2: Carpocalypse Now!* was still rather angular in the polygon department, the same cannot be said for its sequel. Both the landscapes and vehicles are exquisitely smooth, as is the frame-rate. This is unusual in such early code, especially as the

"THE FRAME RATE OF CARMAGEDDON 3 WILL BE DOUBLE THAT OF CARMAGEDDON 2 - ON THE SAME HARDWARE!"

playable level had a complex landscape that must have coveted a serious number of polygons to process beneath its well-textured facade. According to the team, the frame-rate of *Deathrace 2000* will

be double that of *Carmageddon 2* - on the same hardware! This next generation racing engine has been in development for two years now, and by the looks of it will set new standards in the genre. This is

combined with a revolutionary new physics engine which adds an important aspect to the driving feel. It has never been the policy of the developers to go for retentive accuracy in the physics model, but in *Deathrace 2000*, what you see will not be quite what you get. The cars' physics have been exaggerated somewhat to suit the full-on action of the gameplay, but perform perfectly truly within their strict boundaries. However, the physical effects on what you see of the car have been greatly over-exaggerated to comic and adrenal effect. This means that the car body swings far more over the chassis than it actually should, giving a superb sense of momentum, especially when slewing around corners. The car in the playable preview also had a large rubber aerial protruding from the roof,



HOT PROSPECT CARMAGEDDON: THE DEATHRACE 2000

THE OFFICIAL LINE ON CARMAGEDDON 2

WHAT THE BBFC HAD TO SAY:

VIDEO GAME: CARMAGEDDON
The video game *Carmageddon* is being released this week without a BBFC certificate.

Furthermore, the version of the game which has been reviewed in much of the computer press is not the

game that is now on release. There are two versions of this game. The original version was submitted for BBFC classification in April for release in June, having

already been shown to computer journalists earlier in the year. In this version, the player is a racing driver who wins points for running over and killing pedestrians and



THE EXAGGERATED CHASSIS MOVEMENT GIVES EXTRA BOUNCE TO GAMEPLAY

which bends elastically with perfect opposition to the car's motion. The designer who put this in was apparently embarrassed and wanted to take it out of the game, but the rest of the team liked the look of the swinging aerial so much that they insisted on its inclusion. It was a good move, and you can often tell a lot about a game's quality from its attention to such detail.

MIRROR IMAGES

The single car so far available to drive in this early code is a sleek red beast with protruding engine

enhancements, whose performance, David Ratcliffe informed me, will probably represent one of the highest-end cars available to the player in the final product. One of the first things to strike you about the car is the incredible reflection of its shiny metal bodywork. The screenshots cannot do it full justice, but the surfaces are truly reflective, actually mirroring the surrounding environment in their contours and reproducing accurately-positioned glare from fixed lighting sources, particularly the sun. The cockpit of the car is fully 3D, as is the

animated driver, and there are a number of driving views. Fully inside the car, with a first-person perspective, you will be able to see a rear-view mirror to keep an eye on those aggressive tails. This perspective will also afford a close view of working windscreen wipers, which can be activated to clear the windscreen of debris, both material and human. The external views consist of the usual variable distances, but the game preserves *Carmageddon's* style of swinging round for side-views on tight turns and full rear views when reversing. There is a further cinematic view

BATTLES WITH THE BBFC

The British Board of Film Classification has taken upon itself to save the public from games such as *Carmageddon* that it considers detrimental to society. Games Industry regulators ELSPA are not alone in wanting less arbitrary classification from a censor who actually understands what a game is. Both the previous *Carmageddon* games have had to release toned-down 'Zombie' versions in the UK, replacing human pedestrians. David Ratcliffe, SCI's Director of Development and Operations, was insistent that zombies were never what SCI wanted and the company has successfully fought for uncut releases. David Ratcliffe is angry that the BBFC not only charge them for the classification process, but take too long and provide absolutely no feedback or advice after a refusal. Below is a potted history of the wrangles between the BBFC and SCI.

19 June 1997 BBFC refuse age certificate on *Carmageddon*, stating immorality as their reason.
20 June 1997 Video Standards Council grants 15 license for UK Zombie version, which goes straight to number one in the charts.
November 1997 Video Appeals Committee overrules BBFC ban on uncut *Carmageddon*.
14 November 1997 *Carmageddon Splat Pack* released to restore the game to its originally intended version.
22 October 1998 *Carmageddon 2: Carpoolcapse Now!* was refused the 18 certificate by the BBFC that SCI wanted. While the Video Appeal

Committee looked at the case, it was released as an ELSPA 15 zombie version. Problems with a trailer for the game also continued, the BBFC demanding it pass a board of child psychologists despite it being clearly intended for an adult audience.

Despite the BBFC's efforts, the *Carmageddon* games have only thrived on the controversy caused by classification problems and should there be BBFC issue with *Death Race 2000*, as there no doubt will, SCI can only benefit from the publicity, and eventually the player should get an uncut version.

BRITISH BOARD OF FILM CLASSIFICATION
3 SOHO SQUARE LONDON W1V 6HD

welcome to bbfc.co.uk



Welcome to the BBFC website, yours is hit #41,735 on our home page

Year 2000 Legal Statement

WHY NOT VISIT WWW.BBFC.CO.UK AND LET THEM KNOW WHAT YOU THINK OF THEIR WORK

animals. The distributors were informed in early May that this version had been refused a certificate because the pleasures on offer were those of killing for kicks. This is the first video game rejected by the BBFC. A week later, the

distributors asked to demonstrate an amended version of the game, in which the pedestrians had become evil zombies who posed a threat to the world. The driver/games player would thus be motivated by self-

defence and a need to save mankind. The BBFC was fully prepared to consider and guide the development of this version for an '18' certificate but, given the June deadline, there was insufficient time to do so without compromising

BBFC standards and its statutory responsibilities. Since the distributor had received advice from the games industry's trade association, ELSPA, that the new version of the game might be able to claim



for those fun replays, and crashes in all views give excellent perspectives for some incredible flips, rolls and smashes.

ACID CASUALTIES

There was no destructible physics yet written into the car code of this demonstration, but in the final code cars will again take some spectacular battering that will be accurately modelled and should look great with the new mirrored surfaces. There was also no destructible scenery yet in the single driveable level, but there will again be the opportunity to drive through huge glass shopfronts in the final game. David Ratcliffe told me that everything which you would expect to be able to wreck will be available to destroy, including some major structures. An example of this are the huge hazardous waste containers on the level we saw. These are at an industrial plant and are huge spheres on tripod legs, which really look like spheres rather than the multi-faceted polygon objects they actually are. In the final version, driving through the legs will cause the containers to collapse and smash, spewing their waste over any pursuing cars. Any bodywork



"CARMAGEDDON 3 IS A HUGE EVOLUTIONARY JUMP RATHER THAN A DISCREET MUTATION IN THE GAME POOL"

that comes into contact with the dangerous contents will start to corrode, weakening damage resistance and being represented visually as a pitted car texture. There will similarly be accurately

modelled, spreading oil spills and other environmental nasties.

The environment was as impressive as the car, with drawing distances that keep the detail sharp right up to distant horizons on the

outdoor level seen. There was no visible pop-up, and David Ratcliffe explained that the extended clarity will make a big improvement in gameplay, whereby opponents will be visible from a great distance,

intensifying chases and vendettas. This level was outdoors and daytime, but there will be a good variety of scenarios from crowded metropolis to icy countryside, with snowstorms and other real-time weather and time-of-day effects. Tracks and arenas will be large, but not so huge that you can easily get lost, a problem that the developers wanted to fix from the prequels. The final release will feature 45 races across 15 different environments.

Within the environment were several huge props, which will eventually be animated. On the playable level these included moving cranes and huge transport ships that move around coasts and up rivers, causing road bridges to raise or swing, making the timing of traps an important new aspect of gameplay. There was also a railway tunnel that acts as a shortcut, but will eventually have a regular train passing through it, eager for collision. You will also be able to drive onto the moving cargo boats. David Ratcliffe's policy was that there should be as few restrictions on where you can drive as possible, so you can get in some truly sticky situations or pull off some amazing stunts. You are again able to drive underwater, but this has been made much easier to control than in *Carpocalypse Now*, where it could get frustrating. Water textures were not animated in this demo, but will be before Christmas, we were promised. The skies seen were photorealistic in their detail, with gorgeous rolling



HOT PROSPECT CARMAGEDDON: THE DEATHRACE 2000



exemption under the Video Recordings Act, it has chosen to take this route. In Britain, therefore, the game is being released without a BBFC certificate, carrying only a voluntary industry rating of '15+'. This week, the original

version of *Carmageddon* has been released in some continental countries, and European newspapers have reported that this rejected version has received a '15' certificate from the British classification authority. The

British Board of Film Classification wants to make it clear that neither the British nor the continental version of *Carmageddon* has received an official classification from the BBFC." (19th June 1997)

At present there is little choice but to have a controversial game classified by the BBFC. Although they do not have legal powers to enforce the ratings, the local authorities do, so in effect the BBFC

THE CARMAGEDDON BLOODLINE



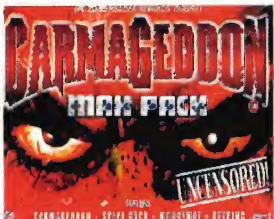
June 1997 *Carmageddon* released (UK zombie version)



November 1997 *Splat Pack* released (restores uncut violence)



October 1998 *Carmageddon 2: Carpalypse Now!* released (UK zombie version)



March 1998 *Max Pack* released (entire original uncut version)



Christmas 1999 *Carmageddon 3: Death Race 2000* due for release



JOE PUBLIC MAY FIND HIS CALL SUDDENLY DISCONNECTED IN THE FULL GAME



banks and layers. All objects, cars and buildings within the environment cast hard shadows on walls and floors, truly directional from the sun's position outside and from multiple lighting sources inside enclosed environments. All reflective surfaces, such as windows, will give the same real mirroring of the environment as the car bodywork does. A fully implemented particle system will enhance the environments with weather, dust, debris and chunky pedestrian bodyparts.

COMEDY CARNAGE

Once again, pedestrian carnage will be an important and light-hearted aspect of the gameplay, reflecting the intentional comedy of the *Death Race 2000* film. David Ratcliffe is still waiting to find out about the BBFC's attitude towards censorship of the third game in this controversial series (see box-out), so whether the UK will see zombies instead of humans again is not yet known. Whatever their species turns out to be, pedestrians will have far advanced AI over the last game. They will now act in far more recognisable ways, waiting in

TECH SPECS

At least double the frame rate of *Carmageddon II* on the same PC, an average of 30 frames per second.

Multiple resolutions from 320x400 to 1280x1024 at 16, 24 & 32bit colour depth.

Force feedback support with DirectX and Iforce.

Intelligent Direct X 7 loading program to detect the processor and 3D card of the player's system and adjust its features (ramping up for high end PCs and reducing features intelligently for low end PCs).

Minimum Specs: P200 with DirectX 6 and upwards.



queues at bus stops and shops, and intelligently crossing the road rather than wandering aimlessly. A more significant new aspect to their behaviour is to include occasionally homicidal retaliation. David Ratcliffe warned that we should not be surprised if we are pushed off a cliff-edge by an angry mob that has been ploughed into but not entirely destroyed. This retaliation will always be within such humorous boundaries and

the game will continue to avoid the use of guns both for cars and pedestrians. As David Ratcliffe said, "your car is your weapon in *Carmageddon*". Serious projectile weapons would change the gameplay far too much and turn it into an *Interstate*-style game, losing its individuality. When asked if the team enjoyed games such as *Interstate*, David Ratcliffe replied that they had played all of the *Carmageddon* derivatives. Tongue in cheek, of course!

word is law, with local authorities never stepping in against them. The BBFC then charge the generous rates shown below for this unwanted privilege. Should your game fail, this is non-refundable and no reason

has to be, or is often given: **VIDEO RECORDINGS ACT 1984 - TARIFF OF FEES** From 1st April 1998 Digital media (Non-linear): Interactive works, including video games, 4 hours at standard rate: £1755.00

Simpler works, requiring less examining time, 2 hours at standard rate: £1053.00 Interactive works/games previously certificated in another format (different version), 2 hours at concessionary rate:

£705.00 Demonstrations/samplers of games (trailers), 1 hour at standard rate: £ 633.00 Simpler demos/samplers of games (trailers) 30 minutes at standard rate: £316.50



THE POLICE: ARTIFICIALLY INTELLIGENT?

Other uses of advanced AI will include the return of the police. As in *Grand Theft Auto*, the more trouble you get into (killing pedestrians and policemen, destroying buildings, the usual casual mayhem...) the more police cars will appear on your tail. Combined with the superb environments of unfinished and moving bridges, tunnels and traps, police chases will be incredibly fun, with action straight out of films such as the Blues Brothers. The police bandit AI will be far more aggressive now, so illegal driving may carry a high cost. Although there will be strong mission-based single-player levels, the AI will also be used to create a more *Quake III* and *Unreal Tournament* style of arena deathmatch. The developers have been doing a lot of research into deathmatch bots (artificial opponents) and we can expect the intelligence level to be high and



"A NEW ASPECT TO PEDESTRIAN BEHAVIOUR IS OCCASIONALLY HOMICIDAL RETALIATION"

demanding. This will emulate *Carmageddon's* traditionally popular multiplayer modes for those who do not have Internet or network access. As far as true multiplayer gaming goes, *Deathrace 2000* will be the first in the *Carmageddon* series to be designed from scratch with on-line play in mind. This will include

specific arenas and modes of play, including team and chase as well as conventional deathmatch. The new game design has been approached very much with the fan in mind. David Ratcliffe explained that a number of wishlists had been compiled at fan websites and their desires taken very seriously during development. An example of this

CARMAGEDDON ON-LINE

On-line Plc have signed an agreement with SCI to initialise a special version of *Carmageddon* for their Massively Multiplayer game sites. The release will coincide with the release of *Carmageddon 3: Death Race 2000*. With On-line's expertise as the leaders in Internet gaming and the fact that *Carmageddon 3* has been designed from the ground up with Internet play in mind, multiplayer *Carmageddon* should really rock come Christmas. Clem Chambers, On-line's Marketing Director, hopes that the *Carmageddon* franchise will quickly become the game leader in the Massively Multiplayer universe.



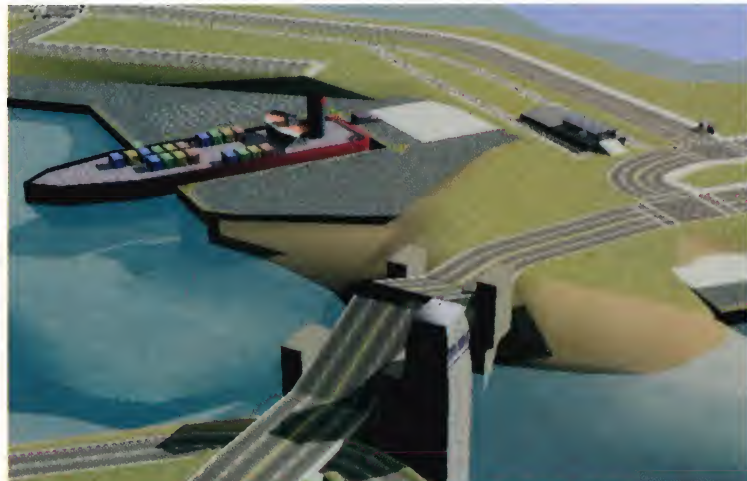
THE THIRD CARMAGEDDON GAME WILL FEATURE 15 MULTIPLAYER LEVELS

the popular wish for greater customisation. For the first time in *Deathrace 2000*, players will be able to customise their vehicles in terms of colours and decals, right from the start of the game. Also it will be possible to customise pedestrians, rather like choosing meat from the deli counter. Music for the game still has to be chosen, but David Ratcliffe said that we can again expect some famous licences and

that they still have plenty of time to sign up artists. Even in its early stages *Carmageddon: The Death Race 2000* looks superb and drives fantastically. When all of the talked-about features are implemented, this ever-controversial title (see box-out) is going to rock. It should be a 1999 Christmas number one on its own merit, and if the BBFC rejoin the advertising campaign, this is virtually guaranteed. ■



BUS STOP QUEUES WILL BE EXCELLENT VENUES FOR SOME HIGH SCORING MULTIPLE KILLS



IN THE FINISHED GAME THE CARGO BOAT WILL MOVE OUT THROUGH THE OPENING BRIDGE

STAR WARS EPISODE 1: THE PHANTOM MENACE



The Phantom Menace

PUBLISHER	LUCASARTS
DEVELOPER	BIG APE
RELEASE	MAY/JUNE
WEB SITE	www.lucasarts.com
PLAYERS	ONE



Many Bothan spies have died to bring you this information on the second of LucasArts' Episode 1 related games, so without further ado, let's blow this thing and go home...

IF you read our *Star Wars Episode 1: Racer* exclusive in last month's issue, then you're probably wondering about its sister game, *Phantom Menace* ("Yes... there is another"). If you want to see the films without any plot spoilers at all, then you may not want to read on, as the game closely follows the first film and it is impossible not to at least reveal some characters and locations.

THIRD-PERSON PERSPECTIVE

The *Phantom Menace* game launches from the same starting point as the Episode 1 film, with two Jedi knights docking on a Trade Federation Battleship above the planet Naboo. The game is 3D combat, from an overhead third-person perspective in the style of *Tomb Raider* or *Hexen II*, which may be disappointing for first-person fans of the *Dark Forces* and *Jedi Knight* games and reflects a generally more console-styled gameplay. As you can see from the screenshots, the 3D environments and lighting effects look good, if nothing revolutionary, and the character detail seems little more advanced

than *Jedi Knight*, still seeming poorly jointed and a little angular. There will be an element of RPG in the game, with character interaction and a choice of questions and responses that may advance the plot.

BATTLE OF THE PLANETS

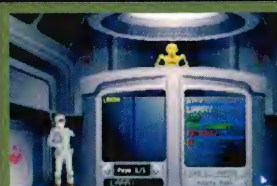
The two Jedi knights whom you begin the game with are the young Obi-Wan Kenobi and his mentor, Qui-Gon Jinn. You begin in control of the Obi-Wan character, but as the game progresses you also control Qui-Gon, Queen Amidala and Captain Panaka, all central characters from the new film. The adventure not only uses multiple characters, but also evolves over several locations from the film, including Naboo, Tatooine and Coruscant, the galactic capital planet. This provides a good variety of environments, with battleship corridors, underground tunnels on Naboo, the desert wastes of Tatooine and teeming cityscapes of Coruscant. Other major characters encountered during the game include evil child prodigy Anakin Skywalker (a.k.a. Darth Vader), and new



THE SECRET OF CHOOSING A GOOD R2 UNIT IS CHECKING IT OVER FOR A BAD MOTIVATOR



DONE AND DUSTED



X-Wing

The original space combat sim, this was an immediate hit and spawned a series.

Tie-Fighter

Those who loved X-Wing but felt the pull of the Dark Side were caught in the tractor beam of this instant classic.

X-Wing Vs Tie-Fighter

Even now this is one of the most popular multiplayer games on the Internet, with epic space battles between the Alliance and the Empire.

X-Wing Alliance

This recent release allows you to fly a Falcon-style transport as well as other Alliance ships and has fantastic single-player missions as well as multiplayer facilities.



Rebel Assault

One of the first PC CD-ROM games, with arcade action, no freedom of movement and blocky graphics.

Rebel Assault 2

Although the sequel provided better graphics and cut scenes, the gameplay was no vast improvement.

Yoda Stories

A very basic adventure/puzzle game which was immediately consigned to the trash compactor of gaming history.

Star Wars Monopoly

A bit of a gimmick, with nice echoes of the chess-style game played in Star Wars by Chewie and C3PO, but board games never work well on a monitor.



Star Wars Supremacy

This was a very dicey effort to make a strategy game out of the classic films. Another piece of debris to be flushed into space.

Dark Forces

This first-person, Doom-style game had a fantastic plot and cool graphics for the time, but unfortunately no light sabres.

Jedi Knight

One of the first games to take advantage of the new 3D cards, the Dark Forces sequel featured long-awaited sabre battles.



Shadows of the Empire

Despite excellent free-flying, AT-AT toppling action, this was not a very popular PC title, due to unavailability and being 3Dfx-only when the cards were not yet popular.

Rogue Squadron 3D

In many ways a sequel to Shadows, Rogue Squadron achieved far greater popularity, with gorgeous graphics and excellent surface missions, even if it lacked in space flight.



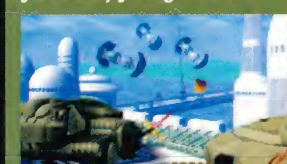
IN A GALAXY NEAR YOU...



Episode 1: Racer
Available May/June. A high speed racing game using the Pod Racers from the Episode 1 film (see UPC 22).



Episode 1: The Phantom Menace
Also available May/June. Already read the review, you have, young master...



Force Commander
Later this year. A real-time strategy title, with advanced, 3Dfx-only graphics, set in the timelines of the original trilogy.

and familiar droids. You also encounter, fight and interact with hundreds of minor characters and creatures from the film.

The weapons are those of a Jedi, with the ubiquitous light sabre and a host of Jedi mind tricks and force powers such as the remote push. The light sabre's offensive moves will include some advanced techniques that are hard to master but which look extremely cool and are very satisfying to execute. There will also be the clumsier blaster to use if you are of the Han Solo persuasion. Other aspects of gameplay include the usual running, jumping, climbing, crawling and swimming familiar to the third-person genre.

FORCE FED FUDGE

Apparently a decision was made by Big Ape, the game developers, not to include the use of various vehicles from the film in the game. The reasons given for this were not to do with excessive demand on the game engine or lack

of time, but that players would find it far too demanding to have to figure out different control systems for vehicles and characters. This is a rather worrying development, reflecting the 'dumbing down' that has been so virulently active in Hollywood films for some time now, fudging around experimental processes in order to commercially appeal to the perceived mainstream audience. There are plenty of character-based action games such as Tomb Raider III, Sin, Redline and Starseige: Tribes in which the protagonist is able to use vehicles without causing the player cerebral overload. In the Star Wars films the cool vehicles are half the fun, and it's a pity that this opportunity was missed, especially if it was down to a misconceived and patronising attitude towards the end-user.

A similar attitude has been taken towards the defensive use of the light sabre. The lightning-fast blocking moves, which are so familiar from

the existing film trilogy, returning blaster shots and force-thrown debris, have been made virtually automatic. The official line is that a Jedi would find such moves almost beneath him, demanding no thought or particular skill. However, if you remember Luke on Jabba's Barge (I know he wasn't quite a full Jedi then), then you have to wonder how he gets shot in his artificial hand so easily if light sabre blocking is such a doddle. Some skill in the defensive use of the sexiest weapon ever invented would have been rightfully challenging and shown more respect to the player and the sabre.

As with the upcoming films, everyone is going to be interested, and many will buy into the media whether it is good or bad, but there is the niggling feeling that both films and games may be a little mainstream and unable to live up to their predecessors. Final judgement on both must of course be reserved until the finished products are available for review.

The Phantom Menace THE LIGHT SIDE

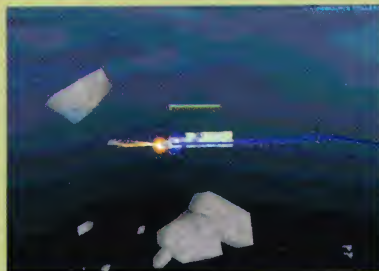
It's a Star Wars game. You get to use a light sabre and the force. That's enough to make it worth playing for any fan of the films.

THE DARK SIDE

You really shouldn't turn Star Wars into Tomb Raider. With such a good game pedigree, Phantom Menace is a surprisingly safe and soft option.

POSSIBLE CHART POSITION

TOP 10



Homeworld

PUBLISHER	SIERRA
DEVELOPER	RELIC ENTERTAINMENT
RELEASE	MAY '99
WEB SITE	www.sierra.com
PLAYERS	1-8

HOMEWORLD

A long time ago, in a galaxy far, far away, Star Wars became the definitive space epic. But now Homeworld attempts to usurp its crown on the PC.

AS we all know, space is a pretty big place, open with limitless possibilities and perhaps even teeming with life. Through our telescopes it's possible to see hundreds and thousands of galaxies, each of which could be full of life, or perhaps simply an empty void. In one of the first types of galaxies (according to *Homeworld*, anyway), there are two main races

there were two races, the Kashan and the Taaidan, that dominated space and kept a sense of equilibrium between all the other races. The Taaidan one day started to invade and colonise Kashan space, forcing them back to their homeworld - think of it as a similar situation to that in the former Yugoslavia at the moment. For fear of reprisals from all the galaxy's other races



“AS IS THE WONT OF EVIL SPIRITS, PRIMAGEN SETS ABOUT CAUSING A RUMPUS WHICH COULD DESTROY THE ENTIRE UNIVERSE”

fighting for supremacy; one has managed to banish the other from their home planet and forced them to the other side of their known space. Survivors of this exiled race are making one last attempt to get back to their homeworld.

though, the Taaidan stopped short of total annihilation and simply banished the surviving Kashans to the far reaches of space. Now these few Kashans, alone on their mothership, are following their Guide Stone, a piece of their homeworld which shines whenever pointed in a certain direction towards the stars.

ONCE UPON A TIME...

First dreamt up a couple of years ago in the early hours one morning, the story of *Homeworld* is truly mind-boggling in size, bigger perhaps than even Star Wars, Battlestar Galactica and countless other space epics put together. It seems that many years ago, in a distant galaxy,

Let's cut to the chase; *Homeworld* is an RTS game, but one that's in true 3D and follows a continuous and constantly changing storyline - and let's not forget that it looks absolutely gorgeous. The sense of the vastness of the space around you is incredible, with infinite

BATTLESTAR GALACTICA

The story to *Homeworld* seems strangely reminiscent of that old TV series *Battlestar Galactica*, mentioned in the main text. This too featured a race of humanoids that was displaced from its homeworld by an evil race and was forced to travel through space in search of a mythical new homeworld. The

first few series were ace with Face from *The A-Team* as the star, but sadly once they reached their destination, mysteriously enough it was present day Earth, the series fell apart and really went down hill. Let's hope that a possible sequel to *Homeworld* doesn't suffer the same fate.



ALL TOGETHER NOW; CHEESY GRINS FOR THE NICE CAMERAMAN



THE CYLONS MUST HAVE SPENT HOURS POLISHING THEMSELVES



THE STARS OF BATTLESTAR GALACTICA; WHERE ARE THEY NOW?

GETTING SHIPPING OUT

The ships available to you in *Homeworld* are all incredibly detailed, even down to serial numbers on individual missiles, and each performs a specific function. Here are a few to give you an indication...



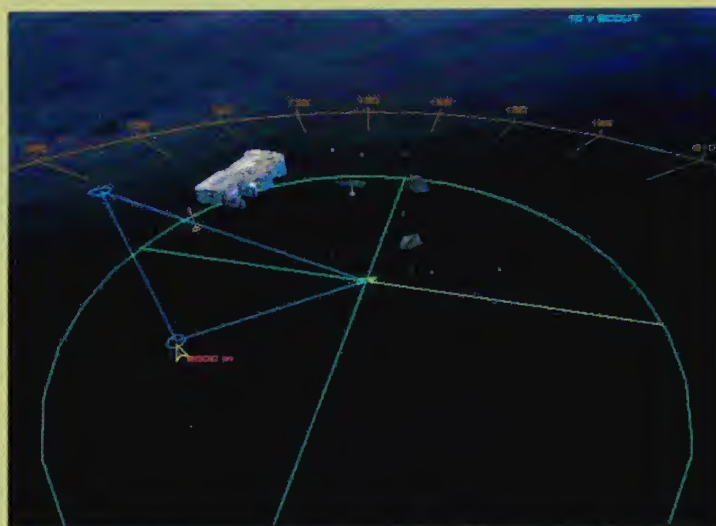
possible directions in which you can travel and huge clouds of gases in all manner of colours. *Homeworld* looks almost as good as those spacial anomalies that the characters of Star Trek keep coming across. Everything is modelled down to the last detail, even the numbers of the engines on torpedoes, all easily seen using the free-roaming camera that's integral to the game.

Because it's set in space, the camera views in *Homeworld* have been designed to give the player total freedom of movement when looking around space. The camera is constantly focused on one or more ships (if they're part of a squadron), but by simply holding one or two mouse buttons down and moving the camera, you can float it around the ship in any direction and zoom out until it's a tiny dot or right in until you can see the whites of the crews' eyes – and no, I'm not exaggerating! This ability to zoom in or as far out as possible is going to be crucial to success in *Homeworld*. Imagine, if you will, that your fleet is slowly cruising through space and your sensors pick up something approaching – fast. Before you send all your fighters off to investigate and leave your mothership

unprotected, you can click on it through the sensor screen and zoom right in to identify it, whether it's a squadron of scouts, a destroyer or even just a small missile or probe. This ability will also come in useful during the huge battles that will undoubtedly occur in some missions, as you can zoom out to see the whole fight or back in to watch a missile fly up a Destroyer's exhaust tube and let the resulting explosion tear the ship apart.

HEADING FOR A HOME RUN

This isn't the only revolutionary aspect to *Homeworld*, because there are far more. While the basic gameplay is your standard RTS fare of gathering resources, escorting convoys, attacking the enemy, *Homeworld* promises to offer far more. For a start, unlike in most RTS games where you know the enemy is doing the same thing as you on the other side of the map and has probably reached the same strength as yourself, in *Homeworld* you're given no indication as to where the enemy (or enemies) are, or even how strong their forces might be! You have to explore, very carefully as well, after



THIS VIEW SHOWS HOW YOU CAN MOVE YOUR SHIPS AROUND IN ALL THREE DIMENSIONS! WHOO!

each hyperjump between missions, because only through harnessing dust clouds and exploring space hulks will you find the fuel and new technologies vital for you to advance.

A certain hit when it's released this year? This is set to be the defining game of the whole RTS genre and show *Command and Conquer* and its imitators for what they are – pale, lifeless, unimaginative and out of date. True 3D has been realised in *Homeworld*, but don't worry if you think it'll be complicated, because it's one of the easiest games to control this writer has seen, and it allows you to fight the computer, not fight your way through a two-hundred page manual. ■



A SQUADRON GETTING INTO FORMATION



I DON'T KNOW WHAT IT DOES, BUT IT LOOKS COOL



THERE ARE EVEN LOADS OF ASTEROIDS IN SPACE



I'M NOT SURE WHICH WAY ROUND THIS GOES



THE NEBULAS LOOK COOL, BUT ONLY WITH 3DFX



WE ALL LIVE IN A GREEN SUBMARINE...

Homeworld HIGHLIGHTS

The graphics, the control system, the whole damn epic scale of the thing will ALMOST make you forget Star Wars this summer.

PITFALLS

The gameplay seems to be your average RTS fare, but perhaps the scale of the thing is going to add a little extra to it.

POSSIBLE CHART POSITION

TOP 5



Kingpin

PUBLISHER	INTERPLAY
DEVELOPER	XATRIX ENTERTAINMENT
RELEASE	OUT NOW
WEB SITE	www.interplay.com
PLAYERS	1-16

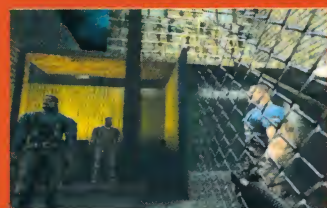
KINGPIN

You may or may not have already heard about this game before, but rest assured you're certainly going to this summer. Kingpin is going to make Daily Mail readers have kittens!

unveiled to a select few, but no-one really quite knew what to expect from it. Certainly not the violence that results from a few crossed words or the foul and abusive language that would make even Bernard Manning blush.

The setting for this game is really quite a mystery, although this may be because even

long as the game's world is believable and seems 'real' to the player when they play the game, and certainly *Kingpin* meets this criteria. The streets of this fictional city live and breathe like a real place; people hang around on street corners looking for work, drink in bars, use toilets and beds, as well as stand guard over



EVERYONE LOOKS LIKE GEOFF CAPES

YOU think you've played the most controversial and graphically violent game yet on your PC? Have you approached a woman in the street, swore at her and insulted her, and then beat her to a pulp with a length of pipe for the two dollars in her pocket? Thought not.

Kingpin has been causing a stir in the UPC office since ECTS last year when this game was

"THE GAME LOOKS STUNNING, AND SEEING IT MOVE IS EVEN MORE INCREDIBLE"

the developers, Xatrix Entertainment, don't know. Apparently it's set in a "retro-past" 1930s Chicago, where the clothes and technology of both early and late Twentieth Century societies converge. This is just a minor detail though, so

warehouses or illegal clubs. These people will even react to you as you prowls the sidewalks and alleyways according to your stance and behaviour. Obviously, if you charge around waving a shotgun or a crowbar in the air, it will

QUAKE II JUST KEEPS GOING

The incredible graphics achieved by Xatrix Entertainment for *Kingpin* are all due to that trusted old warhorse, the *Quake II* game engine. It were responsible for this particular engine, which at the time revolutionised games and moved them on from the old *Doom*-style 2D affairs. The fact that this engine is now being used in *Kingpin* testifies to its enduring brilliance. If you include *Half-Life* as well, the games derived from it all

look completely different and get better with each new generation.

As for those incredible skins, they were achieved by making them in one piece (legs and torso, as well as the head) and wrapping them around the basic skeleton of the character. This way the skin and body shapes look smooth and more realistic, although perhaps they could all do with losing a little weight!



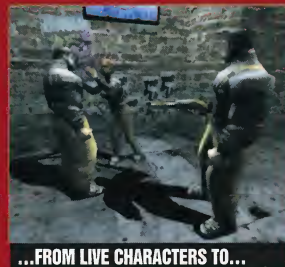
QUAKE II LOOKS DATED NOWADAYS



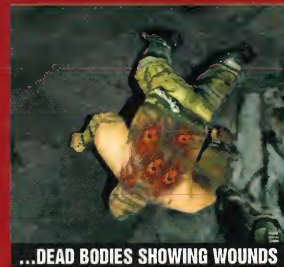
HALF-LIFE LOOKS A LITTLE BETTER



BUT KINGPIN LOOKS AWESOME...



...FROM LIVE CHARACTERS TO...

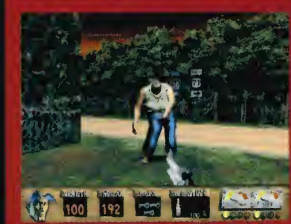


...DEAD BODIES SHOWING WOUNDS

CRIMINAL RECORD



Xatrix Entertainment have so far developed only one game previous to *Kingpin*, a certain cult classic that goes by the name of *Redneck Rampage*. This was based on the old *Duke Nukem 3D* game engine, and like *Kingpin*'s, vastly improves on that engine's original incarnation. In this game you can play as either Leonard or Bubba, two American rednecks, as they try to rescue their hog Bessie from aliens. Naturally anything in *RR* is fair game for shooting, and your victims include pigs, cows, sheep, aliens and other rednecks. An average game, it's made enjoyable by the samples used, which are as shocking and funny as the speech in *Kingpin*. Whereas *Redneck Rampage* had a duelling banjos theme to its music, *Kingpin* goes one better and features those urban gangstas Cypress Hill on the soundtrack.



Kingpin HIGHLIGHTS

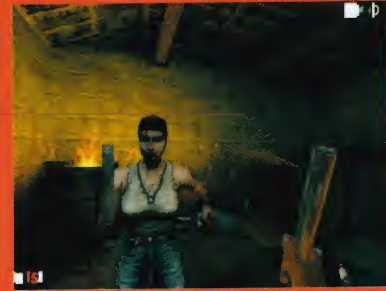
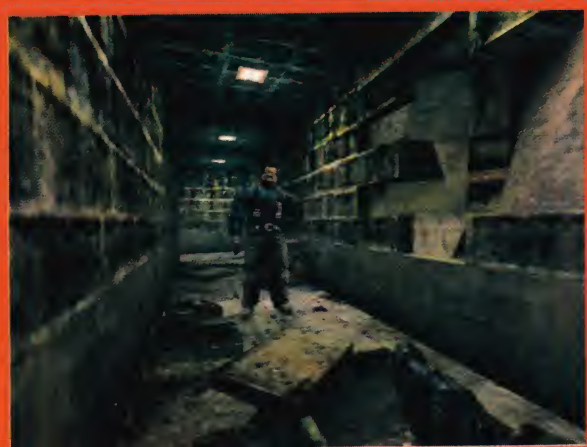
The graphics, the violence, the ability to talk to and swear at people, the AI, the sound – in fact, at this stage everything except the gameplay.

PITFALLS

It's not exactly an original product, and the gameplay just occasionally drags with too much aimless wandering around.

POSSIBLE CHART POSITION

NO 1



be seen as a little bit aggressive. On the other hand, if you holster your weapons and approach slowly and cautiously, the citizens will be more open and friendly (in moderation, anyway!), and could even tell you some

of *Kingpin* is of a somewhat violent nature, with people being killed literally by your hands and in rather gory close-quarter gun battles, but this isn't all there will be to the game. The main arc of the game will involve

of time where you wander aimlessly along empty corridors. A minor quibble, though.

"KINGPIN IS OF A SOMEWHAT VIOLENT NATURE WITH PEOPLE BEING LITERALLY KILLED BY YOUR HANDS AND IN CLOSE-QUARTER GUN BATTLES"

information or offer to help for a price. The first time the demo was run in the office and the player approached a man and his girl in an alley and was not-so-politely told to leave the area, there were gasps and cries of surprised laughter from the assembled crowd.

DON'T CALL ME SCARFACE!

As you can tell by the screenshots, the game looks stunning, and seeing it move is even more incredible. The characters you meet can all be talked to, which means you have to stand in front of them and look them in the face. It's at this point that you realise what a leap forward for game graphics *Kingpin* will be. Although the mouths don't move when people talk, their bodies move in the most realistic way – hopping from foot to foot, nervously looking about and becoming more agitated when you try to pick a fight. Even the skin is incredible, and it looks so smooth and realistic – there are no blocky graphics in this game at all. This may partly have been a result of Xatrix Entertainment using the old *Quake II* engine (yes, that's right, I said *Quake II*) and its ability for anyone to map their own skins into the game (see box-out). This game engine must rate as one of the most famous and influential of all time, and as Trish Wright, Vice President of development at Interplay, explains, "When you combine the compelling theme of *Kingpin* with the *Quake II* technology, you're sure to capture the attention of gamers."

As you may have already guessed, the gameplay

overlapping sequences of action and adventure in the game's episodic structure. In other words, it will simply be a bit of action, a little exploring and talking to people, and then a bit more action and so on. This isn't entirely original, but then what is these days? What will help *Kingpin* is the fact that you really can't afford to go in with all guns blazing at every opportunity, but instead must take time to talk to people and find out what you can do BEFORE killing them with a few shotgun blasts. One main problem found with the demo, though, is that after a while you reach a certain point and become a little stuck with a locked door or someone who's proving hard to kill. As a result there's a long passage

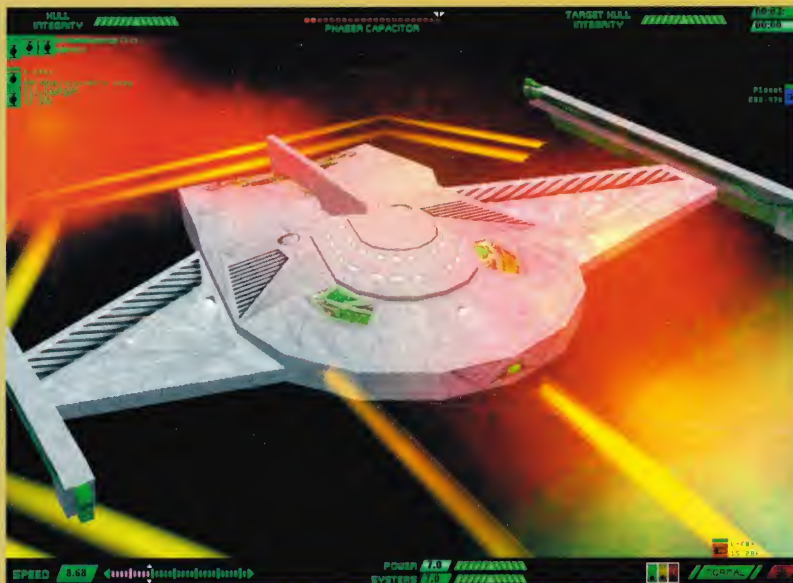
PRIMITIVE ORIGINS

Although at this stage the way in which you interact with other people is a little primitive, with three buttons to press (positive, neutral and negative) to instigate relevant verbal actions, *Kingpin*'s structure means that this may not hamper the involvement it's sure to induce in players. Each episode of the game will have three levels that will overlap, meaning that characters and locations will keep cropping up in the game and give a real sense of there being more to *Kingpin*'s world than simply what you see on the screen.

Perhaps the faults detailed above are not that major. They are nonetheless important ones, and hopefully Xatrix Entertainment will try to make a game that's more than simply a pretty face and add some real depth to *Kingpin*. If they do, it could well be hailed as one of the most controversial, violent and gorgeous-looking games ever. Oh, and it could even be little bit playable as well.



THE ULTIMATE GOAL OF THE GAME IS TO FIND AND KILL THE KINGPIN



STAR TREK: STARFLEET COMMAND

Star Trek: Starfleet Command

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	INTERPLAY/QUICKPLAY
RELEASE	SUMMER 99
WEB SITE	www.interplay.com
PLAYERS	1-6

In this very issue we have a review of the best Star Trek strategy game yet, but there's a new kid on the block in the form of Starfleet Command...

AS its title suggests, *Starfleet Command* is a strategy game that's concerned with the ships of Starfleet (as well as several other races in the Star Trek universe), but not economic or political matters as in *Birth of The Federation*. This is the first game owned by Interplay that will be released before Activision's recent deal ties all official Star Trek licences to them. Due to complicated business deals that we've featured in our news section recently, this game will be released in

Britain and Europe by Virgin and by Interplay in the United States. All you readers have to worry about, though, is the potential quality of this release, and through what you're about to read, this could be very high indeed.

Star Trek: Starfleet Command follows you as a young captain in either the Federation, Romulan, Klingon, Lyran, Gorn and Hydran's fleets, as you rise through the ranks successfully completing missions



TO BOLDLY GO

All this will take place against a backdrop of turmoil in the galaxy, based on the popular Starfleet Battles board game. In *Starfleet Command*, the galaxy is thrown into chaos when an ancient race, the Organians, who are responsible for maintaining peace, disappear.

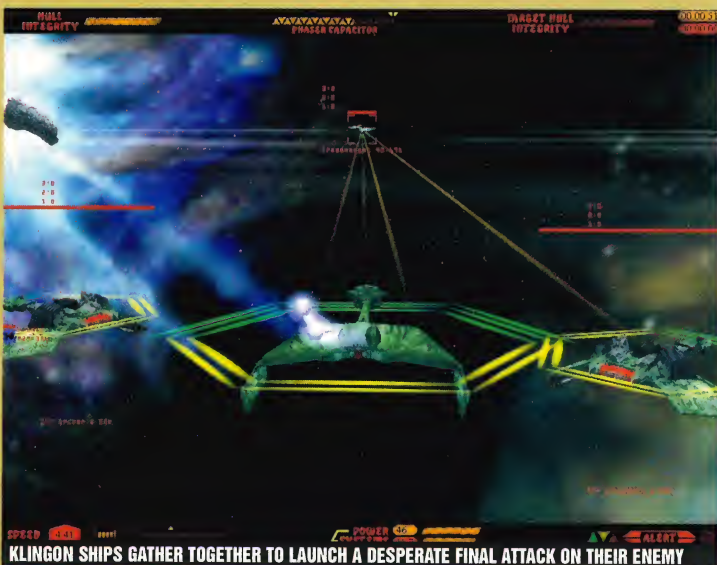
"THE MAIN PART OF STARFLEET COMMAND IS THE SPACE COMBAT, AND THIS IS PERHAPS WHERE IT WILL COME ALIVE"

given to you by your commanders. As you progress, your ship (or ships, as eventually you'll command up to three in a single battle group) will become larger and better equipped, from frigates through to dreadnoughts, cruisers and destroyers, and you'll be bestowed medals and promotions.

Their disappearance also precipitates a quantum shift in subspace that sees strange phenomena appear and space monsters unleashed. Each race in this game experiences this upheaval differently, and hence when you play as one of these races, the game shifts in focus.

As the Federation, you will have stop Commodore Matt Decker, famed for sacrificing himself to stop alien Planetkillers. His alter-ego from another dimension returns after the Organians' departure after sacrificing his crew to learn more about the Planetkillers. With these he's now trying to overthrow the Federation, and the core thread of the Federation campaign will revolve around this.

If you play the Klingon campaign, you'll have to stop the psionic 'ghosts' of races killed by Klingons in their past as they try to gain



revenge. The Romulan campaign deals with a fight between the two main factions, the Tal Prai'ex (Navy) and the Tal Shi'ar (Secret Police). You can play as either faction when a mysterious plague, 'The Traveller's Death', throws the empire into turmoil. You have to find out who's responsible and restore harmony.

The Gorns are a reptilian race featured in the original Star Trek series (the episode called 'Arena'). Factional conflicts see the eggs laid by the weak monarchy stolen by pirates, bringing despair to the empire. You'll play as one of three factions in the Gorn government as The High Father (a disgraced and exiled founder of the race) tries to use these eggs to breed his own race of super-Gorns.

The Lyrans are a feline-humanoid race and the only ones to escape all this discord and disaster. In their campaign, you will be aiming to stop rival engineers who are seen as superstars in their culture but are wasting resources on their useless projects. The quantum shift caused by the Organians disastrously affects these projects, leading rival clans and factions to try to take control in the chaos. You will simply have to stop these clans and restore peace.

The final campaign is for the non-humanoid Hydrans, who worship 'Space

"ALL YOU READERS HAVE TO WORRY ABOUT IS THE POTENTIAL QUALITY OF THIS RELEASE, AND THROUGH WHAT YOU'RE ABOUT TO READ, THIS COULD BE VERY HIGH INDEED"

Monsters' and keep many as pets. The Organian disruption affects their cages, and these monsters break free and threaten the empire. You have to stop them. Each of these campaigns will be composed of eight to ten missions specific to each race, as well as the 20+ generated by the Dynaverse (a dynamic mission generator ensuring that no two campaigns will ever be the same). There are even special situations that will occur, specific to each race and your performance so far.

