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#81 OCT 1999

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### TIBERIAN SUN

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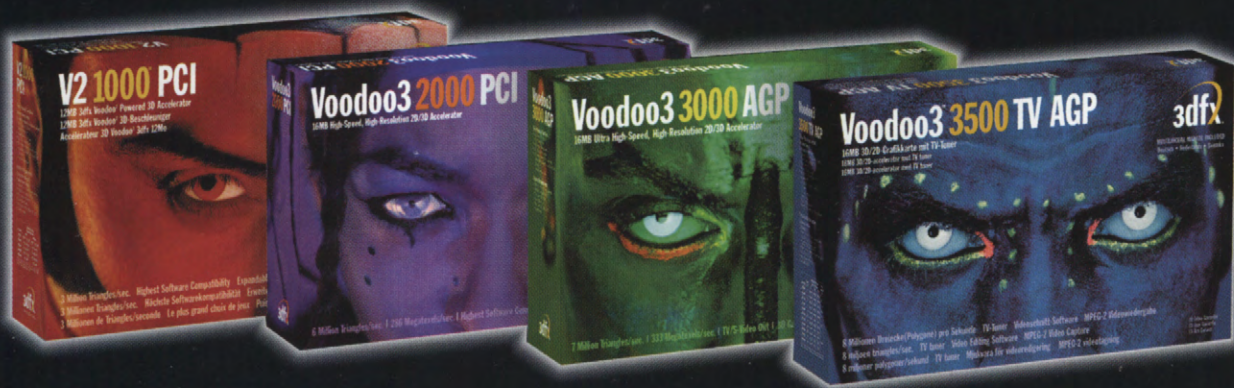


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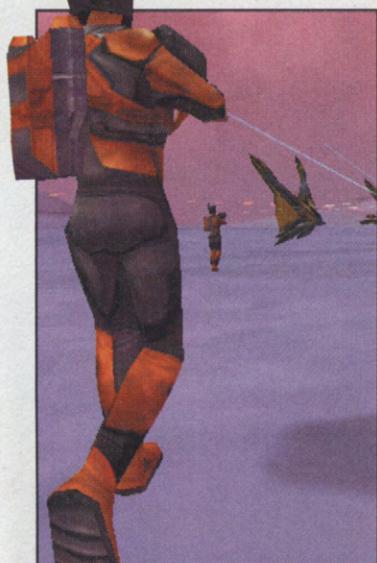


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**46 BATTLEZONE II** Pandemic Studio's 3D action strategy masterpiece.



**66 UNREAL TOURNAMENT** It looks as if Epic Games have finally delivered a game to rival id's efforts – until *Quake III Arena* that is.



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The most definitive reviews section around. All the latest and greatest PC games (and, of course, some of the worst) come under the cynical *PC ZONE* microscope. This is the place to come before shelling out on that new game you've got your eye on

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Just for a change the *PC ZONE* team goes to church. All stand while we sing praise be to *Caesar III*, *Dungeon Keeper 2*, *Anno 1602*, *Settlers III*, *SimCity 3000* and *Populous: The Beginning*

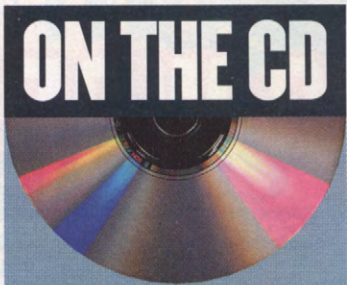
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“The time is perfect for the zap and pow of the series to be combined with the *Quake III* engine”



**ON THE CD**  
**FULL DETAILS PAGE 132** 

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- CUTTHROATS**
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- JANE'S FLEET COMMAND**
- RE-VOLT**
- WARHAMMER 40K: RITES OF WAR**
- ARCADE POOL 2**

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Patches for Hidden & Dangerous, Kingpin, Outcast, TA: Kingdoms, Delta Force, MechWarrior 3 and lots more  
 Lots of useful games utilities and...  
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**WIN THE TOP 10 PC GAMES**  
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
The most extensive and comprehensive tips section in town

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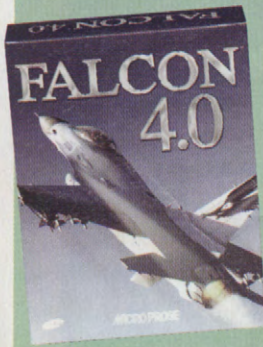
 **R4 force feedback, see page 29.**



**WIN!** **THE COMPO NO ONE FINDS** Correctly answer this month's cover question and you could win some PC goodies. Send your entry on a postcard addressed to: **The Compo No One Finds (81), PC ZONE, 19 Bolsover Street, London W1P 7HJ.** The first entry with the correct answer plucked out of the hat wins a mystery prize. The Ed's decision is final. Closing date: Friday 10 September. The winner of our September (#80) cover compo was Tricia Rasberry from Hull, who wins something from the *ZONE* prizes cupboard for sending in the correct answer (Electronic Arts) to last month's little teaser.