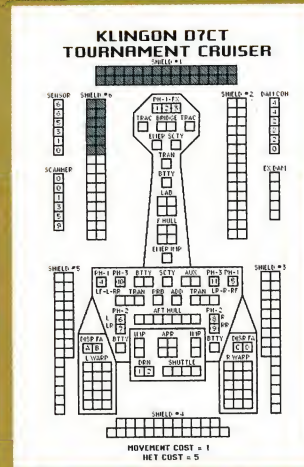
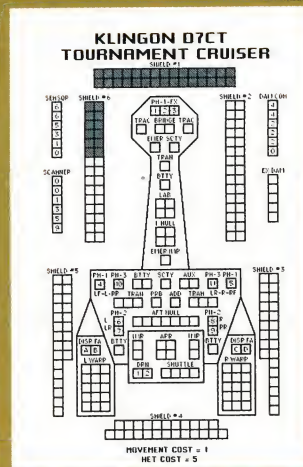
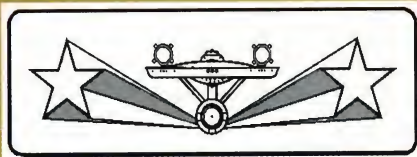
BEAM ME UP SCOTTIE!

This background provides a very tangible feel to the game as you go through the campaigns and learn about situations as they develop (you meet other races as well as your own on missions).

In-between missions you can upgrade your

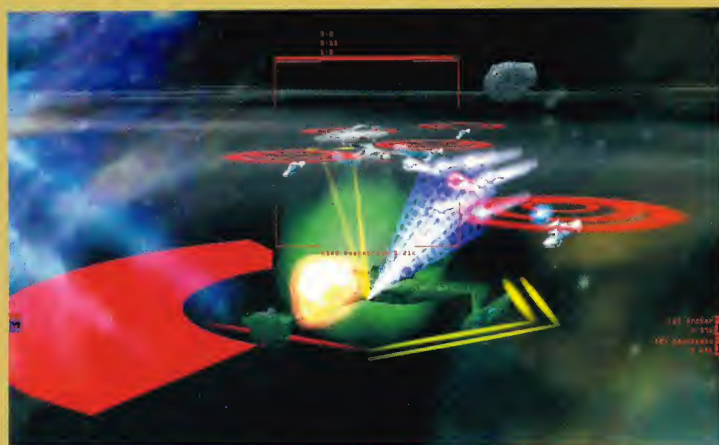
STARFLEET BATTLES

This old board game has proved to be very popular over the years with many people. Based on the original series, it focuses on straight fights between two or more ships. Players take turns to move and announce it to another player which could be either firing weapons or performing manoeuvres, and each action is recorded using a pen and paper as well as a plan of your ship. It's hideously complicated and makes you glad it's appearing as a version on home computers!



ship(s) and crew(s) as well as make repairs, stock up on supplies and so on. This only touches on what is possible in this part of the game, but the preview copy in the office didn't explain what you will and won't be able to do.

Anyway, the main part of *Starfleet*



Command is the space combat, and this is perhaps where it will come alive. The missions will vary from scouting missions and exploration to simple escort duties or a stand-up fight, although through the Dynaverse, you're never quite sure what to expect.

Controlling your ship seems like it might be a little complicated at first, but with a proper manual presumably all will become clear. Apparently you'll be able to employ all the commands employed by Captain Kirk and his alien contemporaries in the original series, such as overloading engines to increase speed ("She can't nay take any more, Cap'n!"), emergency stops, high energy turns, shooting to disable ships, sending boarding parties, laying mines - in fact there are just too many to mention. This isn't even including the

management of shields and weapons like photon torpedoes and phasers. Each race will have their own technologies, encouraging the player to experiment with other races' campaigns, and this will certainly add to the life-span of *Starfleet Command*.

This certainly has the potential to be a great game, but with no instruction booklet in the office, it seemed very complicated (one for the Trekkies, perhaps?) and the space combat was quite slow, but then this was only very early code, so we'll just have to see how it turns out later in the summer. ■

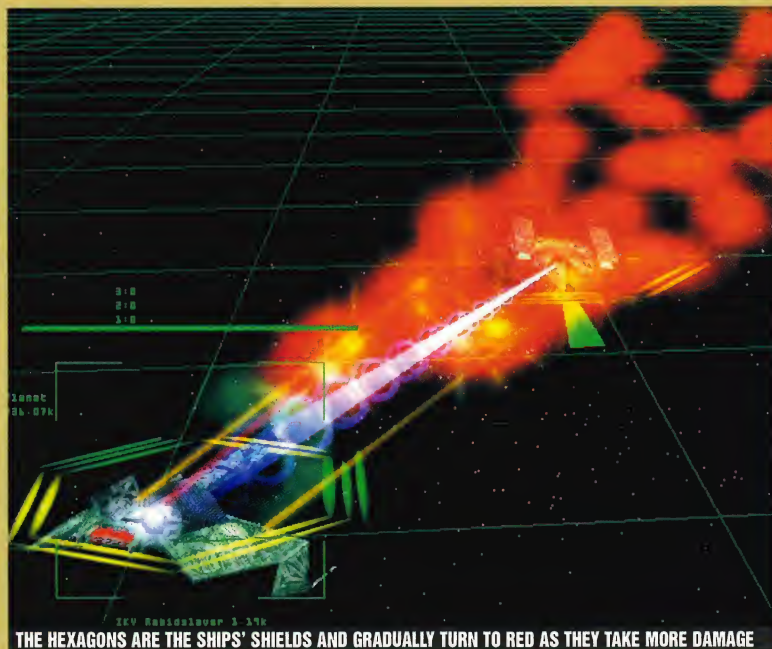


THERE ARE A MULTITUDE OF RACES IN STARFLEET COMMAND, SOME FRIENDLY, SOME NOT, BUT ALL ARE VERY WEIRD

THE DYNAVERSE: THE FINAL FRONTIER



This is a new mission generator that takes into account the strength of your ship, the current state of the galaxy and your actions so far and produces new missions based on these factors with specific goals that are achievable but still a challenge to the player. Successful completion of the missions will see you earn Prestige Points which are then used to improve your rank or ship and its crew.



THE HEXAGONS ARE THE SHIPS' SHIELDS AND GRADUALLY TURN TO RED AS THEY TAKE MORE DAMAGE



THE ORIGINAL ENTERPRISE IN 'EFFECK

Star Trek: Starfleet Command HIGHLIGHTS

Great graphics, the Dynaverse and campaign storylines are excellent, and it seems complicated enough to satisfy most die-hard Trekkies.

PITFALLS

Perhaps the menus and options are too complicated. The space combat engine still needs a lot of work as well.

POSSIBLE CHART POSITION

TOP 20

PRINCE OF PERSIA 3D



The adventures of Sinbad, the tales of Arabian nights – both are familiar to us from our childhood. Now we can immerse ourselves in these magical places in the latest Prince Of Persia game.

Prince of Persia 3D

PUBLISHER	RED ORB SOFTWARE
DEVELOPER	IN-HOUSE
RELEASE	SUMMER 99
WEB SITE	www.redorb.com
PLAYERS	ONE



THE SWORD FIGHTS ARE TENSE AFFAIRS

Prince of Persia 3D HIGHLIGHTS

Great graphics, involving storyline and plenty of different locations and enemies ensure that this game will never be boring.

PITFALLS

After all this time the finished game might seem outdated when it's released. After all, the gameplay is very similar to a certain Ms Croft's trilogy.

POSSIBLE CHART POSITION

TOP 5

BACK in the eighties, the days when anyone old enough can look back with rose-tinted glasses and remember that every single game was released was an instant classic, there is one particular game that can genuinely claim this accolade, *Prince Of Persia*. You younger readers may think that games these days are impressive with motion-captured animation and detailed graphics, but this game was the first to feature them, the movement still looking impressive even now.

A sequel followed in 1993 that continued the impressive gameplay and graphics, and



now finally the release is in sight for the new *Prince Of Persia* game, imaginatively titled *Prince Of Persia 3D*. Again, it's set in 12th Century Persia, and features the same characters and even continues the story from the other games. In these earlier versions, as a prince you had to rescue your beloved princess from the evil Sultan who kept wanting her for some reason or another. Now in this third game, it's not the Sultan but his younger brother King Assan and his half-man, half-tiger son, Rignor, who's made off with the princess and, yes, you have to rescue her again.

LOAD OF OLD (PERSIAN) RUGS?

Admittedly this game is still a long way from completion, but even at this early stage its quality is shining through. Played over fifteen levels ranging in location from the King's Dungeons through to his Palace, an ancient



previous two *Prince* games, this new one will involve a continuing storyline that dictates your progress through the levels, with the occasional need to use your magic carpet (the 12th Century equivalent of a car). Each of these levels will also be inhabited by the 30 different types of enemies, both human and non-human, from guards and assassins to animals and Djinnis (think of genies and you're on the right track).

The combat and control system will almost certainly be what raises *Prince Of Persia 3D* above countless other 3D adventures like *Tomb Raider* or *O.D.T.* in that it's so simple and yet incredibly effective. With a few button presses you can block or attack your opponent in combat that will be a measured affair, not mindless attacking. The enemy AI will adjust to your tactics, making it crucial that your attacks count.

It's taken years of work to get this game anywhere near completion, but judging by what

"THIS GAME IS STILL A LONG WAY FROM COMPLETION, BUT EVEN AT THIS EARLY STAGE ITS QUALITY IS SHINING THROUGH"

Wizard's ruined castle and Assan's Dirigible (a kind of huge floating airship), each level will be almost completely individual in both its design and graphical design, offering new and varied challenges to the player. In keeping with the

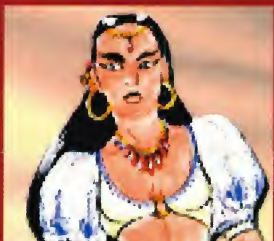
we've seen the effort's worth it, especially when you consider it will utilise the new Pentium 3 chip. *Prince Of Persia 3D* promises to be a sumptuous, engrossing and challenging game that will last longer than a thousand and one nights. ■

MEETING AND GREETING

These are the four main characters involved in *Prince of Persia 3D*. I wonder if you can tell who is who?



THIS IS THE PRINCE (A.K.A. THE PRINCE). THE HERO OF THE PRINCE OF PERSIA GAMES AND A THOROUGHLY DECENT CHAP TO BOOT, WHO'S HANDY WITH A SWORD.



THIS IS THE PRINCESS, THE PRINCE'S TRUE LOVE. SHE HAS A HABIT OF GETTING KIDNAPPED, WHICH MAKES YOU WONDER WHY THE PRINCE BOTHERS WITH HER!



THIS IS ASSAN, THE EVIL DESPOT SULTAN. HE RULES HIS KINGDOM WITH A ROD OF IRON. HIS SEX LIFE COMES INTO QUESTION WHEN HIS SON IS HALF-MAN, HALF-TIGER!

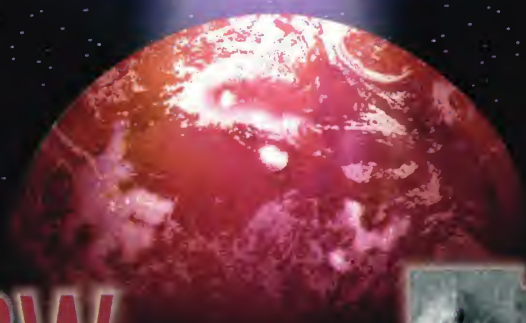


RIGNOR, THE HALF-BREED SON OF ASSAN, HAS TWO PERSONALITIES: ONE IS VICIOUS, CRUEL AND BLOOD-THIRSTY, AND THE OTHER IS THE TIGER SIDE OF HIS SOUL.

EMBARK ON AN EXHILARATING ADVENTURE!

CYDONIA TM

Mars: The First Manned Mission



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MINI PREVIEW

With those long, hot summer days (hopefully) upon us, what could be better than relaxing to the sound of leather on willow? Or maybe you're a bit of an Outcast? We've got something for everyone...

OUTCAST

THIS is one of Infogrames' biggest releases this year, and judging by the early hype, *Outcast* could fully justify this. It's set in a parallel universe and features the hero, Cutter Slade, a Special Ops commander, as he tries to find a probe in a strange world and repair it. What will make this game so impressive will be the amount of realism the developers are aiming for. Obviously no-one knows what a world in a parallel universe will be like, but Adelpha, where the game is set, has been designed with its own eco-systems, plants and animals that all have to interacted with in a realistic manner. Herbivores and plants can be sussed for your survival and transportation, but there are also carnivores that will pose a definite threat to your safety.

The inhabitants of this world are also highly realistic in their behaviour. Using a complex programming system, the inhabitants will display fear, anger, confusion, the ability to work together, and even memory of how you treat them! The civilians can either be treated with compassion or aggression, but this will affect how they treat you and whether or not they'll help you. Before all this though, you'll need to learn the Adelpha language, which has been invented just for this game (although let's hope it's better than Klingon).

This looks set to be one of the most impressive and engrossing games, in a similar way to *Elite* all those years ago. High praise indeed.

OUTCAST

PUBLISHER	INFOGRAMMES
DEVELOPER	IN-HOUSE
RELEASE	SUMMER 99
WEB SITE	www.infogrammes.com
PLAYERS	ONE

HIGHLIGHTS

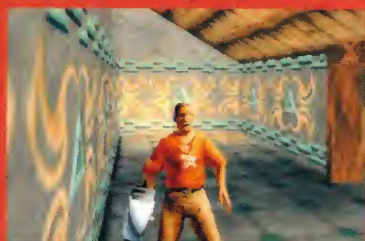
Great graphics, highly original and realistic gameplay and an entire self-contained world to explore. It promises to be superb.

PITFALLS

Nothing is known at this time about the controls or whether the developers' plans for the AI will actually pay off.

POSSIBLE
CHART POSITION

TOP
5



THIS IS CUTTER SLADE IN AN GREAT ORANGE TOP



SOME OF THE WEAPONRY PROMISES TO BLOW YOU AWAY - LITERALLY, IN THIS CANNON'S CASE!



THIS GAME IS LOOKING ABSOLUTELY INCREDIBLE



NO, IT'S NOT A CAMEL BUT THIS GAME'S VERSION

CRICKET WORLD CUP 99

CRICKET WORLD CUP 99

PUBLISHER	EA SPORTS
DEVELOPER	IN-HOUSE
RELEASE	MAY 99
WEB SITE	www.ea.com
PLAYERS	1-8

HIGHLIGHTS

This will certainly be up to EA's high standards, so for cricket fans this will be an eagerly-awaited purchase.

PITFALLS

For non-cricket fans there won't be anything that'll appeal to them. Cricket is a dull sport anyway, so this game isn't going to be exciting.

POSSIBLE
CHART POSITION

TOP
10



AN ENGLAND PLAYER ACTUALLY TRIES TO HIT A BALL

EA's dominance of all computer games licences continues this summer with the exclusive and official licence to this summer's Cricket World Cup. It's held here in good old Blighty, and hence should provide some crucial exposure to EA's game. As you'd expect, this is going to be a stat-heavy simulation of cricket with all the teams, players, stats and logos, right down to the correct tea drunk in the changing rooms. Out on the field, all the stadia will be recreated, as well as realistic weather conditions (i.e. rain, and lots of it), and will feature the commentary of the most famous BBC and SKY presenters. I wonder if they'll waffle on about unrelated subjects like they do in real life?

It's not yet known how this game will play, but rest assured that EA will try to make use motion capture of the two Hoolioake brothers (Adam and Ben, currently playing for England) as well as top South African and Australian internationals.

As if the expected level of detail isn't going to be enough, EA are also going to allow players to download the most recent stats, conditions, injuries and results of the real life tournament onto their games, adding to the realism. Perhaps this will be the best cricket game yet, albeit in a very small field with only Codemasters' *Brian Lara Cricket* (Issue 21, 86%) being the real challenger.



ALL THE STADIA AND PLAYERS WILL BE SHOWN...



...AS WELL AS ALL THAT EXCITING CRICKET ACTION

CUTTHROATS



AHOY THERE, CAP'N... AND OTHER PIRATE CLICHES

A new game from developers Hothouse, this is an adventure, resource management and strategy game all rolled into one. It's set in the good old days of piracy on the high seas around the Caribbean islands. This was a highly dangerous time to live on or near the sea; people like Blackbeard, Captain Kidd and the Dread Pirate Roberts were always looming large. You begin as a simple

pirate with his own ship, setting out on his new career in robbing and pillaging, but can eventually become the most feared (and most wanted) pirate on the Caribbean seas.

As you become more successful, you will find yourself getting bigger and more ships, attacking bigger, more important targets, but the game will run without a specific final victory condition. You can decide to become an evil criminal or go 'legit' and obtain a Letter Of Marque (license to you and me), with a fame, infamy and wealth score giving you an idea of how well you're doing.

Combat is another area of the game that sounds promising with a RTS feel to it that's simple to use, yet will recreate the feel of the old galleon-based sea warfare, as well as show your attacks on land targets like town and villages.

With several games of this ilk appearing this summer, including Interplay's *Galleon* and *Corsairs*, *Cutthroats* will face some stiff competition when it's released.



CUTTHROATS

PUBLISHER	EIDOS
DEVELOPER	HOTHOUSE
RELEASE	SUMMER 99
WEB SITE	www.eidos.com
PLAYERS	ONE TO FOUR

HIGHLIGHTS

If this beats *Galleon* to the finishing line then it'll do very well indeed as it's a top product. A huge and non-linear RTS game.

PITFALLS

It might not be everyone's cup of tea and certainly doesn't push any graphical boundaries, and *Galleon* is looking much better.

POSSIBLE CHART POSITION **TOP 20**



THIS IS A VERY CLEAN HOLD FOR A PIRATE SHIP! WHERE ARE THE RATS, THE DISEASE, THE DECAY?



SLAVE ZERO

FIRST shown as a film at last year's ECTS, not a lot has been heard about this since. Played in the third-person, this shooter features you as the eponymous Slave Zero - a huge, towering fighting robot that's armed to the teeth and highly agile to boot. The game will take place in a futuristic city, and as well as fighting other twenty-storey robots, you'll come up against small-scale human troops and tanks. Think of the Mecca levels of *Shogo* and you'll get the idea.

Slave Zero looks incredible at this stage, with terrific lighting and explosions and a semi-interactive environment. By semi we mean that some buildings, bridges and so on can be blown up as you run riot around the city, but others can't. Certainly the denizens of the city can be blown up, shot and destroyed as they're caught in the crossfire, and impressively the city lives and breathes like a real one with the population going about their daily business, almost oblivious to you

as you try to complete your missions in the levels.

Although not a lot has been heard about this game so far, expect it to be well received when it's released some time this summer.



SLAVE ZERO

PUBLISHER	EA
DEVELOPER	ACCOLADE
RELEASE	SUMMER 99
WEB SITE	www.accolade.com
PLAYERS	ONE

HIGHLIGHTS

Terrific graphics that are far better than *Shogo's* were in its city levels. The sense that life carries on around you is tangible

PITFALLS

The gameplay could get a little repetitive, not helped by the entire game being set in one city. Hopefully the missions will vary.

POSSIBLE CHART POSITION **TOP 20**



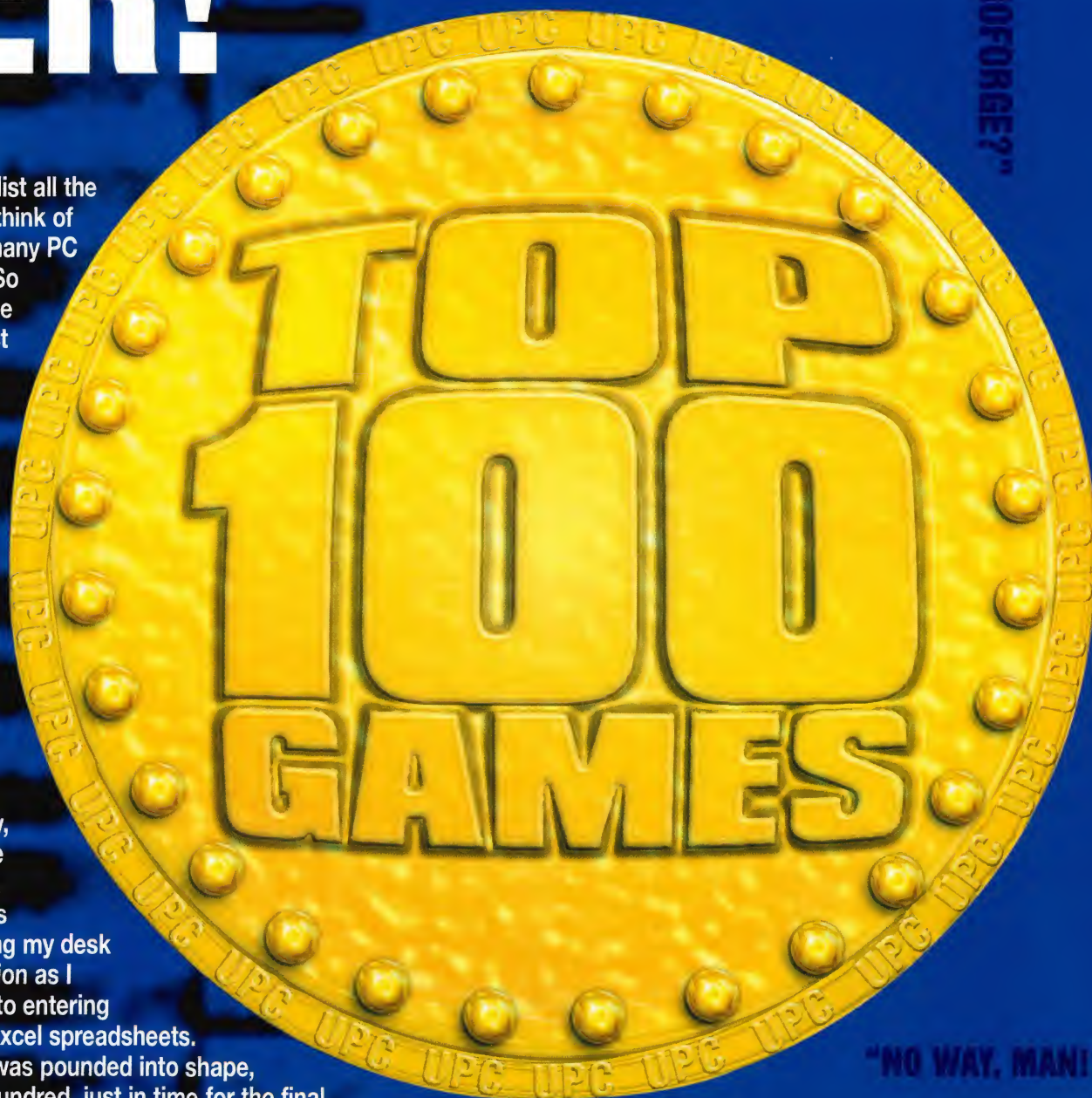
THE SCALE IS TRULY EPIC LIKE SHOGO WAS

"ROGUE SQUADRON... ARE YOU MAD?"

THE TOP 100 PC GAMES... EVER!

"WHAT THE HELL WAS BIOFORGE?"

It's only when you start to list all the good games that you can think of that you realise just how many PC classics there have been. So how do you rank them? The easy option would be to list them alphabetically, but there's no fun in that and you have to know your alphabet. You could always arrange them in terms of commercial popularity, but this certainly doesn't always mean that a game has good gameplay (*Tomb Raider III*, for instance). At the end of the day, it comes down to a very personal choice, but to avoid this becoming a rendition of ID's gameology, the rest of UPC's staff were polled for greater variety. A complex voting system was employed that had me biting my desk and crying tears of frustration as I twisted my groaning brain to entering percentage formulas into Excel spreadsheets. Finally the burgeoning list was pounded into shape, weighing in at a lithe one hundred, just in time for the final contest. It still reflects our personal preferences, as you can see from our individual top tens, but we like a bit of controversy and welcome your comments and own favourites. So without further ado, game fans, let the fun begin...



"NO WAY, MAN!"

"OH MY GOD, I REMEMBER THAT!"

100 MECHWARRIOR



Mechwarrior was the original robot-fighting sim, establishing a genre that is still going strong today with titles such as *Heavy Gear 2*. The Battletech universe was created by legendary developers, FASA Interactive.

99 LORD OF THE RINGS



With all the locations and fantastic characters of Tolkien's novels and interwoven with clips from Ralph Bakshi's animated film, this overhead-view, sprite-based RPG became a multi-platform classic.

98 ROLLER COASTER TYCOON

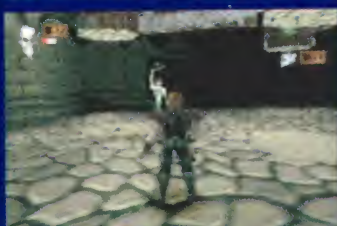


Obviously inspired by *Theme Park*, this *Tycoon* game took the most popular ride to all new heights of madness, introducing fatalities to the cosy world of funland, alongside solid management aspects.

STEVE'S TOP TEN

Doom
Quake II
Duke Nukem 3D
Dark Forces
Commandos
Another World
Frontier: Elite
The Secret Of
Monkey Island
Alone In The Dark
Theme Park

96 DEATHTRAP DUNGEON



Based on the popular Ian Livingstone Fighting Fantasy books and featuring Kelly LeBrock in a leather-clad ad campaign, this fun third-person adventure just couldn't fail to entertain – and it didn't.

95 DARK REIGN



Despite the storyline being pretty unoriginal, this futuristic RTS had some nice original features, such as the ability to build a false base as a decoy and the use of a full waypoint system for unit deployment.

94 WARGASM



This DID title moved away from their conventionally serious war sims to provide a far more exciting RTS game where the player could fly warplanes, drive tanks and get into modern infantry battles.

97 MOTOCROSS MADNESS



With its wide variety of off-road bikes and the ability to grab a serious amount of air while pulling cool stunts, Microsoft scored a rare hit with this game. The graphics were fast and lush with 3D support.

92 THE TERMINATOR: FUTURE SHOCK



Although it never made the big time, *Future Shock* was to *Terminator* what *Dark Forces* was to *Star Wars*. It had an excellent plot and a mixture of true 3D environments and high-res sprites.

91 ULTIMA VIII: PAGAN



The eighth *Ultima* game returned the series to a more action-oriented experience. Although there were some holes in the gameplay, the isometric graphics were sharp and the hellish enemies tough.

90 HEAVY GEAR



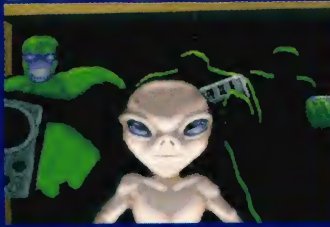
With considerably improved AI over the earlier *Mechwarrior*, you controlled a humanoid robot, or Gear, over open terrain in first-person perspective, moving up or down a ranking system. Internet play was a big hit.

93 POPULOUS



The seminal game that put the god into god sim, *Populous* was an isometric simulation of a landscape over which you ruled as a far from perfect deity. The RTS/action was Bullfrog's first title.

88 X-COM



One of the earlier 3D isometric RTS games, *X-COM: Enemy Unknown* was a turn-based game in which you had to destroy a hostile alien force using captured alien technology against the invaders.

87 THE DIG



Steven Spielberg's game concept featured astronauts on a mission to nuke an earthbound comet, but then the adventure really began as they were transported to an alien planet with over 200 game locations.

86 RIVEN



This sequel to *Myst* had even better rendered scenery and FMV sequences, with incredibly obscure and obtuse puzzles that demanded hours and hours of dedicated and sometimes frustrating deduction.

89 BIOFORGE



Although a little remembered adventure game, this offered 3D polygon characters before any first-person game did and included real third-person battles way before *Tomb Raider*.

IT'S PERFECTLY SIMPLE MILES, VOTE FOR THE ONES YOU LIKE.

ALI'S TOP TEN

- Riven
- Rogue Squadron 3D
- Tomb Raider
- Lemmings
- Thief
- Half-Life
- Day Of The Tentacle
- Aliens Vs Predator
- Worms
- Doom

82 WETRIX



A pure puzzle game in 3D isometric view, *Wetrix* drew on past hit *Tetris* to deliver a fast-thinking world of object and landscape manipulation as you sought to manage water levels on changing terrain.

78 HEXEN



ID's *Doom* engine was used in this first-person medieval fantasy starring a heroic elf. Although it had an eerie atmosphere, the spell weapons were weak after *Doom*'s arsenal.

74 MYST



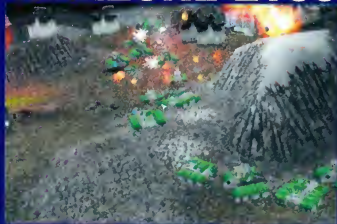
A complex and compellingly beautiful adventure, *Myst* became one of the best selling games of all time. Set on a magical island, the dream-like problem solving discouraged re-awakening.

85 DAY OF THE TENTACLE



Appealing to adults and children alike, *DOTT*'s quirky humour and absurd puzzle-solving was an addictive blend. American history was re-written with subtle subversion in a time-travelling shaggy dog story.

81 WARZONE 2100



From the makers of *Starcraft* came this recent RTS title, with superb AI and interesting new features such as the ability to design and construct land and air vehicles yourself from constituent parts.

77 DIABLO



Another entry for Blizzard, with this superior 3D isometric adventure taking the player into the depths of hell, with a choice of heroes and a host of unholy and beautifully detailed opponents.

73 ULTIMATE RACE PRO



Still one of the best road rally games available, *Ultimate Race Pro*'s graphics are superb, with just the right difficulty level and a good variety of cars and courses. Night-storm racing is as hectic as you could want.

84 MAGIC & MAYHEM



From the creators of *X-COM* came a game where fantasy RPG met RTS. As a wizard, you had to expand your territory using fantasy creatures as your minions, mixing and matching ingredients to invent new spells.

80 SAM AND MAX HIT THE ROAD



A worldwide dog and a psycho rabbit were yours to control in this chaotic and hugely funny puzzle-solving adventure. Scenes such as the American Sasquatch Convention will never be forgotten.

76 CAESAR III



With gameplay that equalled *Civilization II* in many people's opinions, you could use an excellent interface to rebuild the Roman civilisation in high resolution with graphics as detailed as the management features.

72 MAGIC CARPET



In typical Bullfrog style, *Magic Carpet* was set in an inventive new first-person world of spells and dangerous fictional creatures. The 3D glasses and Magic Eye options were novel, if gimmicky.

83 LITTLE BIG ADVENTURE



Pure concentrated weirdness is the only way to describe the adventures of hero Twinsen, in this thoroughly enjoyable and utterly unique isometric adventure. The invincible elephants were the stuff of nightmares.

79 INCOMING



Incoming demonstrated exactly what a 3D card was capable of at the time, and the sumptuous graphics and full-on arcade action made it a big hit. Along with *Forsaken*, it became a popular 3D card bundle.

75 PANZER GENERAL



A World War II strategy game from SSI, masters of the serious wargame, *Panzer General* was an early turn-based title which was easy to manipulate and featured 3D units instead of icons.

71 HERETIC



Heretic, the sequel to *Hexen*, pushed the *Doom* engine to its absolute limits and gave the player the choice of three different characters - Mage, Warrior or Cleric - each with different weapons.

70
BROKEN SWORD



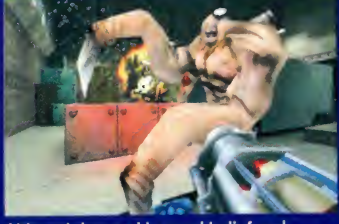
This point-and-click adventure had high resolution, cartoon-style graphics and a dark plot of intrigue and deceit in global locations from Paris to the Middle East. It gave LucasArts something to chew on.

69
SID MEIER'S GETTYSBURG



One of the most dramatic battles in American Civil War history was yours to re-fight in this classic RTS from the master of the genre. You could choose to be a Yankee or a Rebel for the showdown.

68
SIN



Although bugged beyond belief and upstaged by *Half-Life*, *SIN* (patched) is actually a very playable game, excellent single-player missions compensating for a host of multiplayer problems.

MILES' TOP TEN

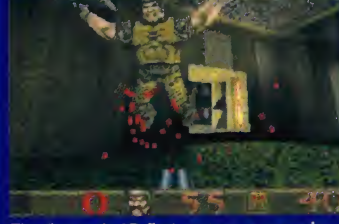
- F1 Grand Prix 2
- Championship Manager 2
- Duke Nukem 3D
- The Secret Of Monkey Island
- Cannon Fodder
- Magic and Mayhem
- Another World
- Combat Flight Sim
- Half-Life
- FIFA '99

66
COMMAND AND CONQUER



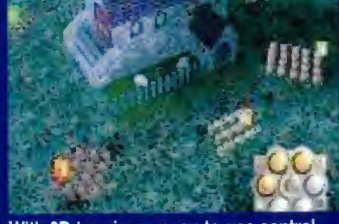
The classic real-time strategy game, building on the *Dune 2* concept, with the same need to harvest resources to fuel a wonderful variety of missions, from multi-unit battles to single-sniper missions.

65
QUAKE



The first truly 3D first-person game using multiple-polygon characters. It was later patched for 3Dfx, but even in software achieved pioneering levels of detail and set a new standard for the genre.

64
DARK OMEN



With 3D terrain, an easy-to-use control interface and hours of challenging real-time gameplay, *Dark Omen* became a worthy addition to the Warhammer world, making up for its sad prequel.

67
STARCRAFT



With the usual 'space civilisations in conflict' plot but with unusually beautiful landscapes, units and real-time effects, *Starcraft* quickly became one of the most popular internet RTS titles.

62
SENSIBLE SOCCER: EUROPEAN CLUB EDITION



Although its graphics couldn't compete with many rival games, the gameplay shone twice as bright. The comprehensive tactics management allowed programming of individual players.

61
TOTAL ANNIHILATION



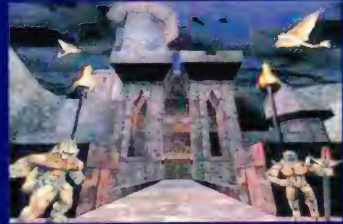
Although an undeniable clone of *C&C*, this RTS game featured much better graphics in a futuristic civil war between the Arm and the Core. The recycling Commander unit and fearsome Gun were unforgettable.

60
SIM CITY



The first in a long line of *Sim* titles saw bedroom businessmen all over the world trying their hand at city management and absolutely lapping it up. One of the few games that EVERYONE knows about.

63
UNREAL



Unreal took the gaming world by storm with an all-new 3D engine that delivered screaming graphics. Gameplay left a little to be desired, as the game descended into searching for door switches.

58
TOCA



TOCA took realism to a new level, with advanced driving models based on actual cars, real circuits and advanced AI. If you upset another driver, chances were that he'd get a tad aggressive.

57
THIEF



What, a first-person game where you don't run about madly killing things? The name of the game was stealth and guile in this absorbing title with high-end graphics and novel objectives.

56
DARK FORCES



Although you had to wait for its sequel to get a light sabre, *Dark Forces* had a fantastic plot and a variety of involving missions. With no saves between levels and scary enemies, stealth was essential.

59
ALPHA CENTAURI



Another Sid Meier classic, taking the gameplay of *Civilization II* to the stars, with extensive features, solid graphics and incredibly compulsive turn-based strategy. Its AI is the most advanced yet seen.

MILES' TOP TEN: THE WIRE SHEET A WEEK AGO, WHERE IS IT?

JON'S TOP TEN

- Civilization II
- Championship Manager 2
- Doom
- Dune 2
- Half-Life
- Quake II
- Populous
- Battlezone
- The Secret Of Monkey Island
- Command and Conquer

52 DESCENT



Descent put arcade action into the first-person combat game, flying a ship through mining tunnels against fearsome machines. The freedom to roll and move through all planes was a breakthrough.

48 BLADE RUNNER



One of the first games in the RPG genre to offer truly variable outcomes, the game captured all the haunting atmosphere of the film and set new standards for hard drive space.

44 CARMAGEDDON



Sales of this violent car combat game suffered not the slightest from the censorship controversy surrounding its certification. Pedestrian carnage was the cause of the forbidden fun.

55 WIPEOUT



Wipeout set the standard for the futuristic racing genre, with bright graphics, high-speed racing and combat power-ups. A pumping techno soundtrack added to its immediate popularity.

51 JIMMY WHITE'S CUEBALL 2



Definitely one to play with a friend for fear of being a sad solo nerd, but a lot of fun nonetheless, with mouse-cueing action if you want it and smooth graphics that look fantastic with a 3D card.

47 THEME HOSPITAL



Although not quite as popular as *Theme Park* had been, the gameplay was even better, as were the graphics and sick animations, such as the tongue-slicing machine and auto-autopsy.

43 JEDI KNIGHT



Also known as *Dark Forces II*, this first-person game finally gave you a light sabre and use of the Force. Freedom to choose the light or dark side was an excellent feature, and the Jedi battles were gruelling.

54 ROGUE SQUADRON 3D



Although lacking in space combat, you can't beat flying an X-Wing, especially with the impressive levels of graphics offered by this game. Perfect balance between arcade style and flight sim.

50 FALLOUT



With its post-apocalyptic plot and strong control system, *Fallout* became a desirable title for all fans of the RPG genre. Although its graphics have aged, gameplay hasn't, and it is much better than its sequel.

46 FORSAKEN



When it burst upon the scene, this first-person vehicular combat title took 3D effects to a new level of explosive detail and later became one of the most popularly bundled games with many 3D cards.

42 DELTA FORCE



Despite being a modern game, this had a software-only engine with slightly disappointing graphics. Nevertheless, the first-person gameplay was excellent, particularly the sniping.

53 MOTORHEAD



Unlike so many later futuristic racing games, *Motorhead* offered solid, no-nonsense gameplay with stunning visuals and a real feeling of weight behind the road handling. Online play was popular.

49 DUNGEON KEEPER



The antithesis of games like *Doom*, this put you in control of evil tunnel minions and allowed a first-person aspect to a management game. Bullfrog humour again shone through.

45 MDK



It never quite made it like its rivals, but *MDK* was a class first-person game and very inventive, with parachutes, gliding and early use of a sniping option, later used by most games in this genre.

41 ALONE IN THE DARK



Edward Carnby is the slightly nerdish hero in a dark adventure game loosely based on the twisted horror novels of H.P. Lovecraft. The sinister 1920s plot was imaginative and the graphics advanced for their time.

40

RAINBOW SIX



Tom Clancy's action packed novels were translated into a first-person strategy/combat game in which you controlled a team of special forces men and women in complex missions.

39

COMANCHE GOLD



Still one of the most respected helicopter sims, using true military flight models in large missions. It was complex enough for the most hardened flight buff and you could probably fly a real chopper afterwards.

38

CIVILIZATION



Whether a despot, monarchist or communist, *Civilization* catered for your needs. Adept AI kept you on your toes as you developed your infrastructure from 4000 BC into the far-flung future.

CHRIS' TOP TEN

Doom
Aliens Vs Predator
Championship
Manager 2
Grand Prix Legends
Half-Life
TOCA
Team Apache
Syndicate
Conflict: Freespace
Cannon Fodder

36

TEAM APACHE



Even now the yardstick against which other helicopter sims are measured, it provided not only high quality graphics and optional arcade action, but also enough depth to make it a top tactical campaign game.

35

Z



A product by the famous Bitmap Brothers team, *Z* had an excellent tactical balance between expanding territories to accelerate development and having to defend your burgeoning empire.

34

FIFA '99



Despite coming out in the same year as two other EA *FIFA* games, *FIFA '99* was undoubtedly the best, featuring tweaks such as better goalies and a greater number of special skills.

37

DUNE 2



The original real-time strategy game, whose elements can still be clearly seen throughout the genre today. It followed the basic environment of the film, with spice mining a key element.

32

GRIM FANDANGO



Another weird one from LucasArts, hitting the jackpot again with a work-of-art adventure that didn't let down its fine heritage and kept players amused for days on end with its intriguing characters.

31

LEMMINGS



The salvation of cute little creatures from their own determination to die appealed to maternal and paternal instincts everywhere, as did the inherent comedy of this simple but brilliant concept.

30

TOMB RAIDER



A star was born with the busty heroine Lara Croft. The most popular third-person combat/adventure ever made for PC is on to its third episode, and more are bound to happen.

33

THEME PARK



Bullfrog put the fun back into management sims with this astoundingly (and deservedly) popular game. Developing big rides was great, but the stars of the show were always the vomiting kids.

28

NAM



Using the *Duke Nukem* engine, you controlled military drug-enhanced Alan 'The Bear' Westmoreland in a first-person gung-ho shooter through jungle environments. Deserved wider acclaim.

27

COMBAT FLIGHT SIM



Yet another Microsoft flight pack, but this one is perhaps the best World War II flight sim out there, with amazing scenery, a good variety of planes with excellent flight models and top missions.

26

CONFLICT: FREESPACE



This above average space combat game had a wide variety of exciting missions and some of the best graphics available in the genre. A mission editor contributed to the game's longevity.

29

X-WING VS TIE FIGHTER



An upgraded graphics engine provided faster play and texture mapping for this addition to the series, and if single-player missions were weak, the multiplayer culture couldn't get enough of it.

"CHANGE THAT ORDER OR I'M GOING TO CRY."

22

WOLFENSTEIN 3D



ID's precursor to *Doom*, *Wolfenstein* was the first ever first-person combat game, and it established the whole genre that is going so strong today. Such freedom to roam and kill mutant Nazis was unheard of.

18

FLASHBACK



The follow-up to *Another World* featured far more conventional platform graphics but had new levels of character animation and a dark plot with vast levels and challenging problems.

14

SUPERBIKE WORLD CHAMPIONSHIP



The sheer realism and beautiful detail of this game leaves its competitors hanging onto its slipstream. Fully customisable bikes and true-to-life handling make it very demanding and compulsively addictive.

25

RESIDENT EVIL 2



Definitely one of the more careful console conversions, the PC game looks fantastic and retains every bit of the creepy atmosphere of the flesh-eating, gun-toting gore-fest we know and love.

21

F1 GRAND PRIX 2



This is still one of the most realistic and playable racing games. Its graphics stand up well today and the depth of gameplay has never really been matched in any subsequent Grand Prix game.

17

GRAND THEFT AUTO



One of the most controversial car games of all time, with its amoral (or downright immoral) missions of drugs and gun running for mobsters and advertising campaign. Poor graphics were the one drawback.

13

DOOM II



The eagerly awaited sequel gave huge new levels of advanced complexity, new enemies and the best weapon in the world, a double-barrelled shotgun. User-made single-player episodes and deathmatch levels flourished.

24

SYNDICATE



A huge early PC hit, *Syndicate* offered a dark and sinister world of strategy/adventure, with excellent isometric graphics and highly involving gameplay throughout the adventure.

20

BALDUR'S GATE



A huge hit with wargamers and newcomers to the genre, this sprawling, turn-based RPG had some of the best graphics of its type and some fantastic storylines with multiple characters.

16

WORMS



A prime example of gameplay over advanced graphics. Humour and customisable vocal sets made it one of the most enjoyable games to play with a couple of friends. Invented a million new ways to die.

12

GRAND PRIX LEGENDS



The driving feel of yesteryear's racing cars is accurately recreated in this superb looking and highly playable game. The cars slide, drift and skid with the slightest excuse, making skill the essential factor for success.

23

INTERSTATE '76



Customisable cars and aggressive gameplay made *Interstate* an instant cult game, especially online. Whole clans of toolled-up yellow school buses could do battle with drag racers.

19

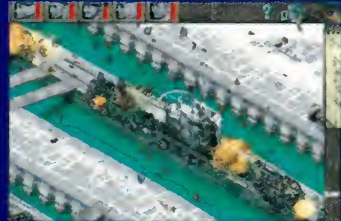
BATTLEZONE



The arcade classic was revitalised into a first-person combat/strategy game, with fantastic graphics, a huge variety of entities and vast, mountainous alien landscapes. Tank games came back in a big way.

15

COMMANDOS



If you ever played with toy soldiers or read Commando comic books as a child, then this game was made to take you back. Dinky graphics and superb, if difficult, missions with roguish characters won the day.

11

QUAKE II



The sheer solidity of the graphical and audio environment and new levels of character detail made *Quake II* the indisputable first-person leader for quite some time, some would still say.

**10
CANNON FODDER**

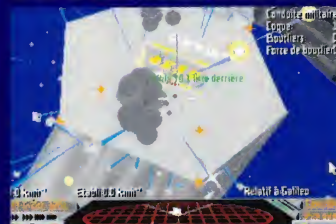
A cartoon-style strategy game where you controlled a squad of grunts over levels and missions of increasing difficulty. Storming gameplay overshadowed the pretty basic graphics.

**9
ANOTHER WORLD**

Rarely has a virtual world been created that was so truly alien. The graphical style was unique, and features of the gameplay such as employing the help of alien characters were innovative and involving.

**8
ALIENS VS PREDATOR**

Having been in the pipeline for years and years, with a previous Atari incarnation, *AVP* may have missed the publicity boat but is spooky as hell, with superb graphics and an extensive game-life.

**7
FRONTIER: ELITE**

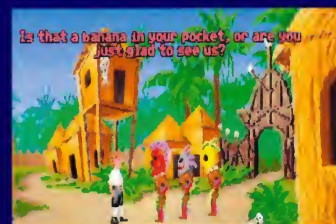
David Braben's baby reborn for the PC. Despite some flaws in gameplay during battles, the feel of *Elite* was well captured in a vast and open universe. It was a must-have for all fans of the original.

**6
DUKE NUKEM 3D**

Duke Nukem forcefully injected some badly needed humour into the first-person genre and introduced free-looking and high-res SVGA graphics prior to the emergence of 3D cards. "Hail to the king, baby!"

**5
CIVILIZATION II**

Widely accepted as the best in the *Civilization* trilogy, *Civ II* delivered everything that the power-hungry player ever desired and has now been updated with excellent multiplayer and online facilities.

**4
THE SECRET OF MONKEY ISLAND**

With its gentle but slightly twisted humour, *Monkey Island* was a joy to play. The graphics now look a little pixelly, but the plot and puzzle-solving still have the power to draw you in for hour after hour.

CHAMPIONSHIP MANAGER 2

Every footie fan's dream and the cause of more late nights than any other game, *CM2* allowed you to take your team to the top or cry tears of relegation despair, all with no more graphics than stadium backdrops.

DOOM

When the first shareware episode of *Doom* appeared, it blew everyone away and spawned a whole new genre of first-person games. Deathmatch was born. Even now it holds a special place in gamers' hearts.

HALF-LIFE

A huge hit across the board, with involving single play, a dark plot, excellent multiplayer features and

top graphics. For many, apart from the die-hard ID-heads, this was *THE Quake II*-beater.



REVIEWS

ULTIMATE AWARDS

EXPLOSIVE



90-100%

Any game scoring this highly is considered exceptionally good by the UPC team and worth buying

HOT PROPERTY



85-89%

A score in this bracket is a sign that the game reviewed is of a high quality but has the odd minor flaw

HAZARDOUS



0-40%

Any game scoring this low is best avoided. Should you purchase such a title, be prepared for the worst!

STARS IN YOUR EYES!

THIS month the two greatest science fiction franchises in existence are represented by class new releases from Hasbro and Activision. *Birth of the Federation* is easily the best Star Trek tie-in to date and already one of the year's best strategy titles. While *Civ: Call to Power* manages to over-complicate things even more than *Civ II* did, *BOTF* stands out as an engrossing, challenging yet infinitely accessible game. Trekkies and non-Trekkies alike should take a look without delay.

Likewise, *X-Wing Alliance* easily outstrips all previous Star Wars games and emerges as a classic space shooter in both single and multiplayer mode. Basically, if space combat is your beef, with these two you're sorted!

It's good to see licenses being used to their full potential for a change. So many promising tie-ins have failed to live up to expectations – just look at *Men in Black* or *The X-Files*. Star Trek licenses themselves have, to date, been mostly very poor, and even Star Wars, despite LucasArts' apparently vigorous quality control activities, has spawned its fair share of turkeys.



"IT'S GOOD TO SEE LICENSES BEING USED TO THEIR FULL POTENTIAL"

Rebel Assault 1 and 2 and *Shadows of the Empire* were utter pants, while *Rogue Squadron* was no better than average.

If you prefer to keep your feet on the ground, we've got plenty of other stuff. *Requiem* is a very good indeed, taking the FPS genre a step ahead with stacks of weapons and special powers and wicked end level fatties.

Call to Power is an absolute delight, but only if you're a strategy nut or some sort of mind masochist! Approach with caution. If, like me, you like a bit of WWII RAF action, you can take to the skies at the controls of an assortment of authentic aircraft in *Fighter Squadron*. Alternatively, you could choose to direct the battle from the relative safety of the war room in *Battle of Britain*. Unfortunately, neither one is really up to the job. Still, never mind, eh. There's more than enough other stuff to keep you occupied.

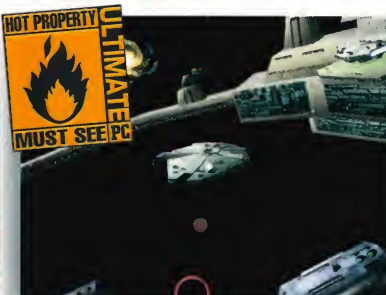
Enjoy

MILES GUTTERY • REVIEWS EDITOR

HALL OF FAME This month's most exciting new releases...



PG56 - STAR TREK: BOTF



PG60 - X-WING ALLIANCE



PG66 - THRUST, TWIST & TURN

FOR	SPEC	MIN	REC	VERDICT	OUT OF 100
<p>Special Reserve Live @ http://special.reserve.co.uk</p> <p>JOIN THE SPECIAL RESERVE CLUB 01279 321321</p>	One of the most detailed and painstakingly accurate combat flight simulators out	PROCESSOR	P233	P300	<p>Hard-core sim fans buy this now – if you don't mind a few bugs and waiting for updates. If you're after a flight sim that is more accessible</p> <p>89</p> <p>OUT OF 100</p>
	AGAINST	MEMORY	32MB	64MB	
	There's a few bugs littered around the game, and its attention-to-detail warrants	HARD DRIVE	100MB	200MB	
		GRAPHICS	DIRECTX	3DFX	
		CONTROLS		KEYS, STICK	

IT'S the end of each review a box-out similar to the one shown here will list all the information you need. We display both recommended and minimum specs for each game – the amount of RAM, the processor speed, any graphics requirements and how much hard drive space you need. We then have a final verdict and score.

For those interested in buying the reviewed game, its publisher and developer are listed, along with its price and release date at the top of the page. If you have access to the Internet, a Web address for the product is also supplied.



GO ON, ADMIT IT! EVERYONE LIKES A BIT OF TREK EVERY NOW AND AGAIN. TURN TO PAGE 56 FOR A FIX



CONTINUING THE SPACE THEME, WITH STAR WARS FEVER RIFE, WE TAKE A RIDE IN AN X-WING. JOIN US!



62



64



66



70



72



74



75



76



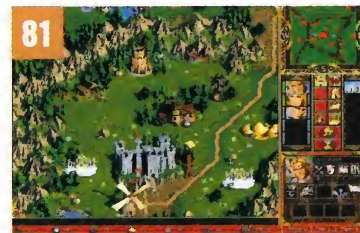
78



79



80



81

REVIEWS

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With more and more games containing adult content, we've decided that any game deemed unsuitable for minors will receive the well-known 18 certificate logo.

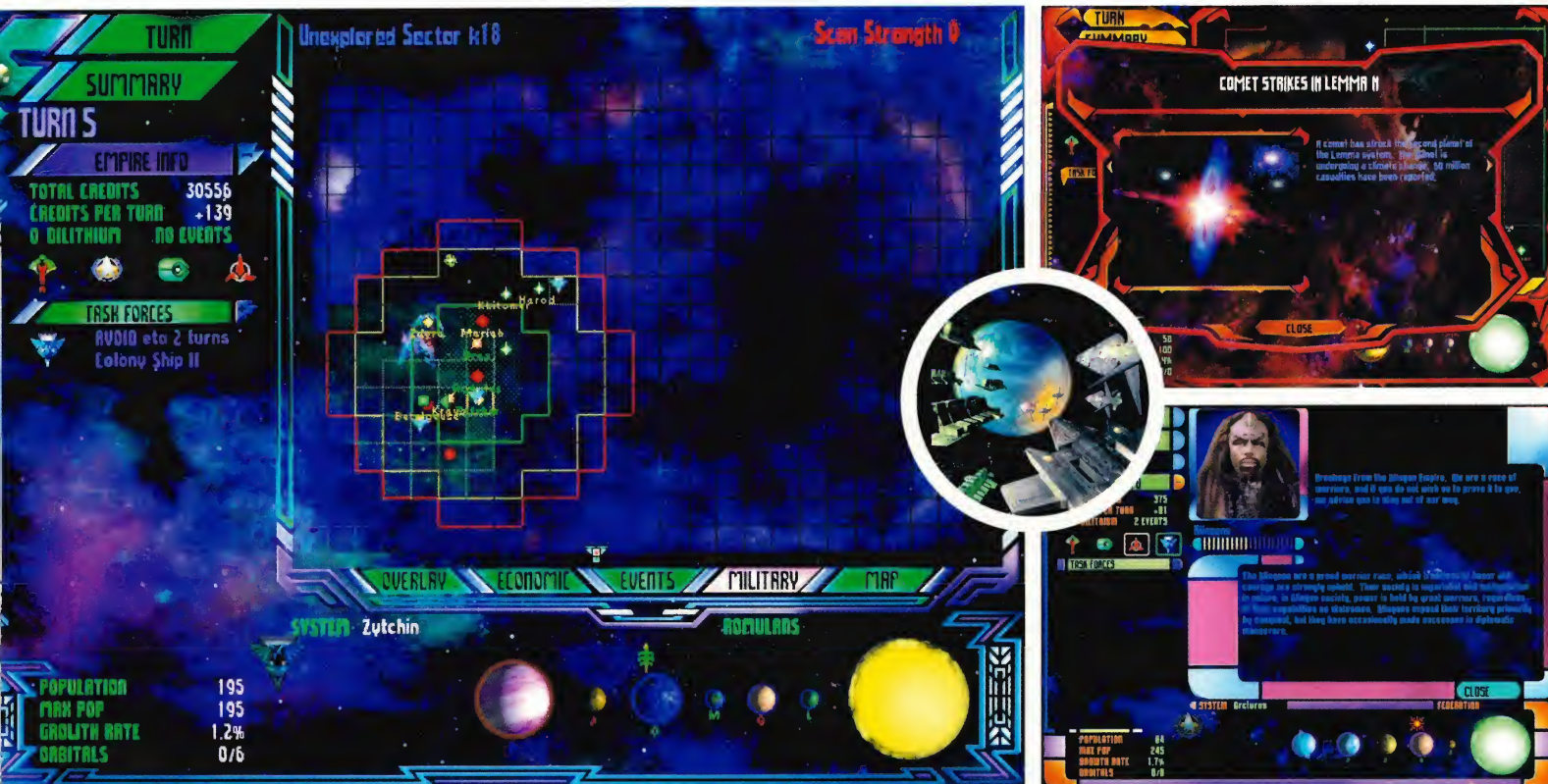


Special Reserve

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REVIEWS GUIDELINES

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STAR TREK: BIRTH OF THE FEDERATION



PUBLISHER MICROPROSE DEVELOPER IN-HOUSE PRICE £34.99 RELEASE OUT NOW WEB SITE www.microprose.com LAYERS 1-5

If you admire Picard's ability to shape the fate of the universe, you ain't seen nothing yet with this new Star Trek strategy game...



WHAT'S happened to the Star Trek licensed games of late? Until *Klingon Honor Guard* last year, they were good but not great games, only really appealing to fans of the series. Now, after the aforementioned game, we have a new one

from Microprose based around empire building in the Next Generation universe, and it's arguably one of the best yet.

I'm not going into details because surely everyone knows about the Star Trek universe and the races that inhabit it, but suffice to say this game is a strategy game that sees your race start off in their own solar system and then slowly expand their empire, meeting (or conquering) hundreds of minor races and keeping an uncertain peace with the other major races. This is only the tip of the iceberg though, as there's far more to this game than meets



the eye, and it will really appeal to the dictator in all of us.

LOOKS AREN'T EVERYTHING

Admittedly *Birth Of The Federation (BOTF)* isn't any great shakes to look at, with most of the game either being played on a 2D map of the known (and unknown) galaxy or in one of the several screens of menus and information, but then graphics are by far the least

important factor in this game – it's the strategy and level of depth that makes or breaks it.

Before you even begin a game, you must decide on things like the size and shape of the galaxy you'll play in, with five choices each: how many minor races you may encounter from five levels, the ultimate objective – either total domination or simply wipe out one of the other five major races – even the relative technological advancement of each of the five



WHAT, NO ENTERPRISE?

If this game features the birth of the Federation, then surely you'd expect the sexy exploits of Captain Kirk to figure in here somewhere as he cruises the galaxy picking up alien chicks. Sadly though, because of need to slowly advance and research technologies, the Federation's most famous ship doesn't figure at the beginning of the game. Fear not though, because it's in there somewhere - you just have to wait. I suppose you could cheat and start the game on the highest technological level, but where's the fun in that?



THE ORIGINAL ENTERPRISE IN ALL ITS GLORY. WE'RE NOT TELLING WHERE YOU'LL SEE IT THOUGH

THIS IS THE SCREEN YOU'LL SEE THE MOST OF, AND FROM HERE YOU CAN GIVE OUT ALL YOUR ORDERS

main races, which, again, has five possible levels each (there must be a pattern emerging here!). Once it's decided, the game will start after an animated sequence detailing the philosophies of the chosen race, and then it's into the action of empire building.

The first screen you'll encounter is the galaxy screen, with explored space visible but everywhere else obscured. From here you can click on solar systems and explored stars to see what planets surround them and whether they contain extra energy, food or, more importantly, Dilithium, a crucial resource used for ship building. From this screen you can also see the locations of disruptive and sometimes lethal pulsars, spatial anomalies, black holes and nebulas. Your ships - and no matter what race you play as, you'll always start with a scout or science vessel and a colony ship - can only move a certain distance, so at first you're restricted as to where you can colonise. This is well

implemented in *BOTF* because your scout ship can move further and discover more stars and solar systems than the colony ship, which is quite limited as to where it can go. This means your first steps into the reaches of space have to be carefully considered, preferably into a system with lots of food, energy and Dilithium. From this screen, all your ships can be given orders or moved around and organised into fleets. It's also from here that your ships can terraform planets,

colonise or raid systems, and build outposts.

For all other aspects of *BOTF* there is a really innovative and fantastically useful

galaxy screen, the beginning menu, and then four screens from where you control your empire; the Technology View, the

“THERE'S FAR MORE TO THIS GAME THAN MEETS THE EYE, AND IT WILL REALLY APPEAL TO THE DICTATOR IN ALL OF US”

control method. By clicking the right mouse button, a circular screen will appear with six possible screens for you to go into - the 2D

Diplomacy View, the Solar System view, and the Intelligence View - all of which are the same for each race.

USING EYES AND EARS



In keeping with the feel of the game featuring the five main races, depending on which you play as the game's interface changes, and even the voice-overs that give you your messages are different. The humans are neutral in expression, while the Ferengi are high-pitched and excitable, but the Klingons are so hard that a newly-colonised system is simply referred to as 'another conquest by the Klingon Empire!' It's little touches like this that make each race feel different as you play as them.



IT'S PRETTY EASY TO MISS IN OUTER SPACE



"STAR TREKKING ACROSS THE UNIVERSE..."

PLENTY OF VIEWPOINTS

Each of these views should be carefully explained so (taking a deep breath) here goes...

The Technology view is where all your research is conducted. From here you can allocate how much of your research resources can be allotted to each of the six avenues or fields - Biotech, Computer, Construction, Energy, Propulsion and Weapons. From this screen you can also look up details and information on all the buildings and technologies, both civilian and military, as well as all the ships that your chosen race can produce. Everything you've seen in the TV series and movies is here, as well as quite a lot more, and although the names and designs are different for each race, most of the things perform similar functions, although

obviously some are more suited to the needs of your methods of expansion than others.

The Diplomacy view is another relatively simple screen that requires complex consideration. From here you can see information on any races you've encountered, the latest diplomatic events, view any currently active treaties and also propose your own. This section enables you to propose a treaty that could affect your dealings with not just with one, but all races (they are all more than capable of fighting between themselves, dragging you in if you've signed treaties with more than one side). You can offer gifts (credits or territorial claims), a request, a non-aggression treaty, affiliation into your empire (pooling collective military resources), membership or alliance (depending on whether you're dealing with a minor or major race respectively), and declaring war. For me



IN THIS SCREEN YOU MANAGE YOUR COLONISED SYSTEMS AND BUILD UP YOUR GROWING EMPIRE

CHICKEN AND EGG

Being about the birth of the Federation, you might be wondering what filled the galaxy before it (probably a peaceful universe before humans arrived on the scene). But then, similarly, which came first: the chicken or the egg? Here's a diagram to annotate my definitive explanation... (And, yes, I do have too much time on my hands!).

Chicken-type Creature + **Chicken-type Creature** = **Egg**

From this egg a new creature is created via the combined genes of the parents - scientifically titled a 'chicken'.

this is the best and certainly most intriguing section of the game. Each race responds to you differently, and hence this will affect your dealings with them. When you propose any treaties, you are able to change the tone of it and decide on any money or territory you'll offer or receive, and yet you have to be so

devote to either protecting internal security or spying on rival races. This works in a similar way to allocating research, except here you decide how much of this allocation will be spent on military, economic and scientific matters. At first you don't need this screen, but you'll soon discover that after

"STAR TREK FANS WILL LOVE THIS GAME WITH ITS INCREDIBLE DEPTH AND CULTURAL PHILOSOPHIES OF EACH OF THE FIVE MAJOR RACES"

careful about how the treaty is worded. If you approach a peaceful race with an aggressive treaty, they'll probably refuse it, but a race like the Klingons have to be approached with respect while not actually sounding like you're weak, otherwise they simply decide you're a weak race and declare war!

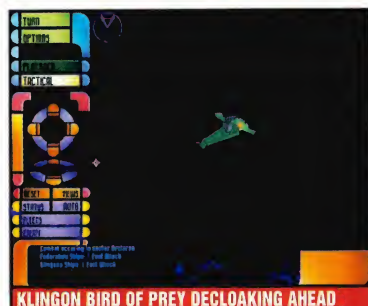
meeting two or three major races, you'll have to keep a wary eye on them and find out their relative strengths and weaknesses in order to gain the upper hand over them.

The Intelligence view doesn't become important until later in the game. From here you can allocate how much of your espionage and sabotage resources you can

The final view is the Solar System view, the one which you'll probably see most often. There are five buttons on this screen that are crucial to success in BOTF. The Production button allows you to allocate how much of the labour pool in each system can be allocated to produce food, industry, energy,



OH ISN'T THAT NICE, HE WANTS TO MAKE FRIENDS! HIS RACE IS SMALL AND WEAK THOUGH, SO 'NO'!



KLINGON BIRD OF PREY DECKLOAKING AHEAD



WATCH IT, HE'S RIGHT BEHIND YOU!

intelligence and research, or remain idle. The Energy button shows how your energy is being used. The Build List allows you to build structures and upgrade technologies and is linked to the Shipbuilding button (where you can order ships to be built) in that items can be placed in a build queue. The final button, Structures, shows what structures are present in each system, and allows you to keep building more or scrapping them depending on how your resources like food, energy, industry etc. are faring.

SLOW BUT STEADY GOING

I realise that this all sounds hideously complicated, but in reality it's not at all. Everything is pretty straightforward, and if you keep a careful check on industry, food production, energy levels and so on, you can quite easily build strong foundations for your empire's expansion. After colonising another

building them, but this costs credits, and you can't do this every turn. A minor point, but one that reduces your initial enjoyment and sense that you're achieving anything when you begin. This isn't helped when your ships are destroyed in space battles and you have to wait ages before you can return your fleet to full strength. The space battles are the most impressive part of BOTF from a graphical perspective, with full 3D models of the ships and creatures involved and the ability to view the action from any angle. This, too, is turn-based, but after you've given your orders, the computer will animate the results. A nice touch, especially with the sound effects of the communications and radio chatter of the ships involved.

MORE THAN AN UGLY FACE

Overall, BOTF is a great strategy title with that crucial ingredient of being very in-

depth and yet easy to control and get into, while still retaining that feeling that your possibilities are limitless and there's always something in the game that you haven't experienced yet. I haven't even mentioned features like the Random Events option that allows for accidents, disasters striking planets or solar systems, or the appearance of The Borg and their ominous

voice-over - a scary thing, because the Borg cubes seem invincible and they'll move through the galaxy, stripping systems of resources and populations. There are even the occasional wormholes that could throw ships halfway across the map and leave them stranded. While the pace of BOTF is slow, I have to admit that I really got into it and took great satisfaction as I watched my empires slowly expand across space, either befriending or conquered the minor races I encountered - although the latter route left me with a huge terrorist problem structures constantly getting blown up! This is a superb title from Microprose, and as one of the final titles from them before Activision's exclusive licensing deal comes into effect, BOTF surely rates as one of the best Star Trek games ever. **CHRIS**

"THERE IS A REALLY INNOVATIVE AND FANTASTICALLY USEFUL CONTROL METHOD"

system, you can then set up your industries here before building the most crucial structure, the Shipyards. These extend the range of your ships and allow you to build more, furthering your empire's expansion. While Star Trek fans will love this game with its incredible depth covering all the technologies and cultural philosophies of each of the five major races (and as far as I can tell everything is very accurate), my main problem with BOTF is that it just takes so long to actually expand your empire and feel like you're getting anywhere. Because BOTF is turn-based, building anything and researching technologies can take a long time, and for long periods of time you can only sit there, constantly clicking on the End Turn button. There is the option to simply buy structures and ships instead of

depth and yet easy to control and get into, while still retaining that feeling that your possibilities are limitless and there's always something in the game that you haven't experienced yet. I haven't even mentioned features like the Random Events option that allows for accidents, disasters striking planets or solar systems, or the appearance of The Borg and their ominous

THE BIRTH OF SOMETHING FAR GREATER

With the incredible success of Gene Rodenberry's Star Trek franchise, you'd expect a lot of Star Trek-related shenanigans to appear in our post-modern culture - and you'd be right! Apart from all the toys and merchandise, there have been records ("Star Trekking across the universe..."), hundreds of books, conventions, fan clubs, mickey-taking sketches on TV shows (The best being a Saturday Night Live sketch with Chevy Chase and Dan Ackroyd) and even an American University course in Klingon! Quite how this qualification could be used on Earth is unclear, although if you want to get beaten up in a pub on a Saturday night, speaking Klingon would probably be a good start.



THE OLD SNL LIVE CREW IN FULL EFFECT



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FOR	AGAINST
In-depth, epic in scale, could feasibly never be completed. Incredibly compelling	The graphics aren't the greatest and it does require patience when you first get going

SPEC	MIN	REC	VERDICT
PROCESSOR	P133	P200	A strategy game for all, not just Trekkies, it should be an immediate purchase. Along with Klingon Honor Guard, it truly does the licence justice
MEMORY	16MB	32MB	
HARD DRIVE	100MB	150MB	
GRAPHICS	DIRECTX6	DIRECTX6	
CONTROLS		MOUSE, KEYS	

91
OUT OF 100



X-WING ALLIANCE

PUBLISHER LUCASARTS

DEVELOPER LUCASARTS

PRICE £34.99

RELEASE OUT NOW

WEB SITE www.lucasarts.com

PLAYERS 1-8

If there's anything in this world more satisfying than wiping out waves of Tie-Fighters, I've yet to find it!

THE Star Wars universe has taken on a life of its own – it's official! *X-Wing Alliance* is set during the same time period as the original movie trilogy, but from the point of view of an entirely different set of characters

You are 'Ace' Azameen, a member of the well-known Azameen family. The family runs

the Azameen trading company, shipping cargo across the galaxy, and Ace is just about ready to join the family business as a freighter pilot. This isn't just like interplanetary truck-driving though. The Azameens are outwardly neutral in their stance on the war between the Empire and the Rebel Alliance, but they harbour secret Rebel sympathies and

confrontation with Imperial forces can be a risky business. There's also the Viraxo to worry about. They are a rival family in a similar line of work and will stop at nothing to put the Azameen Trading company out of business permanently. The feud between the families is rapidly escalating towards all-out war and trouble is never far away.

Once you've created a pilot, the game begins in Ace's quarters aboard the Azameen's space station. Various options can be accessed by dragging the pointer

over different hotspots. The combat simulator allows you to replay all the single player missions you've completed in order to hone your skills. It also allows you to create and play a quick skirmish game and access all the multiplayer options. In other parts of the room you can view medals and trophies collected on the way, and situated above the bed is a screen through which email can be received. A lot of it is just incidental stuff, but it also helps to drive the story as it keeps you abreast of developments across the galaxy.

YOU'RE SHIPS AND YOU KNOW YOU ARE?

Who, as a child, didn't yearn to be a space fighter pilot after seeing *Star Wars* for the first time? *Alliance* offers players the chance to try more of the famous *Star Wars* spacecraft than ever before. Everybody's flown X-Wings and Tie Fighters, but that was pretty much it up until *Rogue Squadron*, which threw in a few new ones like Y-Wings, A-Wings and even the Millennium Falcon.

This was all very well except for the fact it was a bit duff! Now

there's loads more to choose from, to both fly and fight against. Just check out the multiplayer mode. You can set up scenarios to fight against fleets of Super Star Destroyers, making for some of the most epic contests in the history of computer space combat. In the single-player mode, however, you've got to prove yourself flying clunky old freighters for the Azameen family before the Rebels will let you loose on their fighters.



COOL: A CORELLIAN FREIGHTER YESTERDAY



OK, I GIVE UP. I DON'T KNOW WHAT THIS IS CALLED



nebula spiralling away into infinity. Even if your PC can't quite cope with all the knobs and whistles, the missions are interesting enough to keep you more than occupied. You have to keep one eye permanently on the right multi-function display for updates and changes to mission objectives. The fully dynamic score sets the perfect aural backdrop as famous Star Wars refrains rise and fall in tune with the on-screen action. It would have been nice to see a more dynamic element to the missions, however. They always pan out the same way, and once you've flown a particular one a couple of times you know exactly what to expect. This can get a little repetitive when you're stuck on the same one for some time.

Just like previous *X-Wing* titles, the early missions act as tutorials, teaching the basics of control and targeting, and before you know it you're part of the Star Wars universe. Battling the Empire is as engrossing a pastime as ever it was, and this puts you closer to the action than any game before it. If you've not played any of the Star Wars flight sims, this should go straight to the top of your wanted list. If you have, it already will be. The Force is, as they say, strong in this one! **MILES**

In the foreground is Emkay - your faithful droid. He offers snippets of advice, and you can click on him to jump to the next mission.

WHAT A PIECE OF JUNK

Once you've proved yourself as a pilot with a few missions for the family, you eventually get to join up with the Rebel Alliance. The game begins just after the rebel base on Hoth is evacuated at the start of *The Empire*

as it orbits the forest planet of Endor. Whatever happened to Lando Calrissian and Nien Nunb isn't fully explained, however.

Of all the Star Wars games available, this one comes closest yet to capturing the true atmosphere of the films. Right from the start, with a perfect rendition of the original score as plot-explaining text scrolls away into the distance, it's a Star Wars fan's dream. The in-game presentation and general structure are in

Alliance also offers the most comprehensive and flexible multiplayer Star Wars experience yet. Players can fight alone and or join up as teams to fly everything from snub fighters right up to Imperial Star Destroyers. Eight players are supported over the network or four on the internet. Unfortunately there's no co-operative multiplayer mode for the single player game, which would have rocked!

"OF ALL THE STAR WARS GAMES AVAILABLE, THIS ONE COMES CLOSEST YET TO CAPTURING THE TRUE ATMOSPHERE OF THE FILMS"

Strikes Back and culminates in the assault on the second Death Star from the end of *Return of the Jedi*. Once you've joined the Alliance the main game screen switches to the concourse aboard the Calamari cruiser - the Rebel flagship. From here you can undertake missions flying X-wings, Y-wings and B-wings, before taking the controls of the one and only Millennium Falcon for the final showdown with the mighty Death Star

line with earlier *X-Wing* games. The story is developed through communication between missions and gives an admirable sense of being part of a greater saga going on all around you. Various sub-plots also help to keep things lively as the Death Star showdown approaches. *X-Wing* fans will relish the opportunity to fly so many different ships. *Rogue Squadron* offered similar opportunities, but the poor presentation and disappointing gameplay let it down.

STAY ON THE LEADER

X-Wing Alliance is the best Star Wars game yet. If you've got a good, beefy PC and can crank all the detail levels right up, it's a visual feast. Star Destroyers and giant space stations look truly epic, as do planets and the odd



CHECK OUT THE SHIPS ON THE FLIGHT DECK

YOU'VE GOT TO EARN THE RIGHT TO JOIN THE REBEL ALLIANCE BEFORE YOU GET TO FLY AN X-WING

OTHER OPTIONS...

- X-Wing vs Tie Fighter**
N/A Multiplayer only. However, it has been recently re-released with the single player *Balance of Power* campaign disk bundled with it. **NOW 81%**
- Rogue Squadron**
UPC 18 - 80% Ambitious shoot-'em-up that ultimately failed to capture that all-important Star Wars flavour. Not bad, but certainly not great. **NOW 70%**
- Conflict Freespace**
UPC 11 - 92% A terrific space combat sim that's truly on an epic scale with ships ranging from nippy fighters to immense motherships. Very impressive! **NOW 90%**

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FOR
Wonderful soundtrack, great graphics and a compelling storyline

AGAINST
You'll need a high spec machine and it would have been nice to see a less linear structure

SPEC	MIN	REC	VERDICT
PROCESSOR	P233	P300	Star Wars fans will lap it up. After the blip of <i>Rogue Squadron</i> , this puts the series firmly back on track. Who needs <i>The Phantom Menace</i> ? Ahem...
MEMORY	32MB	64MB	
HARD DRIVE	100MB	200MB	
GRAPHICS	DIRECTX	3DFX	
CONTROLS		KEYS, STICK	

OUT OF 100

89

OUT OF 100



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DEVELOPER PARSOFT INTERACTIVE

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LAYERS 1-16

PUPPY IN A DOGFIGHT



In the US, there is a growing interest in real dogfighting, recreating WWII-style aerial combat with electronic signals instead of bullets (yes, it is a shame). The number one dogfighter in the country is 15-year-old Katrina Mumaw, who qualified as an Ace with five 'kills' at the ridiculous age of EIGHT! If you don't believe me (and I wouldn't blame you), check her out at www.katrinamumaw.com and come away with her immortal slogan, "Get high on aviation, not drugs".



It's chocks away for Activision's new WWII flight sim, but will it rule the skies or crash and burn? Okay Bertie, spin the props, old boy...

THE aerial dogfight is an enduring image of the Second World War, and it is one that has been translated with authentic accuracy in *Fighter Squadron*. You can choose to fly with a British, American or German squadron in 30 scenarios that encompass 90 missions. There are ten different planes to fly in the game – not only fighters, but also some of the big bombers (see box-out). The three broad areas of aerial combat are above the English Channel, German Rhineland and the North African plains, with the 3D terrain mapped from the real territories and all objects hand-placed rather than randomly generated.

CLOUD NEIN

The graphics are very smooth and colourful, even in software mode, which cleverly emulates many 3D effects such as texture mapping, exponential fogging, bi-linear



"...AND GAVE JERRY A DAMN GOOD THRASHING!"

OTHER OPTIONS...

- Air Warrior III**
UPC 7 - 70% Looking a bit dated in the graphics department, but still features excellent multiplayer gameplay. **NOW 60%**
- European Air War**
UPC 17 - 88% Slightly disappointing missions, but excellent dogfights and superior landscapes. **NOW 86%**
- Combat Flight Simulator**
UPC 18 - 85% Easy to get into and hard to stop playing, with fun gameplay and impressive graphics. **NOW 84%**

filtering and Z-buffering. If this doesn't mean much to you then you'll just have to take my word that the game looks good even without a 3D card. With a 3D card, the detail level approaches the photorealistic. Beautiful though this is, landscapes can be quite barren, with nothing like the detail of Microsoft's *Combat Flight Simulator*, and there is no motion effect for the sea textures, with coastal waves frozen unrealistically in time. Cloud effects are superb, especially as you climb through lower layers, and they play an important tactical aspect in the game when enemy AI relies on vision without the benefit of on board radar. Having said this, you have the advantage of being able to pull up your navigation map at any time, which can act as a radar, showing the real-time positions of all aircraft, as well as waypoints and ground bases. The use of the map in this way detracts from the realism of the game, as does the ability to use a heads up display (HUD) which would obviously not have been available to those gallant fly-boys of yesteryear. These anachronisms are de-selectable, however, and in a game which otherwise relies so heavily on authenticity, it is preferable not to use them.

INSTRUMENTS OF DESTRUCTION

Apart from the HUD, the cockpit instruments are faithfully reproduced and are all fully functional, delivering real-time information such as speed, altitude and compass bearing. You are able to look all around the cockpit to check different instruments, and of course to check your field of view for targets and bandits. It is also possible to zoom in and out as if you were leaning back in the seat or hunching forwards over the machine gun sights. Other views allow you to fly from external and third person perspectives. All of the



armaments are as authentic as the ten different planes that can be flown, and they include machine guns, light bombs, heavy bombs and rockets, depending upon the plane and mission. Weapon selection is taken care of for you prior to take off. It is possible to select unlimited ammo and unlimited fuel as well as invulnerability, but as any World War II Ace will tell you, "that's just not cricket, old fruit".

One of the best aspects of the game is the collision detection system. All of the planes have over 20 separate damage areas, and as different polygons are hit and debris

are available to you. Authentic squadrons include the imaginatively named American 'Gentlemen from Hell', the typically reserved British '101 Squadron' and the unfortunate sounding German 'Pik As' boys.

The missions themselves are varied enough to sustain involvement, but unfortunately are stand-alone excursions, with no effect on each other, nor a dynamic storyline. They include escorting bombers, hunting and bombing submarines, taking out dams and V1 missile sites. The ability to switch between planes and take control is an excellent mission feature, allowing you to

"IN HARROWING DOGFIGHTS, POSITIONING AND OUT-MANOEUVRING IS FAR MORE IMPORTANT THAN FIREPOWER"

flies off into your slipstream, the handling of the plane changes dynamically. This means that there is no arcade-style gameplay of blasting everything out of the sky, and this leads to realistic and harrowing dogfights where positioning and out-manoeuving is far more important than firepower. All of the ten planes handle very differently, and it is easy to swap between planes in your squadron to try them out. You can also select test flights with any plane in the options menu. Planes are grouped by nationality and are accessed by creating a new pilot of British, American or German nationality and choosing from a range of squadrons, each of whose histories

have all the excitement of strafing and dogfighting with a fighter before taking over a bomber for a final approach. Controlling the big bombers, there is the nice touch of switching position between pilot, navigator, bombardier and turret gunners. This makes for excellent extended gameplay, with not only multiple planes but also multiple positions to choose from during missions. On top of the missions there is a Scramble option for instant action and an easy-to-use Mission Editor for creating unique scenarios. These can be uploaded to the Hangar area and played with up to 16 other pilots on the Internet or a network. **STEVE**



PLANE TO SEE

BOEING SUPER

LANCASTER

JUNKERS

LIGHTNING

MESSERSCHMITT

MOSQUITO

MUSTANG

TYPHOON

WOLF

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FOR
Variety of planes, squadrons and missions, authentic flight models and good graphics

AGAINST
Too many tempting options to cheat by using invulnerability and tracking enemy positions

	FOR	MIN	REC	VERDICT	OUT OF 100
PROCESSOR	P266		P226	While Fighter Squadron hasn't revolutionised the WWII flight sim genre, it does offer many new features and a good range of exciting missions	89
MEMORY	32MB		64MB		
HARD DRIVE	100MB		200MB		
GRAPHICS	2MB PCI		3DFX		
CONTROLS			KEYS, STICK		

OUT OF 100

REQUIEM



PUBLISHER UBI SOFT

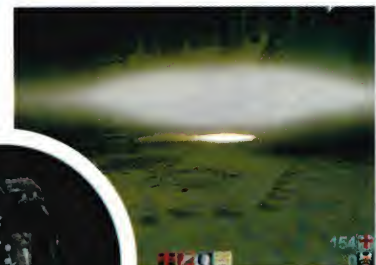
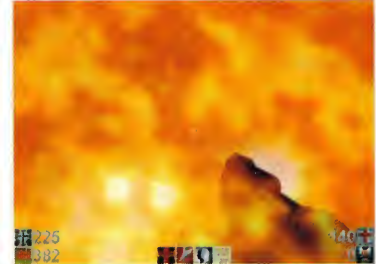
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WEB SITE www.requiem.com

PLAYERS 1-8



After a few minutes playing this the phrase 'they've gone to be with the angels' suddenly doesn't seem such a good way to comfort children when a loved one dies!



VERY SMALL EARS FOR SUCH A BIG FELLA

OTHER OPTIONS...

Half-Life
UPC 17 - 95% This is going to remain the yardstick by which all other shall be measured for a long time to come. **NOW 93%**

Sin
UPC 17 - 84% Some good ideas made this a real promising title, but bad flaws held it back. Not as good as Requiem, Half Life or AVP. **NOW 80%**

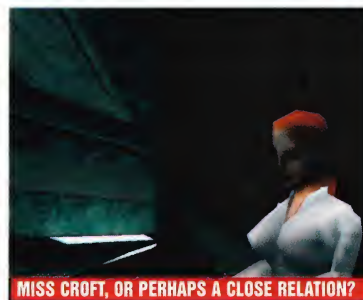
Aliens Vs Predator
UPC 22 - 94% The excellent license is done full justice by a superb and atmospheric shooter. Genuinely jumpy. **NOW 93%**

YOU'VE got to admire the balls of some people. Not in such a way as to get yourself arrested mind you. I'm talking about the kind of people who are prepared to go up against the best without a thought for personal safety. In publishing *Requiem*, Ubi Soft are doing just that. It's an FPS which is going to be following hot on

"REQUIEM PACKS THE SEEN-IT-ALL-BEFORE FORMAT WITH STACKS OF WEAPONS AND SPECIAL POWERS, FAR OUTSTRIPPING ANY OTHER GAME OF ITS ILK"

the heels of *Half-Life*, *Alien Trilogy*, *Sin* and probably going head to head with *Kingpin*. That's a formidable array of competition by any standards. Then they tell us the hero is an angel sent down from Heaven and the alarm bells start to ring!

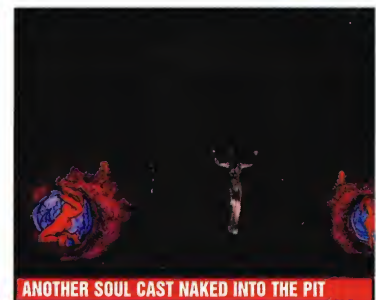
When I first heard the story behind *Requiem* I wasn't impressed. What's with this angel business? They're all chubby-



MISS CROFT, OR PERHAPS A CLOSE RELATION?

cheeked cherubs with little wings and harps, aren't they? Not if you've seen the film *The Prophecy* with Christopher Walken they're not. Nor are they if you happen to playing *Requiem*. Set in a

futuristic cyberpunk world, the human race is at the mercy of The Fallen. They are a fallen angels bent on the destruction of God's creation. The world falls under martial law, man turns against his brother, lager goes up by £1.50 a pint - aaargh! Only the Lord can save us now! So he sends Malachi, a good angel, to sort out the mess and give The Fallen a damn good kicking for their troubles.



ANOTHER SOUL CAST NAKED INTO THE PIT

The first section is a kind of introductory level set in the vile and twisting passages of Purgatory. The souls of sinners scream and writhe as you pass. Find your way out and it's into the game proper. You begin level one with just one weapon - the power to charge and fire a lightning bolt from the palm of your hand. New weapons can be picked up and extra powers learned along the way. At first the only resistance is from human security forces, but later all the minions of hell are thrown at you, along with some seriously bizarre guardians.

PSALM AGAIN, PLEASE

Requiem packs the seen-it-all-before format with stacks of weapons and special powers, far outstripping any other game of it's ilk. The emphasis isn't entirely on

POWERS OF GOD

Here are a few of the angelic powers which give Malachi the edge over his mortal adversaries...

TURN TO SALT

As the name suggests, the victim is reduced to a salt statue then crumbles away to nothing.



BLOOD BOIL

See your enemy explode from the inside out in a plume of limbs and entrails. And laugh at him.



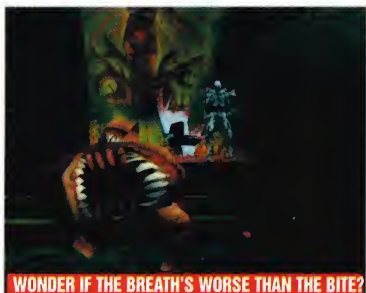
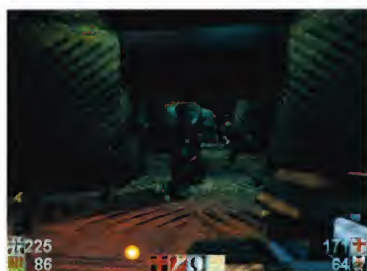
LOCUSTS

Conjure up a swarm of nasty insects capable of stinging weaker baddies to death in seconds.



EXORCIST

An energy bolt which can also be used like a projectile weapon in order to smash windows or grates.



UH-OH... ATTACK OF THE MUTANT FIREFLIES!

WONDER IF THE BREATH'S WORSE THAN THE BITE?

THE IN-GAME ARCHITECTURE AND GRAPHICAL STYLE GIVES REQUIEM A LOOK ALL OF ITS OWN

action, though. There are characters to meet and interact with, albeit in a very linear way. Responses are mostly predetermined, and it's just a case of cycling through the conversation and

other heavy artillery litter the levels along with god-given powers such as the ability to turn enemies to salt then watch them crumble away to nothing. Later in the game it's important to figure out which

and the style is unlike anything else put there at the moment. One of the main niggles is that it's not always easy to tell when you're being hit. The screen just blinks slightly darker momentarily, which isn't very effective due to the gloomy nature of the levels. The effect is heightened by the fact health also depreciates at such an alarming rate, to the extent that by the time you realise you're being shot at it's usually spatula time!



"HEALTH DEPRECIATES AT AN ALARMING RATE, TO THE EXTENT THAT BY THE TIME YOU REALISE YOU'RE BEING SHOT AT IT'S USUALLY SPATULA TIME!"

listening to pick up plot devices and clues. It's done in such a way as not to be obtrusive and doesn't throw loads of info or waffle at you in one go, which makes things easy to follow. There are puzzles but they're pretty simple. Find the switch which opens the door and off you go. You've got to keep your eyes peeled though, as sometimes the way forward isn't instantly obvious. You might have to shoot out a window or vent grating to make progress. Anyone with more than a couple of hours of Half-Living under their belt won't find this a problem though, I'm sure.

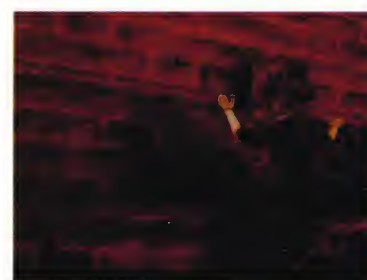
It's cool the way enemies die, writhing and screaming in agony. Sick, I know, but I defy anyone not to get a morbid satisfaction from it (at this point your scribe adopts an ever-so-slightly alarming nervous tick and sniggers disturbingly to himself). Rocket launchers, machine guns and assorted

weapons or powers work best on different opponents, but early on you can blast pretty much anything with anything.

COMMUNION WHINE

The graphics are fast and crisp, although you need a decent PC to keep the frame rate up. The characters in particular look superb, although the overall affect of the locations isn't as impressive as *Half-Life*, for example. They are, however, very effective,

The multiplayer mode isn't going to take over from *Half-Life*, or even *Quake II* for that matter, when it comes to deathmatch games, but *Requiem's* appeal is for the solitary player. Again, not quite up there with *Half-Life*, but better than *Sin* certainly. In short, if you've finished *Half-Life* and need a new first-person single-player challenge, *Requiem* is the game you've been praying for! **MILES**



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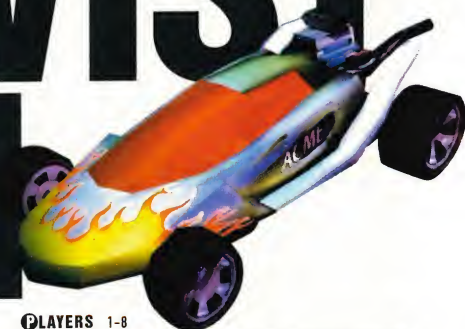
FOR
There's a strong story, lots of weapons and powers and some excellent guardians
AGAINST
The graphics aren't as impressive as certain other FPS games around at the mo'

SPEC	MIN	REC
PROCESSOR	P166	P200
MEMORY	32MB	64MB
HARD DRIVE	116MB	275MB
GRAPHICS	SVGA	3DFX
CONTROLS	MOUSE/KEYBOARD	

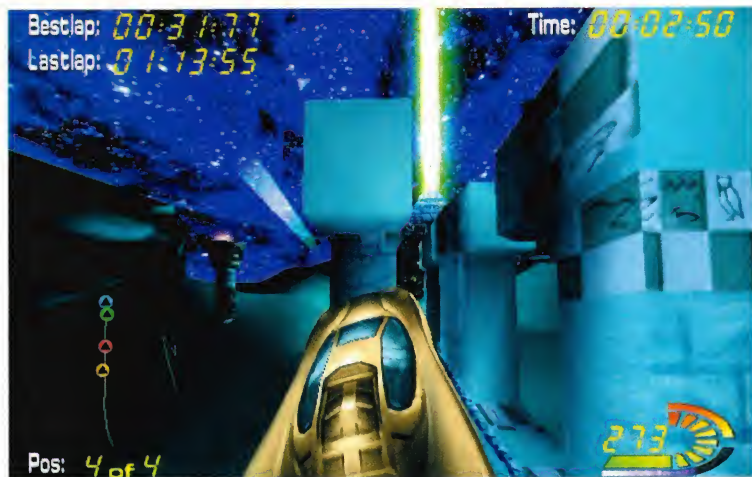
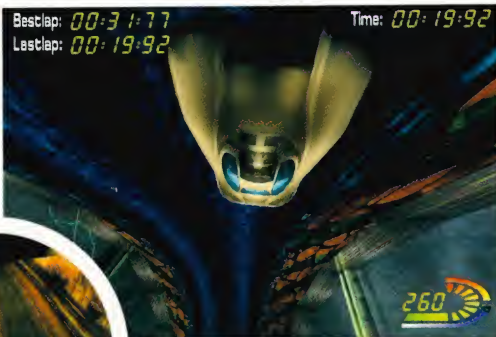
VERDICT
If you're looking for a new challenge after *Half-Life* then this is it. Original and hugely playable – the most fun you can have without going to church!

OUT OF 100
86
OUT OF 100

THRUST, TWIST 'N TURN



PUBLISHER TAKE 2 INTERACTIVE **DEVELOPER** CARTS ENTERTAINMENT LTD **PRICE** £29.99 **RELEASE** OUT NOW **WEB SITE** www.take2europe.com **PLAYERS** 1-8



Futuristic racers are almost as common on the PC as flight sims, with one, maybe two, released every month. Now we have another from Take 2 based on an old Geoff Crammond classic, *Stunt Car Racer*...

DETHKARZ *Mad Trax*, *Powerslide*, *S.C.A.R.S.*, *Rollcage* – all arcade racing games set in the future that depict a dangerous sport televised as entertainment to the deprived and starving masses of the underclass. Ho hum... Why don't the developers just admit that they wanted a racing game with as good a graphical quality and as much adrenaline-pumping speed as possible? That's what Carts Entertainment have done. They've taken Geoff Crammond's *Stunt Car Racer*, a racing simulation that's bizarrely set on raised roller coaster-style

circuits, and thought 'We can do better, we'll make the cars go as fast as possible on circuits that loop-the-loop, make the players race up and down vertical slopes and on 45 degree gradients. In other words, we'll make them feel like they're racing on the scariest roller coasters!'

TRACKS AND MORE TRACKS

This is exactly what *Thrust, Twist 'N Turn* (TTT) feels like; racing jet engines with wheels on roller coasters. It feels like racing on the back of a slippery eel as it wiggles around. In fact I don't really know how to

CARTS ENTERTAINMENT LTD

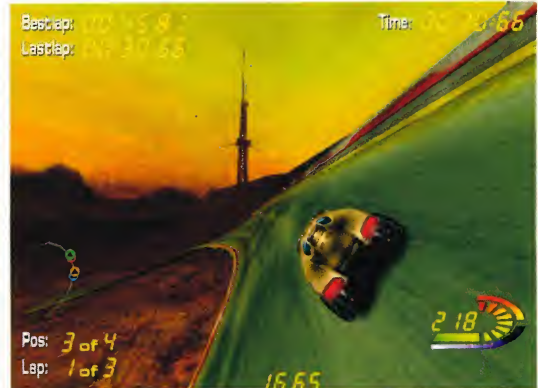
This is a very recent company, having only been founded as short a time ago as 1996 in Helsinki in Finland. They are a keen group of developers who obviously share the same tastes in games as myself (they know about *Stunt Car Racer* anyway!), and to date have only produced two titles – *Thrust, Twist 'N Turn* and a game called *AD*. This is a rally game that takes place throughout human history

from ancient times to present day and beyond. Only in Finland could such an idea be thought up!