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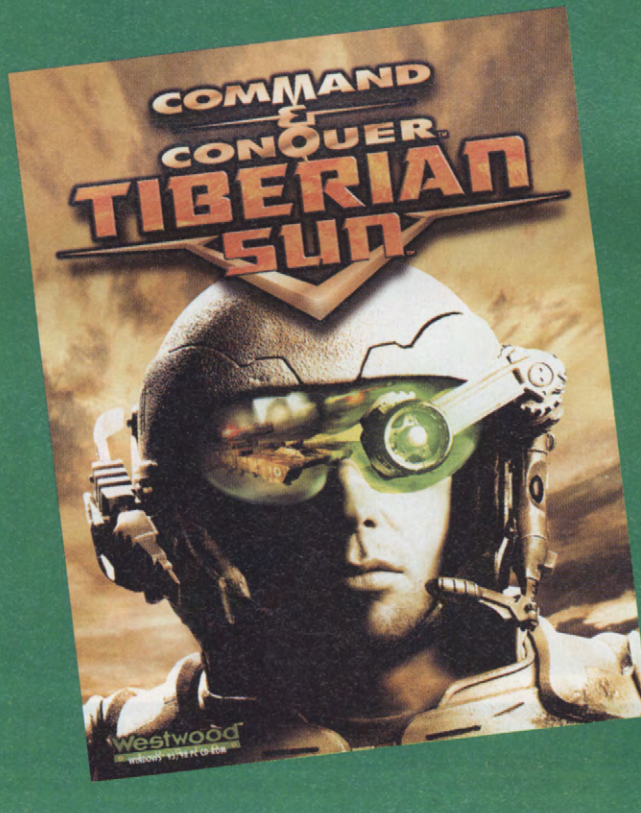
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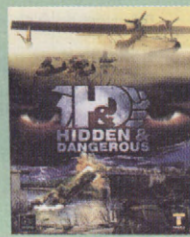
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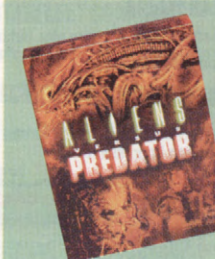
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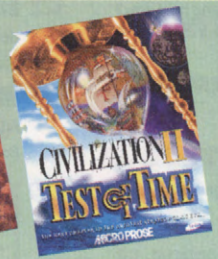
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# PC WORLD

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# OUTCAST OUTRAGE

**C**harlie Brooker's *Outcast* review (PCZ #80 62%), has been the subject of much controversy among ZONE's readership. We have received a deluge of letters and emails, all strongly agreeing or disagreeing with Charlie's score of 62. Typical comments ranged from: "This is the best game I have ever played in my life" to "I would not play this game again if you paid me."

I discussed the situation with Richie and Mark and we agreed to put the game through its paces in an attempt to get to the bottom of it. *Outcast* was installed on four office PCs and everyone in the vicinity was invited to have a go at it and come forth with their opinions.

Oh dear. We could not find a single member of the ZONE team, or anyone in the surrounding offices, willing to sing the praises of Infogrames' action

adventure. Mark hated the graphics (strangely, they're loved by some and hated by others - that's voxels for you). He also found the in-game conversations boring and unconvincing. Richie said Cutter Slade, the main character, didn't look realistic. He has a point. Cutter does not so much walk as waddle about in a curious fashion, and his penchant for seemingly walking in mid-air above snow peaks doesn't help.

Personally, my first conversation with an alleged alien, in which he encouraged me to use the 'Gamsaav' (the save game slot, which the alien proceeded to explain in detail with painful sincerity), made me suspicious of the whole thing straight away, and my misgivings remained after further hours of play.

Curious, then, that so many of you were so taken with this game, citing depth of plot, wonderful graphics and an

expansive game environment as hallmarks of *Outcast's* obvious potential as a classic PC game.

Having played the game at length, we have to disagree with you on this one, and I stand by Charlie's review, which I felt clearly stated all the problems he had with *Outcast*.

However, your voices will be heard. We are running readers' reviews of *Outcast* in our Feedback section in the next issue (PCZ #82), and we'll be sure to fairly reflect the fact that there have been as many negative reactions to *Outcast* as there have been positive responses.

If you would like to contribute to this debate, send your brief comments on the game to [chris.pcz@dial.pipex.com](mailto:chris.pcz@dial.pipex.com) and I will consider them for inclusion.

Enjoy the issue. See you next month.

*Chris Anderson, Editor*

## MEET THE ZONE TEAM

All PC ZONE's reviewers are experts in their field. We like to give every game that comes in for review the best chance, which is why we give it to a reviewer who's a fan of the genre



**CHRIS ANDERSON**

**Who is your favourite/least favourite Star Trek character?**

For me, Mr Spock will always be immortal. "That's not quite logical, Captain." He wasn't wrong.



**PAUL MALLINSON**

**What online game would you play if you had a totally free Net connection?**

*EverQuest*. The game has changed for me completely since I started playing a druid. Does that sound sad? Probably. So sue me.

If I had the time to spare, I'd probably put some time into *Ultima Online* and *Team Fortress Classic*.



**RICHIE SHOEMAKER**

The chemistry between Kirk, Spock and McCoy is still unrivalled. Worst has to be Wesley Crusher. That guy's a natural-born c\*\*\*.

*Team Fortress Classic*, without any doubt. Until *Privateer Online* or *Freelancer* comes along, anyway.



**MARK HILL**

Spock, Q and the Doctor are the best. Wesley Crusher, Jake Sisko and Neelix all deserve painfully slow deaths.

I'd wait until *Vampire: The Masquerade* comes out. I'm not that interested in online gaming, but this will change everything.



**STEVE HILL**

Shatner and Nimoy, respectively, because they're the only two I've ever heard of.

None. I'd probably use it to pull myself around the room to some hardcore pornography.



**CHARLIE BROOKER**

Deanna Troi is the best - she keeps me in touch with my feminine side. But I hate Riker - he's far too butch.

*Virtual Barbie*. You get to dress up Ken as well.



**PAUL PRESLEY**

**Who is your favourite/least favourite Star Trek character?**

My favourite is the big hairy one that flies the Millennium Falcon. Least favourite: Gene Roddenberry.