OTHER OPTIONS...

Dethkarz UPC 17 - 74% In my opinion this is the best futuristic racer let down by poor longevity. Try it out if you like TTT.	NOW 74%
S.C.A.R.S. UPC 21 - 70% A cartoon-style combat/racer with weapons and strange vehicles. It doesn't have the same sense of speed as TTT, though.	NOW 70%
Rollcage UPC 21 - 80% This reviewer doesn't like this game, but it's proved very successful and is faster than TTT with effective weaponry.	NOW 80%



I DREAD TO THINK WHAT'S OVER THIS HILL... PROBABLY A DROP



IT'S SURPRISINGLY EASY TO COME OFF THE TRACK IN THIS GAME



THESE TILES ONLY ADD TO THE MIND-BOGGLING SENSE OF SPEED

describe the experience of playing this game. The gameplay is pretty standard for this sort of game with you racing in arcade, championship, time trial or multiplayer modes, but within each race you simply have to be the first to cross the finishing line. More difficult than it sounds!

The game at first offers eight tracks

"THRUST, TWIST 'N TURN FEELS LIKE RACING JET ENGINES WITH WHEELS ON ROLLER COASTERS"

based in a futuristic city, out at sea, in a desert, in Egypt, down a mine, up in the stratosphere and so on. Each looks completely different from the others with huge skyscrapers in the city track, a huge ancient pyramid in Egypt and dolphins swimming in the sea in the sea-based track. Admittedly, at first when I played the review copy, the trackside graphics weren't enabled

and I thought 'oh my god, they've gone overboard in the homage to Geoff Crammond'. All you had was the track and the sky graphics, but luckily a quick call to Take 2 sorted me out and I could enjoy the full visual delights of this game. Okay, so all games of this style these days have fancy graphics and over-the-top lighting effects,

but in *TTT* they really serve to complement the track designs and give you a real feeling of racing up a slope hundreds of feet in the air before plummeting back down again, turning as you do so.

One thing that's immediately apparent in *TTT* is the weapons – the lack of, to be precise. In almost every other futuristic racing game around you have weapons and

power-ups scattered around the tracks for you to pick up and use. In *Rollcage*, a game I happen to think is vastly overrated (controversial, I know), the weapons serve only to slow your opponents down and not destroy them. In *TTT*, even with no weapons and power-ups, and hence no sense of danger (you even get dropped back on the track after driving off), it's still one of the most exciting games I've played, mainly due to the hair-raising designs of the tracks!

The lack of power-ups is compensated by one of the best uses of a Turbo-Boost function I think I've experienced. Instead of picking it up on the track or buying it in between races (how many times has that been done?), you start the race with a bar indicating how much turbo you have and as you use it during the race – it naturally decreases until you run out. This calls for some careful strategy concerning the use of this, especially in longer races. So many

EDITING YOUR OWN TRACKS

Not included with the released version of the game is a track editor for *Thrust, Twist 'N Turn*. This is simplicity itself in that you start off with a simple oval and then proceed to raise, lower, twist and bend the track to how you want it. Imagine the possibilities – a huge track going miles into the sky with constant loop-the-loops... I think I've died and gone to heaven! How you can get hold of this isn't decided yet, but keep an eye on the Take 2 website, or perhaps our humble cover disc, where we might feature it as a patch for the full game.



SOMETIMES YOU DON'T THINK ANY OF THE...



...TRACKS CAN POSSIBLY BE RACED AROUND



THE TRACK EDITOR IS VERY EASY TO USE



HOPEFULLY YOU'LL HAVE THE CHANCE SOON



THE CITY TRACKS ARE THE BEST-LOOKING

times I lost a race because I'd used all my turbo in the first few laps.

You have a choice of three cars in *TTT*: novice, intermediate and expert. Each has a different top speed and handling abilities, but one of the three is more suited to each track than the others; one can handle corners better, another won't spin out after a jump, and so on. This means that a lot of experimenting and a lot of practising with the three cars on each track is in order before you can expect to win the championship. The computer cars (you can have one to three opponents in single-player mode) are also based around these three designs, and as a result when you race on tracks you can watch to see how they perform to improve your chances.

The behaviour of the computer-controlled cars is one of the best aspects of *TTT*. In most other racers, the computer cars always seem to drive around in circles with no noticeable individual tendencies and an often amazing amount of skill in driving the cars. In *TTT* though, depending on the skill level of the car,

"IT'S NOT PERFECT BY ANY MEANS, BUT I'D THOROUGHLY RECOMMEND CHECKING THIS OUT"

the 'drivers' behave differently. The novice car is the slowest and worst driver; the intermediate is, well, intermediate in skill; and the expert car is fast, skillful and very aggressive, thinking nothing of ramming you off the track. This made races very exciting when you can leave the novice car eating your dust and battle with the expert car, meaning when (not if!) you do go off the track, you don't always end up miles behind in last place, ruining your championship chances.

THIS TURNS TUMMIES

The game modes on offer in *TTT*, as mentioned above, are Arcade (a series of one-

GEOFF CRAMMOND'S STUNT CAR RACER

This is the game the developers openly admit inspired them when producing *Thrust, Twist 'N Turn*. No-one besides myself in the office seems to have heard of it, but I still rate it as one of the best racing games ever. It has simple wire-frame graphics, but they aren't important; it's the playability that counts, and this had bucket-loads. You simply raced an opponent around raised tracks with banked bends, jumps and

bumpy straights, trying to beat them while not driving off the sides. If you did then a crane plonked you straight back on and you continued. Your car could take damage though, and if it incurred too much your engine smoked and blew up. It might not sound like it, but this was a superb game. Trust me, I'm a UPC reviewer.



off races with tracks becoming unlocked as you win on others); Time Trial on tracks you've unlocked; Multiplayer, where up to eight people can race simultaneously; and Championship. This involves racing through all eight tracks available in order against the other drivers in their cars. Depending on what car they're in, their skill levels as well as their ability to navigate the tracks without coming off are affected; remember, some cars are best suited to each track than others. Luckily, when you race in a championship you aren't restricted to one car like the computer opponents, but instead can choose your car before each race. This doesn't make *TTT* any easier though, because you still have master the tracks with the different cars.

With only eight tracks you may be thinking that this game isn't exactly going to last anybody longer than a weekend. You'd be

wrong though, because as well as the eight tracks you start off with, you can also access eight 'Shadow Tracks'. These are basically similar to the first eight tracks, except the background graphics are better, the tracks are longer and boy, are they more difficult! Some of the twists, turns and gradients must surely be impossible, yet the cars still manage to race around them. These 'Shadow Tracks' are only unlocked when you successfully win all the arcade races, and the 'Shadow Championship' is unlocked after you win the championship (funny that!). Win all the 'Shadow' races though, and there's another surprise for you - a championship with all



sixteen tracks unlocked so far. As if this wasn't enough, the game apparently contains hundreds of secrets and extra game modes that I don't think even *Take 2* know about!

A REAL GROWER

While it's not a great game by any stretch of the imagination, and I have to admit I first installed it expecting to really slate it, *TTT* almost completely won me over. It doesn't offer the high-speed thrills and glorious graphics of games like *Rollcage*, *Dethkarz*, *S.C.A.R.S* and the like, but *TTT* is plenty fast enough thank you, and contains enough stomach-churning and vertigo-inducing moments, as well as an intense challenge in keeping on the track while racing opponents to keep all but the most cynical of speed-freaks happy. The handling of the cars is spot-on, realistic, and even with a maximum of four cars on the track in single-player

mode, you can easily catch up with your opponent(s) with a little burst of turbo power.

Compared to other games of this ilk, it's pretty leisurely with no huge explosions and no power-ups, just pure racing action dependent on your driving skill (an aspect seemingly lost on most games like this). While *TTT* is never going to achieve the success of something like *Wipeout* and ninety percent of people will think it's worse than *Rollcage*, I actually prefer this game due to its emphasis being on playability and driving around incredibly complicated tracks rather than simply blowing your opponents up or driving faster than the eye can see. It's not perfect by any means, but I'd thoroughly recommend checking this out because, like me, you could be pleasantly surprised, which is high praise indeed, because I never thought I'd be saying that about *TTT*. CHRIS



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FOR
Some of the best track designs I've ever seen and a real emphasis on playability

AGAINST
Perhaps there isn't enough going on to interest real arcade addicts

SPEC	MIN	REC
PROCESSOR	P200	P350
MEMORY	32MB	32MB
HARD DRIVE	100MB	100MB
GRAPHICS	DIRECTX	3DFX
CONTROLS	KEYS. WHEEL	

VERDICT
What initially seemed pretty average gradually grew on me until I came to understand its subtle nuances. An excellent racing game

OUT OF 100
80
OUT OF 100



IT'S ABOUT TO GO OFF

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DELTA
FORCE



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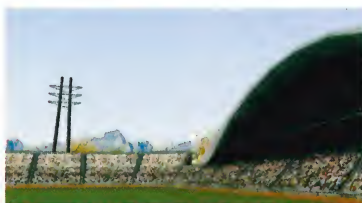
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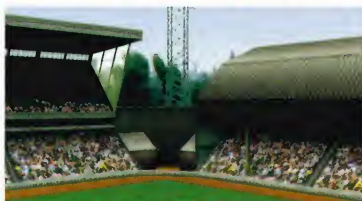
PUBLISHER VIRGIN DEVELOPER CRIMSON PRICE £29.99 RELEASE OUT NOW WEB SITE www.viv.co.uk PLAYERS 1-8



As if to herald the new dawn of the English game under the (hopefully) temporarily temporary stewardship of Kevin Keegan, we cry Viva football!



HUDDERSFIELD OR OLYMPIAKOS? WHO CAN TELL?



PLAINMOOR RECEIVES A MUCH NEEDED FACELIFT

OTHER OPTIONS...

FIFA 99
UPC 17 - 82% The best FIFA yet, and they're getting 'there'. Still too many soft goals that prevent it from reaching classic status though. **NOW 86%**

Michael Owen's WLS 99
UPC 18 - 81% A decent effort with nice rippling net effects, but these individually endorsed games rarely seem to work in the long run. **NOW 79%**

Sensible Soccer ECE
UPC 16 - 91% It's a shame the classic Amiga game was never accurately recreated on the PC, but this is as close to it as you can get. **NOW 84%**

SO Mr Virgin. Think you know a bit about football, eh? I expect the next thing you'll be telling us is how you've created the ultimate arcade footy experience at the first time of asking regardless of the fact EA have been hacking away at it for years and still haven't got it 100% right. A bold assertion, sir, but how do you back it up?

Unique selling points (or USPs, as we in the in-crowd like to say it because we reckon it makes us sound kinda funky) are usually a good place to start. To get ahead in this business you've gotta have a gimmick. With Viva it's classic teams from World Cups of years gone by. You reckon the Brazilians of 1970 could show Ronaldo's current shower a move or two? Now you can prove it. It's not all famous names, though. Every current national side in the world is included, many with authentic line-ups for all the World Cups

"YOU RECKON THE BRAZILIANS OF 1970 COULD SHOW RONALDO'S CURRENT SHOWER A MOVE OR TWO?"

they competed in, although the better known football nations have representatives for every tournament. For example, there's a 1994 England side even though we didn't qualify for the USA finals. If such lofty tradition makes you feel all inadequate, however, you could



always try pitting the the legendary Fiji team of '82 against the might of the current Botswana line-up! But, as the old cliché goes, gimmicks ain't worth diddly if they're not backed up by half-decent gameplay.

obviously an attempt to give complete control over how and where the ball is played, but so many controls simply aren't necessary!

BALL CONTROL

There are some interesting new ideas which have real potential. 'Ping' passing can be achieved by tapping the pass button. This produces a pass to the feet of the player in the direction indicated by an arrow at the passer's feet. It's not as easy as FIFA to knock the ball about though, as players have a much more effective physical presence. As a result, passes can be deflected or intercepted quite easily if you're not careful. If you hold the button

Before you even start though, check out the number of controls. Normally you just get pass, chip and shoot. Viva has a finger-boggling five separate kick buttons - shoot, pass, chip, long pass/cross and kick, which is basically a long hoof down the field. It's



however, a power bar appears at the players feet which enables you to weight balls into space for players to run onto, especially useful on breakaway attacks. It takes some practice to use effectively but makes the passing system much more flexible. Likewise all the other types of kick feature a powerbar to determine strength. Other than that it's pretty much par for the course on the action front - speed burst, a couple of shimmy moves, but not much else to distinguish it from the rest.

Play is hampered by the computer's lack of common sense when it comes to selecting the player to be controlled. Surely it's a fairly simple algorithm to tell the machine to choose the player closest to the ball, but

IN THE BOX

If the outfield players are prone to the odd aberration, the goalies are as thick as an elephant sandwich! Stinging twenty yard drives pose them no problem. They'll either tip 'em round the post of gather comfortably into the chest. Then you realise they have a pathological fear of leaving the six-yard box. A hopeful punt from the other half of the pitch can trickle into the area and stop a few feet short of the goalie. He'll then proceed to utterly ignore it, leaving an attacker with a free close-range shot or a defender to clear depending on which one gets back first. I'd hoped docile computer goalie syndrome was a thing of the past, but apparently it's alive and well and

white, but there's no attempt to 'age' the graphics. The exact same affect can be achieved by turning down the colour control on the monitor. By the same token, the gameplay has so many neat innovations, but they've not been implemented to a great enough degree. The bottom line is that it's just not enough fun to play. I was in EB the other day, and they were knocking out copies of *World Cup 98* for a tenner. Viva has more depth, but it's all about unrealised potential, and *WC 98* still offers a more enjoyable experience. **MILES**



GO ON SQUIRE, 20 NOTES THE PAIR. LUVVLY JUBBLY!

"THE GAMEPLAY HAS SO MANY NEAT INNOVATIONS, BUT THEY'VE NOT BEEN IMPLEMENTED TO A GREAT ENOUGH DEGREE"

selection is left largely up to the player. For the first few games you'll watch in amazement as time and again your highly-paid professional footballers run past the ball without giving it a second glance. Even when you get used to it, the split second delay as you manually choose the player you want to control can cause moves to breakdown with aggravating regularity.

living with Virgin Interactive. I liked the replays though. You can zoom in and out from any angle quickly and easily with the D-pad - great for rubbing opponents' faces in it!

For all my whinging, there's a decent football simulation in there fighting to get out. The idea of all the classic teams is a nice one, but it seems a little half-arsed. Choose two older sides and the game is played in black and



JURGEN KLINSMANN HAS A LOT TO ANSWER FOR!



THERE ARE STADIUMS OF ALL SHAPES AND SIZES



THE KEEPERS ARE ERRATIC TO SAY THE LEAST

BLACK AND WHITE DYNAMITE

Including all the classic teams of the past is a great idea, and there are some nice touches like the appearance of the famous Admiral England kit as worn in the '82 World Cup. Still though, more effort could have been made to get a bit of olde worlde atmos going. Simply playing the same game in black and white doesn't instantly transport you back to the 50s, I'm afraid!



IS IT A CLASSIC GAME FROM YEARS LONG PAST OR IS THE TV ON THE BLINK? WHO CAN TELL...

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FOR
Some cool gameplay ideas give an extra dimension lacking in other football games

AGAINST
Crap goalies, poor presentation and iffy player selection make it an unfulfilling experience

SPEC	MIN	REC	VERDICT
PROCESSOR	P133	P166	Lots of promising ideas, none of which are realised to their full potential. If it ever happens, Viva 2 could be worth watching out for
MEMORY	32MB	32MB	
HARD DRIVE	30MB	300MB	
GRAPHICS	SVGA	3DFX	
CONTROLS	KEYBOARD, PAD		

OUT OF 100

68

OUT OF 100



WILD METAL COUNTRY



PUBLISHER GREMLIN DEVELOPER DMA PRICE £39.99 RELEASE OUT NOW WEB SITE www.gremlin.com PLAYERS 1-8

No, it's not a nation of headbangers, but the latest offering from the people who brought you Grand Theft Auto. Lemme at it!

YOU'VE got to love DMA. The guys who gave us one of the most memorable games of all time in *Lemmings* are always going to be remembered. That game alone ensures immortality. Just as original and playable in its own way was the splendid *Grand Theft Auto*, which once again proves that superior

gameplay can still outshine fancy graphics, even in this age of true 3D, Voodoo 3s and suchlike. Tanks seem to be flavour of the month for the Dundee dynamos at the moment, with *Tanktix* due in for review very soon and this little fella. It was previewed at ECTS last September but, as with so many DMA projects, there's a lot more to it than first meets the eye. To appreciate it you've got to sit down and actually play.

The storyline is rather similar to that of Acclaim's *Machines*, reviewed elsewhere this month. *Wild Metal Country* is spread

"THE LANDSCAPES ARE LARGE AND MOUNTAINOUS BUT THEY LACK FEATURES AND MUCH IN THE WAY OF DETAIL"

across three worlds in an area known as the Tehric System. Centuries before there was a civil war, and powerful, artificially intelligent war machines were programmed and deployed to guard each side's vital energy

cores. Each set of cores, as long as they're all kept within a certain radius of one another, can provide an inexhaustible supply of energy, which, as you can imagine, could be quite valuable. Unfortunately for the people, the machines' intelligence enabled them to deduce that everyone was a threat to the cores, not just the enemy, and so they went and wiped all the people out. The war ended and the worlds of the Tehric System became a no-go zone. The machines, left to their own devices, evolved and lived

OTHER OPTIONS...

Interstate 76	N/A	An odd choice perhaps, but I was a bit stuck and, well, you drive round shooting things. Nuff said.	NOW 82%
Tank Racer	UPC 22 - 50%	Not really similar, or even slightly similar, but it's got tanks in it and that's good enough for me, except it's not very good at all!	NOW 50%
Wargasm	UPC 18 - 87%	Again, it's not really similar, but it's got tanks in it, and quite a lot of strategy if that's your gaff.	NOW 87%



peacefully, apart from when they were busy hunting down and killing anyone foolish enough to land on their planets. Now a big reward is up for grabs to anyone who can retrieve the all-powerful cores. And, being a foolhardy type, it appears your hat has been cast into the ring!

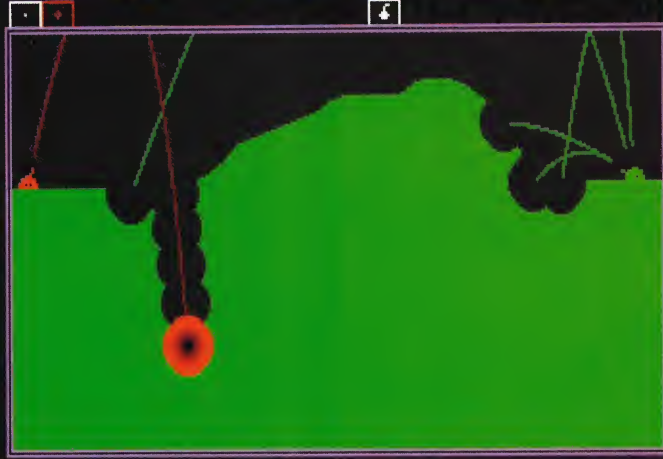
WILD HORSES

At the controls of a nifty, heavily armoured but highly manoeuvrable tank you have to take on and defeat the

TANX FOR THE MEMORY

Tanx was an ancient public domain game that first appeared on the old 8-bit computers. Two players went head to head, each with a tank located at opposite end of an Island. In-between were mountainous landscapes, and the idea was to take turns firing at each other until someone got hit. The secret was to find the right balance of elevation and velocity by trial and error, and it was addictive as hell, honest!

Angle: 75 Player 1 Direction(→)
 Power: 200 Wind: 30 ← Men: 98



THEY DON'T MAKE 'EM LIKE THAT ANYMORE! WMC OWES MORE THAN A PASSING NOD TO ONE OF THE GREAT PUBLIC DOMAIN CLASSICS OF THE MID-EIGHTIES



THE BAD GUYS APPROACH EN MASSE. AT THIS POINT RETREAT WOULD BE A JOLLY GOOD IDEA



FIRE IN THE HOLE! GROOVY WEAPON EFFECTS



BEST GET OUT OF THAT TIGHT CANYON FAST!

mechanical hordes in order to steel the energy cores in what is a truly original experience. DMA have done it again! At first things don't look very inspiring. The landscapes are large and mountainous, but they lack features and much in the way of detail. It's all fairly monotone,

You have separate forward and reverse buttons for each track. Both forward makes it go straight ahead, left forward, right neutral makes a shallow turn to the right, and left forward, right reverse makes a sharp right. This can all be done single-handedly on the keypad, leaving

“THERE'S REALLY NOTHING ELSE LIKE WMC OUT THERE AND THAT GIVES IT A UNIQUE MULTIPLAYER APPEAL”

visually. The third-person perspective also seems a tad basic. Initial attitudes change as soon as things get going, however. The first thing you'll notice when starting to play is probably *WMC's* single most appealing feature – the control system. Instead of simple left/right, forward/reverse, it works like a real tank.

the left hand to control the turret independently. Space fires the currently selected weapons, but there's one more subtlety yet. Holding space elevates the gun barrel, enabling you to hit targets on different levels. This is important since the landscapes in *WMC* are rarely flat and are made up almost entirely of rolling mountains and raised plateaus. The

physics of movement and gravity all seem just about spot on, and this is the final touch which gives the game its feel. Certain slopes can be scaled, albeit slowly, others only with a run up. Sometime it's possible to get a mountainside by angling the tank slight across the slope so the climb isn't so steep. All these things give the world a solid, realistic feel. The tanks aren't slow and cumbersome however, and zoom around, fly off ledges and roll down cliff sides with gay abandon!

It doesn't have a lot of the cosmetic gloss heaped on some other games, but *WMC* is all about quality and polish. So much time has clearly been spent getting the 'feel' right that the bland backdrops are hardly noticed. The only exception to this is the way the view spins away occasionally if you make a quick turn or tumble off a ledge. Sometime it seems to take precious seconds for the camera to relocate you.

It would seem that, once again, DMA have come up with an original concept that plays as well as any of the more tried and trusted genres. If you want an action game which actually demands some skill and joystick dexterity as well as a keen trigger finger, *Wild Metal Country* is the one for you. **MILES**

BIG COUNTRY

Wild Metal Country plays like a cross between *Interstate 76* and that ancient PD game *Tanx* (see *Tanx for the Memory*), and, like both of those games, is best played head to head against other human opponents. Fun as it is zipping around blowing up computer opponents (which takes practice, believe me), this really acts as a training ground for the real business of deathmatch. There's really nothing else like *WMC* out there, and that gives it a unique multiplayer appeal. In a way it's more satisfying than a lot mindless multiplayer blasters because it takes a fair amount of skill to control and use the tanks' weapon systems effectively.



LOOK OUT FOR TOMMY THE FLYING CATERPILLAR!

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FOR	AGAINST
The neat control system is unique in itself, and the multiplayer game is massively addictive	Can get a little dull in single player mode after a while. The graphics are also a little on the boring side

SPEC	MIN	REC
PROCESSOR	P166	P233
MEMORY	32MB	32MB
HARD DRIVE	50MB	50MB
GRAPHICS	SVGA	3FX
CONTROLS		KEYS

VERDICT
 Great gameplay is the hallmark of DMA games – one of the main reasons why they're always so popular. *WMC* continues the tradition

OUT OF 100
85
OUT OF 100

ACTUA HOCKEY 2

PUBLISHER GREMLIN DEVELOPER IN-HOUSE PRICE £34.99 RELEASE OUT NOW WEB SITE www.gremlin.co.uk PLAYERS 1-4



Up until now EA's NHL games were the only ice hockey titles worth buying. However, it seems Gremlin have got something to say about that...

"TAKE me out to the ball game..."
Oh, sorry – wrong sport.

Baseball is the epitome of American sports. The US is one of the few countries who play it, and hence they tend to think they're the best in the world at it (I'm sure the Cubans could argue otherwise, though!). American football and basketball are both huge worldwide sports that bring in billions of dollars of revenue, while ice hockey undeservedly remains the poorer cousin of all three; not as much money, the Americans are often beaten by other countries at the Olympics, and the

crowds and merchandising are on a much smaller scale. It's odd then, that despite all this, ice hockey is perhaps one of the best sports to be simulated in a computer game.

It's extremely fast, very exciting and, of course, violence features prominently. EA cottoned on to this fact many moons ago on the old Sega Megadrive, where the franchise began, and at the end of last year released the latest and greatest of these games, *NHL 99* on the PC, N64 and PlayStation (we gave it 91% in issue 17). If you haven't figured it out by now, I'm a big hockey fan and absolutely

love the *NHL* games and feel a little insulted that all the other games on the market are poor arcade games in comparison.

A SLAPSHOT IN THE FACE

This new *Actua Hockey* game isn't actually that bad, but I'm afraid I didn't like it simply because it's just not one of the *NHL* games. Certainly the speed, excitement and end-to-

"IT'S EXTREMELY FAST, VERY EXCITING AND, OF COURSE, VIOLENCE FEATURES PROMINENTLY"

end action of ice hockey is there, and *Actua Hockey 2* is fun to play. Perhaps the rink is a little small, making play quite confined, and the commentary always a little behind the action (unlike *NHL*). The controls are very basic – direction buttons and three others for passing,

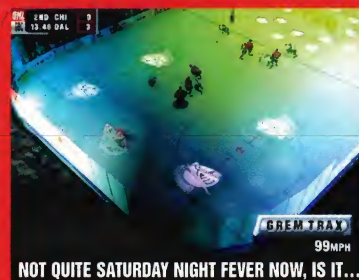
shooting, checking and changing players. You can even change the lines (teams of players) on the ice and tactics, as well as tinker with all the rules and options you'd expect in a sports game like season, exhibitions and practice. So far so good, but what lets the game down is the fact that although the teams and players are included, they're all changed to avoid any licensing problems, and the commentary has

been recorded to suit this. Oddly enough though, the players have photos that are a pretty good likeness of the real thing. None of the stadiums are represented either, but then that's a purely cosmetic affair anyway.

While this game is plenty of fun to play, it just doesn't measure up to EA's games. The graphics and commentary are poor, and the music played during breaks in play is of the 'Roll Out The Barrel' variety. Very cringe-worthy. With *NHL 99*, you get a sense that's it's just like real life and an authentic simulation (although if you want an arcade mode, simply turn off all the rules and options like line changes), and it has a tangible sense of atmosphere. *Actua Hockey 2* feels like an arcade game and lacks all the tournaments and players of the real competitions. A shame, because what is actually a great arcade game lacks the involvement of *NHL* and pales in comparison as a result. **CHRIS**

ICE, ICE BABY

The presentation in *Actua Hockey* is probably its weakest aspect. There are half as many options as in EA's game, and you can't trade players or fiddle with the tactics of your team during a season. On the ice, there's a full commentary and several camera views, but when a period ends the next begins immediately – there's no time for a breather. In real life hockey is a boisterous affair with lots of music, lights and chanting, but in this it's just plain weird. If a goal is scored or a match ends, the lights dim and fluorescent spotlights shine on the ice. I kept expecting the players to start dancing like John Travolta in *Saturday Night Fever*!



NOT QUITE SATURDAY NIGHT FEVER NOW, IS IT...

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FOR
Exciting gameplay, plenty of options and terrific fun in two or four-player mode

AGAINST
Simply not as good as *NHL 99*, with poorer graphics and none of the real players and teams

SPEC	MIN	REC
PROCESSOR	P166	P200
MEMORY	16MB	32MB
HARD DRIVE	2MB	345MB
GRAPHICS	DIRECTX6	3DFX
CONTROLS		KEYS, PAD

VERDICT
What could have been a 90+ game is let down by no real sense of being a simulation of the real thing and the fact that *NHL* is already available

OUT OF 100
80
OUT OF 100

GHL NEXT MATCH

NET MINDER	78%	
DEFENCE	70%	
OFFENCE	59%	
OVERALL	64%	ROSTERS
NET MINDER	85%	
DEFENCE	88%	
OFFENCE	82%	
OVERALL	85%	ROSTERS

THE NAMES ARE ALL SLIGHTLY CHANGED

BATTLE OF BRITAIN

PUBLISHER TAKE 2 **DEVELOPER** TALONSOFT **PRICE** £34.99 **RELEASE** OUT NOW **WEB SITE** www.take2games.com **PLAYERS** 1-2



The German army stands on the northern coast of France, poised for invasion. Can you keep them from our shores by winning the Battle of Britain?

“NEVER in the field of human conflict was so much been owed by so many to so few.” So commented Winston Churchill in September 1940, as Hitler mustered an invasion force on the northern coast of France. Whatever you say about the man and his politics, there's no

doubt that he knew how to make a rousing speech. The Battle of Britain, whilst not remembered as one of the most glorious engagements of the Second World War, was arguably the most significant. Had the Luftwaffe defeated the RAF and gained control of the skies over Britain, Operation Barbarossa, Hitler's planned invasion of Britain, would certainly have become reality, and who knows that the results would have been. As such an important historical conflict, there's been no shortage of flight simulations based on the battle. However, Take 2's take on the conflict is, to the best of my knowledge, the first one that has approached the battle from a turn-based strategy angle.

The Battle of Britain was unlike any previous action in that it was fought perpetually across several months. In the game players are offered the chance to fight this whole battle, or quicker, smaller scale games can be created by playing just a day, week or month. Each day represents a complete turn and is split into numerous different phases - British Movement, British Reaction, German Raid Planning and German Reaction. In the Movement and Raid Planning phases, players co-ordinate attacks,

organise defences and then, once all this has been done, they then watch the outcome of their planning in the Reaction phases. At this point the German player can sit back and watch their bombing raids unfold over the map of Britain, whilst as the RAF the player must react to approaching threats as and when they appear. This part of the game is played in a real-time environment where time

“AS COMMANDER OF THE LUFTWAFFE, THE PLAYER MUST TRY AND GRIND THE RAF INTO SUBMISSION”

is critical. Sending up interceptors a moment too late can mean the difference between catching them before they reach their target, after they've reached it or not at all.

At the beginning of a game players are presented with a map of Britain and the northern coast of France. Upon this map key locations such as airfields, ammunition factories, manufacturing plants and fuel depots can be found. Each is a vital cog in the smooth running of the air force. As commander of the Luftwaffe, the player must try and grind the RAF into submission by

destroying these targets. As commander of the RAF, the player must protect these locations and keep the RAF in the air.

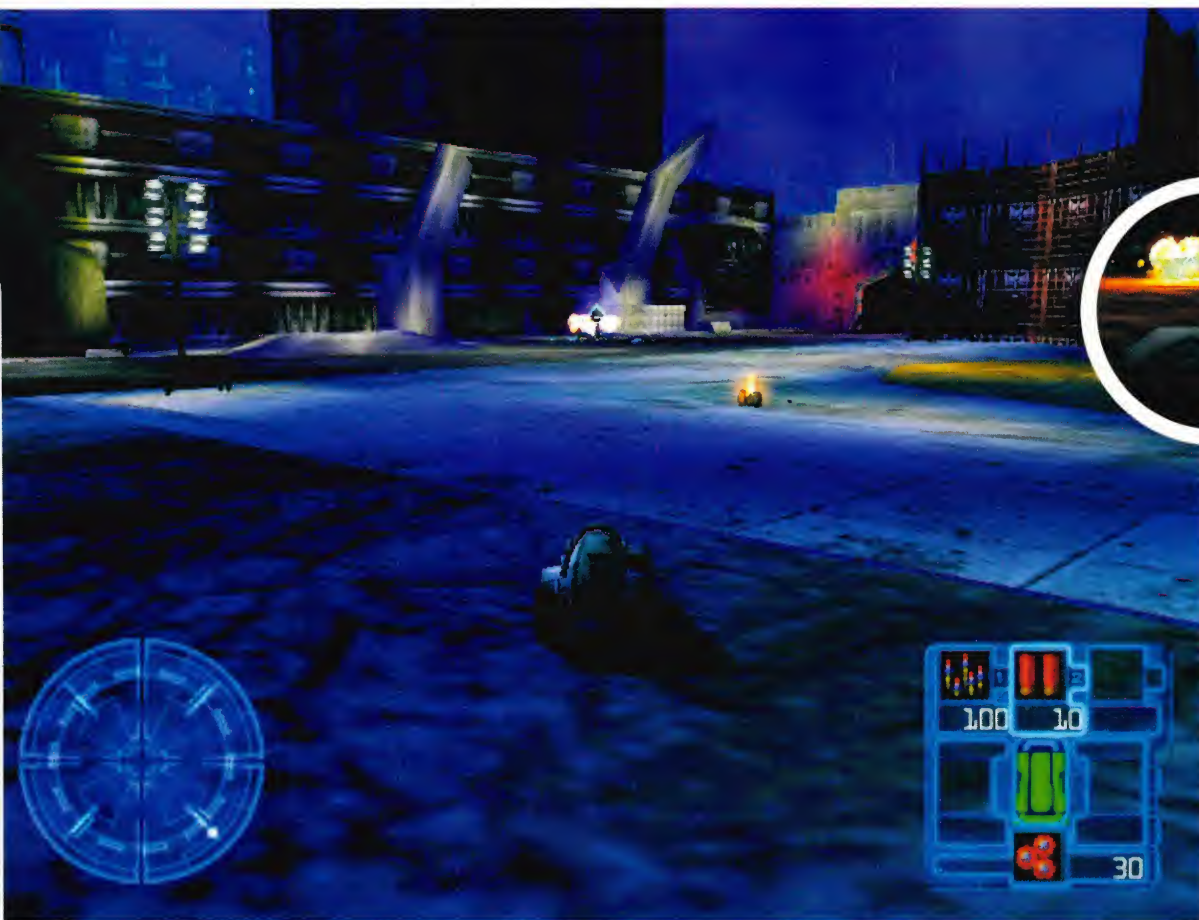
One of the things that makes the game so interesting is that the real battle was so finely balanced. It could easily have gone either way, especially if the Luftwaffe had done several things differently. Players of the game can explore all these different possibilities. Should the Luftwaffe have concentrated on the radar sites instead of airfields? Would they have been better targeting ammunition factories? The fact that there is no definite route to victory and that the player has the freedom to explore a whole range of different tactics and strategies makes this quite a compelling title. It can be incredibly slow at times and the level of detail will make it a daunting proposition for virgin wargamers (although there's a good tutorial), but if you're a keen wargamer and are fascinated by the battle, it will keep you engrossed for weeks. **JON**

SUPERMARINE SPITFIRE

The Spitfire became the symbol of British resistance throughout the Battle of Britain. Having entered service just before the outbreak of war in 1938, the plane had never been tested in combat but performed exceptionally well against most of the Germans' aircraft (only the Focke-Wulf 190 was a match for it). The Spitfire was fast and manoeuvrable and packed eight Browning .303 machine guns which could fire a devastating 160 bullets every second!

ONE OF BRITAIN'S FINEST FIGHTER PLANES

<p>UKGAMES.COM 01279 321 321</p> <p>JOIN THE SPECIAL RESERVE CLUB 01279 321321</p>	<p>FOR</p> <p>Great detail and plenty of depth to keep keen wargamers entertained</p>	<p>SPEC</p> <p>PROCESSOR P133 P166</p> <p>MEMORY 32MB 64MB</p> <p>HARD DRIVE 135MB 135MB</p> <p>GRAPHICS 16-BIT SVGA 16-BIT SVGA</p> <p>CONTROLS MOUSE</p>	<p>MIN</p>	<p>REC</p>	<p>VERDICT</p> <p>Not for beginners, but if you're after a wargame that will engross you for several weeks, Battle of Britain should fit the bill</p>	<p>OUT OF 100</p> <h1>78</h1> <p>OUT OF 100</p>
	<p>AGAINST</p> <p>The game can be slow at times and it takes some getting used to</p>					



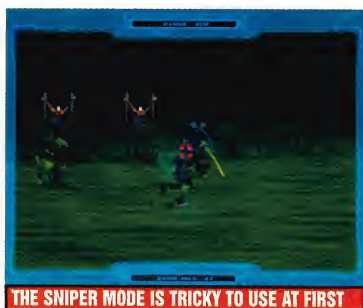
REDLINE

PUBLISHER ACCOLADE DEVELOPER BEYOND GAMES PRICE £34.99 RELEASE OUT NOW WEB SITE www.accolade.com PLAYERS 1-12

This was supposed to have been released before Christmas, but for some reason was delayed until now. God knows why though...



A SPECTACULAR EXPLOSION YESTERDAY



THE SNIPER MODE IS TRICKY TO USE AT FIRST

THE early press for this first-person game was very positive, with many people explaining that it had definite potential, especially as far as the multiplayer option was concerned. Now the game is

Originally, the storyline was going to feature you as a young hoodlum who joins a gang of futuristic gladiators as they fight to the death with rival gangs as entertainment for the super rich. Over the course of a number of

“THE MOST ORIGINAL PART OF THE GAME IS YOUR WEAPON, WHICH IS ONE GUN THAT CAN CHANGE INTO TEN DIFFERENT ONES”

finally finished, how does it rate compared to the usual suspects in this genre (*Half-Life*, *Aliens Vs Predator* and *Quake II*)? The quick answer is simply 'badly', but with two pages to write, I'm going to have to justify this.

arenas, you were going to find yourself rising through the ranks of the gang and gaining more experience, becoming stronger, fitter and better along the way. This itself sounded like it could be interesting concept, but only if



the developers got everything spot on. So it was with a certain amount of interest I installed this game and booted it up, only to discover that it was actually nothing like what I was expecting – it was far worse.

LOST IN DEVELOPMENT HELL

Certainly, the game is set in the future and sees you being recruited into a gang and accomplishing tasks for them, but what happened to the gladiatorial contests? The

huge arenas where you fight it out under the gaze of the rich television audiences? What happened to you gaining experience and attributes as you progress through the game? All I played was a sub-standard version of *SiN* or *Quake II* with a little bit of *Carmageddon*-style action in armoured vehicles.

The game I played was spread over fifteen levels of one-player, first-person perspective action that involved either running around huge rooms in buildings or driving a car

MULTIPLAYER

The multiplayer mode was touted as being one of this game's strong points, with up to sixteen people fighting in their own gangs against others, which would've been pretty cool. But - surprise, surprise - this too has been changed. Now only twelve people can play at a time, often in solo deathmatches, in these levels which, as mentioned in the review, leaves a lot to be desired.



OTHER OPTIONS...

Aliens Versus Predator
UPC 22 - 94% In my humble opinion the best first-person game EVER, even if the multiplayer game isn't quite up to Half-Life's. **NOW 94%**

Half-Life
UPC 17 - 95% Many people's choice for the best game of all time, but AVP has bags more atmosphere. **NOW 93%**

Carmageddon 2
UPC 16 - 92% Another game featuring motorised mayhem, but this does it with far more panache than Redline. **NOW 91%**



SOMETHING DARK AND FOREBODING AT NIGHT



armed with missiles or machine guns and fighting various different enemies in fifteen different locations. In between each one, there's an appalling cut scene that makes even *SiN*'s look good, where your mission is explained to you, and then it's back to the action. This usually involves fighting your way into a gang's stronghold, killing everyone you see, and retrieving a car, hostage, or simply blowing the place up. Big deal. I mean, hey, it's not like I've ever experienced anything like this before! Whereas in other first-person games,

cursor keys to control the car, the handbrake button is the space bar, making it hard to drive around, shoot enemies and make sharp turns with only two hands. As a result most fights between vehicles will find you driving endlessly round in circles trying to get a lucky shot in while your opponent is doing the same thing. A dog running in circles, chasing its own tail springs to mind!

So perhaps the multiplayer mode is okay? Wrong. There are nine multiplayer arenas in *Redline*, each its own self-contained area not

"A DOG RUNNING IN CIRCLES, CHASING ITS OWN TAIL SPRINGS TO MIND!"

you can easily run, jump, duck, strafe and use objects to survive, in *Redline*, you can jump and strafe (don't expect to hit anything while doing this though!) and walk into buttons to open doors. Pretty simplistic and not very original. In fact, the most original part of the game is your weapon, which is one gun that can change into ten different but still not original ones, from a saw to a machine gun, a shotgun, a rocket launcher (do these all sound familiar?) and a laser.

The vehicles that you can drive range from little motorbikes to cars to vans and tank-things. All are controlled in the same way, have similar weapons (just more destructive as you get bigger vehicles) and are all equally hard to control. If you use the

necessarily featured in the single-player game. They range from small, single storey levels to huge airport terminals. It's just a pity that the graphics are really quite dated and, compared to *Half-Life* and *AVP*, are pretty atrocious. One of the few real criticisms about *AVP* was that its multiplayer levels were a little lacking in

WHAT'S IT ALL ABOUT?

The original idea of gladiatorial contests being the core of *Redline* was initially mentioned, and what a great one it would've been too - like *Tekken* but with cars! Somewhere along the line this idea seems to have been ditched in favour of a poor by-the-numbers first-person game. Even the arenas we were promised have failed to materialise, as has the background featuring the rich watching the action on their TVs. Instead we have a weak story about you being recruited by one gang and being used to kill all the others. So what?!



THIS GUY IS YOUR BOSS AND GIVES YOU INSTRUCTIONS. WISH HE'D CHEER UP THOUGH...



THIS IS YOUR UGLY MUG BEFORE THE CAMERA JUMPS INTO YOUR EYES. NICE PLACE YOU HAVE

terms of design, whereas this was one of *Half-Life*'s strengths. *Redline*'s, on the other hand, are pretty boring, ranging from huge, wide open spaces to... smaller, wide open spaces. This suits the fighting with vehicles aspect, but there's no atmosphere to these levels, no secret tunnels or real variety within the arenas.

crying out for a spark of originality or involvement. Please don't buy this, because you'll only encourage the developers to make a sequel. Get the usual alternatives like *Half-Life*, *AVP* or even *Quake II* instead. They're the examples of how first-person games should be. **CHRIS**

REDLINE? FLATLINE, MORE LIKE

So, as if you haven't guessed by now, I'm a little disappointed with *Redline*. When we had a multiplayer demo in the office last year a couple of people really liked it, but I failed to see the appeal. Now the review code has appeared, I like it even less. What could have been a really good game for both solo and multiple players has been let down by a lazy approach that leaves it



CRAZY GOINGS-ON DOWN IN THE GARAGE

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FOR
Umm... it's easy enough to play and at first you could say it's a bit of a laugh
AGAINST
The smile soon fades from your face when you see the second level is no better than the first

SPEC	MIN	REC
PROCESSOR	P166	P200
MEMORY	16MB	32MB
HARD DRIVE	50MB	100MB
GRAPHICS	3DFX	3DFX
CONTROLS	MOUSE, KEYS	

VERDICT
What was potentially a great game has fallen at the first fence with poor graphics, unoriginal gameplay and a stunning lack of imagination

OUT OF 100
60
OUT OF 100

JAZZ JACKRABBIT 2: THE SECRET FILES

PUBLISHER ACCLAIM DEVELOPER PROJECT 2 PRICE £29.99 RELEASE OUT NOW WEB SITE www.project2.com PLAYERS 1-2

A new breed of superhero has returned to your PC – a green rabbit who inhabits a two-dimensional landscape made from primary colours.



but judging by the way she's dressed, I think she's there purely for sex appeal (some people are into that sort of thing, you know!).

IT AIN'T LIKE OLD TIMES

The gameplay seems unchanged from all those old Sonic and Mario games, or

Personally, I can't see the appeal of Jazz's adventures. If I want to play a 2D platformer, I'll play the old favourites like *Jet Set Willy*, *Chuckie Egg*, or even *Sonic* over this – at least they have strong sentimental value. *Jazz Jackrabbit* just comes across as a very poor game with no redeeming features

“THE GAMEPLAY SEEMS UNCHANGED FROM ALL THOSE OLD SONIC AND MARIO GAMES”

perhaps you could even go as far back as *Jet Set Willy* if you're old enough to remember that. By lumping from platform to platform, using springs, air currents or your helicopter blade-like spinning ears, you negotiate the levels, collecting gems, money, power-ups and the like. Heard all this before? Well, after an hour's play on this game, I knew I'd played it before – it's so derivative of Sonic and the old Mario games. In these days of revolutionary graphics opening up new avenues for games developers, and even the old Sega and Nintendo heroes now appearing in 3D games, the question has to be asked as to what is the point of games like this as we approach the 21st Century?

in this day and age. Even *Montezuma's Revenge* has been remade into a 3D platformer game (Issue 16, score now 68%), albeit a pretty average one. **CHRIS**

THE original *Jazz Jackrabbit* game was something of a minor hit a couple of years ago (worldwide that is, not only in Britain), and as a result the saner people who play PC games are forced to endure a sequel that's not entirely different from the first.

Jazz Jackrabbit is, as you can tell from the screenshots, a green rabbit who you must control through a 2D, sideways-scrolling

landscape avoiding various obstacles like spikes and bad guys, who come in the form of turtles. The humorous intro sequence explains as much, with Jazz acting like a supercharged Ninja, blowing up unsuspecting turtles and eventually meeting up with his mate Spazz (another rabbit, but this time he's red). There's a third rabbit in this game, a female one, called Lori, who you can play as,



THE DESIGNS ARE STRAIGHT OUT OF SONIC



YOU HAVE THE ABILITY TO HANG ON TO THE VINES



REALLY GOOD NAMES, AREN'T THEY? NOT!



SOME OF THE LEVELS ARE REALLY WEIRD

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FOR
The characters look cute enough and the graphics are nice and clear for the kids

AGAINST
No improvements over the old favourites, making it pretty damn poor in this day and age

SPEC	MIN	REC
PROCESSOR	P90	P133
MEMORY	16MB	32MB
HARD DRIVE	40MB	40MB
GRAPHICS	SVGA	DIRECT DRAW
CONTROLS		KEYS

VERDICT
What could be good if it has any sentimental value fails dismally to be at all enjoyable and looks so behind the times it's almost embarrassing

OUT OF 100
50
OUT OF 100

CIVILIZATION II: CALL TO POWER

PUBLISHER ACTIVISION DEVELOPER ACTIVISION PRICE £34.99 RELEASE OUT NOW WEB SITE www.activision.com PLAYERS 1-7



In the beginning there was Civilization. Then there was the aptly-named Civilization II. Now we have Civilization: Call to Power, but is it up to the standard set by its predecessors?

CIVILIZATION II: *Call to Power* has had a rough ride from conception through to the finished code that now takes up a whopping 570MB of my hard drive. Along the way, Activision, the game's publishers, and Microprose went to court over the use of the *Civilization* name. With *Civilization I* and *II* notching up over 2.5 million sales between them, Microprose were never likely to relinquish control of the name without a fight. Thankfully, common sense prevailed and Activision were allowed to use the *Civilization* name for *Call to Power*, whilst Microprose retained copyright on the name. But what's in a name? Sure, *Civilization I* and *II* sold in unbelievable numbers, but it's the creative talent behind the title that makes the game. Which leads me to my point that Sid Meier and Brian Reynolds, the masterminds behind

the first two games, played no part in the development of *Call to Power*. Despite this, fans of the earlier incarnations will be pleased to hear that *Call to Power* has remained true to this timeless classic in many ways, and those that have experienced Sid Meier's seminal creation should feel comfortable with how the game plays. Technological advancements, diplomacy, trade and unit construction are all achieved in much the same way as in *Civ II*. There are differences between the two games, though. Most noticeably, *Call to Power* has more, much more! There's more units, more technologies, even more time with each game running until 3000 A.D. The problem I have with this is that it doesn't need more. Sid Meier himself felt there were too many units and technologies in *Civilization II*. All too often, by the time you had finished building a unit, a new technology

had been discovered that rendered it obsolete. Hence with *Alpha Centauri* he tried to find some middle ground between *Civilization I* and *II*. By going the other way, the developers of *Call to Power* have over-complicated what was originally a wonderfully intuitive and easy-to-get into game. Personally, rather than lots of new units; I would have liked to have seen the developers improve the political side to

the game (including borders) and some decent scenarios. Still, despite everything, the very fact that the game owes a lot to *Civilization II* ensures that it's a great title, and anyone who lost days playing *Civ II* will do the same with this. However, if you're new to the *Civilization* experience, then I recommend getting *Civ II* (which you can now get for a tenner on budget) before trying your hand at this. **JOH**

IN THE BEGINNING

The whole *Civilization* phenomena started back in the early eighties when Avalon Hill published its acclaimed board game. The game

was an immediate hit and was soon followed-up by *Advanced Civilization*. Sid Meier liked these games so much he developed the original PC and Amiga version which was published by Microprose. This proved so popular that a multiplayer edition, *CivNET*, soon followed before being succeeded by *Civilization II* a couple of years ago. This game has now been succeeded itself by *Call to Power*, and Microprose's *Civilization III* is due towards the end of the year.



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FOR
 A new take on a classic with improved graphics and more of everything

AGAINST
 The fact that there's more of everything means it's not as intuitive as *Civ II*

SPEC	MIN	REC
PROCESSOR	P133	P166
MEMORY	32MB	64MB
HARD DRIVE	320MB	570MB
GRAPHICS	14-BIT SVGA	14-BIT SVGA
CONTROLS		MOUSE

VERDICT
 It's not the classic that *Civilization II* was, but for fans who've not yet had their fill and are looking for a bit more, this is where they'll find it

OUT OF 100
80
 OUT OF 100

EXPENDABLE

PUBLISHER RAGE SOFTWARE DEVELOPER IN-HOUSE PRICE £29.99 RELEASE OUT NOW WEB SITE www.rage.co.uk PLAYERS 1-2

The creators of the acclaimed Incoming are back with another gorgeous shoot-'em-up, but as we all know great graphics don't make a good game!



FUR COAT AND NO KNICKERS

Certainly the game looks gorgeous, taking full advantage of the 3D cards used by the program. There are millions of colours on the screen sometimes, with plenty of explosions and darting laser fire visible. There are even plenty of well detailed and animated bad guys present, ranging from lowly grunts to huge hulking beasts, and there's the occasional boss thrown in for good measure, including The Charva's secret weapon. If this all sounds

LET'S cut to the chase. There's nothing original in this game at all, not even in the storyline. By the year 2463 AD, mankind has started to colonise the stars, but this has brought him to the attention of a warlike race of aliens called The Charva. As they conquer more and more of mankind's planets, a military ship bearing hundreds of genetically-modified soldiers is sent to stop them (zzzz...). The soldiers live up to their name in being called 'Expendables' and are sent to do the best they can before the planets are raised to the ground. You are one of these soldiers and must re-claim the human colonies and drive The Charva back to where they came from. See what I mean? If you thought this story - which doesn't really have any bearing

on the game's development - was lacking inspiration, spare a thought for the game itself. All it consists of is running around and shooting things. That's it - no more, no less. You get beamed into the level and simply run to the other end killing (almost) everything in

"YOU GET BEAMED INTO THE LEVEL AND SIMPLY RUN TO THE OTHER END KILLING (ALMOST) EVERYTHING IN SIGHT"

sight and blowing up the occasional building. There isn't even any measure of exploring the levels, as the game dictates which direction you have to take, either through events outside of your control or simply through gates and doors that have to be unlocked with keys or switches.

rather familiar then you may join me in reminiscing about the old two and four-player coin-ops of the eighties - games like *Gauntlet* (I and II), *Smash TV*, *Commandos* and hundreds of others. These all featured one or more players (like *Expendable*), and simply involved you running around restricted levels killing hundreds of bad guys and picking up power-ups. At least in the eighties there wasn't the level of sophistication there is now and expectations weren't as high (and coin-ops don't cost you £30-£40 quid to have a go).

If you can't tell by now then you might be surprised to hear I didn't really like this game. The graphics are very impressive, but the monotony of the gameplay soon wears down any enthusiasm *Expendable* might have generated and leaves it being a very empty experience.

CHRIS



THE LIGHT SHOWS ARE PRETTY IMPRESSIVE



OOOH... LOOK AT ALL THE PRETTY EXPLOSIONS!

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FOR Superb graphics, and at first it seems like a very enjoyable game, especially two player
AGAINST After half an hour though, you'll soon find yourself reaching for the off switch

SPEC	MIN	REC
PROCESSOR	P166	P200
MEMORY	32MB	64MB
HARD DRIVE	160MB	160MB
GRAPHICS	3DFX	3DFX
CONTROLS	MOUSE, KEYS AND STICK	

VERDICT Expendable is a very shallow and ultimately irritating experience that simply spoils my memories of eighties arcade games. It looks good, but that's all

OUT OF 100
60
OUT OF 100

I REMEMBER THE DAYS

For those too young to remember the arcade games mentioned above, let me explain their appeal. They had 2D graphics, often only scrolled in one direction, either horizontal or vertical, and featured hundreds of levels of basically the same thing - killing and blowing things up (and lots of it!). At the time, the gameplay of these cabinet-bound games was unbeatable, with lots of flashing lights and loud explosions making you believe you were there, fighting all these poorly detailed enemies. And if you've played these arcade games you'll know what I mean.



NOW THIS REALLY IS A GREAT GAME...



HEROES OF MIGHT & MAGIC



PUBLISHER UBISOFT DEVELOPER 3DO PRICE £34.99 RELEASE OUT NOW WEB SITE www.ubisoft.co.uk PLAYERS 1-8

Not another strategy game, you may be groaning... However, this one is actually quite playable.

RPGs have usually been seen as the domain of geeky teenagers who spend their weekends running around in forests, dressed in rags. *Final Fantasy VII* on the PlayStation arguably put an end to all this, and perhaps now is the time for RPGs to try to appeal to a mass market.

Whereas the *Might & Magic* games are

Greek mythical figures to zombie movies, you'll find them in here somewhere, and each has its own stats and abilities.

Moving around the map is simplicity itself. When you click anywhere within sight, a series of markers will indicate where you can move to. Click on another knight or enemy town, and you'll enter the combat scene. (Cue dramatic

"IF YOU THINK OF ANY SORT OF CREATURE, FROM GREEK MYTHICAL FIGURES TO ZOMBIE MOVIES, YOU'LL FIND THEM IN HERE SOMEWHERE"

your typical RPG fare, the *Heroes of Might & Magic* games are a different proposition altogether, being a nice blend of RPG aspects and turn-based combat.

Most of the game is played in a 2D landscape in which you guide your hero (or heroine) around the map, exploring and gathering resources like gems, sulphur, ore, mercury, wood and gold. By taking over towns or castles, you can then station a garrison and build up the town, which in turn will allow you to recruit better troops. Any visiting heroes can command these troops and use them to fight other knights, as well as lay siege to castles.

MORPHIN' POWER HEROES

What makes this game so appealing is the amount of troop types and races on offer, with anything from demons of Hell to the undead to your expected elves, dwarves and humans, and even Archangels (real hard hombres!). In fact, if you think of any sort of creature, from

music...) This is a one-off screen with the two armies facing each other. You and your opponent take it in turns to move troops, fire artillery and cast magic spells. It's pretty easy to get the hang of and won't really challenge any strategy fans. The graphics are also pretty poor, but then anyone who buys this game won't be expecting photo-realistic 3D graphics anyway.

The game's best graphics are actually in the intro scene, which explains the story as the rather sexily dressed Catherine, Queen Of Enroth, returns to her homeland and vows to fight to protect her threatened



kingdom. You have to then control her knights over six campaigns as they strive to carry out her orders in poor 2D graphics or simply fight it out in multiplayer.

Despite the technical failings, *Heroes of Might & Magic* does have one essential ingredient - playability. I didn't read the manual or use the tutorial, but I still managed to figure out the controls quite quickly and

get started. The exploring and laying siege to castles aspects is very compulsive, and what surprised me was that the computer knights did actually display intelligence and avoided me when I had the more powerful armies. In fact, I've been very surprised by all of this game and would recommend it to everyone. A worthy addition to the *Might & Magic* series. **CHRIS**

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FOR
Uncomplicated but compulsive gameplay makes this a rewarding RPG/strategy game

AGAINST
The graphics are pretty poor, but you wouldn't be buying it for pretty visuals anyway

SPEC	MIN	REC
PROCESSOR	P133	P166
MEMORY	32MB	32MB
HARD DRIVE	150MB	150MB
GRAPHICS	DIRECTX6	DIRECTX6
CONTROLS	MOUSE, KEYS	

VERDICT
An enjoyable game that offers more than meets the eye and is large enough and playable enough to keep fans of the series happy for months

OUT OF 100
80
OUT OF 100



JACK NICKLAUS 6: GOLDEN BEAR CHALLENGE

PUBLISHER ACTIVISION DEVELOPER HYPNOS ENTERTAINMENT PRICE £39.99 RELEASE OUT NOW WEB SITE www.activision.com PLAYERS 1-4

He's not golden and he's certainly not a bear, but he is one of the best golfers of all time.



EXPERIENCED PLAYERS CAN USE FADE AND DRAW



HITTING THE FAIRWAYS AND GREENS IS CRUCIAL



I'VE never been much of a golf fan, but after thrashing Miles at pitch and putt the other day, I approached *Jack Nicklaus 6: Golden Bear Challenge* with a new zest for the sport. I've always preferred team sports, but as we stood on the wind swept south

Devon coast, I began to appreciate the level of concentration and self-discipline that is needed to play the game with any success. *Jack Nicklaus 6* translates this very well into a game through some exceptionally demanding courses and variable weather conditions. The courses, of which there are six, are all recreations of famous ones designed by the Golden Bear himself... and man, are they tough! Water, sand, rocks and trees are littered around each of the courses ready to punish any slightly wayward shot.

Great courses make only half a great golf game, though. The downfall, in my mind, of *Empire's Golf Pro* was the lack of game options. *Jack Nicklaus* doesn't land itself in

this same bunker thanks to around ten different types of game, including Bingo, Bango, Bongo, which I have to confess is a new one on me. There's also a course designer and multiplayer support across a LAN or the Internet. Best of all, the game gives you a choice of three different stroke-playing methods, including mouse swing and the tried and trusted three-click. All in all this is a top game and a must for fans of the sport. **JON**

VERDICT **OUT OF 100**

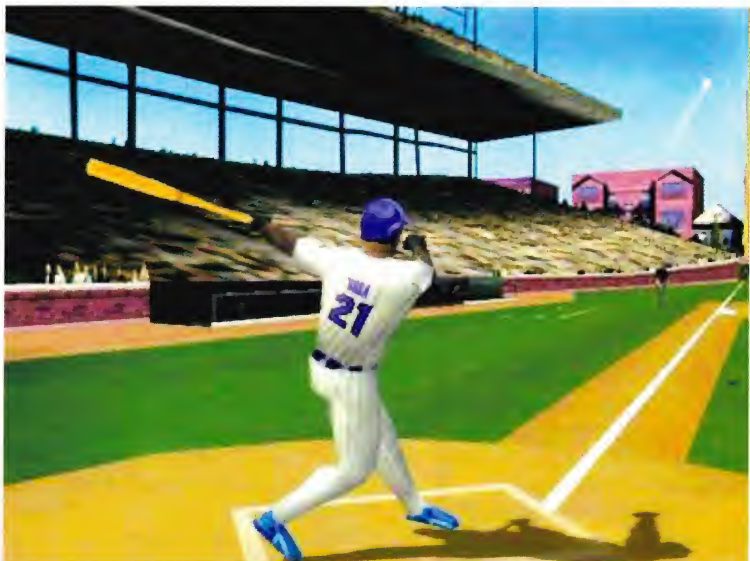
Jack Nicklaus 6 tops the leaderboard with its numerous courses and multitude of game modes. There's also a course editor!

88

OUT OF 100

TRIPLE PLAY BASEBALL 2000

PUBLISHER ELECTRONIC ARTS DEVELOPER EA SPORTS PRICE £34.99 RELEASE OUT NOW WEB SITE www.easports.com PLAYERS 1-4



ROUNDERS with bigger bats and faster deliveries is probably the easiest way to describe baseball to the uninitiated. It's a sport that is unbelievably popular in the US, Japan and Cuba, but as with most American sports, has failed to make a big impression on the rest of the world. On the shores of Britain, baseball is very much a minority sport, although it is supposed to be growing in popularity... slowly. It is for this small fan base that

Triple Play Baseball 2000 is intended. The game sports numerous different modes of play, including a quick play game which puts players straight into action. There's also a home run derby which allows players to slug it out against friends, and for the more accomplished player there's an option to take part in a full league. All the real teams from the American Major League are available to play as or against, each with a full roster of real-life players. The

The first of Electronic Arts' '2000' games has arrived, but does it belong in the new millennium?



BASEBALL - ROUNDERS, BUT WITH BIGGER BATS



TAKE CONTROL OF THE PITCHER OR THE BATTER

game also features a new Rookie mode which sees the AI take over running and fielding and allows players to concentrate on batting and pitching. To be honest, there's little else to the game anyway, and there doesn't seem to be much in the way of skill required to play - simply tap a button to pitch the ball or tap a button to hit it! I've no doubt that there's a great amount of skill required to actually play the game, but this hasn't been translated into *Triple Play Baseball* very well.

As you would expect from an EA Sports game, it is exceptionally well presented in a style similar to that of American TV. Stats pop up each time a new batsmen walks to the plate,

commentary punctuates key plays, and the sound of ball hitting bat helps place you right at the heart of the action. The motion-captured players move fluidly around the pitch and each has been individually modelled on their real-life counterpart. So, summing up, it looks the part, but doesn't play it. **JON**

VERDICT **OUT OF 100**

Looks very nice and is well presented, but there's not enough substance to appeal to anybody but baseball fanatics

58

OUT OF 100



LANDS OF LORE 3

PUBLISHER EA DEVELOPER WESTWOOD PRICE £34.99 RELEASE OUT NOW WEB SITE www.ea.com PLAYERS 1-4

A first-person role-playing game from the makers of Command And Conquer? Sounds intriguing...

THE *Lands Of Lore* series has been very profitable for Westwood and has gathered a strong following. We reviewed the second game, *Lands Of Lore 2: Guardians Of Destiny*, in last

month's budgets section and gave it an average review. It looked good and had an involving plot with great FMV sequences, but it just wasn't as good as *Baldur's Gate* or *Silver*.

This third *Lands of Lore* game suffers from the same problem. The FMV sequences are of the highest quality and embellish a great story as you find your heritage and save your kingdom from evil. Where the game suffers is in the control system. Trying to combine the complexity of an RPG with the simple controls of most first-person games might seem like an original idea, but I still don't think it works. Your movement doesn't flow smoothly as you wander around, and accessing inventories and the controls are sometimes a little too complicated. Interacting with other characters simply means you click on them and listen to the conversations, and the combat engine is of a pretty poor standard.

A brave attempt at combining two genres, but sadly after the third attempt Westwood haven't quite got the blend right. The very similar *Lands of Lore 2: Guardians Of Destiny* is probably a better bet if you have to buy one of these games, but then, at this price, you are definitely better off buying the two best RPGs around, *Silver* and *Baldur's Gate*. **CHRIS**



A LOT OF THE GAME IS A DOOM-STYLE AFFAIR



THE BACKGROUNDS ARE ALWAYS VERY PRETTY

VERDICT **OUT OF 100**

It's not terrible, but in the face of bigger and better RPGs like *Baldur's Gate* and *Silver*, *Lands Of Lore 3* is made totally redundant

68

OUT OF 100



I'M NOT SURE WHAT'S GOING ON HERE, BUT PRESUMABLY IT'S A MAGIC SPELL YOU'VE JUST CONJURED

MACHINES

PUBLISHER ACCLAIM DEVELOPER CHARYBDIS PRICE £34.99 RELEASE OUT NOW WEB SITE www.acclaim.com PLAYERS 1-8

Another RTS game, but Machines offers something different – robots fighting robots on barren planets.

SET far off into the future, *Machines* tells the story of how robots that have been abandoned by us on distant planets have become self-aware through evolution. You control one group of said robots, who set off on a quest to conquer the known universe. Played over a 20 mission campaign, you travel from system to system and planet to planet, conquering and killing all before you.

The gameplay is your basic RTS fare with the need to gather resources, conduct research into new technologies and build up your armies, but occasionally you have to steal plans, conduct sabotage and move your armies with great stealth. It's an interesting little game and looks good enough with nice

animation, but compared to the likes of *Warzone 2100*, which it's very similar to, it just isn't as good.

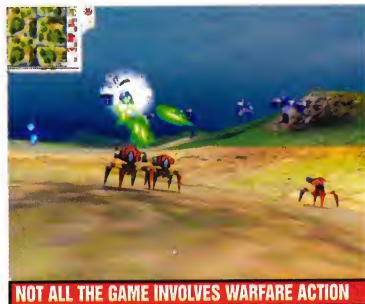
The pace is a little gentler in *Machines*, and the fog of war is sometimes too close for comfort, making the moving of the camera a little difficult. A reasonable enough title, but while being very good, it's just not great. If you sat a group of people down in front of *Machines* and *Warzone 2100*, 99% would probably say that *Warzone 2100* is the better game. That said, if you can afford both then you certainly won't regret buying this. **CHRIS**



THERE ARE LOADS OF POSSIBLE VIEWS IN MACHINES, FROM FAR OUT TO A FIRST-PERSON PERSPECTIVE



YOUR MACHINES ATTEMPT TO ATTACK A HILL



NOT ALL THE GAME INVOLVES WARFARE ACTION

VERDICT **OUT OF 100**

A great RTS game that tries to add something new to an old genre. It's never going to win awards, but it's definitely worth checking out

80

OUT OF 100

REPLAY

This month's budget reviews mark the return of some old favourites that we all remember fondly. We're sure it's not cynical marketing by games companies trying to sell old games to new PC owners...

QUAKE II QUAD DAMAGE



PUBLISHER: ACTIVISION PRICE: £34.99

WE all know about *Quake II* and its incredible success on the PC, especially the multiplayer side of the game, but for those inexperienced in the ways of the BFG, Activision and id Software have released *Quake II Quad*

Damage, a boxed edition featuring *Quake II* along with three add-ons.

As well as the original and groundbreaking *Quake II*, there are also the two mission packs, *The Reckoning* (developed by Xatrix Entertainment, the team responsible for the upcoming *Kingpin*) and *Ground Zero*. As an added bonus, there is also the *Net Pack Extremities*, which compiles id Software's top all-time favourite gamer-created modifications and level maps from the Internet. This anthology includes everything from team deathmatch games with new power-ups and objectives to new styles and scoring systems for deathmatch play.

The Reckoning offers eighteen single-player levels, seven deathmatch levels,



EVEN TODAY, QUAKE II STILL LOOKS IMPRESSIVE, ESPECIALLY WHEN YOU CONSIDER ITS INFLUENCE



and loads of new enemies and weapons. Like the original game, it contains a continuous story that leads you from one level to the next and, again, involves a mission to save earth from annihilation by aliens. The *Ground Zero* pack gives the player fifteen single-player environments and fourteen new deathmatch levels. Seven of the deathmatch levels are specialised for one-on-one

combat, while the rest focus on pure deathmatch battles for up to 32 players. Players are challenged to demolish their enemies with new deathmatch power-ups, including the Vengeance Sphere,

Doppelganger and Hunter Sphere. The final pack is for multiplayer action only and involves the best of the fans' creations. Some are very ingenious indeed. ■

SCORE

VFM

OLD BUT STILL FULL OF LIFE

Almost everyone who's gone within a ten mile radius of a PC must have played *Quake II* at some point, and over 1,000,000 copies have been sold since its release in 1997. The first-person blasting action has kept many a games player awake into the early hours, and this could certainly be hailed as the first true network or Internet game, the one that started the trend now reaching its zenith with the forthcoming *Team Fortress 2*. With hundreds, if not thousands, of PCs being sold over Christmas, some of you may have yet to experience the addictive gameplay that still refuses to age. Other, newer first-person games might have fancy graphics and real-time lighting, but none of them would have been possible without *Quake II*. Even now it's still playable, surprising and suspense-filled, and

occasionally the graphics still have the power to blow you away. Although *Half-Life* offers a better multiplayer experience, *Quake II* is still a lot of people's personal favourite, if only because of the tales they can tell about playing it.

With the original game and three expansion packs in one box, this is a must-have purchase, and every self-respecting PC owner should have this historic game. You have no excuse not to buy it.



QUAKE II WAS THE FIRST TRUE 3D SHOOTER

WARCRAFT 2: TIDES OF DARKNESS



PUBLISHER: HAVAS PRICE: £9.99

THIS was first released way back in 1995 (can anyone remember what computer games were like back then?), and has since sold over a million copies worldwide. It's an old-school RTS/strategy game featuring a battle for dominance between proto-medieval Humans and Orcs. There were loads of different types of weapons and technologies at your disposal as you tried to rid the world of your opposing race. In this sequel, new troop types such as Dragons, Elven Archers, Zeppelins, Battleships and Juggernauts are included as the fighting rages across land, sea and air.

Being almost four years old now, *Warcraft 2* is starting to show its age a little, and compared to games like *Rival Realms*



IT LOOKS DATED NOW, BUT STILL PLAYS OKAY

and even *Heroes Of Might and Magic 3*, it's a little simple and lacking depth. In these games you can worry about your individual troops and carry men over from one mission to another, gaining experience for them. Anyway, this is still good fun and offers a challenge to seasoned RTS fans, although, that said, most people that this would appeal to will probably have this game already. If you're new to RTS games though, or want a gentle, uncomplicated introduction to what is normally a hard-core genre, then *Warcraft 2* is ideal, especially at this price and with such a strong multiplayer following on the internet. ■

SCORE

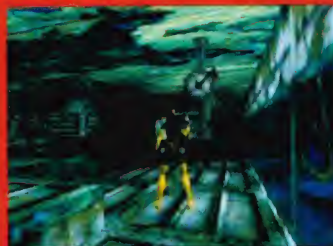
VFM



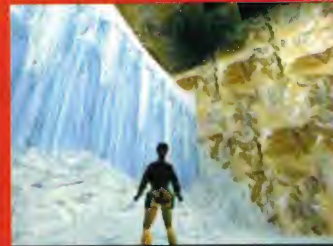
IT LOOKS NICE NOW, BUT WAIT UNTIL HE'S SPENT THREE HOURS IN A FIELD KILLING HIS ENEMIES

TOMB RAIDER II: THE GOLDEN MASK

PUBLISHER: EIDOS PREMIER PRICE: £9.99



THE GAME IS BASICALLY UNCHANGED



BUT IF IT AIN'T BROKE, DON'T TRY TO FIX IT

This is definitely a month for the old favourites to get a welcome re-release if Lara Croft's second outing on the PC is out on budget. This was hailed as a classic on its original release all that time ago, and it featured improved graphics, bigger levels, more enemies, and even a few vehicles for Lara to use on her quest.

Tomb Raider II still stands up well today, with huge levels and those same fiendish puzzles that keep you coming back for one more try. Arguably these levels aren't as well thought out or original as the first game's, but then let's not forget this is a sequel. In a similar manner to *Quake II*, it must be expected that most people will already own a copy of *Tomb Raider II*, and even newer PC gamers will probably already have bought the third game if they were going to buy any of the Lara Croft games.

This pack is actually an original idea in that the full version of *Tomb Raider II* is included along with a whole new four level adventure on a separate disk. Called *The Golden Mask*, it follows Lara as

she attempts to track down the eponymous mask on an island in the Bering Sea, down a Russian military mine base that was mysteriously abandoned, before she stumbles across a lush tropical valley hidden under the frozen wastes. This mini-game uses the same graphics engine as *Tomb Raider II* but also implements ideas from the third game, and still contains that compulsive ingredient of gameplay that's made the series so successful.

If you don't already own *Tomb Raider II*, then I feel this is a must-buy with the complete game of *Tomb Raider II* as well as four previously unseen levels. Just don't expect anything new or ground-breaking.



SCORE

VFM



THE BAD GUYS DISPLAYED FAR MORE INTELLIGENCE IN TR II THAN IN THE FIRST GAME

EXTENDED PLAY

These days it's not enough to just release a game on its own merit – you've got to have at least a few add-ons and extensions up your sleeve. We take a look at the latest ones in the office...

SIN MISSION PACK: WAGES OF SIN

PUBLISHER: ACTIVISION PRICE: £19.99

PUBLISHED by Activision and developed by Ritual Entertainment and 2015, *Wages of Sin* is the new mission pack for the disappointingly buggy first-person shooter, *Sin*. If *Sin* was rushed out to compete with *Half-Life*, then *WoS* will have the mind-blowing *Kingpin* to contend with. Both *Kingpin* and this add-on pack are set in gangland environments. The femme fatale of *Sin*, Elexis Sinclair, has gone for now, despite

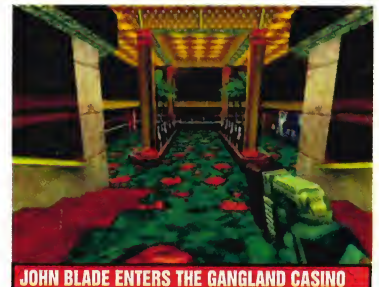
her cliff-hanging escape. Perhaps she is waiting for a true sequel, or a new PVC catsuit? Instead you have Mafioso mob boss Gianni Manero to contend with.

The *WoS* pack is generous, with seventeen huge new missions, twelve new enemies and seven new weapons. These include a double magnum (one in each hand, John Woo style), flame-thrower, mouse-guided rocket launcher, four back-mounted stinger missiles, a concussion rifle and a plasma crossbow. Among the new enemies are mutant guard-dogs, jumping spiders and acid-spitting ceiling crawlers. Other new features include evasive AI for enemies, rope climbing and swinging, torches and heat-sensing goggles. Multiplayer now features Mob mode, where everyone chases an informer, and Hover-bike mode for fast-paced racing/combat.

Wages of Sin definitely improves upon *Sin*'s gameplay and features, with the added bonus of patching the original game so that is actually playable if you don't have access to the 13MB internet patch. ■



THEY'RE SHIPPING MORE THAN BANANAS HERE



JOHN BLADE ENTERS THE GANGLAND CASINO

VALUE FOR MONEY
* * * * *
NEW FEATURES
* * * * *
EXTENDED GAMEPLAY
* * * * *
OVERALL
* * * * *

PUBLISHER: GT INTERACTIVE PRICE: £18.99



CORE *Contingency* provides 25 new missions and one bonus mission for the single player game, set on six new worlds. These have a variety of landscapes, from swamp and urban to underwater. There are a further 50 multiplayer maps which support up to ten players. The scenario follows on from the 4000-year galactic war of the first game between the Arm and the Core. The Arm appear to have won, but a single Core Commander remains, and both sides are on a mission to find an alien artefact

TOTAL ANNIHILATION: THE CORE CONTINGENCY

which will establish a final victory.

The expansion pack has 75 new battle units, which include amphibious Kbots, hovercraft and minelayers. Minelayers expand defensive strategies and amphibious capabilities lead to new tactics such as operating from underwater or sea-platform bases.

The add-on includes a map and mission editor and custom units. Maps and missions will be available for download, which should make the game go even further. ■



WATER LEVELS ARE ONE OF THE NEW FEATURES

VALUE FOR MONEY
* * * * *
NEW FEATURES
* * * * *
EXTENDED GAMEPLAY
* * * * *
OVERALL
* * * * *

BATTLEZONE AUTHORISED MISSION PACK: THE RED ODYSSEY

PUBLISHER: MACMILLAN PRICE: £14.99

BATTLEZONE'S

strengths as a single player game were its involving plot and complex missions. When these were finished, there was a certain amount of replay possible, as the strategic freedom within broad scenarios was great. However, the objectives obviously remained the same, as did the units and terrain. Add-on level packs are therefore a great bonus and the first authorised pack, *Battle Grounds*, went down very well with gamers, hungry for extended single play.

The Red Odyssey add-on includes 23 new missions, set on the moons Ganymede, Europa and a new alien planet and involves a new interplanetary superpower aggressor, the Chinese. There are also a number of new tank units, both for your US 'Black Dogs' platoon and for the Chinese. Eight of the 23 missions



BETTER DEAD THAN RED IN THIS ODYSSEY

are playable from a Chinese perspective, giving you the opportunity to try all of the new tanks. The only significant new unit capability is the cloaking option on a few Chinese tanks, which renders them virtually invisible, but prevents them from weapon discharge while in operation, making the Chinese the Klingons of the *Battlezone* world.

All of the missions have clear objectives, and strategy is again the key to success, although it is also essential to be constantly ready for action. Team Evolve has obviously put some effort into the plot, and this is reflected in the excellent depth of the missions in *The Red Odyssey*, which is far more than just an afterthought cash-in. If you want to try before you buy, download the demo from www.teamevolve.com. Don't expect huge changes in gameplay, but do expect a good value extension to an excellent title. You will need the *Battlezone* game to play this pack, which will also patch it to version 1.4. ■

VALUE FOR MONEY



NEW FEATURES



EXTENDED GAMEPLAY



OVERALL



BLACK DOGS

RED DEVIL

High speed, close-quarters unit with heavy armaments.

CHINESE EMPEROR

Slow but formidable, the pride of the Chinese force.

MONGOOSE

A light attack craft with relatively low armour, but high speed.

YETI

Backbone of the Chinese force, equivalent to the Grizzly, but harder.

NAGA

A nimble tank with a TAG cannon used to attack positions from some distance.

PHOENIX

The main Chinese heavy strike craft, a bomber equivalent to the Thunderbolt.

DRAGON

Vicious rocket armaments, but weak armour.

ARCHER

Good for shelling distant targets, but very vulnerable at close range.

ADDER

An excellent defender with its minigun banks, but with slow turning speed.

MONGO

Based on stolen Soviet walker technology and identical to the Golem.

MINELAYER

Best utilised in a defensive fashion around its home base.

COMMIE PILOT

Deadly lightweight units with sniper rifles.



BALDUR'S GATE: TALES OF THE SWORD COAST

PUBLISHER: INTERPLAY PRICE: £19.99

TOTSC is installed over the original *Baldur's Gate* game and puts new areas and quests on the world map. 30 to 40 extra hours of gameplay are added in two sub-quests and several smaller ones. Although these are separate to the first plot, they can be played at any time during the first game. The designers do advise that they are meant for higher level characters, so early entry into the new areas with an inexperienced party will not be easy.

If you want to use an established character in this expansion, this is no problem, and there will be access to new weapons and high level spells. The two major sub-quests of *TOTSC* take part on a large island off the Sword Coast and in the dangerous Durlag's Tower, full of traps and illusions. The graphics were improved so much that they were toned back down so that the new areas did not look too out of place alongside the original. This can only bode well for the anticipated stand-alone sequel. ■



AN EXPERIENCED PARTY IS ADVISABLE

VALUE FOR MONEY



NEW FEATURES



EXTENDED GAMEPLAY



OVERALL



THE SWORD COAST FEATURES SOME STUNNING NEW LOCATIONS AND BATTLE PLATFORMS

HALL OF FAME

The first of a monthly round-up of all the very best games genre-by-genre

READERS TOP 10

Here's your chance to tell us exactly which games you feel should make up the PC's top ten

Each month we're inviting you to tell us which games you reckon belong in the PC top ten. If we print your selection, you will be rewarded with a year's subscription to **ULTIMATE PC**.


As this is the first month that we have run this new feature, we've had to cheat a little and make up the first top ten ourselves. If you disagree with our choices, write down your own on a postcard and send them to the usual address.

- | | |
|----|-----------------------|
| 1 | CHAMP MANAGER 3 |
| 2 | HALF-LIFE |
| 3 | ALIENS VS PREDATOR |
| 4 | GRAND PRIX LEGENDS |
| 5 | WARZONE 2100 |
| 6 | SIM CITY 3000 |
| 7 | ROLLER COASTER TYCOON |
| 8 | X-WING ALLIANCE |
| 9 | QUAKE II |
| 10 | UNREAL |

RACING
 ALTERNATIVELY: F1 Racing Simulation 2
 Castrol Honda Superbikes • Motorhead • Tank Racer

	GRAND PRIX LEGENDS	OLD SCORE 93% ISSUE 16	VERDICT The best racing game currently on the track with great vintage cars, loads of race tracks and authentic handling and sounds	92 OUT OF 100
Publisher: Cendant Developer: Papyrus Price: £24.99 Web Site: www.sierraonline.com Players: 1-18				

	COLIN MCRAE RALLY	OLD SCORE 89% ISSUE 15	VERDICT Codemasters have done it again with this accomplished (if unspectacular) rally game featuring the famous Scot	87 OUT OF 100
Publisher: Codemasters Developer: Codemasters Price: £21.99 Web Site: www.colinmcracem.com Players: 1-8				

	TOCA 2	OLD SCORE 91% ISSUE 22	VERDICT Lusciously detailed graphics, a multitude of different vehicles to drive and loads of tracks make a sure winner	91 OUT OF 100
Publisher: Codemasters Developer: Codemasters Price: £24.99 Web Site: www.codemasters.com Players: 1-2				

	GTA LONDON	OLD SCORE 4/5 ISSUE 22	VERDICT This add-on pack for the classic <i>Grand Theft Auto</i> is a must for anyone who played and enjoyed the original	85 OUT OF 100
Publisher: Take 2 Developer: Rockstar Games Price: £199.99 Web Site: www.take2.com Players: 1-2				

	SUPERBIKES	OLD SCORE 91% ISSUE 14	VERDICT Milestone, famed for their <i>Screamers</i> titles, prove two wheels are as good as four with this superlative racing bike simulation	90 OUT OF 100
Publisher: Elextronic Arts Developer: Milestone Price: £29.99 Web Site: www.ea.com Players: 1-16				

ACTION
 ALTERNATIVELY: Dark Forces: Jedi Knight
 Duke Nukem 3D • Blood II • Turbok II: Seeds of Evil • Outlaws

	ALIENS VS PREDATOR	OLD SCORE 94% ISSUE 22	VERDICT Play as, or against Aliens, Predators and the customary marines in Fox's superb first-person shoot-'em-up	94 OUT OF 100
Publisher: Fox Interactive Developer: Rebellion Price: £29.99 Web Site: www.foxinteractive.com Players: 1-2				

	HALF-LIFE	OLD SCORE 95% ISSUE 17	VERDICT A great single player game with a gripping plot and exhilarating multiplayer action make this an absolute must-have	95 OUT OF 100
Publisher: Cendant Developer: Valve Price: £29.99 Web Site: www.sierraonline.com Players: 1-16				

	QUAKE II	OLD SCORE 94% ISSUE 5	VERDICT Is still up there with the very best in the genre despite being over a year old. Quake II promises to set a new standard	89 OUT OF 100
Publisher: Activision Developer: GT Interactive Price: £17.99 Web Site: www.idsoftware.com Players: 1-32				

	UNREAL	OLD SCORE 95% ISSUE 11	VERDICT The forthcoming release of the mission pack, <i>Na Pali</i> , will give this game a new lease of life and improve the enemy AI	92 OUT OF 100
Publisher: GT Interactive Developer: Epic Megagames Price: £17.99 Web Site: www.unreal.com Players: 1-32				

	SIN	OLD SCORE 84% ISSUE 17	VERDICT With the patch to fix most of the bugs, this is still a top action title with lots of explosive weaponry and some good levels	84 OUT OF 100
Publisher: Activision Developer: Ritual Entertainment Price: £19.99 Web Site: www.activision.com Players: 1-8				

	CHAMPIONSHIP MANAGER 3	<table border="1"> <tr><td>OLD SCORE</td><td>90%</td></tr> <tr><td>ISSUE</td><td>22</td></tr> </table>	OLD SCORE	90%	ISSUE	22	<p>VERDICT As good as you could expect a modern football management game to be. Enormous depth and accurate details</p>	90 OUT OF 100
OLD SCORE	90%							
ISSUE	22							
<p>Publisher: Eidos Developer: Sports Interactive Price: £24.99 Web Site: www.cm3.com Players: 1-2</p>								
	FIFA '99	<table border="1"> <tr><td>OLD SCORE</td><td>82%</td></tr> <tr><td>ISSUE</td><td>17</td></tr> </table>	OLD SCORE	82%	ISSUE	17	<p>VERDICT A gorgeous-looking arcade football simulation which places the gameplay emphasis on fast, flowing action</p>	82 OUT OF 100
OLD SCORE	82%							
ISSUE	17							
<p>Publisher: Electronic Arts Developer: Electronic Arts Price: £26.99 Web Site: www.ea.com Players: 1-4</p>								
	ACTUA SOCCER 3	<table border="1"> <tr><td>OLD SCORE</td><td>80%</td></tr> <tr><td>ISSUE</td><td>18</td></tr> </table>	OLD SCORE	80%	ISSUE	18	<p>VERDICT Not quite in the same league as FIFA '99, but an entertaining football sim all the same with some excellent commentary</p>	80 OUT OF 100
OLD SCORE	80%							
ISSUE	18							
<p>Publisher: Gremlin Developer: Gremlin Price: £23.99 Web Site: www.gremlin.co.uk Players: 1-4</p>								
	THE GOLF PRO 2	<table border="1"> <tr><td>OLD SCORE</td><td>90%</td></tr> <tr><td>ISSUE</td><td>19</td></tr> </table>	OLD SCORE	90%	ISSUE	19	<p>VERDICT At under £20 you won't find many golf games which offer such good value for money. A much superior sequel</p>	88 OUT OF 100
OLD SCORE	90%							
ISSUE	19							
<p>Publisher: Empire Interactive Developer: Empire Interactive Price: £16.99 Web Site: www.empire.co.uk Players: 1-4</p>								
	BRIAN LARA CRICKET	<table border="1"> <tr><td>OLD SCORE</td><td>86%</td></tr> <tr><td>ISSUE</td><td>21</td></tr> </table>	OLD SCORE	86%	ISSUE	21	<p>VERDICT We may be crap at the sport, but don't let that put you off what is a great arcade simulation with all the real player names</p>	86 OUT OF 100
OLD SCORE	86%							
ISSUE	21							
<p>Publisher: Codemasters Developer: Codemasters Price: £24.99 Web Site: www.codemasters.com Players: 1-2</p>								
	FINAL FANTASY VII	<table border="1"> <tr><td>OLD SCORE</td><td>92%</td></tr> <tr><td>ISSUE</td><td>12</td></tr> </table>	OLD SCORE	92%	ISSUE	12	<p>VERDICT Squaresoft's epic role-playing game is aimed at the more casual gamer, but is a huge and thoroughly absorbing game</p>	90 OUT OF 100
OLD SCORE	92%							
ISSUE	12							
<p>Publisher: Eidos Developer: Square Price: £27.99 Web Site: www.squaresoft.com Players: one</p>								
	BALDUR'S GATE	<table border="1"> <tr><td>OLD SCORE</td><td>88%</td></tr> <tr><td>ISSUE</td><td>20</td></tr> </table>	OLD SCORE	88%	ISSUE	20	<p>VERDICT One for the more hard-core RPG fan. A great game with lots of character interaction and a strong, evolving plot</p>	88 OUT OF 100
OLD SCORE	88%							
ISSUE	20							
<p>Publisher: Interplay Developer: Bioware Price: £25.99 Web Site: www.interplay.com Players: 1-6</p>								
	FALLOUT 2	<table border="1"> <tr><td>OLD SCORE</td><td>72%</td></tr> <tr><td>ISSUE</td><td>18</td></tr> </table>	OLD SCORE	72%	ISSUE	18	<p>VERDICT Not that much different to the original, but then there's nothing wrong with that! Strong plot and detailed graphics</p>	72 OUT OF 100
OLD SCORE	72%							
ISSUE	18							
<p>Publisher: Interplay Developer: Black Isle Price: £25.99 Web Site: www.interplay.com Players: one</p>								
	SILVER	<table border="1"> <tr><td>OLD SCORE</td><td>90%</td></tr> <tr><td>ISSUE</td><td>21</td></tr> </table>	OLD SCORE	90%	ISSUE	21	<p>VERDICT All that glitters is not gold! Silver shines so very bright as an outstanding RPG with all the necessary trappings</p>	90 OUT OF 100
OLD SCORE	90%							
ISSUE	21							
<p>Publisher: Infogrames Developer: Infogrames Price: £28.99 Web Site: www.infogrames.com Players: one</p>								
	GRIM FANDANGO	<table border="1"> <tr><td>OLD SCORE</td><td>94%</td></tr> <tr><td>ISSUE</td><td>17</td></tr> </table>	OLD SCORE	94%	ISSUE	17	<p>VERDICT LucasArts breathe new life into the point 'n' click genre with the superb <i>Grim Fandango</i>. A fantastic adventure</p>	94 OUT OF 100
OLD SCORE	94%							
ISSUE	17							
<p>Publisher: LucasArts Developer: LucasArts Price: £29.99 Web Site: www.lucasarts.com Players: one</p>								
	ALPHA CENTAURI	<table border="1"> <tr><td>OLD SCORE</td><td>92%</td></tr> <tr><td>ISSUE</td><td>19</td></tr> </table>	OLD SCORE	92%	ISSUE	19	<p>VERDICT Sid Meier proves he's lost none of his touch with a game that oozes all the class of his earlier titles such as <i>Civilization II</i></p>	92 OUT OF 100
OLD SCORE	92%							
ISSUE	19							
<p>Publisher: Electronic Arts Developer: Electronic Arts Price: £29.99 Web Site: www.firaxis.com Players: 1-6</p>								
	ROLLER COASTER TYCOON	<table border="1"> <tr><td>OLD SCORE</td><td>89%</td></tr> <tr><td>ISSUE</td><td>22</td></tr> </table>	OLD SCORE	89%	ISSUE	22	<p>VERDICT A slick new Theme Park management simulation that owes a lot to Bullfrog's classic original. A great ride!</p>	89 OUT OF 100
OLD SCORE	89%							
ISSUE	22							
<p>Publisher: Hasbro Developer: Chris Sawyer Price: £28.99 Web Site: www.hasbro.com Players: 1-2</p>								
	COMMANDOS: BEHIND ENEMY LINES	<table border="1"> <tr><td>OLD SCORE</td><td>90%</td></tr> <tr><td>ISSUE</td><td>12</td></tr> </table>	OLD SCORE	90%	ISSUE	12	<p>VERDICT Intense real-time strategy as you lead a team of commandos behind enemy lines for covert operations in World War II</p>	90 OUT OF 100
OLD SCORE	90%							
ISSUE	12							
<p>Publisher: Eidos Developer: Pyro Price: £27.99 Web Site: www.eidosinteractive.com Players: one</p>								
	CAESAR III	<table border="1"> <tr><td>OLD SCORE</td><td>91%</td></tr> <tr><td>ISSUE</td><td>15</td></tr> </table>	OLD SCORE	91%	ISSUE	15	<p>VERDICT Build a thriving metropolis that Rome itself will envy. Keep citizens happy and fight off attackers</p>	85 OUT OF 100
OLD SCORE	91%							
ISSUE	15							
<p>Publisher: Cendant Developer: Impressions Price: £23.99 Web Site: www.caesar3.com Players: one</p>								
	WARZONE 2100	<table border="1"> <tr><td>OLD SCORE</td><td>92%</td></tr> <tr><td>ISSUE</td><td>22</td></tr> </table>	OLD SCORE	92%	ISSUE	22	<p>VERDICT The best real-time strategy since <i>Total Annihilation</i>. Feature-rich and packed with great ideas, it's an essential purchase</p>	92 OUT OF 100
OLD SCORE	92%							
ISSUE	22							
<p>Publisher: Eidos Developer: Pumpkin Studios Price: £28.99 Web Site: www.eidosinteractive.co.uk Players: 1-2</p>								

SPORTS
ALTERNATIVELY: Links LS '99
UEFA Champions League • International Cricket Captain

ADVENTURE
ALTERNATIVELY: Curse of Monkey Island • Discworld • Riven • Lands of Lore III

STRATEGY
ALTERNATIVELY: Battle of Britain • Uprising 2 • Total Annihilation • Battlezone

WIRED GAMING

It's very rarely as easy as click-and-play with Internet gaming, so check out some useful utilities as well as top new games, news and free add-ons in this month's buzzing section...