**KEITH PULLIN**

The whale in *Star Trek IV* was pretty cool. Least favourite are the Björn Borg - they look like *Dr Who* rejects.

*PGA Championship Golf*, unfortunately.



**ADAM PHILLIPS**

Fave is Jean Luc Picard, 'cos one day I'll have a slaphead just like his. Least fave is Kirk, 'cos he ended up wearing a toupée.

*Ultima Online* because it is indeed superb. But bloody expensive. And *Quake III* if it's as good as everyone reckons it will be.



**DAVID MCCANDLESS**

Favourite is Jean-Luc Picard, least favourite is Wesley Crusher.

*Half-Life*, the unadulterated original.



**WARREN CHRISTMAS**

None. I really, really hate *Star Trek*. Always have and always will.

None. Sorry, it's not the cost that stops me, it's the lack of time.



**PHIL WAND**

Favourite: Tasha Yar - she looked nice with no clothes on. Least favourite: Dr McCoy, because he had a face like a sucked mango.

*Team Fortress Classic*. Six months after its release, I still can't get enough of the stupid game.

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WIN! Richard Garriott designed which famous series of RPGs? Send entries on the back of a postcard to: I've read the small print, PCZ #82 (81), 19 Bolsover Street, London W1P 7HJ by Friday 10 September. Winner and prize announced same place next issue. Alan Milne from Morayshire wins the ZONE grab bag of goodies from last month's compo for correctly answering that Bill Roper works for Blizzard. Well done, Alan.

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**NEXT ISSUE: PCZ #82 (November)**  
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# MAILBOX



**Online gaming – both sides of the story. Also, we ponder whether PC games are too easy and a reader confesses his terror of Teletubbies. All this and more in the wackiest letters page in the world, ever**

★ ANSWERED BY Chris Anderson

## CONTACT INFO

Write to us, and if your letter is selected as Letter of the Month we'll send you a prize.

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⬇ Online gaming is the way ahead. We know it is because we said so.

## INTERNET BRAINWAVE

OK, I love PC ZONE – the fresh smell when I open its little plastic cover once a month and the fine front cover that asks you to open it and read every page.

However, if I were to suggest one small improvement to this great PC monthly, it would be the Internet section. "What?" I hear you ask. Well, that's the problem. There is no Internet section.

You people must have noticed that the Internet is the way forward. You could devote at least five of your shiny pages towards the Internet. You could encourage people to use the Net, show your top ten sites of the month and have a chart with the most popular ISPs, search engines and multiplayer games. Please print this letter because I am sure that many people will agree with me.

JH

★ Our online section in the news is devoted to acts of tomfoolery on the Internet not entirely dissimilar to

the ones you describe. We have no specific Internet section as such because online reviews, news and previews are slowly being integrated with the rest of the magazine. We see no reason to separate this area of gaming as it is quickly becoming part and parcel of the overall PC gaming experience.

## TARGET PRACTICE

I am becoming increasingly concerned about your seemingly fanatical and obsessive attitude towards online gaming.

Contrary to your magazine's incessant ramblings, online gaming is not the future of video gaming, in the UK at least, for several reasons.

Out of all the UK's PC gamers, I would estimate that only one in three play games online. The scene is nowhere near as big as it is in the US. There is a far bigger market in the UK for single-player orientated games than multiplayer ones, hence games with support for both

titles, such as *Quake II*. It's *Half-Life*'s fantastic single-player game that has made it so successful, not the comparatively weak multiplayer option.

Also, online gaming has limited success in the UK, due to near-extortionate BT phone charges. Things are changing, however, with the introduction of competitive phone services, such as Cable and Wireless, whose weekend local call charge is a mere 0.7p per minute, compared with the 1p per minute that BT offers.

The recent upsurge of multiplayer-focused games (*Quake III*, *Unreal Tournament* and so on) can be attributed to the fact that online gaming is so successful in the US, where, incidentally, these games are made. Games such as *Quake III* are geared solely for the US market, and I question their success in the UK.

Yes, these games have 'single-player' options, but they consist solely of computerised bots. I don't care how much iD claim they possess lifelike and superbly

realistic AI, I can't think of anything more boring than running around a level full of computer opponents, with no objective other than to kill them all. It's boring. In reality, these levels aren't single-player at all – they're intended for people to practise on before they go online.

In isolating those without an Internet connection, iD are shooting themselves in the foot. Unless local phone charges become free and more users join the multiplayer bandwagon, online gaming will continue to be the small gaming subculture it has always been.

Your magazine is placing increasing importance (not to mention pages) on online gaming – even though, to the majority of your readers, this is completely irrelevant. Why not save a few trees and cut out some of the online sections, eh?

The rest of your magazine, however, is always great.

Ben Hamilton

★ Sorry, Ben, but you are more than a little out of touch with the rest of the

## LETTER OF THE MONTH

GOODIES WINNER!

### HE'S NOT STUPID

I am a games enthusiast – action, adventure, strategy, I play everything. In my mind, the perfect game should consist of superb graphics, a top class soundtrack, a solid storyline, addictive gameplay and a high level of difficulty. Games developers have got almost all these things right, but there is one area in which they are not producing the goods, and that is in setting a reasonably challenging level of difficulty for experienced gamers.

Why do they do this? Do they think we are all brainless morons? Or do they spend so much time making their games look good that they forget about everything else? Games nowadays don't pose any difficulty. Nearly every game I buy, I will have finished within a week. If I think back through the last three years, I can only come up

with one game that challenged me. That was *Commandos: Behind Enemy Lines*, and it was a class game into the bargain.