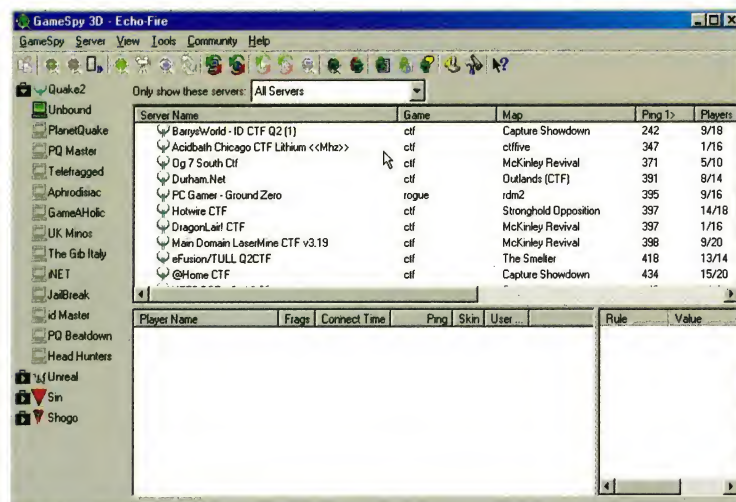
JUST BROWSING

FOR whatever game that you play online, a server browser is an invaluable piece of software. It allows you to locate servers running the game that you want to play and displays information such as the ping rate (time lag between you and the server), number of players, type of game (e.g. Capture The Flag, Deathmatch, Co-operative), level and player names. With a server browser configured to know where your game directories are, you simply double-click on

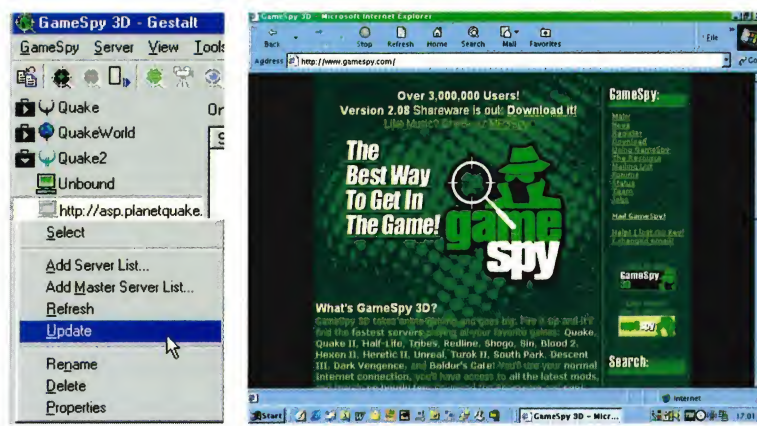
the game in the list that you want to join and it launches. Of course more and more games such as *Half-Life* and *Starseige Tribes* now have similar software built into the game interface, but they do not offer the same level of detail, usually listing only the game type, name and ping rate. If you are looking for friends already in games, then the player-search functions and chat facilities of server browsers are excellent and much more advanced than those presently offered by in-game browsers. ■

GAMESPY 3D

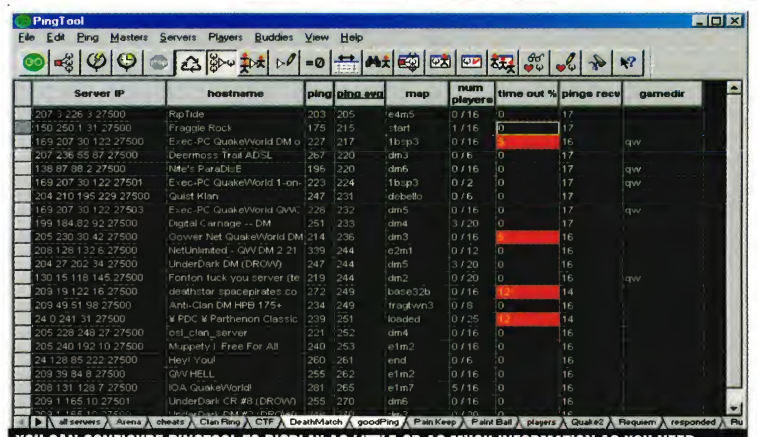
GAMESPY is probably the most popular server browser, with over three million users worldwide. The software can be downloaded for trial at www.gamespy.com and can be registered for \$20. Gamespy is quite complicated to set up, but the website offers good tutorials and FAQs. The good thing about the program is the number of filters which can be set up to find exactly the games that you want to play, including the latest user-designed modifications. As new games come along, simply download tabs for Gamespy so that it can find servers and launch the game. Gamespy can also automatically download upgrades for games as they become available - essential for everyone to be playing with the same game version. It also includes an Integrated Chat Client, which is very handy when trying to choose a server to join with friends. The main problem with Gamespy is its tendency to use its own configuration files for games, making it time consuming and complicated to reset them within the browser. However, a new feature, Shared Server Lists, is very handy, making it possible for you and your friends to find servers with a roughly equal ping-rate for all parties - a much fairer arrangement. The SmartSpy function now lists servers in a fraction of the time of previous releases, which is excellent for the more popular games such as *Quake II* that have literally thousands of servers running the game. ■



QUICKLY FIND THE GAME THAT YOU WANT WITH THE PLAYERS YOU WANT AND A GOOD PING RATE



PINGTOOL



YOU CAN CONFIGURE PINGTOOL TO DISPLAY AS LITTLE OR AS MUCH INFORMATION AS YOU NEED

A less well known but very competitive server browser is Pingtool. This is downloadable from www.pingtool.com and can be used for 30 days before



SIMPLY ADD NEW SERVERS AS NEW GAMES COME OUT TO PLAY

registering for a \$15 fee. Pingtool offers all of the standard features of Gamespy, and if anything provides a higher level of detail. It is fully customisable to filter exactly the information that you want and is easier to set up and use than Gamespy. The actual layout is also adaptable on a much larger scale than Gamespy offers. Advanced features include a shared ping

function similar to Gamespy's Shared Server Lists and a chat program, ICQ, that can be set to close automatically on launching a game to free up extra bandwidth. *Quake II* is especially well supported, with an integrated address book that allows you to select servers from Pingtool and swap between them within the game. ■

SEE THE SITES

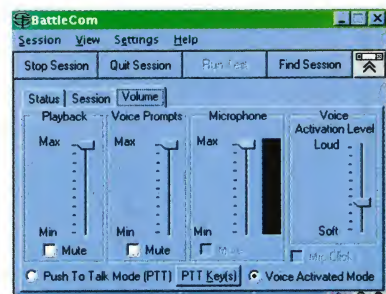
3D SCREENSAVERS
WWW.YIPPIAN.COM



BATTLECOM: IT'S GOOD TO TALK AND BETTER TO KILL

AN important and hugely enjoyable aspect of multiplayer online gaming is the ability to communicate with your opponents and team members. It is essential to good teamplay in games like *Quake II* and *Half-Life*, especially in Capture The Flag levels, where warnings about incoming raiders or stolen flags are invaluable. The conventional option is to type in such messages, but as anyone with experience knows, this leaves your character frozen and vulnerable to attack while you are typing, and precipitates an annoying style of gameplay whereby you have to hide to type safely. It is possible to set up chat macros in most games, so that pressing a single button brings up a commonly used phrase, but these defeat the immediate and inter-personal aspects of the multiplayer game.

The BattleCom Communicator is a piece of software that allows you to talk in real-time to other players who are also using it. Up to 64 players can utilise this feature during a gaming session, but private channels with shortcut keys can be set up between individuals to avoid a garbled mess of 64 voices. The software uses Voxware voice compression, so there is very little associated CPU usage or extra lag. You don't even need a voice modem, only a standard 28.8 modem (or above), a full duplex soundcard (which most are) and a microphone. Check out the well-supported website, www.shadowfactor.com, to find out about downloading, installation and compatibility. ■



NOW IT'S EASY TO SPEAK YOUR MIND AS YOU PLAY

TEN OF NEARLY 100 GAMES WHICH CAN BE USED WITH BATTLECOM

Aliens Vs. Predator	European Air War
Alpha Centauri	Starsiege Tribes
Baldur's Gate	Half-Life
Commandos	Quake II
Descent (I-III)	Dethkarz

YPOD: DOOMEd TO RELIVE YOUR PAST



A BEHOLDER, OTHERWISE KNOWN AS 'MR. TOMATO HEAD' OR 'THE RED THING'



YOU'RE BACK WHERE YOU STARTED NEARLY EIGHT YEARS AGO. IT FEELS GOOD



A TRUE 3D ENVIRONMENT AND DYNAMIC LIGHTING EFFECTS WITH THE ORIGINAL TEXTURES AND SOUNDS

ALTHOUGH it still retains that creepy atmosphere and will always be able to make you jump and scream, if you go back to *Doom* or *Doom II* your nostalgia will be tainted by how pixelly the graphics now seem and the rigid inability to look up and down. For those who crave high-res or 3D accelerated, true-3D graphics but want to wander freely through their gaming past, help is at hand. *YPOD (Your Path Of Destruction)* is a freely downloadable total conversion of *Doom* to run on the *Quake* engine. To play it you will need your own copy of *Quake*, but if you were a *Doom* fan, then you almost certainly possess one. If you want to use a 3D card, then you will also have to download GLQuake and follow the instructions below. The levels are a combination of *Doom I* and *II*, with most of the monsters and all the weapons from both games. New levels are also mixed in and work well with the original plot. While this is obviously an amateur conversion, the graphics are really pretty cool, and it is fantastic to see those old levels in real 3D. Kind of like meeting an old friend in Hell.

The conversion is only available online at www.planetquake.com/doom. GLQuake can be found at www.idsoftware.com/archives/quakearc.html. If your OpenGL graphics textures are messed up, then follow these steps to get GLQuake running correctly with YPOD.

1. Delete the `Quake/id1/glquake` directory
1. Delete the `Quake\qw\glquake` directory
1. Delete the `Quake\ypod\glquake` directory (if it exists)
1. Run `Grafswap.exe`
1. Run `GLQuake -game ypod` ■



THE BFG. FULL NAME: BIG F*****G GUN



DOOM MARINE, STYLE GURU OF THE GENRE

JUST STUPID
WWW.HAMSTERDANCE.COM



Hamster Dance Stickers

Each pack contains 100 stickers in 10 sheets. Each sheet contains 10 stickers. Each sticker is 1.5cm x 1.5cm. Each pack is 1.5cm x 1.5cm. Each pack is 1.5cm x 1.5cm.

Hamster Dance Bumper Stickers

Each bumper sticker is 10cm x 5cm. Each bumper sticker is 10cm x 5cm. Each bumper sticker is 10cm x 5cm.

Hamster Dance Mug

The mug is 10cm x 10cm. The mug is 10cm x 10cm. The mug is 10cm x 10cm.

Hamster Dance Poster

The poster is 10cm x 10cm. The poster is 10cm x 10cm. The poster is 10cm x 10cm.

TV LISTINGS
WWW.TVMASTER.CO.UK

BBC1	BBC2	ITV	Channel 4	Channel 5
6:00 pm 6:00 pm 6:00 pm	6:00 pm 6:00 pm 6:00 pm	6:00 pm 6:00 pm 6:00 pm	6:00 pm 6:00 pm 6:00 pm	6:00 pm 6:00 pm 6:00 pm
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CLASSIC NEW HALF-LIFE ADD-ON

CLASS WARFARE



THE MOTLEY CREW POSE FOR A RARE FAMILY PHOTOGRAPH



THE PYRO WILL APPEAL TO THOSE WHO DIDN'T FIT IN AT SCHOOL

TEAM *Fortress Classic* is set to bridge the gap between the deservedly super-popular *Half-Life* and *Team Fortress 2*, Sierra's next full title in the *Half-Life* genre. A bit cheeky to peddle such an obvious stopgap product you might think, but NO, *TFC* will be absolutely FREE. The 14MB add-on should now be available for download from official and related Internet sites such as www.sierrastudios.com/games/tfclassic/ and www.3dpalette.com/halfife. Alternatively, you should be able to get *TFC* by simply clicking on the built-in update button in the *Half-Life* configuration menu. If you do not have Internet access, firstly why are you reading *Wired Gaming*, and secondly the *Half-Life* add-on CD should also be available for free from most large high street game retailers. The scheduled release date was 25th March, but there may have been some slippage by the time that you read this.

The *Team Fortress* concept was born in

1996 when the mod of that name was released for *Quake*. It quickly achieved incredible popularity and has now been downloaded by over half-a-million online players. The mod basically arranged players into different classes, giving extra depth to the gameplay and the ability to specialise in a skill and playing style that suited you. It also expanded the features of teamplay, making co-operation not an option, but an essential component for collective victory. This original mod has been ported over to *Half-Life*, which uses the *Quake II* engine, but has been enhanced to take full advantage of the game's updated underlying technology. Apart from new models for the new character classes, the changes to *Half-Life* will also include enhanced game graphics, an updated user interface and two new maps. Although *Half-Life* already features team games, *TFC* will have far greater strategy elements and several all-new teamplay options. ■



ALWAYS USE THE SNIPER'S GOOD EYE

- SOLDIER**
Ideal for quick manoeuvring and groundwork killing
Heavy weapons
Packs bigger armaments such as rockets
- SNIPER**
Useful for creating openings in enemy lines and covering advances. Favourite target? Snipers
- DEMOLITIONS**
An explosives expert. Destroys bases and personnel. Vulnerable in confrontations
- PYRO**
Carries a flame-thrower. Helps the Demolitions class to destroy bases and torch the enemy
- SCOUT**
Has the unenviable and dangerous job of going ahead and sending back reports on enemy bases
- SPY**
Can change into enemy uniform and enter bases. Also able to play dead and surprise passers-by



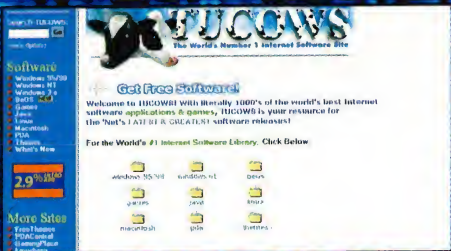
THE HEAVY WEAPONS MAN IS A BIT OF A PIE THIEF, BUT PACKS A PUNCH WITH HIS CHAINGUN ACTION



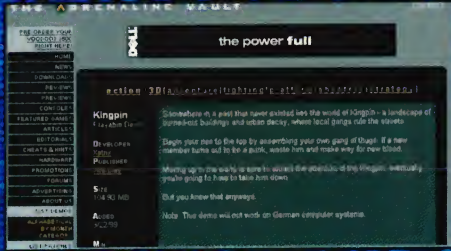
DEMOLITIONS WEAR DUNGAREES AND HARDHATS. DON'T ACCEPT STICKS OF ROCK FROM THEM



SHAREWARE HEAVEN
WWW.TUCOWS.COM



GAME DEMOS
WWW.AVAVULT.COM



UNREAL JOINS QUAKE III IN MULTIPLAYER EMPHASIS

UNDOUBTEDLY mirroring what is known about *Quake III: Arena*, *Unreal: Tournament* features a single player mode where you fight in arenas, with and against simulated opponents (bots), working up through the ranks to finally become Unreal Grand Master. The game will really come into its own online, where real human opponents join the bots that you fight. The game will feature all of the original weapons, with several new ones including the Redeemer, a missile that can be controlled through an on-



UNREAL TOURNAMENT IS A STAND-ALONE PRODUCT. UNREAL IS NOT NEEDED

board camera after deployment and the Translocator, which will switch your position with an opponent's. *Unreal Tournament* will also come with programming tools, giving enthusiasts more capability than ever to develop new levels and modifications for players to download and play. *Unreal Tournament* should be available this spring and has been optimised for the Pentium III's advanced 3D and Internet processing features. You can find up-to-date release details at www.unreal.com.

UNREAL VITAL STATISTICS

As Internet tournament play becomes more and more important to the first-person shooter genre, accurate recording of statistics becomes more of an issue. Epic Games has just announced that they will be bundling ngStats and ngWorldStats, a gameplay statistics and scoring service with *Unreal Tournament*, to allow players to keep personal records of all aspects of their performance. The detailed run-downs provided by the NetGames package include the effectiveness and accuracy of different weapons. You will therefore be able to identify weak points in your game, compare your career totals with friends', make them available for tournament stats and check out who is doing well every week, like a football league table. The package is developed by NetGames USA and will also support ngTCS (Tourney Control System), which makes it much simpler and more accurate to manage data for internet tournament games with sophisticated ranking systems. Find out more and download trial software at www.netgamesusa.com.



STATS ARE GREAT FOR SHOWING OFF...



...BUT A BIT OF A BIND IF YOU'RE CRAP

STARSIEGE and *Starseige: Tribes* were recently released by Sierra as two separate titles in the US and immediately took off as multiplayer online games. The two games are to be released as a single package in the UK on the 7th May, for £44.99 instead of a possible £70 if sold separately.

Starseige is a vehicle-based 3D combat sim. Vehicles fall into the categories of tanks, flyers and Hercs (gear-style manned robots) and number 25 in total. In single player there are 45 huge campaign missions over seven planets. The game is well set-up for multiplayer gaming, as is its companion, *Tribes*. The games have built-in server browsers, which are not as advanced as custom made browsers, but offer a good range of filters, search engines and a decent chat facility. There are plenty of servers running for both games, more for *Tribes*, and many styles of game are there for you to choose between. *Starseige* features 12-20 players in a game and supports capture the flag as well as deathmatch levels. A level editor for user-made maps will soon be available to download from www.sierra.com.

Starseige: Tribes is a multiplayer-only game and already has a huge Internet following. The only single player options are

SIERRA STARS IN TRIBAL GATHERING

some comprehensive training levels. It is a 32 player, team and goal-orientated game in the first-person combat genre, set in wide open landscapes that make a refreshing change from the corridors of *Quake II* and *Half-Life*. There are a wide range of weapons, armour and pilotable craft. *Tribes* can be roughly equated to *Quake Clans* and there are a host of Tribes to join online. It is also easy to start your own. With Team Commander options and controls, there is an important co-operative strategic element to the game, reminiscent of *Team Fortress*: This team aspect has been very appealing, judging by the sheer number of Tribes already playing. When the game hits the UK, we should be seeing even more of them. To download skins and find out about new Tribes, visit the official www.tribesplayers.com website. ■



BEWARE THE MOON... STAY ON THE PATH, LADS



TWO STARSIEGE HERCS, STRUTTING THEIR STUFF



A TANK IS CAUGHT IN A SANDWICH MANOEUVRE



THE OPEN ENVIRONMENTS MAKE A NICE CHANGE

IN THE FAST

The Formula 1 Grand Prix season is heating up once more, and so too is the competition on the PC. Whilst Mika Hakkinen and Michael Schumacher once again look the favourites to battle it out for the Driver's Championship, who'll be taking the chequered flag on the PC?

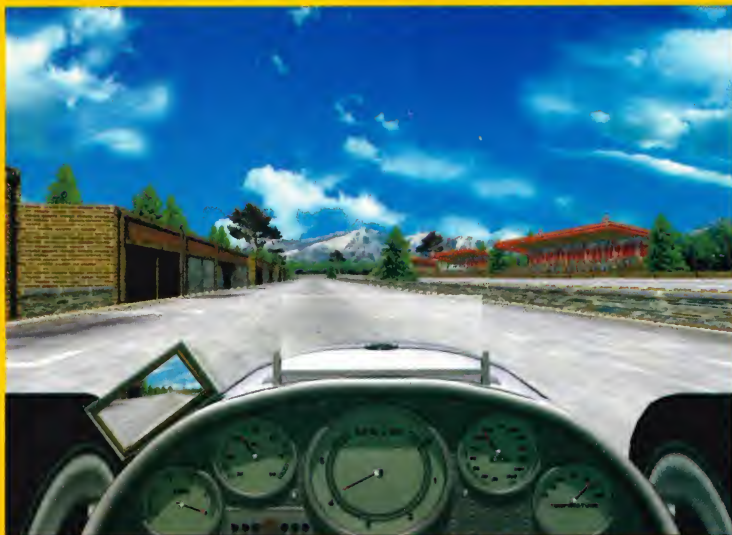
SPIRIT OF RACING

PUBLISHER: HASBRO
DEVELOPER: BROADWORD INTERACTIVE
EXPECTED: END '99

HASBRO Interactive have hit top gear with news of a pre-World War II racing game titled *Spirit of Speed*. This vintage car simulation will feature classic cars from the late thirties such as the Bentley Blower, Bugatti and Mercedes. Big lumbering cars with huge engines, ineffective brakes and dodgy handling, these vehicles are a world apart from the relatively safety of the Formula 1 vehicles of today.

The success of *Grand Prix Legends* seems to have sparked an explosion of

'classic' car racing games, but *Spirit of Speed* will push the years back further than all others. Whether this will work remains to be seen. The cars of the era were not particularly quick, nor easy to control. If Broadword attempt a strict simulation they could end up producing a game that deters more gamers than it attracts.



SPIRIT OF RACING IS SET IN THE LATE THIRTIES AND WILL INCLUDE ALL THE CARS OF THE ERA

OFFICIAL FORMULA 1 RACING

PUBLISHER: EIDOS
DEVELOPER: LANKHOR
EXPECTED: MAY

NOT for the first time, Eidos are to treat Formula 1 fans to a FIA-endorsed racing simulation. *Official Formula 1 Racing* features all the real teams, drivers and tracks from the 1998 season. What's more, all the cars have been accurately modelled both in design and performance. Players will be able to race for any team and can select from either a simulation or arcade mode. With loads of customisable options, such as assisted braking and suggested gear,



EXPECT A REVIEW OF OFFICIAL F1 NEXT MONTH

the game should offer everything F1 fans have come to expect. What stands this title aside from most though, is the fact that it will run on a P90 and still look good! 3D acceleration is recommended, but even in the software mode the developers, Lankhor, claim the game runs fast and smooth. Good news for all those with low-spec machines.

GP 500

PUBLISHER: HASBRO
DEVELOPER: MILESTONE
EXPECTED: END '99



IF two-wheeled racing is how you get your thrills, then Hasbro's *GP500* should be just the fix you're looking for. Based upon the 1998 season, the game will feature fourteen tracks, twenty four riders, arcade and simulation modes and single or championship races. One of the most intriguing features is the AI which has been developed to react to the player's ability, hopefully ensuring that learners through to experienced racers will be able to get stuck in to the game.

The Milestone-developed *Superbikes* currently rates as the best motorbike simulation around, but Hasbro will be hoping to change that when *GP500* launches later this year.

MIDNIGHT GT

PUBLISHER: RAGE SOFTWARE
DEVELOPER: RAGE SOFTWARE
EXPECTED: JUNE

THIS 3D accelerated racing game offers players the chance to race across eight different environments including city, forest and mountain. Each of the eight courses poses a different racing challenge, with variable weather conditions and night races promising to test the player's driving skills to the limit. The game will feature a variety of cars which can be raced straight from the start, as well as a number of secret ones which are revealed as the player progresses.

There are a number of game modes, including time attack, arcade, simulation and quick race. Best of all though, the game features a two-player split-screen mode, something most developers now overlook. For those not on the Internet or without access to a LAN, this could be a decisive feature when it comes to choosing from the pack.



RACE NARROW STREETS IN RAGE'S MIDNIGHT GT

F1GP3

PUBLISHER: HASBRO
DEVELOPER: GEOFF CRAMMOND
EXPECTED: END '99

THERE'S no playable code, no screenshots, not even any concrete information as to the make-up of the game yet, but we do know it's coming, and we also know that it's going to be bloody superb. How can we be so sure about a game we know next to nothing about? Simple. It's by Geoff Crammond. Geoff was the creative influence behind the first two *F1GP* games, arguably two of the best F1



F1GP3 PROMISES BETTER CARS THAN F1GP2

racing simulations of all time. Geoff has been working away on this third title for nearly a year now, and although we've yet to see anything for ourselves, those close to development are already claiming it to be an outstanding Formula 1 game.

GAME



VIDEO GAMES CHEATS & TIPS

PC, PLAYSTATION & N64

INTERNATIONAL RALLY CHAMPIONSHIP '99

PUBLISHER: EUROPRESS
DEVELOPER: MAGNETIC FIELDS
EXPECTED: MAY

THROUGH its Rally Championship games, Europress has earned itself a reputation on a par with Codemasters. With the series having notched up in excess of one million sales, this reputation seems well-deserved and Europress will be hoping the all-new '99 version can further enhance their standing and add substantially to their army of fans.

Due out later this spring, the game is set to go head to head with Gremlin's *Rally Masters* and Colin McRae Rally. The game has every chance to take the chequered flag, with thirty six accurately recreated stages from the Mobil

1 Rally championship, four different modes of play, including arcade and simulation, twenty detailed rally cars, each of which has been modelled on the real cars, and superb graphics. The graphics options will be fully customisable so that anyone with a P150 through to a state of the art PIII450 with a Voodoo III will be able to play the game. With the quality of graphics in most racing games pretty much on a par, Europress hope that the AI and handling will set this aside from its rivals.



RALLY MASTERS

PUBLISHER: GREMLIN
DEVELOPER: DIGITAL ILLUSIONS
EXPECTED: JUNE

ALTHOUGH we've yet to see anything playable for *Rally Masters*, the fact that Digital Illusions, creators of the superb *Motorhead*, are behind the game has made us sit up and take notice. *Motorhead* (reviewed in issue 9 and awarded 90%) was a slick racer with superb visuals and a competitive AI. *Rally Masters* promises more of the same, although the lack of an official license may deter some of the more hard-core rallying elements. Free from the restraints a license may have put on



RACE FANS AREN'T SHORT OF RALLY GAMES

them, Digital Illusions plan to have dozens of different stages based all around the world. As is to be expected, there will be numerous cars for players to drive and arcade, simulation and multiplayer game modes.



IN THE DRIVING SEAT

Grand Prix Legends ranks as the best of the racing games out at the moment. Based upon the 1967 Formula 1 championship season, the game features all the classic cars, drivers and tracks of the era. For the first time players have the chance to tear around the fourteen mile Nurburgring in a Ferrari 312 against the likes of Graham Hill. Excellent stuff! Other top titles already on the track include Codemasters' *TOCA Touring Cars 2* and Colin McRae Rally and, if you favour two wheels over four, the Milestone-developed *Superbikes* is well worth investigating.



COLIN MCRAE RALLY - EXPECT A SEQUEL



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HARD UP

With the pile of PC peripherals and odds & ends in the corner of the office growing at a rate of knots, we thought it was about time Ali Jennings sorted out the wheat from the chaff...

EVERGREEN TECHNOLOGIES SPECTRA 333MHZ

WWW.EVERTECH.COM

TRULY fantastic – a chip that's able to resurrect my once prized P100 back into a power-hungry modern PC. Now there are still many people out there using straight Pentium machines – no MMX, no PII. I just hope that maybe one day they'll be able run a decent game.

We've seen these types of chip promising enhanced performance before. All is good news until you try to fit the thing, then it all goes downhill – and quickly. Well, like a breath of fresh air comes the Evergreen. It's all kinda rosy, offering an AMD K6-2 processor which features 64kb L1 cache, 64 K L2 cache, MMX and 3DNow!, and it's actually relatively easy to fit.

Once installed the machine actually booted up first time. To my complete surprise, it was then that I was able to play TOCA 2 and a whole list of other games on a PC that was close to going in the bin.

Alas, there were a few problems, the main one being the size of the upgrade, meaning cables

VERDICT

If you're toiling away with a P100 and can't afford a new machine, then this will keep your PC going for another year

8

and boards had to be shifted around quite a bit to get it to fit comfortably. The second problem, a little more worrying, was that the computer doesn't always boot up first time, but this was solved with a little rejigging of the bios set-up and tidying of the cables.

So are these upgrade chips any good? The Spectra offers you a replacement chip that substitutes the old Pentium chip. This can upgrade a 75–200mhz Pentium to a 333mhz machine with MMX technology. So I'd say it's pretty good, and it'll give a little more life to a struggling PC.



WWW.PHILIPS.COM

PHILIPS 107B 17" MONITOR

VERDICT

A good all-rounder at a competitive price, but there were initial problems with the colour adjustment, and so it doesn't score so high

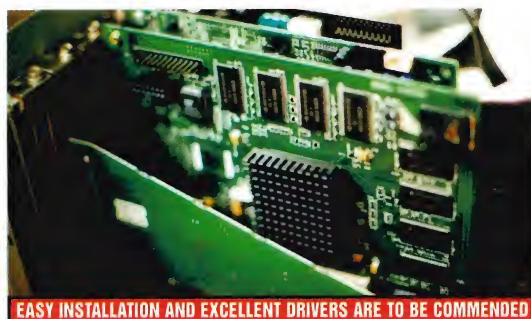
6

THIS was the first of the USB monitors to have reached me. As a standard monitor it is of a good build quality, but I found an initial problem with the colour adjustment that was difficult to get right. Once the monitor was USB connected, things started to sort themselves out, and with an easy to use interface it all became more straightforward. The quality of the screen was

excellent, clear and crisp, but I felt that compared with some of the other monitors the screen wasn't as flat. This only became annoying when using PhotoShop or similar applications. For game use the monitor was excellent, and as an all-rounder, at this price it's not bad.

CREATIVE LABS RIVA TNT (PCI)

WWW.CREAF.COM



EASY INSTALLATION AND EXCELLENT DRIVERS ARE TO BE COMMENDED

THE battle for a 3D graphics standard continues, with an increasing amount of cards appearing on the market. The long-awaited Voodoo3 is certainly going to have some major competition from the new Riva TNT cards that are appearing.

The card comes as an AGP or PCI, which is useful for those of you with older machines, and as with most modern day graphics cards, it installs easily, with excellent drivers and set-up guides. The performance of the card with the games we threw at it was excellent, handling them easily, although one game did pose a problem; *Rogue Squadron* seemed to have lost the X-

Wing and other vehicles, but at least it rendered the landscape nicely. This problem is probably easily sorted with a patch... er, once I find one.

The Riva TNT offers 2D and 3D performance with a 128-bit processor delivering 190 million pixels-per-second fill rate and 16MB of on board RAM. It's all quite impressive, but at the end of the day I'm not sure that it will be enough to make this a contestant in the 3D ring. It's a nice card and one of the best at the moment, but I think it will soon become old hat and have to give way to the Voodoo 3s.

VERDICT

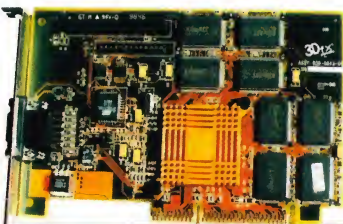
An excellent installation guide and impressive performance still don't give it the edge over the new generation Voodoo 3 cards

7

3DFX VOODOO 3

WWW.3DFX.COM

AT last, we have one! It came in plain clothing, as it needed little else – the wait was enough promotion for this card – and as we ripped open Steve's machine to see what it was capable of, the anticipation became close to unbearable (well, almost). The card came with little information, just a driver disc, and the games played pretty much the same as the other cards. One thing we did notice, especially with *Quake II*, was the feeling that the card was toying with the graphics engine as though its frame rate was almost unable to keep up with the card's processing power. Once the Voodoo 3 optimised games start to appear we are going to see some serious gaming



graphics, especially if used in conjunction with DVD technology, but for now it's nice card, and at the price it looks like it'll be hard work for its rivals.

Here's a few snippets of info for you to look at:

It will come in several types, AGP or PCI, depending on the model, of which there are the 2000, 2500 and 3500. The 2000 is 143MHz, 16MB SDRAM (@300MHz), AGP or PCI. The 2500 is 166MHz, 16MB SDRAM (@350MHz) and AGP only with a TV-out. Finally, the 3500 is 183MHz, 16MB SGRAM (@350MHz) and, again, AGP only with a TV-out. The Voodoo3 3500 will also support digital flat-panel displays if you're lucky enough to have one. 3Dfx are taking orders now, so start saving those pennies

VERDICT

A superb card at an unbelievably affordable price. Expect some stunning graphics when the optimised games appear

9

TECHWORKS BANSHEE

WWW.TECHWORKS.CO.UK

THE Banshee was a nice idea at the time, but as for now... why bother? (Unless, of course, you have an older machine.) This Banshee, it has to be said, is much the same as the rest, i.e. nothing special, fitting into an AGP slot with 16MB of SDRAM, and at 128-bit VGA it does rate well. If we close our eyes and pay no attention to the new cards, it's great; no need for those two graphics cards in your computer

crowding up all your slots. With the power of the Voodoo 2 core supporting excellent gaming for pretty much any title on the market, you can't really fault it. There is still a market for these cards, and as a flat, no frills Banshee it's good, although I would have liked to see a TV-out option as with Pace's version. I feel if graphics cards were political then this would be... well, let's just say 'blue'.

VERDICT

Nothing special, but a solid performer with 16MB of SDRAM and worth the asking price if you've got a lower spec machine

6



TERRATEC AUREAL 2

WWW.TERRATEC.NET/TTUK

THIS is the second Vortex 2 card that we have seen recently, and they're both very similar – no real differences, except of course for the drivers. The main reason for this is, unlike the first Vortex product, Aureal have seen fit to build their chips into cards and sell these to companies like Terratec and Videologic, who supply their own drivers

Once again, it's a great card, perfect for all your gaming needs, and a must for games such as *Thief* and *Half-Life*. If you're a

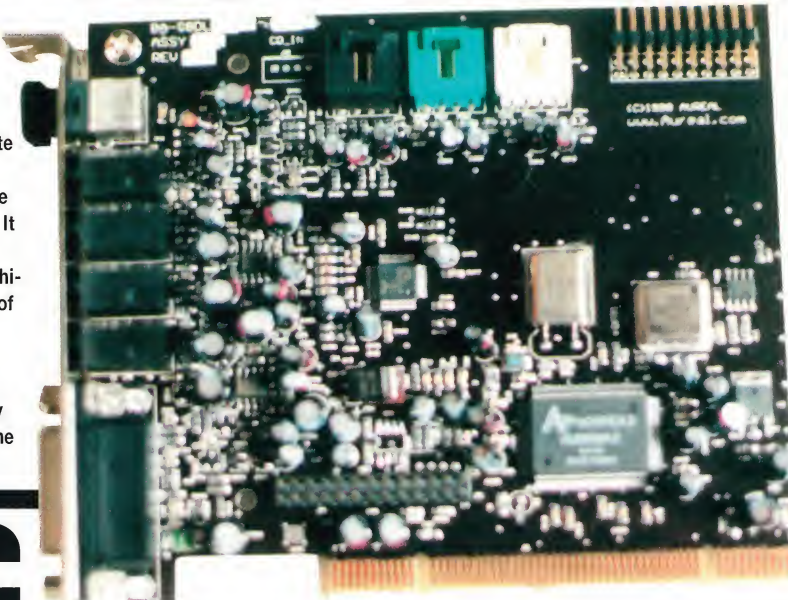
serious gamer then the complete 3D sound is an absolute must, bringing extra dimensions to your gaming.

VERDICT

Has a slight edge over the recently reviewed VideoLogic effort and comes very highly recommended

9

The A3D 2.0 is Wavetracing supportive, enabling it to simulate changing acoustics in environments to a greater degree than any other card I have seen. It also includes an optical digital audio output which connects to hi-fi equipment with an optic style of input connection. If you have to chose between this and VideoLogic's offerings, there is little in it, but for driver reliability and general explanation about the card, the Terratec is a winner.



VIEWSONIC

MULTIMEDIA SERIES MB110 21"

WWW.VIEWSONIC.COM

IT'S another View Sonic monitor, but this time larger. As monitors go this is fantastic. The screen is still relatively flat, it can cope with resolutions up to 1600x1280, it's easy to adjust and includes built-in speakers and USB connection.

Now normally for home use a 21" monitor is going to be far larger than a normal desk can cope with, but with the release of the Voodoo 3s and other cards, we feel we need the added size to fully appreciate their abilities. If you do have the space and money

then this is the monitor. It looks, and is, great. The only down side is the in-built speakers. But don't worry, they're not that bad.

VERDICT

An explosion of sight and sound awaits with the Viewsonic MB110. However, it's not cheap and is an expensive luxury

7



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COMPETITION

WAKE up, country boys, your time has come! If you've read the review elsewhere this issue, you'll be well up for a bit of *Wild Metal Country*. Crazy tanks of all shapes and sizes do battle in this fiendishly addictive take on the ancient public domain classic, *Tanx*. Gremlin and DMA's partnership is off and running with one of the most addictive and original multiplayer games you're likely to see this year - we were just able to tear

ourselves away for long enough to answer the phone; and who should be on the other end but one of Gremlin's friendly neighbourhood marketing bods, offering us a dirty great PC to give away as a competition prize. "Certainly" said we, and here it is. To be in with a shout of laying your hands on a brand new top of the range PC (so you can finally lay that poor, tired P133 to rest), just answer the following vaguely tank-related questions...



TOP TANKS

The tanks in *Wild Metal Country* come in all shapes and sizes. There are little, zippy ones; big, high powered ones. There's even one which runs on a kind of trackerball, giving complete freedom to move in any direction. Control is unique, with left and right tracks operated independently to enable turning. The turret direction and weapon elevation is also completely under the player's control, and though it sounds complicated, it's amazingly simple once you get the hang of it. In short, a unique and totally addictive experience!



QUESTIONS

- WHAT KIND OF TANK DID ODDBALL RIDE IN KELLY'S HEROES?
A) TIGER
B) CHIEFTAIN
C) SHERMAN
- IF YOU WERE DESCRIBED AS BEING 'TANKED UP' YOU WOULD...
A) BE DRUNK
B) POSSESS MANY TANKS
C) HAVE AN EMERSON HEATER SHOVED UP YOUR ARSE
- OUR DESIGNER STEPH'S GRANDAD WAS THE FIRST MAN TO DRIVE A TANK DOWN WHICH BRITISH HIGH STREET? CLUE: IT WAS IN LONDON!
A) OSSETT
B) TEWKESBURY
C) FULHAM

RULES

- Employees of Rapide Publishing are not allowed to enter
- Multiple entries are forbidden, so forget about licking the back of more than one stamp!
- The editor's decision is final. Entries should reach us no later than 30/06/99

HOW TO ENTER:

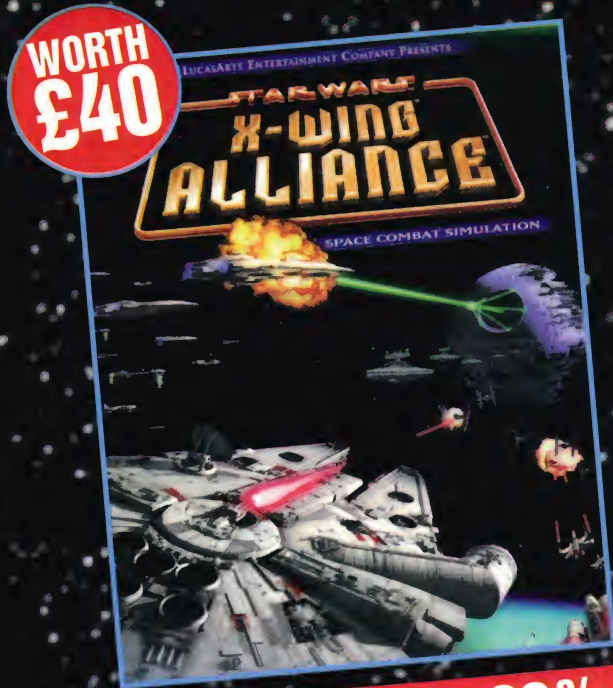
Write your answer on the back of a postcard (or use a sealed down envelope). Pop your details on the back and send it to: 'Give me some of that Wild PC action' compo, **ULTIMATE PC**, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter EX4 4EP.



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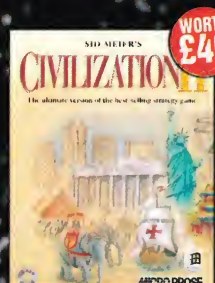
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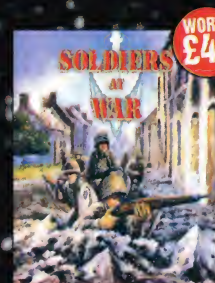
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QUESTIONS AND ANSWERS

This month we have war games, space games, and a game featuring the diminutive Lara Croft.

BROKEN SWORD 2

CAN you please help me on *Broken Sword 2*? I'm stuck at the beginning where the watchman is guarding the harbour. Please can you tell me how to get past him and his dog. Thank you, and I hope to hear from you soon. Philip Downing, Address not supplied

Go to the hut's window and talk to the watchman. Go down the nearby steps and catch the hook in the water and use it on the bottle. Go back up the steps and click on the chimney and use the bottle on it, then repeat the action. The watchman will leave the smoke-filled room. Go down the steps into the trap door, get the coal scuttle and biscuits. Look at the platform to your right, click on the biscuits and use them on it by right-clicking. The dog will run onto it. Use the hook on the platform to get rid of the dog. You're now free to go into the docks.



Stuck on a game? Can't see any way out? Then write to us at the address below and see if we can help. Send your problems and requests to:
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CLOSE COMBAT 2: A BRIDGE TOO FAR

I am really stuck on *Close Combat 2: A Bridge Too Far*. Have you any cheats or tips that might help me? Thanks. Ian Kaye, Chelmsford

Getting straight to the point Ian, don't bother. On a less sarcastic note though, I'm afraid to say that there are no real cheats as such for this game, but there are some tips I can give you. First of all, never try frontal assaults as they'll just end in failure. Instead, try flanking the enemies by placing a weak unit within the enemy's view and let him attack. As he does this, you can use your stronger elite units to move around the sides and attack him from the flanks.

The other hint I can give you is a simple one - play as the Germans. Not only do they have more men and more reinforcements, but they also have easier objectives to achieve, such as holding their ground. When you play on this side you can watch the computer's tactics and learn from them for when you play as the allies.

STAR TREK: A FINAL UNITY

I have managed to get myself stuck on *Star Trek: A Final Unity* at the point where you meet Dr. Vi Hyunh-Eoertsch. The thing is, I have looked everywhere - in the habitats, the lab and the shuttle bay. UPC, please help me. Do you have any cheats for this game and, if so, please put them in the reply. Thomas Pryde, Guisborough

First of all Thomas, the good Doctor that you have to bring back to your ship will appear to you, he won't be found by looking. Instead, after talking to Watcher Tzudan in the Quarantine shelter for the second time, go back to the Constable's office. If you talk to her, she'll leave and then return to use her computer. It's at this point that the good doctor will appear to you.

Secondly, there is only one cheat available for this game, and it's a surprisingly obvious one as well. Type MAKE IT SO on the Tactical Screen to bring up a cheat menu.

TOMB RAIDER

I have just bought *Tomb Raider* for the PC, but I would like to know if there are any cheats or hints on the game. Everyone in my class was told to choose a

magazine, and I chose you because, in my opinion, you're the best.

Allan Pringle, West Lothian

That's very kind of you Allan, but I'm not quite sure what you're on about. Anyway, there are three cheats for this game, which is pretty old but in many people's opinions still the best.

For the level skip cheat: Stand still, take one step forward, one step backwards, spin three times to the right and then jump forward.

For all the weapons and ammo: Stand still again, take one step forward, one back, spin three times and jump backwards.

For the special grenades: One step forward, one back, turn around three times and jump sideways.

X-COM INTERCEPTOR

I don't know if there are any cheats for this game, but some tips would do if you can't find any cheats. I'm stuck on *X-COM Interceptor* - I keep getting blown up.

Aaron Potheary, Shetland Islands

You happen to be in luck Aaron, because there are indeed some cheat codes for this particular game. If you press [CTRL] and [E], you should hear a beep. You can then enter these codes:

BATTLECHAT: Enables in-flight cheat

CANTTOUCHTHIS: God mode (but only for your ship)

FILERUP: Unlimited flight range

KNOWITALL: All research is completed

QUICKBASE: Finishes all bases currently under construction

PAYDAY: \$10,000,000

MONKEY ISLAND 2: LECHUCK'S REVENGE

I am stuck on *Monkey Island 2*. I'm at the beginning and I've just got fired from the cook's job. I need a laundry ticket from the bad guy. How do I get it? Please help me, I know you can.

Nick Green, Cambridge

This is simple, and if you're stuck here be warned, it'll get much more difficult later on. Exit right from the town and go to the swamp area. Use the bucket on the swamp and you'll fill bucket with mud, then head back into town.

Go into Largo's room, close the door and use the bucket on the door. Now hide behind the changing curtain, and when Largo comes

in, he gets a bucket of mud on the head, getting his clothes dirty. Largo goes to the cleaners and you should follow him there. Watch the conversation before Largo leaves and go back to his room and then close the door. You will see a laundry ticket tacked to the back of the door, so pick it up. Go back to the laundry man, give him the ticket, and he gives you Largo's clothes. Easy.

I even have a little cheat for you as well: During the game, press [ALT] + [W] to win.

SIM CITY 2000

PLEASE pretty please, could you help me with any cheats for *Sim City 2000*. It is driving me crazy; I keep making a city and losing my money, so please could you tell me any cheats? Leo Tierney, Beds.

One way to do this that even I haven't heard of is this method: Do the following before you build anything...

- 1) Build a Gas Plant
- 2) Open Budget, then Bond Payments
- 3) Issue a Bond twice
- 4) Close
- 5) Bulldoze the Gas Plant
- 6) Repeat Step 2)
- 7) Issue the Bond with the interest
- 8) Repeat step four and you'll earn an extra \$1,500,000 a year

If this sounds too much like hard work though, simply enter these codes during gameplay:

- CASS:** Extra \$25, but there's a 15% chance of a disaster instead!
FUND: \$10,000 Bond (25% Interest)
JOKE: A Joke (Win 95 Only)
GILMARTIN: Military Base
IMACHEAT: \$500,000, All Rewards Activated
NOAH: Starts A Flood
PRISCILLA: Debug Menu

THEME PARK

I'M really stuck on the first level of *Theme Park*. Have you got any tips or cheats that could help me? Jonathan Wingrove, Stourbridge

The first level? Dear oh dear... Anyway, now I've recovered from the shock I can help you. Enter HORZA as your nickname and then press during gameplay:
[C]: Extra \$500,000
[ALT] + [Z]: All Rides
[CTRL] + [Z]: All Shops
[SHIFT] + [Z]: All facilities ■

TIP THE BALANCE

We know, we know, we're just too kind... Amongst our usual selection of tips this month we have new cheats for FIFA 99 and Resident Evil 2...

If you know of any cheats that we've missed out, send them to us at: **Tip the Balance**, Ultimate PC, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

There'll be a free game for the best of those printed.

GRAND THEFT AUTO

Enter these codes at the character select screen, press [Del] and enter the name.

Spacing on the codes may or may not be right.

ITSGALLUS: All Levels, All Cities

NINEINAROW: All Levels, All Cities

SUPER WELL: All Levels, All Cities

IAMTHELAW: No Police

STEVESMATES: No Police

ITCOULDBEYOU: Gives You 999999999 Points

NEW TIP

KNIGHTS & MERCHANTS

Open the inventory window by clicking on a Storage House and click once on the following items (a red triangle will appear in the item's square as each is selected):

Row 1, item 3 (Wooden Boards)

Row 2, item 2 (Iron Bars)

Row 2, item 4 (Wine Casks)

Row 3, item 1 (Bread)

Row 3, item 5 (Cooked Meat)

Row 4, item 1 (Animal Hide)

Row 4, item 5 (Plate Mail)

Row 5, item 1 (Hand Axes)

Row 5, item 2 (Swords)

Row 5, item 3 (Lances)

Row 5, item 4 (Pikes)

Row 5, item 5 (Long Bows)

Then, click on Row 6, item 1 (Crossbows) to add ten of each item to your Storage House or on Row 6, item 2 (Horses) to complete the current mission.