So developers take note – think about the difficulty level in your games and the longevity your title is likely to offer as a result. We don't want a really good game that will last five days – we want it to last for months.

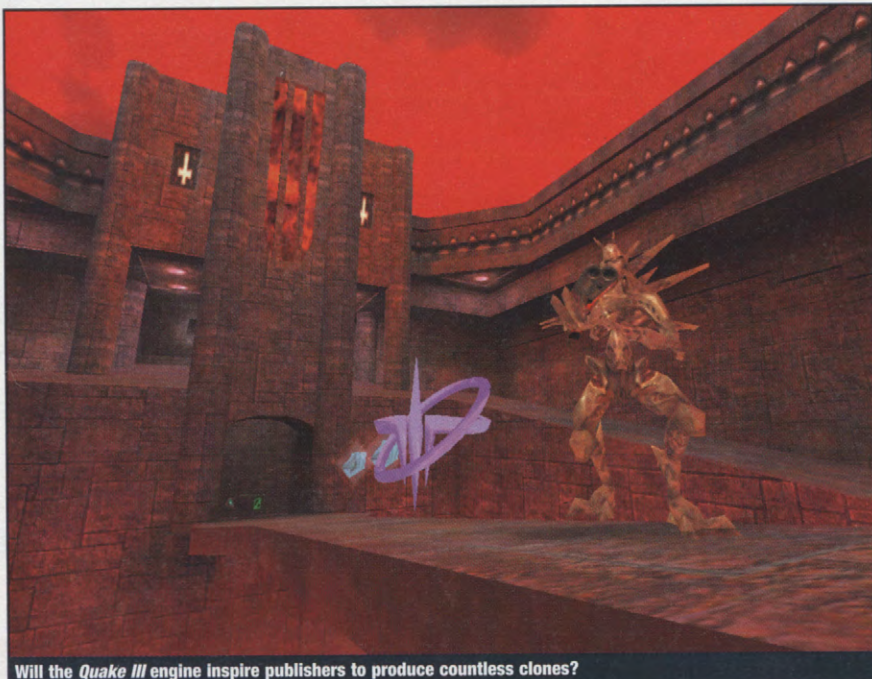
Andrew Williams

★ It really depends on what kind of games you are playing. If you are predominantly playing 3D shooters or real-time strategy games, for example, neither of these genres are exactly known for stretching the grey matter to any extent, so it is no surprise to anyone that you can complete them quite quickly. Having said that, the general difficulty level of games is indeed coming down, presumably in an attempt to lure casual gamers gently into the



*Commandos: a genuinely challenging game (ie bloody hard – a reader).*

world of virtual reality videogames. If you really want a challenge, try something open-ended like *Caesar III*, or genuinely challenging like *Hidden & Dangerous*. Better still, turn your attention to *Ultima Online* or *EverQuest*, both of which literally last forever.



Will the Quake III engine inspire publishers to produce countless clones?

gaming community in this respect. Most of the letters and emails I get each month are about Internet-related matters (JH's letter, opposite, is a typical example). This doesn't mean single-player games are on the way out - there will always be very strong single-player titles for people who want them -

use accelerator cards as a way of experimenting with new and different effects, rather than simply not bothering to develop an engine? You could argue that freeing programmers from creating a brand new engine enables them to work on the gameplay, but isn't the gameplay based on the engine's capabilities? If we

**“We could go out and get a social life, which can be as real as we want it to be... but fresh air hurts my eyes and my lungs”**

NICK NORTON KNOWS HIS LIMITATIONS

but we can't ignore the massive interest our readership is showing in this area of games. Phone charges are coming down, too, and a number of select companies are offering set charges for continuous Net access, which can only mean that online gaming in the UK will continue to grow at a steady rate. This will be reflected in the magazine.

### GAMEPLAY GRIPE

I think 3D accelerator graphic cards are a very bad thing. Game programmers are consistently using the cards' API (application programming interface) functions to calculate and render the graphics, sometimes to the point where the engine is almost completely hardware-run.

Yes, this does give us incredible speed, but at the expense of having each game looking like a new level for the last 3D game we played. Why can't more developers

don't develop new engines, we can't develop new gameplay.

As a programmer myself, I know that APIs can be time-saving and easy, but do we really want lazy game developers?

Chris Seaton

★ Games like *Half-Life* and *Kingpin* clearly demonstrate that a title's gameplay is not dependent on the engine the developer uses. If a developer comes up with an original game idea that can't be accommodated by an existing game engine, they will be forced to design their own (look at *Black & White* and *Messiah* for examples of this). And 'lazy game developers' who use the latest 3D shoot 'em up game engine so they can simply produce a game that looks nice and has people shooting things in it will soon discover that the competition is too fierce (see *Half-Life* and *Kingpin*) for them to get away with it.

### TELETUBBIES TRAUMA

Charlie Brooker and Steve Hill made some good points in the Fighting Fantasy feature in issue #78, bringing to my attention the amount of bull we have to put up with in the games we play. There is a definite need for games we can relate to, such as the excellent-looking *Driver*, because it may convince more people of the merits of computer games and might even give us losers a bit of respect.

The thing is, the PC isn't the problem. It's those Japanese consoles which provide games that are as realistic as Vanessa Feltz is thin - bouncy plumbers or little elves with mushroom houses, battling power-crazy crocodiles or an evil wizard called Ying-Yang-Yong. In my opinion, this kind of fantasy messes with your head more than violence - just ask anyone after they've watched Teletubbies. They'll probably just dribble.