BUILD, TRADE, FIGHT, BUILD, TRADE, FIGHT...

SUCKMYROCKET: All Weapons, Armour, and A Get Out Of Jail Free Card

ITSTANTRUM: Unlimited Lives

6031769: Unlimited Lives

HATE MACHINE: Raises Point Values

HEARTOFGOLD: Raises Point Values

IAMGARYPENN: Raises Point Values

IAMNOTGARYPENN: Doesn't Raise Values

BUCKFAST: Press the [*] on the NUMPAD

and get all the weapons

PORKCHARSUI: Diagnostic Mode

CALLMENIGEL: Turn to the Black

EATMYSHORTS: Skateboards and tanks

SOUTH PARK

During gameplay, press [ESC] and select Options. Then, click in the lower left corner of the screen and enter any of the following cheat codes:

EGOTRIP: Big enemy heads

BEEFCAKE: Invincibility

SWEET: All weapons and unlimited ammo

FRAMERATE: Display frame rate

STARCRRAFT - BROOD WAR

Hit [ENTER] to enter chat mode, type in the following code and hit [ENTER] again (Note: These codes only work in single-player).

NEW TIP

MONTEZUMA'S RETURN

At the name entry prompt, press [Enter], then at the Player Menu, erase the default player name "Utopia." (You must erase all player names to enable the code). All normal levels should now be available (Except bonus levels). Or, type these codes in during gameplay: MRTOUGH: Invincibility MRPOLO: High jump/Fast swim MRBIONIC: Punches and kicks in slow-motion MRSPIRIT: You move faster MRSPEED: Everything moves faster MRGOD: Unlimited health



MONTEZUMA IS COMING BACK, APPARENTLY

BLACK SHEEP WALL: Entire map revealed

BREATHE DEEP: Gives you 500 Vespene Gas

FOOD FOR THOUGHT: Ability to build units beyond the support limit

GAME OVER MAN: Instant loss

MAN OVER GAME: Instant win

MEDIEVAL MAN: Gives free upgrades to units

MODIFY THE PHASE VARIANCE: Gain ability to build any building, regardless of requirements

NOGLUES: Opponent can't use psionics

OPERATION CWAL: Speed up construction of buildings and units

OPHELIA: Enter this to enable level skipping cheat. Here you enter the mission you want to skip to (i.e. terran10, Zerg5, Protoss7, etc.) to go there.

POWER OVERWHELMING: God Mode

RADIO FREE ZERG: Zerg song (must be playing as Zerg)

SHOW ME THE MONEY: Gain 10,000 gas and 10,000 minerals

SOMETHING FOR NOTHING: Everything available is upgraded

STAYING ALIVE: Prevents the mission from ending due to victory or defeat

THE GATHERING: Gain unlimited energy to all casting units

THERE IS NO COW LEVEL: Completes current mission

WAR AINT WHAT IT USED TO BE: No fog of war

WHATS MINE IS MINE: Gives you 500 minerals

UPRISING 2

Cheat codes to enter during gameplay. Press [M], type the codes and then hit [ENTER].

CHUMP: Invincibility

DANGEROUS: Unlimited weapons

TUFF ASS: Super weapons

SUPER CHUMP: Super speed, invincibility

DANGEROUS CHUMP: Unlimited weapons, invincibility

STORMY: Rainy

WAY MO MONEY: +5000

SLICK: Die

DONE: Win scenario

YOYO: Invincible

CLEARSKY: Clear

FLURRY: Snow.

WORMS ARMAGEDDON

To activate the cheat modes, complete one of the goals below to unlock the following feature, which may be enabled at the weapons or game options screens (Function: Goal).

Worms bleed when shot: Earn gold medal in Basic Training mode.

Aqua sheep: Earn gold medal in Super Sheep Racing training mode

Longbow power-up: Earn gold medal in

NEW TIP

FIFA 99

To get the Winter introduction, repeatedly type 'win' while the game is loading.



NEW FIFA CHEAT ALERT. GATHER ROUND, LADS

Euthanasia training mode

Shotgun power-up: Earn gold medal in Rifle Range training mode

Grenade power-up: Earn gold medal in Artillery Range training mode

All weapon crates have sheep: Earn gold medal in Crazy Crates training mode

Invincibility: Earn an Elite rank in Deathmatch

Laser sight: Complete mission 4

Jetpack: Complete mission 8

Fast walk: Complete mission 13

Invisibility in net games: Complete mission 16

Low gravity: Complete mission 20

Indestructible landscape: Complete mission 25

Super Banana Bomb power-up: Complete mission 33

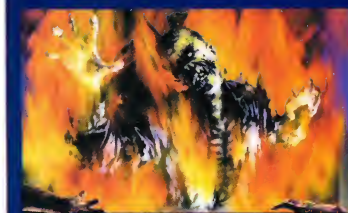
Full Wormage game options: Gold medal and Elite rank ■

NEW TIP

RESIDENT EVIL 2

To get Hunk (the fourth survivor) and extreme battle where you can use Chris Redfield and Ada Wong, complete hard level for both Claire A, B and Leon A, B.

To get unlimited ammo at the menu screen where you can equip weapons, press the following strokes: up, up, down, down, left, right, left, right, aim button.



RES EVIL 2: NOT AS GOOD AS RES EVIL 1!

CHAMPIONSHIP MANAGER 3

So, you've just got the sack from Bristol Rovers for the third time. Don't despair, budding Arsene Wengers need only look below to get the Pirates marching up the table again...

MORALE

Overlooked by many managers, morale can drastically influence the efficiency of your players. Those that are suffering from low morale will struggle to deliver consistent performances.

A player's morale can be affected by a number of things, including not being played, being dropped from the first team, being placed on the transfer list and a sequence of poor results. It's even possible that a new signing may not fit in with his new surroundings! Dealing with morale is, in most cases, simple, but not necessarily beneficial to your team. If a player is unhappy at being on the bench, a few run-outs for the first

team will soon pick him up, but this may mean fielding a weaker side than you would like. Similarly, a player unhappy at being dropped will soon start smiling again if he's put back in the team, but if he was dropped, it was probably with good reason. With a player that has not settled, there's only one realistic way of dealing with the problem, and that's to put the player on the transfer list and let him go.

THE TRANSFER MARKET

BUYING

There are killings to be made on the market, as long as you target the right player at the right time. The right time is towards the end of each season, as player contracts begin to expire. This means you can pick up good players worth a lot of cash for free - even before their contract expires, you can approach them and attempt to sign them for nothing.

Before attempting to sign a player from a club, always check to see if the player has a minimum fee release clause. If he does, you only need to offer this amount, despite what the player's transfer value might be, because the club cannot refuse.

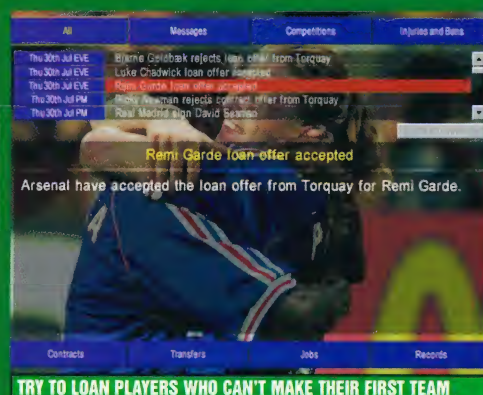
Whenever you look to sign a player you believe could be worth a lot of money, always check whether or not he is asking for a minimum fee release clause. If he is, put the value up as high as it will go, otherwise you may later find you have to sell a player for a fraction of what he is worth. If you forget, don't worry as there is usually a way around the problem. If someone approaches you to buy a player and you cannot refuse because it

meets their minimum fee, negotiate the deal by dropping the asking price below the minimum fee and demanding a percentage of any future sale. The club will usually accept this new deal, but because the price has dropped below the minimum fee you can now refuse the transfer. Simple.

SELLING

Success on the transfer market is exceptionally important, especially for smaller clubs who may need to rely on transfer fees to keep them afloat. In the lower leagues, selling good players is often the only way to balance the books at the end of the season. The quickest and easiest way to make a fast buck is pick a player up on a free transfer and then sell him on to another club.

If you have a good player that is worth a lot of money and a club is trying to buy him, always ask for a percentage of any future sale, especially if you're selling a young lad. You may have to drop the asking price a little, but you'll nearly always end up making more money in the long run.



TRY TO LOAN PLAYERS WHO CAN'T MAKE THEIR FIRST TEAM

LOANS

Loaning players is often overlooked by a lot of managers, but it's possible, in the second and third divisions, to get in some top quality players who will be able to spearhead a push for promotion. The best way to get good players in on loan is to look at the squads of first division and Premiership teams. Look for players that have been left on the bench or who cannot make the first team and make an offer to loan them. When trying to loan players, offer to pay as much of a player's wages as possible, as this increases your chances of the club agreeing to the proposal. You can only loan five players a season (and not from the same division), so try to get them in for as long as you can.



TO GET GOOD PLAYERS FOR FREE, CLICK ON EXPIRED...



... THEN SELECT THE SKILLS YOU WANT THEM TO BE GOOD AT...



...AND THEN CLICK ON THEIR NAME AND APPROACH TO SIGN

PLAYERS

Unlike in CM2, the skill ratings in **Championship Manager 3** (scored out of 20) can be taken at face value. A score of 20 means a player is excellent at that skill, a score of 1 means he is crap. This makes it a lot easier to tell how good, or bad, a player is – although no matter how good he may be, he may still struggle with poor form and inconsistency. But which skills are needed by which players?

5. Frank Leboeuf (Chelsea)

Profile	Injuries & Bans	Contract	Transfer	History	
Born 22.1.68 (Age 30) French (16 caps/2 goals).					
Acceleration	12	Handling	1	Stamina	12
Adaptability	19	Heading	15	Strength	10
Aggression	8	Influence	19	Tackling	14
Agility	19	Jumping	12	Teamwork	14
Anticipation	14	Marking	14	Technique	15
Balance	12	Off The Ball	11	Versatility	10
Bravery	14	Pace	12	Work Rate	14
Creativity	17	Passing	18	Preferred Foot	Left
Crossing	13	Positioning	17	Form	
Determination	10	Reflexes	1	Morale	OK
Dribbling	11	Set Pieces	18	Condition	95%
Flair	15	Shooting	17		
Non Competitive League Cup Continental International					

A CLASSIC EXAMPLE OF THE CONTINENTAL DEFENDER...

Colin Foster

Profile	Injuries & Bans	Contract	Transfer	History	
Born 16.7.64 (Age 34) English					
Acceleration	13	Handling	1	Stamina	14
Adaptability	11	Heading	17	Strength	18
Aggression	12	Influence	17	Tackling	12
Agility	6	Jumping	18	Teamwork	10
Anticipation	9	Marking	15	Technique	7
Balance	5	Off The Ball	8	Versatility	5
Bravery	19	Pace	2	Work Rate	9
Creativity	10	Passing	8	Preferred Foot	Right
Crossing	9	Positioning	8	Form	
Determination	12	Reflexes	11	Morale	OK
Dribbling	8	Set Pieces	9	Condition	95%
Flair	8	Shooting	7		
Non Competitive League Cup Continental International					

...AND YOUR TYPICAL ENGLISH 'KICK & RUN' CENTRE BACK

DEFENDERS

The modern game now accommodates two types of defender; the Continental-type who are comfortable on the ball and are not afraid to take players on, and the English-type whose idea of caressing the ball is to head or hoof it. If you want players who you can rely on to clear the ball, then the English-type are perfect. Look for Heading, Jumping, Marking, Positioning and Tackling as essentials. If you want a more accomplished defender, then you want everything an English-style defender has, plus Passing, Pace, Dribbling, Technique and a touch of flair. The only problem with Continental-style defenders is that they will cost you a fortune. As an example, Chelsea's Leboeuf, a classic example of the more accomplished Continental defender, will cost you £5 million. Colin Foster, a classic 'kick & run' English defender, will cost you nothing. To be honest, in the second and third divisions all you need to ask from your defenders is that they clear the ball, and so the English-type should serve you fine. Only when you get to the Premiership and first division and you want to play the short, passing game will you need to start looking for Continental-style defenders. More and more continental-style defenders are emerging through the English league, like Sol Campbell and Rio Ferdinand, so if you look around you may not have to buy from abroad.

16. Roy Keane (Man Utd)

Profile	Injuries & Bans	Contract	Transfer	History	
Born 10.8.71 (Age 26) Irish (35 caps/1 goal).					
Acceleration	13	Handling	1	Stamina	20
Adaptability	19	Heading	15	Strength	19
Aggression	19	Influence	19	Tackling	20
Agility	14	Jumping	14	Teamwork	18
Anticipation	17	Marking	16	Technique	12
Balance	17	Off The Ball	15	Versatility	19
Bravery	10	Pace	14	Work Rate	20
Creativity	17	Passing	16	Preferred Foot	Right
Crossing	15	Positioning	19	Form	7
Determination	19	Reflexes	1	Morale	Good
Dribbling	13	Set Pieces	12	Condition	96%
Flair	14	Shooting	16		
Non Competitive League Cup Continental International					

A MODEL DEFENSIVE MIDFIELDER, ALTHOUGH A TAD AGGRESSIVE

GOALKEEPERS

The importance of having a strong goalkeeper cannot be overstated. This man is your last line of defence and he, more than anybody, can influence the result of a game. The difference between a good and a bad goalkeeper can be anything up to an average of an extra goal conceded every game – and this can mean the difference between promotion and relegation! The most important skills to look for in a goalkeeper are Handling, Reflexes, Positioning and Jumping. Also bear in mind a keeper's Agility, Bravery, Balance, Influence and Anticipation, all of which contribute to how well he will perform.

1. David Seaman (Arsenal)

Profile	Injuries & Bans	Contract	Transfer	History	
Born 19.9.63 (Age 34) English (44 caps).					
Acceleration	2	Handling	16	Stamina	14
Adaptability	12	Heading	12	Strength	15
Aggression	8	Influence	16	Tackling	12
Agility	19	Jumping	14	Teamwork	8
Anticipation	20	Marking	1	Technique	6
Balance	17	Off The Ball	1	Versatility	1
Bravery	16	Pace	11	Work Rate	11
Creativity	1	Passing	10	Preferred Foot	Right
Crossing	1	Positioning	20	Form	
Determination	17	Reflexes	17	Morale	OK
Dribbling	1	Set Pieces	1	Condition	95%
Flair	7	Shooting	1		
Non Competitive League Cup Continental International					

NOTE THE RATINGS FOR HANDLING, REFLEXES AND POSITIONING

MIDFIELDERS

The engine room of any team. These are the guys that must give 110% every game. They will have to cover more ground than any other player as they support the forwards and then chase back to defend. As a result, Teamwork, Stamina, Determination and Work Rate are critically important for a committed midfielder. As they must create chances for forwards, they also need to be exceptional at Passing, Creativity and Crossing. For an Attacking Midfielder you should also be looking for strengths in Shooting, Pace, Dribbling and Flair. Whilst a Defensive Midfielder needs to be more accomplished at Heading, Jumping and Tackling.

7. David Beckham (Man Utd)

Profile	Injuries & Bans	Contract	Transfer	History	
Born 2.5.75 (Age 23) English (9 caps).					
Acceleration	14	Handling	1	Stamina	15
Adaptability	17	Heading	11	Strength	12
Aggression	14	Influence	9	Tackling	12
Agility	17	Jumping	11	Teamwork	14
Anticipation	13	Marking	11	Technique	17
Balance	15	Off The Ball	14	Versatility	12
Bravery	12	Pace	12	Work Rate	16
Creativity	19	Passing	20	Preferred Foot	Right
Crossing	20	Positioning	11	Form	7
Determination	16	Reflexes	1	Morale	OK
Dribbling	13	Set Pieces	15	Condition	95%
Flair	16	Shooting	15		
Non Competitive League Cup Continental International					

AN ATTACKING MIDFIELDER WITH SUPERB CROSSING & CREATIVITY

FORWARDS

No matter how hard your team works, it's the forwards that will ultimately grab all the glory, as these are the guys whom you'll be looking to to secure all three points. Without a proven striker who can hit the back of the net with a degree of regularity, your team will always be struggling. Obviously, the most essential skill to look for in a forward is his shooting. For a good second or third division striker you do not want to be looking at a score less than 15. In the first division you will need your forwards to score highly at Pace, Anticipation, Heading and Jumping as well. For a Premiership forward Passing, Creativity, Crossing, Flair, Dribbling and Set Pieces will also prove valuable.

10. Michael Owen (Liverpool)

Profile	Injuries & Bans	Contract	Transfer	History	
Born 14.12.79 (Age 18) English (8 caps/3 goals).					
Acceleration	20	Handling	1	Stamina	20
Adaptability	11	Heading	11	Strength	11
Aggression	15	Influence	5	Tackling	14
Agility	17	Jumping	7	Teamwork	17
Anticipation	16	Marking	10	Technique	14
Balance	16	Off The Ball	18	Versatility	12
Bravery	13	Pace	20	Work Rate	15
Creativity	17	Passing	15	Preferred Foot	Right
Crossing	15	Positioning	17	Form	6
Determination	19	Reflexes	1	Morale	OK
Dribbling	17	Set Pieces	12	Condition	95%
Flair	16	Shooting	16		
Non Competitive League Cup Continental International					

DEADLY FINISHING AND A LOT OF PACE MAKE A GOOD FORWARD

TACTICS

The formation and style you choose to play will be very much dependent on the players you have available. However, as a general guideline, here are some of the formations and styles we found worked best in each division.

PREMIERSHIP

3-5-2 Short passing with an attacking midfielder supporting the front two.

FIRST DIVISION

3-5-2 Direct passing with central midfielder pushing ahead and wingbacks coming forward.

SECOND DIVISION

4-4-2 Direct passing with wingers pushing forward into the corners or into the box.

THIRD DIVISION

4-4-2 Direct or long passing with wingers supporting forwards by pushing into the penalty box.

Team Instructions

Passing	Direct
Tackling	Hard
Pressing	Yes
Offside Trap	No
Counter Attack	No
Men Behind Ball	Yes
Free Kicks (L)	S.Tully or M.O'Connor
Free Kicks (R)	G.Wilke or D.West
Corners (L)	S.Tully or M.O'Connor
Corners (R)	G.Wilke or D.West
Penalties	O.Donaldson or M.Norbury

TRAINING



THE YELLOW SCORES MARK AN IMPROVEMENT IN SKILL

Training is now an exceptionally important part of the game, but don't expect huge improvements in a short space of time. It's also impossible to turn a 30-year-old donkey into a good player, so don't even bother trying. What you can do is turn promising young players into stars with the right training over

GOALKEEPERS

FITNESS
TACTICS
SHOOTING
SKILL
GOALKEEPING

Medium
Light
None
Medium
Intensive

the course of a few years. There are two essential elements needed to improve a player's skills: 1) top coaching staff and 2) the right training schedule. In a good coach you want to be looking for skills above 15. Such coaches are hard to come by, but if you plough through the ranks of unemployed coaches, it's possible to find some ideal candidates. One, in particular, a Mr Tippett, will make an excellent addition to any coaching staff. He's available right at the start of the game and is cheap to employ.

With regards to the right schedule, we found that if you push player's too hard, their condition takes longer to improve after matches. Similarly, if you don't push players hard enough, their skills will not improve and may even get worse. Here are what we found to be good training schedules for different player's:

DEFENDERS

FITNESS
TACTICS
SHOOTING
SKILL
GOALKEEPING

Medium
Intensive
None
Medium
None

MIDFIELDERS

FITNESS
TACTICS
SHOOTING
SKILL
GOALKEEPING

Medium
Medium
Medium
Medium
None

FORWARDS

FITNESS
TACTICS
SHOOTING
SKILL
GOALKEEPING

Medium
Light
Intensive
Medium
None

STAR BUYS

To help you on the road to success, here are a few young players who can be picked up relatively cheaply and who will one day be stars like Ronaldo and Beckham...

Born 28.7.82 (Age 15), English.

Acceleration	9	Handling	1	Stamina	14
Adaptability	2	Heading	7	Strength	5
Aggression	11	Influence	12	Tackling	7
Agility	12	Jumping	5	Teamwork	11
Anticipation	9	Marking	7	Technique	17
Balance	7	Off The Ball	12	Versatility	8
Bravery	13	Pace	11	Work Rate	9
Creativity	12	Passing	11	Preferred Foot	Either
Crossing	10	Positioning	8	Form	
Determination	14	Reflexes	1	Morale	OK
Dribbling	12	Set Pieces	14	Condition	77%
Flair	14	Shooting	13		

Attacking Midfielder/Forward (Right/Left/Centre)

MICHAEL ROSE

CLUB	Manchester United
AGE	15
NATIONALITY	English
VALUE	£210,000

Born 18.11.80 (Age 17), English.

Acceleration	19	Handling	1	Stamina	14
Adaptability	5	Heading	8	Strength	6
Aggression	13	Influence	13	Tackling	9
Agility	18	Jumping	15	Teamwork	15
Anticipation	9	Marking	8	Technique	17
Balance	20	Off The Ball	11	Versatility	14
Bravery	12	Pace	19	Work Rate	16
Creativity	12	Passing	12	Preferred Foot	Either
Crossing	11	Positioning	8	Form	
Determination	15	Reflexes	1	Morale	OK
Dribbling	13	Set Pieces	15	Condition	77%
Flair	10	Shooting	12		

Forward (Right/Left/Centre)

LUKE CHADWICK

CLUB	Manchester United
AGE	17
NATIONALITY	English
VALUE	£1,600,000

Born 24.11.76 (Age 21), Russian (11 caps/3 goals).

Acceleration	16	Handling	1	Stamina	13
Adaptability	19	Heading	16	Strength	12
Aggression	11	Influence	11	Tackling	16
Agility	12	Jumping	17	Teamwork	11
Anticipation	16	Marking	16	Technique	16
Balance	14	Off The Ball	12	Versatility	15
Bravery	15	Pace	17	Work Rate	18
Creativity	14	Passing	13	Preferred Foot	Left
Crossing	16	Positioning	14	Form	
Determination	8	Reflexes	1	Morale	OK
Dribbling	14	Set Pieces	18	Condition	96%
Flair	12	Shooting	14		

Striker (Centre)

ALEKSANDR SHIRKO

CLUB	Spartak Moscow
AGE	21
NATIONALITY	Russian
VALUE	£1,600,000

Born 8.2.79 (Age 19), English.

Acceleration	17	Handling	1	Stamina	15
Adaptability	5	Heading	14	Strength	19
Aggression	18	Influence	12	Tackling	12
Agility	15	Jumping	16	Teamwork	15
Anticipation	5	Marking	7	Technique	12
Balance	16	Off The Ball	13	Versatility	3
Bravery	14	Pace	18	Work Rate	14
Creativity	6	Passing	11	Preferred Foot	Left
Crossing	11	Positioning	5	Form	
Determination	20	Reflexes	1	Morale	OK
Dribbling	13	Set Pieces	13	Condition	82%
Flair	7	Shooting	13		

Forward (Left/Centre)

TREVOR BENJAMIN

CLUB	Cambridge
AGE	19
NATIONALITY	English
VALUE	£300,000

Born 25.1.77 (Age 21), English.

Acceleration	5	Handling	1	Stamina	16
Adaptability	4	Heading	12	Strength	14
Aggression	16	Influence	17	Tackling	14
Agility	10	Jumping	8	Teamwork	15
Anticipation	12	Marking	12	Technique	10
Balance	16	Off The Ball	12	Versatility	6
Bravery	20	Pace	11	Work Rate	12
Creativity	12	Passing	12	Preferred Foot	Right
Crossing	17	Positioning	14	Form	
Determination	12	Reflexes	1	Morale	OK
Dribbling	11	Set Pieces	10	Condition	29%
Flair	10	Shooting	12		

Defensive Midfielder (Centre)

MIKE BROWN

CLUB	Manchester City
AGE	21
NATIONALITY	English
VALUE	£500,000

Born 8.9.78 (Age 19), Icelandic.

Acceleration	16	Handling	1	Stamina	13
Adaptability	12	Heading	9	Strength	7
Aggression	5	Influence	6	Tackling	15
Agility	15	Jumping	13	Teamwork	16
Anticipation	16	Marking	9	Technique	20
Balance	18	Off The Ball	17	Versatility	6
Bravery	15	Pace	16	Work Rate	12
Creativity	19	Passing	11	Preferred Foot	Either
Crossing	11	Positioning	13	Form	
Determination	13	Reflexes	1	Morale	OK
Dribbling	11	Set Pieces	9	Condition	80%
Flair	15	Shooting	13		

Striker (Centre)

HAKUR GUDNASON

CLUB	Liverpool
AGE	19
NATIONALITY	Icelandic
VALUE	£2,500,000

PLATINUM
Ultimate PC

THE BIG TEN

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COINTEGRATING: AIN'T IT AWESOME?

SOLUTION

**BEYOND THE
CALL OF DUTY**

If you thought Commandos was hard, think again. Prepare yourself for eight sanity-destroying, mind-crushingly difficult levels. Luckily for you, here is a guide for each of the eight levels of this latest offering from Eidos. Be warned, even with this guide, the game is still teeth-grindingly difficult.

MISSION 1: DYING LIGHT

**OBJECTIVES: DESTROY RADAR ANTENNA
DESTROY LIGHTHOUSE
DESTROY ANTI-AIRCRAFT BATTERIES**

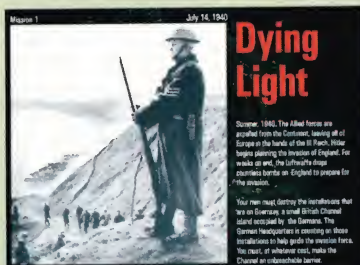
START off by getting the marine into the water and send him swimming over to the crane platform. When the machine gunner's line of sight moves past you and the patrolling guard has his back to you, it's time to get it on. Rush up the ladder and knife the patrolling guard then dispatch the machine gunner. Once they're dead, climb back down the ladder. A second patrolling guard will come from the west and be alerted by the bodies - don't worry, it's easier this way. As he comes across to examine his dead comrades, sneak up behind and dispense with him quickly. Now you can get the others. Head back up the water and get back into the dinghy. Row the boat down towards the crane platform but be careful to avoid the guards on top of the radar station. Use the sniper to kill the guard facing you atop of the West Tower. Get your green beret down on all fours and send him crawling up towards the steps to kill the guard there. When all the guards are moving away from you, place the decoy at the very top of the steps then activate it. A guard will come rushing over to investigate. Instead of killing this guard we are going to use him. While he's distracted by the decoy, punch him, cuff him and take him down the steps - here's where you get to use one of the new features. Use Control Enemy to - funnily enough - take control of the guard. Send the guard north to distract the guard patrolling around the crates (make sure the distracted guard is facing away from you). Creep up behind the guard and use your knife to end his war effort. Hide the body just behind the crates. Position your green beret so that you can use your guard to distract the enemy guard patrolling the second set of steps. While he's distracted, knife him and hide the body. Now comes a perplexing moral issue: Do you cuff your prisoner and hide him somewhere safe or do you kill him and hide his body with the rest? The choice, as they say, is yours. Next it's time for a bit of sharp shooting. Bring up your sniper so that he has a clear shot at the guard in front of the radar station. Remember: there is a second guard patrolling the area. When the second guard starts patrolling towards you, put a bullet in his buddy standing by the door and then put one in him. Next shoot the remaining guard on top of the West Tower. With them out of the way it's safe to bring up the rest of your troops.

Select the green beret and use his decoy behind the crates with the fuel drums next to them. Run up the steps and hide. Activate the decoy and when the guard comes along, kill him and

put his body at the top of the steps. Crawl around the base of the tower and kill the stationary guard and then his patrolling friend. Get the marine and green beret into the lift and head down to the beach. Stab the guard closest to the elevator, pick him up and hide him at the top of the elevator. Crawl towards the guard next to the ladder then punch him, cuff him, but don't control him. Select the marine and have him control the guard because

you're going to need the green beret and his skills. Send your guard around the platform and use him to distract the guard on top so he faces the lift. This bit has to be timed perfectly so that the two man patrol has just started heading north when you start. Select the green beret again and throw a stone just to the left of the guards above you. Go up the ladder and stab the guard your prisoner's distracting. Now stab the other two and put their bodies with the other guard. If you've done this properly the patrol should still be going north. Run up the path and place the decoy just at the corner, then run back. While you're waiting do what you will with your prisoner. When the patrol starts heading towards you, wait until the walk over the decoy before activating it. This will make sure that they are facing north and won't see you coming. Select the marine and send him off to put a harpoon in each member of the patrol. Select the green beret again and move him up the path and up the ladder at the top and kill the patrolling guard. Slip your blade to the two machine gunners, then once that's done move the marine and green beret over to the others.

It is now the time of the sapper. In order to finish the level alive you not only have to destroy the lighthouse, the radar station and the anti-aircraft guns; you'll also have to destroy the three barracks, all with a severely limited amount of explosives. But, luckily, we know how to use them. We'll destroy the three barracks first in order to stop the enemy from interfering later on. Place the first charge in between the east barracks and the flak gun in front of the lighthouse. The second goes on the south corner of the south barracks and the third goes next to the north barracks. Use the green beret to move the fuel drums out of the way of the forthcoming explosions then move next to the others. Detonate the bombs and use your squad's combined pistol fire to pick off any guards that survived. With luck you'll have destroyed all three barracks and two flak guns. Use your remaining bomb and the fuel drums to destroy the rest of the objectives before heading back down to the beach. Whip out the inflatable boat and row your men slightly into the water. Use your sniper's two remaining bullets to shoot two of the land mines. Row through the gap to the buoy, and then it's onto the next level. ■



ANOTHER COOL INTRODUCTION TO A NEW LEVEL



THIS IS A MAP OF THE ISLAND FOR THIS LEVEL



THE TRICKIEST BIT IS GETTING ONTO THE ISLAND

MISSION 2: ASPHALT JUNGLE

**OBJECTIVES: RELEASE PRISONER
ESCAPE INSIDE LORRY**

SELECT the green beret - wait until both patrols are heading away from you. When they do, start heading away - run across and behind the building. Use the decoy next to the lamppost and kill the guard when he investigates. Move along the side of the building and wait for the guard to go around the other side - follow him and kill him. Now it's time to turn your attention to the stationary guard. Stab him and put his body with that of the first guard. Take the cigarettes from his corpse and wait for the zoo guard to arrive. When the zoo guard arrives, throw the cigarettes in front of him. As he picks them up, knife him and put the body next to the house. Select the spy and, once again, wait for the patrols to face the other way before running across to the building. Take the zoo guard's clothes and enter the zoo. Move the green beret over to west wall and kill the patrolling guard. Go over the wall and make your way through the lion's den and up the ladder. Crouch down behind the building next to the rear gate. Select the spy and use him to distract the guard patrolling between the rear wall and the small barracks. While he's distracted use the green beret to kill the guard outside of the rear gate then kill the one just outside the large barracks. Hide their bodies behind the trees - you'll soon see why. Place the decoy in the corner where the rear wall and large barracks meet. Activate the decoy and hide in the building. Kill the investigating guards then climb the ladder. Crouch

down as soon as you get to the top. When none of the guards are looking, kill the one on the roof and head back down the ladder. Select the spy again and use him to distract the guard facing west at the top of the garden area containing the empty penguin enclosure. Use the green beret to kill the patrolling guard and hide his body. Crawl into the garden and hide next to the penguin enclosure. When the three-man patrol has gone past, throw a rock into the enclosure. When he looks the other way, slip him the knife and hide his body outside the garden. Now go up and kill the guard your spy is distracting. Put his body with the other guard. Move back down behind the penguin enclosure and re-select the spy. Distract the three-man patrol so they face south. Select the green beret and wait until the guard patrolling the north east area is heading away from you. While he is heading away from you, throw your

cigarettes so that he'll see them when he turns around. When he sees the cigarettes he will go over and pick them up. When he does go to pick them up, kill him with your trusty blade. Hide the guard's body then select the spy again. Stop distracting the patrol and wait until they reach the north part of the garden before you distract them again. Keep the patrol distracted when they reach the north part of the garden. Once again, select the green beret and use his decoy in the south west corner of the garden just behind the small barracks. Kill the two guards that investigate and hide their bodies. Distract the last single soldier in the garden using the cigarettes before giving him a taste of cold steel. Put his body on the ever-increasing pile outside of the garden. Next stop your spies' distraction of the patrol and move



THE PRISONER IS BEING HELD IN THIS HOUSE

over to the gates of the Ostrich pen. Kill the guard and hide his body just behind the building.

Now distract the guard patrolling the front of the building. Bring the green beret around through the garden and kill the stationary guard before moving on to the one your spy has distracted. Next kill the guard at the building just off the one you're in front of, then kill the machine gunner just east of there. Move back over to the building your spy is next to and place the decoy next to the building in front of him - don't activate it just yet. Move the beret around the zoo and behind the building next to the elephant enclosure. Move the spy over the guard at the main gate and distract him. Now activate the decoy. When all the patrols outside of the zoo are heading away from you, kill the gate



NOT THE NICEST ZOO IN THE WORLD...

guard and put his body behind the elephant enclosure - be quick about it. Use the spy to pick off the one-man patrol outside of the zoo, then distract the three-man patrol. As the patrol is distracted it is safe to bring your driver around and into the zoo. When your driver is safely in the zoo, use your spy to once again distract the patrol in the garden area next to the firing squad. While they're distracted use your green beret to stab each member of the firing squad and hide their bodies. Move everyone except the spy behind the building next to the ostrich gates. With everyone safe, move your spy over to them. Now it's time for the great escape. When the patrol near the truck is moving away, get everyone inside and put your foot down until you're out of the rear gate and onto the third level. ■

MISSION 3: DROPPING OUT OF THE SKY

OBJECTIVES: USE THE GREEN BERET TO CAPTURE THE NAVIGATION SYSTEM OF THE HS 293 BOMB PLACE THE DEVICE IN THE LORRY AND ESCAPE DOWN THE ROAD TO THE WEST

MOVE the green beret out of the church and kill the guard. Hide his body behind the cart and wait for the patrol to leave. Kill the guard just south of where you are then go to the barn to the left of you. Use your cigarettes to distract the guard, then kill him and hide the body. Move the sniper over and use his rifle to shoot the guard on top of the tower, the guard at the bottom right of the river, and the guard opposite him. Select the green beret again and throw some cigarettes over to the left of the guard at the tower. Kill him and hide his body, then kill the two remaining guards. Crawl across the river and hide behind the tent. Kill the guard next to the tent and stash his body somewhere. Use the decoy next to the tent and kill the two guards that investigate. Now place the decoy next to the ruins south west of the plane and kill the guard that investigates. Hide his body with the others. Wait for the patrol to pass, then throw the cigarettes in front of the ruins near the tree. Kill this guard and, once again, hide the body. Use your decoy to distract the patrol, then move in your sniper. Position the sniper south east of the steps and shoot the guards on top of the building and the steps. Switch off your decoy if the patrol hasn't already shot it. If your decoy has been shot, then you are screwed. When the patrol passes, move the green beret north to the tent barracks. Wait for the guard to patrol south then kill the guard by the cliff and stash his body. Use the decoy on the south west tent and kill the guard that investigates.

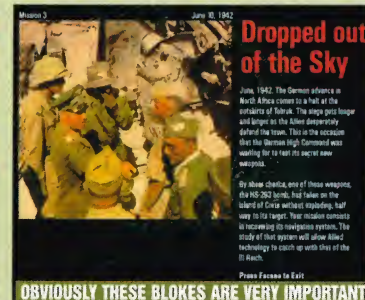
Go over to the tent next to the plane. Use the decoy again and kill the guard. Distract the patrol with your decoy and then head up the cliff and hide behind the barracks. Kill the guard. Use the decoy behind the rocks on the left of the screen. Stab whoever investigates and hide the body. Now use the decoy on the next set of rocks. When the guard investigates, give him the taste of cold steel and hide his body somewhere. Bring the sniper up and shoot the guard with the dog, as well as the dog itself. Use the green beret to kill the machine gunner and hide his body. Next kill the guard patrolling the bridge. Use the decoy to distract the guards at the end of the bridge. Kill them and hide their bodies. Send the green beret back down the steps to the navigation device. Head back up the steps and leave it with the bodies. Distract the two patrols across the bridge with the decoy. Get the driver and everyone else into the truck and drive to safety. ■



SOMEHOW YOU HAVE TO KILL OR DISPOSE OF THE GUARDS BEFORE COMPLETING THE MISSION



FOLLOW THIS GUIDE TO GET PAST THESE MEN



OBVIOUSLY THESE BLOKES ARE VERY IMPORTANT

MISSION 4: THOR'S HAMMER

OBJECTIVES: BLOW UP ARMOURED CARRIAGES BLOW UP RAILGUN ESCAPE IN LOCOMOTIVE

STRAIGHT away use the sapper's man trap to kill the guard patrolling around the hut. Select the sniper and shoot the guard directly east of where you start the level. Move the green beret over to the guard your sniper just shot. Stab the patrolling guard and put his body with the one your sniper killed. Crawl over to the barracks and use the decoy. Kill the two guards that come running over and hide their bodies with the other two. Move east and use the decoy to distract the guard hiding in the corner of the walls. Hide his body. Wait for the patrols to be facing the other way and then use your sniper to kill the two guards patrolling around the logs.

Carry on heading east. Kill the guard standing next to the logs and hide his body. Use the decoy to bring over the guard patrolling just north of where you are. Stab him and hide his body. Position the sniper so that he can shoot the guard on the carriage to the north east. Move around to the armoured carriage and dispatch the rest of the guards. Position the explosives but don't detonate them. Snipe the guards on the train platform and stab the rest. Get your sapper crawling over to the rail gun and set the explosives. Move the rest of your squad over and hide them somewhere safe from the explosions. Detonate the bombs then make a run for the locomotive. If this is timed right you will be successful in getting to the train with your men in good health. ■



THIS IS A VERY SPACIOUS LEVEL, SO BE CAREFUL



DISPOSE OF THE PATROLS WITH GREAT CARE



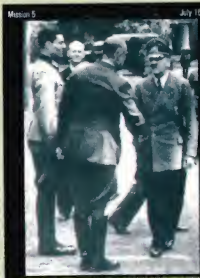
SUCCESS! NOW YOU SIMPLY HAVE TO ESCAPE



JUST REMEMBER TO UNCOUPLE THE TRAIN FIRST

MISSION 5: GUESS WHO'S COMING TONIGHT

**OBJECTIVES: FREE SPY
CAPTURE THE COLONEL
ESCAPE IN TANK**



Guess who's coming tonight

In the summer of 1944, a desperate and unhappy group of high-ranking German soldiers...
Your objective will be to enter the fortress and...
Press Escape to Exit

GET OUT YOUR SHARPEST KNIVES, IT'S ADOLE!



STEALTH IS THE NAME OF THIS GAME'S LEVELS



OH DEAR, THE ALARM'S BEEN RAISED. YOU'RE GOING TO BE IN A LOT OF TROUBLE NOW, YOU WAIT

USE the decoy right away and kill the guards that come running. Move the green beret over to the barracks and use the decoy. Stab the guard and hide the body. Select the sniper and bring him over to where the green beret is. Shoot the guard north of the logs. Place the decoy left of the dead guard, kill the guard that comes over and hide the corpse. Move the decoy right and kill the next guard. Select the green beret and have him crawl over to the logs next to the machine gunner. When the patrolling guard turns and heads south away from the machine gunner, run over and kill him. Place his body on the ever-increasing pile of corpses. Head back to the building the last guard was patrolling. Wait for the patrol to start walking away from you before crawling along behind them. When you reach the farming area, crawl around to the platform on the east wall. Distract the guard on the platform by throwing a stone behind him. While he is distracted, head up the wall and give him a taste of your trusty blade. As soon as he hits the floor, crouch down yourself. Wait for the patrol to head back then head down the ladder and up the ladder of the building opposite. Stab the guard on top of the building and crouch down again. Once again, wait for the patrol to head away from you then climb down the ladder and run to the west building and kill the two guards on the roof. Climb back down off the building and head towards the small shed.

Place the decoy outside of the shed and kill the guard that investigates. Wait next to the shed until the other patroller comes down towards it. When he turns around, slip him the knife. Put his body with that of the other guard. Head up the path and take the fork to the left. Kill the guard patrolling there and take the left path leading to the west enclosure. Distract the two guards and stab them. Carry on up the path. Use the cigarettes to distract the guard. Stab him and hide the body. Move the green beret up and around the back of the house taking care to avoid the patrol. Use the decoy to distract the guards. Kill all of them except one - it doesn't make a difference which one,

but knock him out and cuff him. Release the spy and take the uniform off of the handcuffed guard. Beware when using the spy because when he is in an ordinary German uniform, enemy troops of higher rank will see through the disguise. The main people to look out for are the sergeants - you'll notice them because they lead the patrols. Bring the spy and the green beret down and around the back of the house. Send the spy up the ladder on the side of the house. Give the guards on the roof lethal injections. While you do this make sure that you are not seen. Head over to the washing line on the roof and steal the officer's uniform. Head back down to the side of the house.

Distract the patrol at the east gate with the spy. Whilst the patrol is distracted kill the guards at the gate and hide their bodies behind one of the buildings. Move the spy back over to where the green beret is. Decoy on the side of the house and kill the guards that come over. Select the rest of your men that have been left behind and send them crawling over to the east entrance. Use the spy to distract the patrol just north of the general. Place a decoy there but don't activate it. Hide the green beret at the side of the house. Activate the decoy and the guards will be distracted. Kill the general's two bodyguards and knock him out. Pick up the general and get everyone into the tank. Stay and kill the remaining troops if you wish, then drive down the road to Mission 6. ■

MISSION 6: EAGLE'S NEST

**OBJECTIVES: KIDNAP ENEMY PILOT
DESTROY PROTOTYPE PLANES
ESCAPE IN PLANE**

SELECT your green beret and use the decoy on the rocks next to where you start. Kill the guard that comes over and hide his body. Take the cigarettes off of his body and head to the side wall. Use the cigarettes to distract the guard there. As he goes to pick them up, kill him swiftly with your perfectly honed knife skills. Crawl over towards the house and kill the guard standing there. Put his body with that of the last guard. Use the decoy to distract the guard patrolling the house and halt his war effort with your knife. Bring the sniper around and position him so that he has a clear shot at the guard on top of the wall. Use his rifle to shoot the guard on top the encampment wall. Select the green beret again. Send him crawling towards the bottom of the tower. Distract the guard at the top of the tower with a rock. While he is distracted, climb the ladder and stab him. Leave the body where it is as no guards will see it. Get the green beret back down the ladder and move him around to the back of the house. Distract the guard patrolling the trees using the cigarettes. Kill him as he walks over to pick them up. Hide his body where it can't be seen by any other guards. Move the green beret over towards the encampment. Distract the guard patrolling the encampment and kill him when he's not looking. Bring the sniper back around and shoot the guard on top of the barracks. Place the decoy next to the building in the east side of the encampment. Kill the guard that comes over to see what the noise is about. Run up behind the enemy pilot and knock him out. Put the handcuffs on him and leave him there for the moment.

Now it's time to climb the tower again. Move the green beret over to the bottom of the tower. Climb the ladder and wait. Sneak up behind the guard patrolling behind the tower and stab him. Place his body at the top of the tower where the other guard is. Get the green beret down on all fours and crawl up the steps of the building. Stab the guard at the top and put his body on the pile of corpses next to the ladder. Now go back down the steps and place the decoy next to

the large drums. Activate the decoy and stab the guard that comes over. Select the sniper and bring around and up the ladder. Move the sniper to the left side of the level so that he can get a clear shot at the stationary guard at the far left. Shoot the guard. When the guard dies his friend will see his body and go over to investigate. As he runs over to the body move the green beret up behind him and stab him. Place their bodies with those of the others. Move up towards the plane and place the decoy next to it. While the guards are distracted, use the sniper to pick off the guard on the wing. Next move the green beret up to the other distracted guards and kill them. Pick up the decoy and use it on the rocks next to the fuel drums. Kill whoever investigates and hide the bodies. Select the sniper and bring

him up to the green beret's location. Use the rifle to shoot the guard on top of the large barracks who is facing west. Select the green beret and wait until the patrols are headed away from the barracks. When the gap appears, run over to the barracks and up the ladder. Stab the two remaining guards on the roof then crouch down. Wait until the gap in the patrols appears then climb down the ladder. Use the decoy on the plane next to the barracks. Kill the guard and hide his body. Select the sniper and green beret and move them back down towards the tower. Shoot the guard at the main gate and then quickly take out the machine gunner and the two remaining guards - also shoot the guard on the wing of the north plane. Select the green beret again and move him over to the building with the wind sock. Use the decoy and kill the guard. Crawl around behind the building and kill the stationary guard. Hide the body. Move over towards the plane and kill the guard next to it and hide his body with the last one. Move over to the large barracks again and use the decoy on the drums next to it. Kill all the guards that investigate and hide their bodies.

Use the decoy again, this time to distract the guard patrolling in between the barracks and the hangar. Stab him and hide his body. Move the decoy over to the ladder and kill the guard. Move around to the rear of the hangar and distract the guard. As he's distracted, kill him. Prepare yourself for the next bit because although it sounds simple,



Eagle's Nest

The outcome of the war is to be decided by the skies over Europe. Allied numerical superiority has meant that the Luftwaffe has been unable to prevent systematic Allied bombing of German-held territory. However, the situation can change. German technicians are working on the final details of a new generation of jet fighters.
Four massive thousands of man-eating combat aircraft. To do so, destroy the prototype aircraft at the location of the jet field. Whoever takes the skies will lead the way to the ultimate victory.
Press Escape to Exit

PILOTS FLY PLANES, SO OBVIOUSLY HE CRASHED



THE PILOT IS OBVIOUSLY BEING KEPT IN HERE

it seems to take forever to do. Select your green beret and start moving the fuel tanks. Sounds easy, doesn't it? Watch out for the patrols coming around, and whenever one starts moving towards you, use the shovel to hide in the sand. Eventually you will have positioned all the fuel drums next to the planes. If you want you can grab one of the small drums at the top of the level and place it in between the prototype plane and the large barracks. This means that when you blow up the planes the barracks will go with them. Select the sapper and move him up to the airfield. Taking care not to be spotted, place explosives next to all the large fuel drums. Move the green beret back down to the compound and grab the enemy pilot. Move everyone into the airfield and get ready for some fireworks. Detonate the bombs and as soon as they go off send everyone running towards the plane. Once everyone is into the plane just fly up and out of the level. ■



SURELY YOU'RE NOT GOING TO ACTUALLY FLY IT?