Having said that, and contradicting myself completely, playing games involving cleaning your teeth, claiming benefit payments or buying the weekly shopping are unlikely to excite anyone with any semblance of an imagination. Let's face it, real life is crap, mundane and ever so slightly unfair. One of the reasons I play games is to escape from it all.

Maybe we all have fantasies of saving the world from aliens and having muscles bigger than Bulgaria. The point is that if any game we can relate to is to be

successful, then it must satisfy our desires and let us do the things we couldn't do otherwise - basically, going full circle and being fantasy again.

We could always just go out of the house and get a social life, which can be as real as we want it to be... but fresh air hurts my eyes and my lungs.

Nick Norton

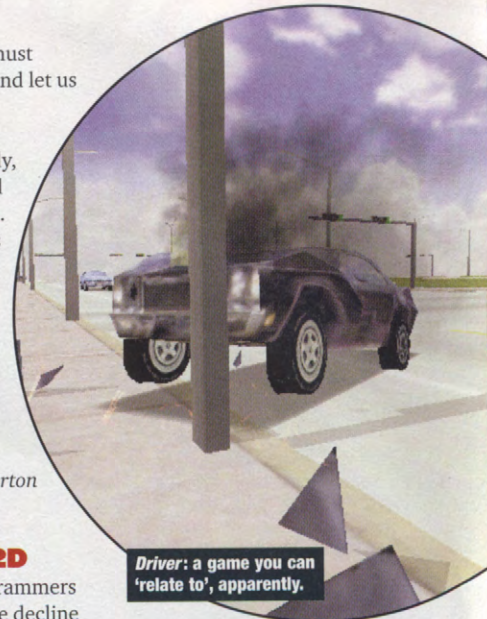
★ Quite.

### 2D OR NOT 2D

I think game programmers are approaching the decline of adventure games in the wrong way. Many publishers think the way to revive the genre is to create action/adventure games - which, with few exceptions, are blatantly crap. How the *Tomb Raider* games can be classed as adventure titles is beyond me. They are action or platform games.

We need more games like *Grim Fandango*. It still keeps all the great parts of graphic adventures, yet it attracts people who are put off by 2D games, although I would be perfectly happy if all new adventure games were 2D, as would most true fans of the genre. One of the best adventures of recent times is the *Broken Sword* series, whose immersive storylines kept me hooked all the way through.

Although I can't wait to see the new wave of adventure games such as *Gabriel Knight 3* and *The Real Neverending Story*, along with so-called action/adventures like *Outcast*, the games I'm really waiting for are established titles like *Broken Sword 3* (do you have a release date or any info on this yet?) and the highly rumoured new LucasArts adventure (supposedly *Monkey Island 4* - do you know anything about this?). Any new 2D graphic adventures would be welcome. I enjoyed your adventure Supertest in



Driver: a game you can 'relate to', apparently.

issue #76. Shame you didn't have room to include many other great games.

Robin Parker

★ I am inclined to agree that games like *Tomb Raider* and *Outcast* are not adventure games in the accepted sense. But whether we like it or not, action/adventures such as these are set to replace adventure games as we know them. I put this down to the increasingly short attention span most gamers have these days, thanks in no small part to a flood of 3D shooters and real-time strategy games that give gamers instant gratification. We've heard nothing about a new *Monkey Island* adventure - if we had, we would have broadcast it all over our news pages. But we live in hope. [X]



Grim Fandango is one of the last 'proper' adventure games we will ever play.

**TOP STORY**



Look, Ma - no bike!

# HIT THE DIRT WITH MOTOCROSS MADNESS 2

## ALL YOU NEED TO KNOW

**DEVELOPER** Rainbow Studios  
**PUBLISHER** Microsoft  
**WEBSITE** [www.motocrossmadness2.com](http://www.motocrossmadness2.com)  
**EXPECTED RELEASE DATE** Spring 2000

## IN SUMMARY

The sequel to the greatest bike game ever, *Motocross Madness 2* will feature more stunts, more crashes, 'official' bikes and enduro-racing.

## WHAT'S THE BIG DEAL?

The first game was so good that you'd be mad not to back the same developers for the sequel.

## POTENTIAL PITFALLS

Will it retain its crown against Edgar Torronteras' *Extreme Biker* (Sierra) and *Supercross 2000* (EA Sports)? Everyone seems to be going motocross mad.

**It's looking wheelie good. Wheelie wheelie good.  
Wheelie wheelie wheelie... (Oh shut up - Ed)**

**★ PULLING OFF ONE** Richie Shoemaker



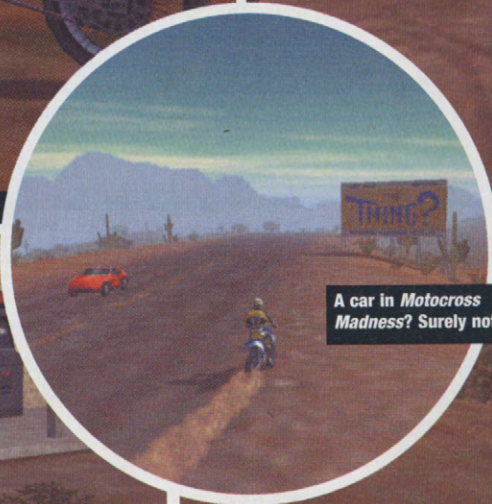
Thor? You'll thoon be very thore indeed.



The number of stunts is said to have doubled.



Stopping off for beer and fags.



A car in *Motocross Madness*? Surely not!