DON'T THINK YOU CAN WALK IN AND ASK

MISSION 7: THE GREAT ESCAPE

**OBJECTIVES: RECOVER KNAPSACKS
FREE PRISONERS
FIND SNITCH**

SELECT the marine and crawl east. Move over to the guard standing by the rock. Kill him and wait for the guards to investigate. Kill them with the harpoon gun as they get into range. Head across the bridge and hide behind the rocks. Start throwing rocks at the guard until he comes over to investigate. When he does get over, harpoon him. Start crawling north and make your way around so that you end up behind the stationary guard outside the barracks. You can use the knife or the harpoon gun, but either way just kill him. Crawl back across the bridge and head back to where you started. Throw a pack of cigarettes on the bridge and wait for the guard to come and get them. When the guard takes the cigarettes, wait until he turns to go back before running after him. Instead of killing him run past him and kill the guard patrolling outside the house. As soon as he is dead crouch down so that the guard at the barracks doesn't see you. Crawl over to the rocks near the barracks. Wait behind the rocks until the patrolling guard turns and heads north. Crawl around the rocks and up behind the guard in front of the barracks. Harpoon him and then run down and kill the guard at the bridge. Select the sapper and send him north to hide behind the rocks. Wait until the patroller turns and heads north again. Crawl around the barracks and place the bomb where the fence joins the barracks. If you place it in front of the barracks it will only blow up half of the building, so make sure it is put in the right spot. Head back down to where the marine is hiding. Detonate the bomb. Send the sapper over the east bridge and over to the small barracks. Throw a grenade at the barracks to blow it up. Run back to the marine and hide. Wait until the commotion dies down before carrying on. Now that both barracks have been destroyed, the enemy has no more reinforcements. This means that it no longer matters how much noise you make. Select both men and move over to the ruins of the small barracks. Kill the guard in the left

tower by chucking a grenade at him. If the patrolling guard comes over when you do this, don't worry, just shoot him. Select the marine and distract the guard in the right tower by throwing a rock next to him. While he is distracted climb the ladder and kill him. Move the sapper over to the rocks just north of the right tower. If the patrolling guard isn't dead yet, kill him. Hide behind the rocks until the patrol comes by. When they do come by throw a grenade at them and watch them fly. Move the sapper over to the south side of the fence and use the wire cutters to cut your way through. Bring both men through the fence. Cut through the other section of fence and bring both men through that. Fire off your pistols to get the guards' attention. When they come over gun them down. Make your way around the camp, gunning down any guards that remain. When all the guards are dead it is time to free your imprisoned men. Their prison hut is the one that's guarded by four men. Cut them down in a hail of gunfire and release your men. Leave the prison and head north to retrieve the backpacks of your newly free men. Kill any and all guards that you come across. With all your men kitted up it's time to blow this popsicle stand. Go back into the prison and open the south gates. Get everyone into the truck and drive away to safety and the final level. ■

The Great Escape
It's reported here gone by since the Normandy landings. During that time, the Allies have captured many POWs and sent them to Stalag Luft III. Allied Sappers had dug out 200 tunnels in attempts to allow the escapees to return to the West. These actions do not always have the expected ending.
Several of your men have been captured behind enemy lines and are held prisoner at the Stalag Luft III POW camp. Using their back bones and wit, they have managed to dig out a tunnel through the camp walls. It's up to you to help them escape. Your responsibility is to keep your allies safe in one piece.
Press Escape to Exit



MISSION 8: DANGEROUS FRIENDSHIPS



DOH! YOU'VE RAISED THE ALARM - THE COVER IS GOING TO BE BLOWN. RUN AWAY! RUN AWAY!

**OBJECTIVES: FINAL CONTACT
TAKE HER TO CLUB AND WAIT FOR GENERAL
STEAL THE DOCUMENTS
ESCAPE IN BOAT ON WESTERN DOCK**

SELECT the green beret to start off with. Place the decoy next to the reeds at the end of the bridge. Activate it and kill the guard that comes over. Move across the bridge and over towards the barracks. Use the decoy next to the steps of the barracks. Kill the guard and hide his body. Crawl left towards the stationary guard in front of the hay. Place the decoy behind the hay and hide behind the other lot of hay. Activate the decoy and kill the guard. Put his body with that of the last one. Select the sniper and move in between the barracks and the hay your green beret hid behind. You should have a clear shot with the sniper rifle at the guard on the windmill. If you don't have a clear shot, move the sniper so that he does have one. Be careful not to be seen by the guards. Shoot the guard on the windmill and hide down behind the hay. Select the green beret and get him to crouch. Manoeuvre him along the fence and behind the stationary guard. Speed is of the essence in this next part.

Wait until all the patrolling guards are headed away from you then stab the guard in front of you. Pick up the body and hide it with the others. Crawl left and hide next to the building directly south of the windmill. When the patrols to the west turn around that's your cue to strike. Run up behind him and stab him with your blade. Leave the body where it is and hide the green beret inside the barn. The guard patrolling near the bridge should see the body and come running over to investigate, thus allowing you to kill him without the machine gunner seeing it happen. If he doesn't see the body use the decoy next to the barn in order to get his attention. Select the marine and move him over to the small shed next to the windmill. Get the attention of the guard on the opposite side by throwing a rock at him. Keep throwing rocks at him until comes running around the corner. When he does come around the corner, finish him off with the harpoon gun. Do the same thing with the guard patrolling that side of the windmill. Wait until he's in range, then start throwing rocks at him until he comes running over, whereby you shoot him with the harpoon gun. Select your marine and sniper and move them back over to where you started.

Use the sniper to shoot the two guards at the waterwheel. Select the marine and whip his boat out. Row over to the water wheel and get out onto the island. Wait for the patrolling guard to turn and head east. Run up to the stationary guard and stab him. Chase the patrolling guard and harpoon him. Now turn your attention to the third guard. Dispatch him with the weapon of your choice and then grab the scuba gear. Select the green beret and head north past the windmill. Stab the guard patrolling the area and then stab the guard standing on the edge. Move him back to where the sniper is. Select the marine again and get him in the water. Put on the scuba gear and head to the steps just north of the windmill. Take off the scuba gear and crawl to the top of the steps. Quickly stand up then crouch down again - this will alert one of the guards to your presence. As he comes running over, crawl back down the steps and get out the harpoon gun. As he soon as the guard reaches the steps, shoot him with the harpoon gun. Crawl back up the steps and stand up again. This time you should alert another guard. Crawl back down the steps and once again get



THIS IS THE CLUB, AND TRYING TO GET PAST THE DOORMEN IS GOING TO BE A LOT OF HASSLE



AN AERIAL VIEW SHOWING YOU THE SIZE OF IT



THIS IS IT - THE FINAL MISSION, THE END. FINITO

out the harpoon gun. Shoot the guard or guards as soon they reach the top of the steps and are within range of the harpoon gun. Repeat this process of going up and down the steps distracting guards until no more of them can see you. Put on the scuba gear again and swim back to the water wheel. Get everyone into the boat and row back over to the steps. Get everyone out of the boat and put it in the marine's backpack. Select the green beret and send up the ladder on the garage. Kill the guard so that the patrolling Gestapo officer sees it and comes over to investigate. Climb down the ladder and hide until the officer starts climbing up the ladder. Stab him before he raises the alarm. Go back down the ladder and wait until the patrol and the general are facing away from you. Run up to the Gestapo officer by the gates and kill him. Hide his body with the others at the top of the steps. When the coast is clear, move the green beret across the road and up the ladder to the balcony. Crawl along the edge of the balcony until you're behind the guard. Wait for the patrols and guards to face away from you and then stab the guard. Select the sniper and bring him across the road, up the ladder and over to where the green beret is. Use the sniper rifle to shoot the guard patrolling the building north of the bridge. Wait until he's walking towards the bridge when you make the shot as this is the one place he won't be seen. As he has fired get the sniper back into crouching position. Wait again for the gap in the patrols and crawl over to the milk cart. Place the decoy behind the milk cart next to the building. Crawl back across the road and up the ladder. Activate the decoy when the patrol is passing. While they're all distracted, rush down the ladder and head into the building with the Dutch contact. Before you enter the building switch off the decoy. If you leave it on the patrol will shoot it. Select the Dutch contact and leave the building. Move her over to the club, taking care to avoid the Gestapo officers - the best route to take is the road the green beret and sniper crossed. Enter the club and wait for the general to follow you in. Eventually they'll both leave the building, the Dutch contact leaving with the papers. Move the Dutch contact over to the western docks and into the boat. Select the green beret and once again wait for a gap in the patrols. Leave the building and activate the decoy. Head west and stop at the docks. Switch off the decoy. Wait until the patrol is walking past the decoy then turn the decoy back on. Select your remaining men and send them running towards the docks. As soon as they get to the boat, pile everyone in and sail off to the end of the game. ■

THOSE MUCH NEEDED CHEATS

During the game type '1982GONZO' to activate the following cheats:

SHIFT + X = TELEPORT
CTRL + I = INVINCIBILITY
CTRL + SHIFT + N = FINISH MISSION

PASSWORDS

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MISSION 3 ... 9R291
MISSION 4 ... 44G9J
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THE Shite

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MEDICAL PRACTITIONER SWALLOWS PREMIER LEAGUE BALL.
SEE BACK PAGE



CHAMPIONSHIP MANAGER FOUND ON THE MOON

Armstrong's legacy is the most popular management game in the galaxy!

Shite EXCLUSIVE

By Seymour Butt

Amateur astronomer Warwick Hunt made a startling discovery one evening while training his high powered telescope on the surface of the moon – a half-buried copy of the original Championship Manager, complete with packaging!

Hunt (34) says "At first I couldn't believe it. I mean, it's not the sort of thing you see every day, is it?" With Championship Manager 3 topping the charts, Warwick's first thought was that it was an Eidos publicity stunt. "It seemed to be the obvious

explanation, except that it's so hard to spot. I only found it by accident, and what's the point in a stunt like that if no-one's going to see it?"

After racking his brains for several minutes, Warwick realised the truth. The game belonged to none other than first-man-on-the-moon, Neil Armstrong. "Apollo 11 took 66 hours to reach the moon and the entire mission lasted more than eight days. Neil obviously couldn't bear to be away from the game that long. I'm sure you know what it's like coming to the end of the season when play-off places and European spots are up for grabs. Being the first human being to set foot on a new world is one thing, but taking Mansfield Town to the brink of the Premiership is quite another. One small step for man, one giant leap for the third division minnows!", commented Mr Hunt.

We tried to contact Neil Armstrong, but he wasn't in the phone book. "It just goes to show what a high pressure job modern football management is", Hunt quipped.



ARMSTRONG: Keen Mansfield fan



HUNT: Soccer stars in his eyes



THE FOREST OF DEAN MADE ME MEAN! See Page 17

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Surprising as it may seem, games are only the tip of the iceberg when it comes to the capabilities of your cherished PC. Those of you with busy lives, always on the move, may want to take advantage of these two great printing devices...

BROTHER MP-21C LAPTOP PRINTER

PRICE: £249 RRP



IN this fast-moving nineties society, many people are forced to work on the move in hotel rooms, in cars, and only occasionally in the office. Those people still chasing that yuppie dream of the eighties don't often have the time to get into the office and print out their latest figures or reports. In this respect Brother have designed the world's smallest portable colour printer, and boy is it a little thing. It's long enough to hold an A4 sheet of paper but is only the width of a business card - 300x50.5x106mm (Wx Dx H) to be exact. With something so small, you would expect it to be pretty light, and at only 1000 grammes, it's light enough to fit into your briefcase. Perfect for both home and corporate workers who are on the move a lot.

So it's very handy and easy to carry, but how does it perform? Well, as you'd expect from Brother, it's a top quality product that's superbly designed for its purpose. It can print at two pages a minute on A4, A5, B5 and all similar sizes and is surprisingly quiet for such a little machine and won't cause undue embarrassment on public transport or in meetings. The printing quality is also top-notch with resolutions reaching 720dpi from either its two ink cartridges

(black/cyan and magenta/yellow), which can yield up to 250 and 150 pages respectively. The power drain on your laptop's batteries also comes at a highly effective rate, consuming just 2.5W when printing and 1W when in standby.

Overall it's a superb piece of kit that is ideal for people who don't have time to sit in an office all day, and printing at a good enough quality ensures it is almost indispensable to such people. There is even a second version of this, the MP-21CDX (£289), which comes complete with the mains adapter, sheet feeder and parallel interface for use with regular desktop PCs. ■

VERDICT A terrific printer that holds its own against the bigger models and is the perfect accessory for anyone printing from a laptop.

RATING ●●●●



TOYS FOR THE BOYS



FUJIFILM NX-70 DIGITAL DESKTOP PRINTER

PRICE: £279.99

PRINTERS seem to be all the rage this month in Toys for the Boys, and this new printer is designed for use with digital cameras and smartmedia cards.

Smartmedia memory cards are a way of storing digital image data and can often be found in digital cameras, and this new product negates the need to download images onto a computer before printing images. With the NX-70, you can produce prints in two minutes, costing around 40p a print courtesy of Fujifilm's new Thermo-Autochrome technology (it allows up to 16.77 million colours, and there are no inks, just the printing paper used).

Surprisingly with something like this, it's incredibly easy to use. All you need to do is take the Smartmedia card from your digital camera and insert it into the front of the NX-70. Press the Print button and, hey presto, you have a print. You can even view the images on your monitor using the video-out port.

This is a very handy piece of kit, and with digital technology becoming more



and more popular these days, Fujifilm may be at the forefront of the new technology being developed with photography today. While it would never turn terrible photos into great ones, it does print clear and detailed prints of any images stored on your digital camera, and without the need to first download the pictures onto your computer and then again into your printer, this can be used by anyone from experienced digital photographers to novices. ■

VERDICT An extremely high quality product that will enable anyone to take digital photographs and then produce high quality prints

RATING ●●●●

With *Star Wars Racer* imminent and tension mounting for the arrival of Episode 1, 'Chewie' Aroussi remembers an altogether more simplistic time...

RETRO RESPECT



HANDS Up who doesn't like Star Wars. No one? Not even Mr. I'm-Better-Than-You-Cos-I-Don't-Like-Anything-And-Anyway-I-Liked-It-Before-Anyone-Else? Blimey, it seems our appetite for all things Star Wars is insatiable, and rather than unscrupulously milking it for all its worth with a series of shameless cash-ins, for the most part at least, that nice Mr Lucas has licensed out a fine collection of software for us to enjoy, and here's where it all began...

A LONG TIME AGO...

Released five years after the original film and just in time to coincide with the cinema debut of *Return of the Jedi*, Atari's *Star Wars* game represented a major leap forward for gaming. Utilising a revolutionary 3D vector engine borrowed from *Warp Speed*, a title that was

never to see the light of day, and a controller modified from the military version of the original *Battlezone*, *Star Wars* wonderfully relocated the bombast of the original film into an arcade setting. The player sat in an enclosed cabinet, the 3D 'being there' effect enhanced by four 'Pokey' chips that provided a then unprecedented sonic experience, including a full symphonic score (albeit digitised), realistic rumbling, and, best of all, speech samples lifted straight from the film. I remember this last feature as being especially impressive at the time; in 1983, the only other game I can recall that attempted anything along those lines was *Gorf*, a weird hybrid mutant of a machine that attempted to lure the punter with scary 50s robotic statements that went along the lines of "Arr arm Garff. Fragh garrrh fragghm traggh. Insert Coin". (Odd how that last bit always came out clear as crystal...)



"STAR WARS WONDERFULLY RELOCATED THE BOMBAST OF THE ORIGINAL FILM INTO AN ARCADE SETTING"

In *Star Wars*, however, Alec Guinness could clearly be heard to command you to "Use the Force, Luke", whilst squeaky Mark Hamill retorted with "Red Leader, I'm going in" before beginning his assault on the Death Star.

The game itself saw the player attempting three levels, starting with a space battle against a fleet of giant asterisk-shooting TIE

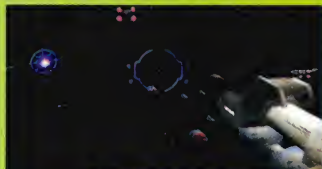
Fighters, moving on to the surface of the Death Star, complete with towers and laser bunkers, before an exhilarating run through the Death Star trench to shoot a proton blast into the exhaust port and destroy the evil empire once and for all in a blaze of wire frame glory (well, for the time being anyway).

Star Wars was a revelation. Its 3D effects

still stand the test of time today, and its initial success was enough to warrant a *Return of the Jedi* sequel in 1984. This time the action was converted to the 2D plane as a high-speed race through the Forest of Endor and a precarious ride on the Millennium Falcon, before, in a move of slightly dubious virtue, Atari returned to the first game's format for an *Empire Strikes Back* conversion. More was to follow as Parker Brothers began their own assault on the Atari home console market with a plethora of Star Wars titles, and the rest, as they say, is history...

SIMILAR TO...

X-WING ALLIANCE



BECAUSE: YOU CAN FLY AN X-WING AGAINST THE IMPERIAL FORCES. THE GRAPHICS ARE SLIGHTLY BETTER THOUGH!

STAR WARS: RACER



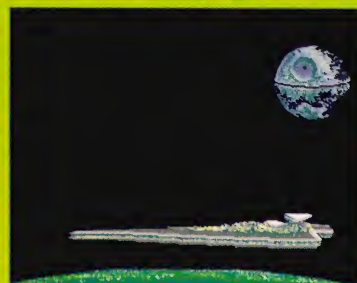
BECAUSE: WELL, BECAUSE IT'S STAR WARS AND BECAUSE WE RECKON IT'S GOING TO BE BLOODY BRILLIANT

LEAVE THEM TO ME...

As mentioned above, the first sequel to *Star Wars* arrived in 1984 in the form of *Return of the Jedi*. Using the engine from *Zaxxon*, a traditional shooter, *ROTJ* saw the player controlling a selection of craft from an isometric perspective. Ewok yelps and Han, Leia and Lukey-boy samples abound, but perhaps the most interesting feature of *ROTJ* is its near impossibility. The craft, from speeder

bike to Falcon to AT-ST Walker, are ridiculously difficult to control, and you really will need Jedi-like powers to get anywhere with this game. Still, it's fun trying.

Star Wars and *Jedi* opened the floodgates, and it is estimated that to date over fifty Star Wars-related games have been released. Anyone wishing to collect them all is going to need some serious disposable income. (And time!)



NO CONSOLE-ATION

Console owners have the biggest mouths, but actions speak louder than words for PC owners...

THIS month I come not to slight, but to salute. I crap you in the negative. Why, you might ask, the sudden change of heart? To be honest, I've gotten a bit bored of pouring vitriol over the poor old PC month after month. It's not such a bad old egg at the end of the day. Sure, it's cantankerous, unreliable and prone to completely irrational spasms from time to time, but if we didn't love it we wouldn't keep at it. Kinda like looking after a senile old relative, except that in general senile old relatives can't keep most people entertained into the small hours with red hot gameplay! Instead, this month I'm reserving all my bile for those nuisance consoles and their trumped up ideas.

Dreamcast... pah! We've had one in the office for a few months now, and I can safely say I've seen nothing so far that makes me want to rush out and place an advance order. The sales pitch is impressive enough. The box is packed with custom chips, and as a piece of hardware it's allegedly as powerful as a current top-end PC but with console ease of use and

at a console price. Fine, except that when it hits the shelves in September, PCs will have moved on. When the original next generation console revolution happened the PC was still incredibly user-unfriendly, vastly underpowered when it came to handling high speed 3D texture and lacking in software. It was still the preserve of nerds and techno-junkies. Not any more. These days you can pick up a good spec PC for £500-£600, which pisses on anything PlayStation, N64 or even, dare I say it, Dreamcast can muster. If PlayStation 2 isn't to arrive officially on these shores until Christmas 2000 - and even that's yet to be confirmed - imagine where PC technology will be at. That's a whole year and a half of advancements. 1000Mhz processors are expected to be available to the masses almost certainly by October. Eighteen months ago the first P200s were it. Look where we are now and

imagine what PCs will be doing in another eighteen months. I'm not saying PlayStation 2 won't be impressive, but it won't be the mind-blowing experience some people are suggesting simply because of the rate PC technology is advancing. There's always the argument that, because technology is constantly moving forward, we never get the most out of the hardware. There's always something new to play with just around the corner. Consoles, however, remain the same and developers have the time to work with the machine and get as much out of it as possible. The flip side is that consoles, like PCs, are obsolete before they're even available. However, with no upgradability, the console is stuck with what it's got.

Even if the consoles could compete visually with the PC, the vast majority of games are quick fixers with no depth.

Where's the console answer to *Champ Manager 3*, *Grand Prix 2*, *Battlezone*, or any half-decent PC flight sim? Surely it's only a matter of time before the PC becomes the world's foremost gaming platform - and it won't be a moment too soon in my book!



DREAMCAST: UNLIKELY TO LIVE UP TO THE HYPE

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DISC DIRECTORY

CD INFO



UTILITIES

More and more Windows 95 games now require DirectX, which is why we've stuck a version on the CD for anyone who hasn't already got it.

To install it on to your PC, simply select the DirectX 5 sub-directory and then follow the on screen instructions. There - couldn't be easier!

REQUIREMENTS

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The number to ring is: 01392 498965

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Whilst every care is taken with the testing, production and installation of ULTIMATE CD, Rapide Publishing cannot accept any responsibility for loss or damage occurring during its use. We strongly advise that you have back-up copies of all your important files and applications before installing any new software.

KINGPIN

PUBLISHER: VIRGIN RELEASE: MAY CONTROLS: MOUSE, KEYS

ALONG with this month's preview is a huge demo of a game widely tipped as a strong challenger to *Half-Life* and *Aliens Versus Predator*. It's mad, bad and very, very gory, with enough bad language to make the most

hardened of sailors blush. The game involves you carrying out missions and tasks and working your way up the crime ladder before making it as the city's Kingpin. This demo is simply the start of the game and will allow you



Demo of the MONTH

to explore the level, meet people and pick a few fights. Sadly, on this demo we've edited out the swearing for legal reasons, but I think you'll get the gist of what people are trying to say.

The controls are pretty similar to *Quake* et al and can be changed in the main

menu, but by pressing the [Y], [Q] and [X] buttons you can talk to people to find out information, and by crouching over bodies and pressing [F] you can pick up money.



THRUST, TWIST AND TURN | APACHE HAVOC

PUBLISHER: TAKE 2 INTERACTIVE
RELEASE: EARLY SUMMER '99
CONTROLS: KEYS, WHEEL

THIS has been touted as one of the fastest and most exciting racers yet to appear on the PC. Its main selling point is the track designs, which feature loop-the-loops, vertical gradients and an incredible sense of speed. Boy, is this fast! This demo features a race around one of the as-yet-unfinished tracks located in a futuristic city, in one of the cars that'll be on offer to you in the final game, which will feature tracks in places such as Egypt,



Pacific paradises and space colonies. This will give you an impression of how fast this game is going to be and how the game will play.

The controls are either through a wheel and pedals or the cursor keys, which can be modified in-game. Be warned, though, that this demo needs a 3Dfx card to run!



OUR DEMO ISN'T QUITE AT THIS STAGE OF COMPLETION YET. SHAME

PUBLISHER: EMPIRE INTERACTIVE
RELEASE: OUT NOW
CONTROLS: STICK, KEYS

A one mission and one free flight mission demo, offering Apache versus Havoc fighting for one or more players. See the readme file for the controls. N.B. You need a 3Dfx card to run this.



HELP! I'M CLAUSTROPHOBIC! HELP!

TORY EXPENDABLE

CHAMPIONSHIP MANAGER 3

NOTHING needs to be said about this great game, and this demo offers you six months of management from the start of last season. The game is menu driven and there's too much in it to explain



CM3 IS A BIT CONFUSING AT FIRST

PUBLISHER: EIDOS
RELEASE: OUT NOW
CONTROLS: MOUSE

here, but suffice to say clicking on various buttons and menus will allow you to progress.



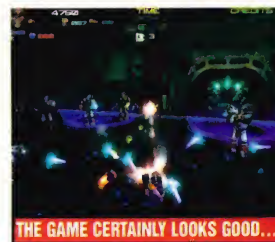
THE TACTICS ARE MORE IN-DEPTH

PUBLISHER: RAGE
RELEASE: OUT NOW
CONTROLS: MOUSE, KEYS



PLEASE note: Follow the instructions below for installing *Expendable*, as it won't work with any other method.

- 1) Insert the UPC CD and double click on My Computer. When the CD drive registers it, right click and select Explore.
- 2) Select the Demos folder and then the Expend folder.
- 3) Drag cursor across all the files.
- 4) Go to Edit and select Copy.
- 5) Now double click on your Hard Disk, go to Edit and select Paste.
- 6) Once all the files are copied onto your Hard Drive, you can then install *Expendable* by double clicking on the setup.exe file.



THE GAME CERTAINLY LOOKS GOOD...



...BUT IT WON'T LAST YOU TOO LONG

If you succeed with this you'll have a one level demo for one or two players of this pure arcade game. Be patient as this will take a while to install. Simply move

through the level, killing everything in sight. The controls can be configured in-game, but beware: you need a 3Dfx card to run *Expendable*.

GUARDIAN OF DARKNESS

PUBLISHER: CRYO INTERACTIVE
RELEASE: OUT NOW
CONTROLS: KEYS

A one mission demo of this new action/adventure game with a supernatural twist. It's tough at first, but persevere. The controls are as follows:

CURSORS: Move
[+]/[-]: Power Down/Up Spell
[Q]: Spell (Warrior)
[A]: Spell (Medium)
[SHIFT]: Run/Walk
[ENTER]: Take/Put
[SPACE]: Open/Close
[E]: Spell Menu
[I]: Inventory
[R]: Memory
[TAB]: Map
[ALT]: Strafe
[Z]: Spell (Warrior)
[S]: Spell (Medium)
[CAPS LOCK]: Run



NOW IS NOT THE TIME TO RUN AWAY

MARS MANIACS

PUBLISHER: TBA
RELEASE: SUMMER '99
CONTROLS: KEYS

THIS is a one track demo of another futuristic racer with some cool graphics. Choose from one of eight cars and start racing. The controls are:

CURSOR LEFT/RIGHT: Turn Left/Right
[SHIFT]: Accelerate
[CONTROL]: Control



TANKTICS

PUBLISHER: GREMLIN
RELEASE: OUT NOW
CONTROLS: MOUSE

A weird RTS/puzzle game involving pterodactyls and tanks. This demo features eight training missions, a time trial mission, and one full level of the game. Controls:

Right Click On Mouse: Pick Up/Drop Tank Parts
Left Click: Control Tank/Move It



SPORTS CAR GT

PUBLISHER: EA
RELEASE: SUMMER '99
CONTROLS: KEYBOARD, WHEEL

WE previewed this last year and were getting quite excited about it, but it's since disappeared. Luckily this demo gives an indication of what to expect with a quick race in one of three cars. The controls are as follows:

KEYBOARD ARROWS: Turn Left/Right, Accelerate/Brake
[F9]: Steering Aid On/Off
[F10]: Braking Aid On/Off

[F11]: Auto/Manual Gears
[H]: Headlights On/Off
[V]: Tyre Wear
[SHIFT] + [R]: Auto Recover
[1-3]: Views
[BACKSPACE]: Rear View



THIS GAME IS LOOKING TERRIFIC



WILD METAL COUNTRY

PUBLISHER: GREMLIN
RELEASE: MAY
CONTROLS: KEYS

A strategy/arcade game again involving tanks, but this time you actually drive them. This demo features one mission for one or more players, and you need to collect/store one power core from each colour to win. 3D cards are essential to run this game. The controls are:

(NUMERIC PAD): [A] + [S]: Turret Left/Right
 [5] + [2]: Left Track
 [6] + [3]: Right Track
 [+]: Afterburner
(KEYBOARD): [ENTER]: Handbrake
 [A] + [S]: Turret Left/Right
 [SPACE]: Raise Turret
 [LEFT CONTROL]: Drop Mines
 [1-9]: Weapons
 [R]: Call Helicopter
 [RIGHT SHIFT]: Scanner



THE GRAPHICS ARE STUNNING IN THIS GAME OF ROBOTS



THE LANDSCAPES ARE NICE BUT QUITE BARREN



CONTROLLING YOUR TANK MAY TAKE PRACTICE



OH DEAR, HE LOOKS A LITTLE BIT HARD TO ME!



THIS DEMO GIVES YOU A FEEL FOR THE GAME

PUBLISHER: LUCASARTS
RELEASE: OUT NOW
CONTROLS: KEYS, STICK

THE latest *X-Wing* game gets the UPC demo treatment. This demo features one mission and a free flight option in the Millennium Falcon. Cool! The controls can be viewed in the readme file:

[SPACE]: Launch
 [R]: Target Nearest Enemy
 [E]: Target Nearest Craft Targeting You
 [O]: Target Nearest Objective
 [N]: Next Hyperspace Buoy
 [BACKSPACE]: Full Throttle
 [1]: 1/3 Throttle
 [W]: Switch Weapons
 [X]: Lock Turret Forward
 [G]: Go To Gunner Turret
 [F] (In Cockpit): Turret Fires At Current Target
 [F] (In Turret): Autopilot. Tracks Target
 [F9]: Adjust Cannon Recharge Rate
 [F10]: Adjust Shield Recharge
 [L]: Transfer Laser Energy To Shields

X-WING ALLIANCE



I THINK I'M LOST IN SPACE...



THIS DEMO LOOKS GOOD ENOUGH, EVEN IN SOFTWARE MODE. BUT WITH 3DFX...



It is definitely time to leave!

PATCHES

As well as demos, this CD also contains patches for full versions of the following games...

HALF-LIFE: TEAM FORTRESS CLASSIC

Following the success of *Half-Life*, the developers have been hard at work on *Team Fortress Classic*, a multiplayer-only version in which you play as part of a team achieving a common objective. New weapons, abilities and vehicles are all in evidence, and this version is a little teaser of what's to come. You can install it into your *Half-Life* directory and then engage in what could be the greatest multiplayer experience of all time. There are several games present, including capture the flag, football and so on, so install this, get together with your mates and play the multiplayer game that's going to be bigger than *Quake III*!



C'MON EVERYBODY! ALL TOGETHER NOW... ONE, TWO, THREE... SAY CHEESE! OH PLEASE, CHEER UP!

REQUIEM: AVENGING ANGEL

This patch for the full game will ensure that the 3D visuals are much more detailed and smoother when run on 3D cards. It will now look as good as the screenshots in magazines.



FOR SOMEONE SPENDING ETERNITY IN HEAVEN, SHE DOESN'T LOOK VERY HAPPY. SOME PEOPLE EH!

IMPERIALISM 2

This patch upgrades the original version of the game to V1.02, presumably to include the battle sections of *Imperialism*.



IMPERIALISM 2 IS A REASONABLE ENOUGH STRATEGY GAME, AND THIS PATCH CAN ONLY HELP ITS APPEAL

MARS MANIACS

This will allow the game to be supported by TNT graphics cards and Windows NT 4.0, and it certainly needs it with those lush, lush graphics.

DESCENT 3

This patch fixes mouse problems you may have experienced in the single-player game and solves crashing problems in the multiplayer games and those experienced with ATI graphics cards.



THE GRAPHICS LOOK GOOD ENOUGH ANYWAY, BUT WITH THIS PATCH THEY SHOULD BE MIND-BOGLING

MECHWARRIOR 3

This patch is for the demo of the game that some of you may own and can't uninstall. This will solve that problem and allow you to remove said demo from your machine.



TAKE A BREAK

There's a whole world out there for you to experience if you can tear yourself away from that hypnotic monitor screen, and this month's selection of ideas should tempt even the most determined of homebodies.

1 ALL SAINTS ON TOUR

THROUGHOUT June this sexy four piece are touring the country entertaining the young fans and providing eye candy for the older, heterosexual males of the land. Until now they've been staggeringly successful, almost eclipsing the Spice Girls, and this summer could be the last chance to see them before they disappear off on a world tour (America, in other words).



THOSE LUSCIOUS SAINTS IN FULL POUTY EFFECT

June 10: Brighton Centre (Tickets are £19.25 - call 0870 900 9100)
June 12: Manchester Evening News Arena (Tickets £16.75 - ring 0161 930 8000 or 0161 832 1111)



BLIMEY, I THINK I'D BETTER HAVE A LIE-DOWN!

June 13: Telewest Arena in Newcastle (£19.75 - 0191 401 8000)
June 24 and 25: Shepherds Bush Empire (Tickets for this one are £19.50 - call 0181 795 9540 or 0181 863 3266).

2 GLASTONBURY FESTIVAL

THE last few years have seen this weekend of intoxication and debauchery on Worthy Farm in Somerset end up as bit of a mud-fest. Even so, this still remains one of the biggest and best festivals of the summer, with a guaranteed diverse line-up of the coolest bands on the planet. Although at the time of writing the line-up wasn't known and there are only rumours that R.E.M. are headlining, you can rest safe in the knowledge that there'll be performers playing to suit everyone's tastes. This year the festival is being held on the weekend of June 25-27. Tickets cost up to £83.00 for the weekend, so try your local record store or Ticketmaster's 24-hour ticketline on (44) 171 316 4709.



COMING SOON: TAG POP STAR MUD WRESTLING!

4 BABYLON 5

ALSO released on the 17th May, priced £12.99, is a brand new Babylon Five video (PG). This fourth volume of the fifth and final series contains two uncut episodes - Day Of The Dead and Secrets Of The Soul. In Day Of The Dead, the magicians Penn and Teller make guest appearances as a comedy duo who visit Babylon 5 just as a mysterious comet passes by, signalling the start of The Day Of The Dead.

In Secrets Of The Soul, Dr Franklin discovers an ancient secret about the new members of the Inter-Stellar Alliance, the Hyachs, and it's a secret they want to keep at all costs. These are both superb and suspense-filled episodes that should prove entertaining for the many fans of the series.

3 NEW FUNKI PORCINI ALBUM OUT

(NINJA TUNE, ZENCD 40), £11.99

If your response to this is 'who?!', then you obviously aren't as cool as you thought. Funki Porcini is one of the most innovative, original and exciting DJs around. Signed to Coldcut's own Ninja Tune record label, each of his releases to date have taken the listener on magical journeys through jazz, drum and bass, trip-hop, ambient and all manner of diverse musical influences. This third album, entitled 'The Ultimately Empty Million Pounds', is his best yet. From the up-tempo 'Rockitsoul' through 'Cheasyrider' and onto 'Tiers of Joy', this is an album unlike anything you've ever heard, and yet so infectious, so funky,

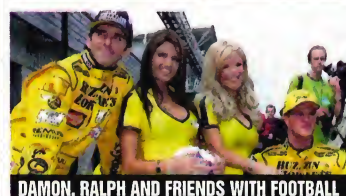
you'll wonder why you've not experienced the 'Psychedelicatessen' before.



A COOL COVER FOR A COOL FUNKI ALBUM

5 FIA BRITISH GRAND PRIX

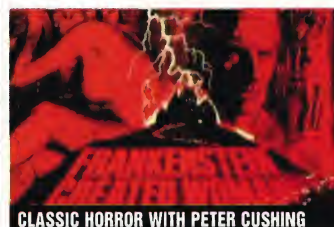
ALWAYS shrouded in controversy, Formula 1 is pretty exciting for a sport that involves cars driving around in circles for a couple of hours on a Sunday afternoon. This year, like every year, the British race is being held at Silverstone on July 11 (tickets are £85 - call for more details and booking), but as well as the main event, there's a whole weekend of racing action with support cars, warm-ups, qualifying and all sorts. The event is always a sell-out, so book early to avoid disappointment.



DAMON, RALPH AND FRIENDS WITH FOOTBALL

6 HAMMER HORROR

FOR your viewing pleasure, Warner Home Video are re-releasing fourteen classic British horror films featuring Christopher Lee, Peter Cushing, Ursula Andress and a whole host of British character actors. There are some real classics hidden away in this collection, including Dracula Prince Of Darkness, Quatermass And The Pit, She, and Rasputin: The Mad Monk. The Hammer films are highly regarded in celluloid circles, so if you're fed up with watching the latest Scream rip-off or Freddy sequel, then sit down and enjoy these proper horror films. The British Horror Classic range goes on sale on May 17 at £5.99 each, and for the first eight weeks of sale, you can even buy two for £10. Bargain!



CLASSIC HORROR WITH PETER CUSHING



THE RISE IN DEVELOPMENT COSTS HAS LEFT A LOT OF COMPANIES FLOUNDERING

THE first half of 1999 will not be remembered as a good time for software developers. Psygnosis shut down offices all around the UK and in the States, System 3 folded, Grolier pulled out of the publishing business, Jon Hare's Sensible Software team has been streamlined, and US developer Trilobyte shut its doors for the last time. What on earth is going on? With the PlayStation currently installed in something like 50 million homes and the PC now accepted

and pay wages. The result of this has seen more and more developers fall under the control of the big software publishers like Electronic Arts, GT Interactive, Hasbro, Microsoft and Activision. Have no doubts, this is bad news for gamers. Software publishers are concerned with one thing, and one thing only - making money. Neither original content nor creative gameplay concerns these companies, only the green stuff. With these companies having more and more control over

"THE DAYS WHEN A SINGLE PERSON COULD PROGRAM A TITLE FROM HIS ATTIC BEDROOM ON HIS SPECTRUM 48K ARE LONG GONE"

as a serious games platform, the video games industry is supposed to be enjoying a period of growth. Yet looking at the developer casualty list, it seems that times are hard.

The main problem is rising development costs (although in Psygnosis' case a lot of crap games hasn't helped matters). Developing games is no longer a bedroom industry. The days when a single person could program a title from his attic bedroom on his Spectrum 48K are long gone. Developing an average game these days can cost millions. As a result, smaller software companies are finding it increasingly difficult to fund new projects

development output, the result is going to be a games industry dominated by FIFA games, *Command and Conquer* clones and *Tomb Raider* wannabes. Let's just hope that whilst EA continue to go around trying to sign up every licence and GT Interactive and others try to sign up all the development studios, there are those who will continue to fly the flag of independent games developers. Otherwise our choice in different types of game may soon be even more limited than it is right now. ■

Shut Down

NAME THE GAME!

Tell us the title and win a copy of the game!



CLUE: IT'S SET IN THE FUTURE!



CLUE: IT RECENTLY SCORED A WHOPPING 92%

Here you will see a few screenshots from a game that we have featured in the magazine over the last few months. Look at the pictures very carefully, and if you think you know the name of the game, simply write it down on a postcard and send it to:

Name the Game, **ULTIMATE PC**, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

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CLUE: ITS DEVELOPERS LIKE HALLOWEEN

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NEXT MONTH...

REVIEWED

STAR WARS: EPISODE 1 RACER
OFFICIAL FORMULA ONE RACING
STARFLEET COMMAND



DEMOS

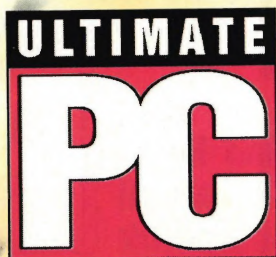
STAR TREK: BIRTH OF THE FEDERATION
MECHWARRIOR 3
STAR WARS: EPISODE 1 RACER

FEEL THE FORCE!

Make a date with UPC, as we as we take you on a voyage to the parts of outer space that other PC games mags couldn't reach...

NEXT month we'll be going Star Wars mad as we bring you a world exclusive review of the game that everyone wanted, but only UPC got, *Star Wars Episode 1 Racer*! Based upon one of the most exciting sequences from the new film, *Racer* is LucasArts' first foray into the world of racing simulations. And from what we have seen of the title, it is unlikely to be their last. Awesome graphics, phenomenal speed and adrenaline-pumping action promise to make this one of the year's best games.

Also lined up for review next month we have Eidos' latest *Formula 1* offering and Activision's *Heavy Gear II* (hopefully). With the 1999 E3 computer show looming on the horizon, we'll also be bringing you a full show report with all the latest gossip and news direct from Los Angeles. ■



FREE YOURSELF FROM THE CLUTCHES OF THE DARK SIDE AND JOIN US ON 10TH MAY DON'T MISS OUT!

UPC TIME LINE

We list all the major games due out over the next twelve months. All release date changes over the last month are highlighted in white.

NAME	GENRE	PUBLISHER	OFFICIAL	UPC	NAME	GENRE	PUBLISHER	OFFICIAL	UPC
Age of Empires II	Strategy	Microsoft	July	September	Heavy Gear 2	Action	Activision	April	June
Anachronox	Action	Eidos	May	July	Hidden & Dangerous	Strategy/Action	Take 2	May	June
Battlezone 2	Strategy/Action	Activision	December	December	Hired Guns	Action	Psygnosis	September	September
Black & White	Strategy	Electronic Arts	September	September	Homeworld	Strategy	Havas	June	June
Blade	Action	Gremlin	September	September	ICC 2	Sport	Empire	MAY	June
Braveheart	Strategy	Eidos	May	May	The Infernal Machine	Adventure	Activision	September	September
C&C: Tiberian Sun	Strategy	Electronic Arts	July	August	Interstate '82	Racing	Activision	August	August
Civilization III	Strategy	Hasbro	December	2000	Kingpin	Action	Interplay	JUNE	JUNE
Clan Wars	Strategy	Gremlin	August	August	Knockout Kings	Sport	Electronic Arts	September	September
Commandos 2	Strategy	Eidos	November	November	Magic & Mayhem II	Strategy	Virgin	September	December
Constructor 2	Strategy	TBC	TBC	September	Mechwarrior III	Action	Hasbro	May	May
Croc 2	Platform	Fox Interactive	September	September	Outcast	Action	Infogrames	June	June
Daikatana	Action	Eidos	May	Anyone's guess...	Planet of the Apes	TBC	Fox Interactive	December	2000
Diablo II	Strategy	Havas	November	November	Prince of Persia 3D	Action	TLC	September	September
Die Hard Trilogy 2	Action	Fox Interactive	November	November	Prince Naseem	Sport	Codemasters	June	June
Discworld Noir	Adventure	GT Interactive	June	June	Quake III: Arena	Action	Activision	AUGUST	AUGUST
Drakan	Action	Psygnosis	June	August	Requiem	Action	Ubisoft	June	June
Driver	Racing	GT Interactive	September	September	Seven Kingdoms II	Strategy	Interactive Magic	September	September
Duke Nukem Forever	Action	GT Interactive	November	December	Shadow Company	Action/Strategy	Interactive Magic	May	May
Dungeon Keeper II	Strategy	Electronic Arts	July	September	Shogun: Total War	Strategy	Electronic Arts	September	September
F1GP III	Racing	Hasbro	TBC	2000	SW: Force Com	Strategy	Activision	August	August
Galleon	Action/Adven.	Interplay	December	December	SU27 Flanker 2.0	Simulation	TLC	May	May
Giants	Strategy	Interplay	June	August	Theme Park 2	Strategy	Electronic Arts	November	November
Grand Theft Auto 2	Racing	Take 2	October	October	Total Annihilation 2	Strategy	GT Interactive	2000	2000

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STAR SIEGE

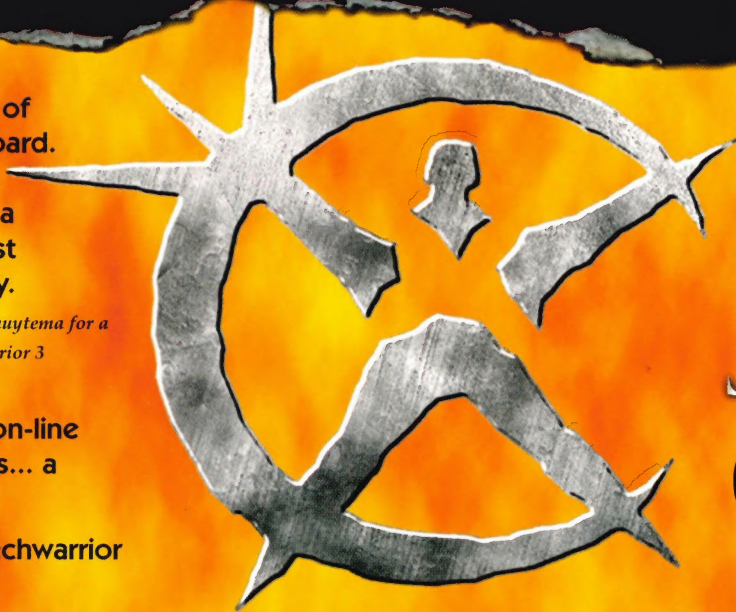
This game is easily the best of the lot, across the whole board. It's beautiful, engrossing, exciting, full of rich story in a sweeping universe, and most important, it's a blast to play.

Gamecenter ★★★★★ *Paul Schuytema for a while, served as lead designer for MechWarrior 3*

'Frantic armoured action in Starsiege and unparalleled on-line multiplayer gaming via Tribes... a truly explosive combination'

'Starsiege could give the Mechwarrior universe a big headache'

PCGW



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STAR SIEGE

TRIBES

...One of the most popular internet games in existence.

...grab a copy of this game while you can and get stuck in, trust me you won't be disappointed.

93% - *Gamerush*

'Tribes is a strong contender for multiplayer game of the year'

PCGW

Quite simply; Starsiege: Tribes has revitalised the on-line gaming community. It has set new standards for forthcoming releases, as it has now been proved that you can have huge levels, involved gameplay, and dare I say it, fun.

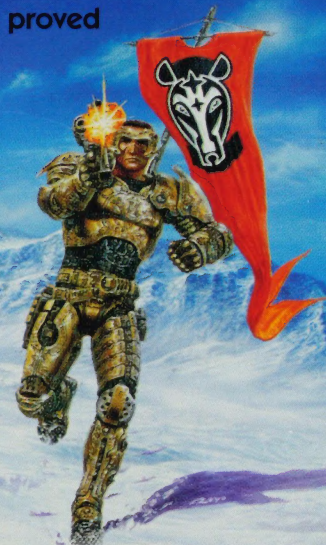
....- if there is one game you should buy in 1999 - it should be

Starsiege:Tribes.

Planet Tribes

★★★★★ "A multiplayer masterpiece".

Next Generation



www.sierra-online.co.uk
www.starsiege.com

Starsiege minimum req's: P133 with graphics accelerator or P166 without graphics accelerator.

Tribes minimum req's: P166 32MB ram with graphics accelerator or P200 32MB ram without graphics accelerator, Lan card or minimum 28.8 kps modem, Network support Internet, TCP / IP, IPX.