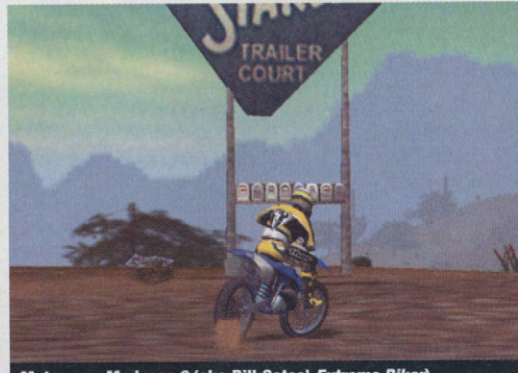
There'll be a lot more to crash into in *MM2*.



Home sweet home?



Look at those mountains in the background. I wonder if...?



*Motocross Madness 2* (aka Bill Gates' *Extreme Biker*).



No bridge, more like.

**M**otocross games are everywhere. We have a preview of Edgar Torronteras' *Extreme Biker* (which you can read about on page 21) next issue, and the game we're looking at here is not entirely dissimilar. Both games look like being a right good laugh, but where *Extreme Biker* boasts comedy tracks and more realistic physics, *MM2* is simply more of the same, which in this case is no bad thing at all.

Fans of the first game (PCZ #67, 91%) may remember the time when they first discovered the joys of flight, etching up normally impassable mountains and riding over mines that threw man and machine into orbit, only to succumb to the forces of gravity and bounce across the desert. That single comedy feature turned what could have been a (literally) dry, humourless game into something that still is the most fun PC gamers can

have on two wheels. But the fun didn't stop with coming off your bike either. Staying on the damn thing was just as enjoyable. With deft use of the Freestyle gamepad resulting in all manner of handlebar trickery, the doubling of the number of stunts that can be pulled off in the sequel should ensure legions of fans will return. By comparison, *Extreme Biker's* Tekken-style combos look just as impressive, but seem trickier to pull off.

**“Official bikes will make it into the game, highly customisable both in look and performance, with the option to ‘paint’ your own leathers”**

From what we've heard, Rainbow Studios are planning to incorporate more natural and painful looking crashes (something Deibus have already managed to achieve). However, we're not going to see arms snapping off or spokes puncturing eyeballs – Microsoft would never allow such features to sully their squeaky-clean image. What this

means is that by careful use of sound, the humour will be more subtle but just as powerful. For a hint of things to come, you only have to look at MS's most recent Madness title, *Midtown Madness*.

As well as outdoor stunt areas, motocross tracks and indoor supercross arenas, the developers will be including two new race modes – enduro and ghost races. Ghost races are nothing new, of course (racing

against yourself is akin to a dog chasing its tail), but enduro-racing could be a little more entertaining. It's a long-distance, part-road, part cross-country endurance contest – very sweaty, apparently.

More than that, though, official bikes will make it into the game, highly customisable both in look and performance, with the option to

'paint' your own leathers. And on the multiplayer side of things, you can expect to see bots, with a world ranking system of the top 100 bikers available for all to see, sporting their achievements on their licence plates.

Graphically, trees, shrubs, bridges and roads will provide a fresh challenge above the undulating landscapes of old, with riders and bikes recreated in greater detail.

To top it all, a full track editor will ship with *MM2*, so you can expect some bright spark to convert *Quake* deathmatch levels for use in it. Joy.

But where the first game was unrivalled, the developers now have two other teams vying for the motocross crown. As well as *Extreme Biker*, the irrepressible EA Sports are also on the case with the yet-unseen *Supercross 2000*. It all could go a bit Pete Tong for Rainbow Studios, but for the punters, things are looking good – whichever game comes out on top. **PCZ**



Mages, they're nothing but a bunch of posers.

With the size of that weapon it's no wonder he has such impressive muscles.

# RAISING EXPECTATIONS, IT'S

# SUMMONER

## ALL YOU NEED TO KNOW

**DEVELOPER** Volition  
**PUBLISHER** THQ  
**EXPECTED RELEASE DATE** Late 2000

## IN SUMMARY

A fantasy RPG with graphics to die for, exciting real-time combat system and a deep and involving plot, played over a hugely detailed world.

## WHAT'S THE BIG DEAL?

Good RPGs with true depth and immersive gameplay are hard to come by, but *Summoner* looks set to have plenty of both. And it's by the guys behind *FreeSpace*.

## POTENTIAL PITFALLS

Depth can quickly turn to boredom if it isn't done properly, and the real-time combat will need to be just right. Fantasy storylines also have a tendency to look silly.

The future of RPGs is about to be cast

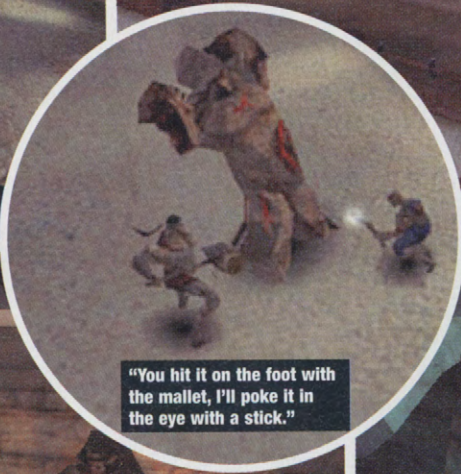
★ **UNDER A SPELL** Mark Hill



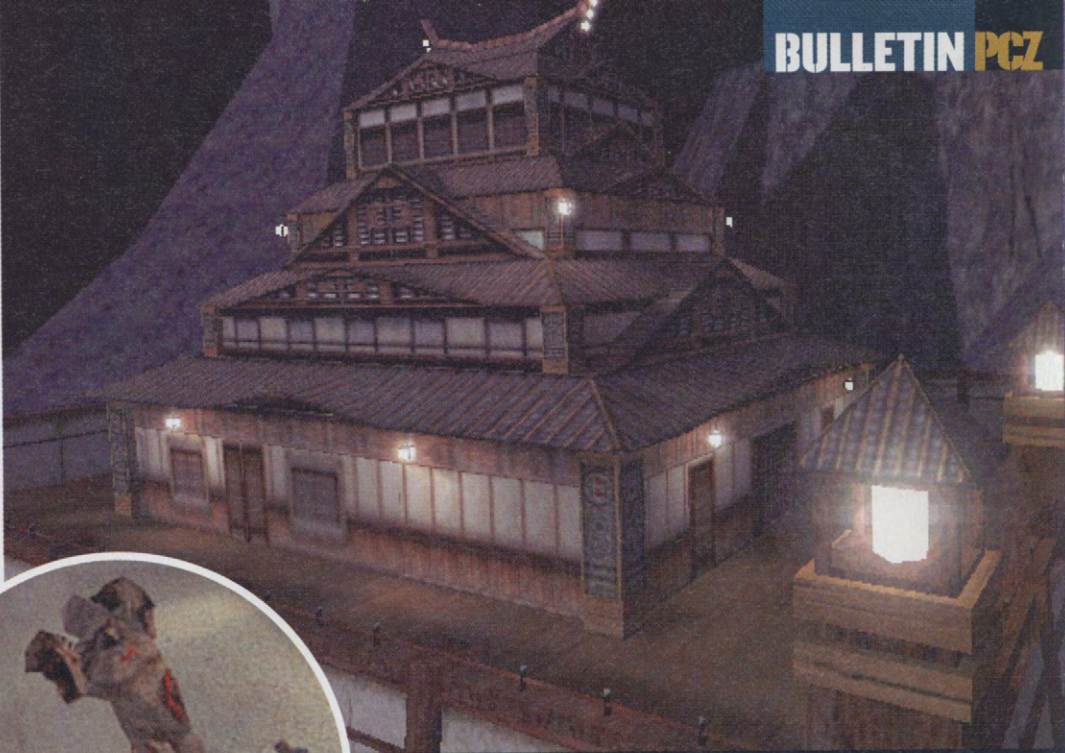
"And here we have a perfect example of Page 3 architecture..."



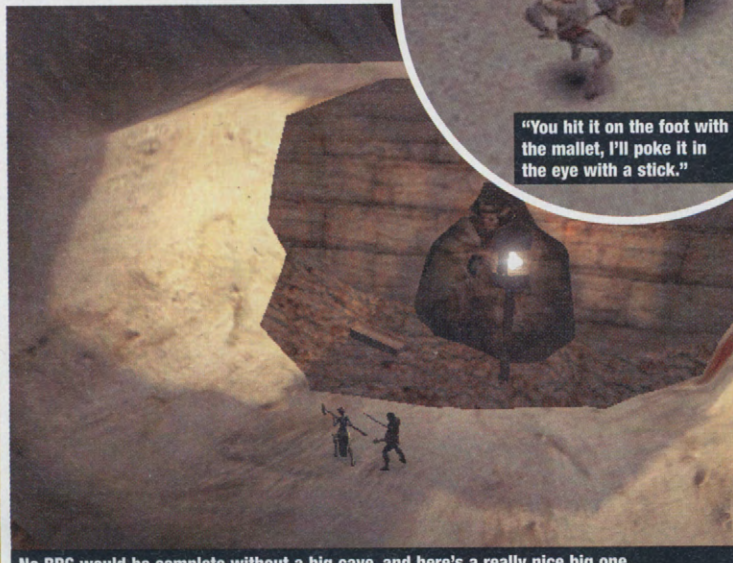
The Ground Force team managed to transform this Bristol back garden in just 24 hours.



"You hit it on the foot with the mallet, I'll poke it in the eye with a stick."



The buildings have a very oriental flavour. You can almost see the samurais.



No RPG would be complete without a big cave, and here's a really nice big one.



As you can see, the playing arena has a huge scale.

The past few years have seen role-playing games leaving the dark dungeons of nerdom and becoming part of the mainstream, with titles like *Baldur's Gate* producing the spectacular sales normally reserved for a less hard-core market. This is partly due to players being introduced gently into the genre; the watering down into more accessible action-oriented games such as *Diablo*, the mass-market linearity of console titles like *Final Fantasy VII* and the fierce competition that has lead developers to blend genres in search of an original recipe for success, have all brought RPGs to the attention of a much wider audience.

Of course, the blurring of boundaries means that pure RPGs are a rare breed, if indeed they can be said to exist at all. *Ultima Online* and *EverQuest* may look like the traditional stuff, but they're missing the essential ingredient of a strong

storyline. There are three titles that should establish the way forward for the genre: *Ultima Ascension*, the awesome prospect that is *Vampire: The Masquerade* (both of which should be out later this year) and, making a stake for the future, *Summoner* (out in late 2000).

Like *Vampire*, *Summoner* is viewed from a third-person action perspective but provides a more traditional fantasy background. The Summoners are a chosen group of people who are able to call forth demons, golems and supernatural creatures, wielding such power as to make them both venerated and feared. You are cast in the role of Joseph, a Summoner who tried to save his village from attackers as a child by summoning a demon only to watch in horror as it destroyed his family and all the villagers.

As you would expect, Joseph has more than his fair share of major psychological problems as he sets out on an epic quest for some ancient rings, fulfilling a prophecy and saving the world. Okay, so it's not the most original of plots, but from what we've seen so far, the basic story is just an excuse for amazing third-person graphics, lots of sub-quests and missions, and the chance to control a party of characters through a large hazardous landscape of fallen empires, monstrous wastelands and lost civilisations.

surprisingly, he has an enormous grudge against him; and Rosalind, a mage-priest on a search for divine power. The combat will be in real-time, in a similar vein to *Baldur's Gate*, but promises to solve the problems inherent in trying to control a complex set of characters at the same time.

*Summoner* has been in production since June '98 but isn't expected to see the light of day for another year. We can hardly summon the patience to wait until then. [PCZ]

**"Fierce competition has led developers to blend genres in search of an original recipe for success"**

On his journey, Joseph will be joined by other characters who will provide greater variety to your party. Among them are Flece, a cynical rogue with cunning and dangerous abilities; Jekhar, a warrior whose family was killed in Joseph's childhood fiasco and, not



Down at the harbour, everything seems eerily quiet.

WANTED: MILITARY FANATICS. DEVIOUS, RUTHLESS, BORDERING - ON - THE - YOU - SHOULD - BE - LOCKED - AWAY MILITARY FANATICS. THIS TIME

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- UM...ER...A...BRIDGE?**

# EASTERN PROMISE

NEWS EDITOR Richie Shoemaker



Readers may be wondering what happened to *Private Wars* – a game we featured in *PCZ* #76, from Russian developers TS Group. Like *Hidden & Dangerous*, it is a military first-person shooter, but where *H&D*'s strategy was influenced by *Commandos*, *Private Wars* borrowed from *Jagged Alliance*, a game with far more depth if truth be told.

When the piece appeared, TS Group were looking for a publisher. Meanwhile, a UK publisher (who shall remain nameless) approached us on the off-chance we might have seen any promising titles which remained unsigned. I passed on the details of *Private Wars* in the vain hope that history would remember me as the Brian Epstein of the gaming world.

Fast forward to May's E<sup>3</sup> expo in Los Angeles, where I met Sergey Titov, founder of TS Group and main man behind *Private Wars*. In broken English, he showed me how the game was shaping up. In all honesty, after seeing *Rogue Spear*, *SWAT 3* and *Spec Ops 2*, *Private Wars* lacked polish. But, still in its infancy, the promise of a great game remained.

I asked how the publisher situation was. The shocking reply was that after seeing the Top Story in *PC ZONE*, the nameless publisher had lost interest. Not because of the game, but because TS Group had decided to promote it themselves. They were appalled that a publisher would pull out of negotiations for such petty reasons. They then asked me what I thought they should do next. My advice was to stick with it: "If you build it, they will come." I think were my exact words. Not very practical, I know, but then I was there to see the game, not invest in it.

There are two points to this meandering. First, former-communist Europe is home to some of the world's best development teams, who are to be ignored at our peril. Second, some publishers are incredibly stupid. But then you knew that already.

## THE PCZONE CHARTS

What's in, out, up and down

P:24

chartTrack

## TECH-HEAD

Games get a much needed boost as AMD take on Intel with their powerful new processor

P:29



C&C: *Commando* is likely to be renamed before release.

# COMMANDO & CONQUER

Westwood, developers of the *C&C* trilogy, have recently been showing off an early version of their third-person action game tentatively titled *C&C: Commando*. So perhaps it's understandable why they have taken an age to finish off *Tiberian Sun*, which is reviewed on page 70.

Although many details have yet to be confirmed, the idea is that you can take direct control of many of *C&C*'s vehicles (in full 3D), as well as – we hope – a clutch of new weapons, as you fight your way for either GDI or NOD forces. What has not been announced is whether the game will be mission-based, or indeed, whether you can enter the various buildings. More importantly perhaps, is the question of whether you will be able to command friendly units, à la *Team Fortress 2*. What is sure, however, is that with a release date set for mid-2000, it will slip for a couple of years; and having created a new 3D engine for this game, you can put money on the fact that it will be put to good use in a new full-3D *C&C* strategy game. Maybe.



A release date is set for mid-2000.

## UK PC GAMES CHAMPIONSHIPS

News from the qualifying rounds leading up to the Grand Final

P.30

## MAN WHO KNOWS

The very latest industry gossip

P.34



## CONSOLE ZONE

The latest on Bleem's attempts to bring PSX games to your PC

P.35



## HOTSHOTS

A sneak preview of up-and-coming game releases

P.36



# THE LAST REVELATION OF LARA

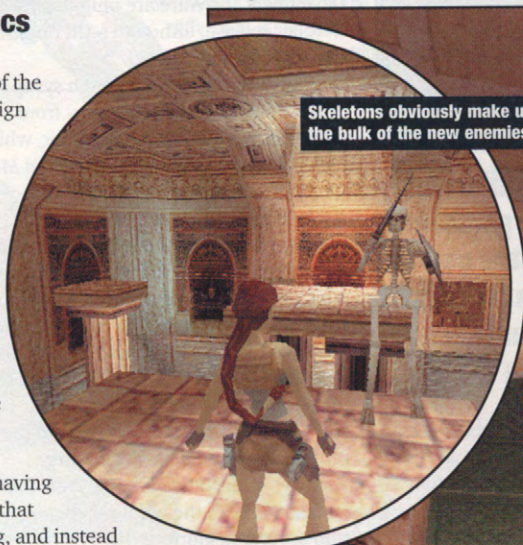
## Lara goes back to basics

In an effort to recapture the feel of the first *Tomb Raider* game, Core Design have decided to select just one location for Lara Croft's fourth adventure, *Tomb Raider: The Last Revelation*. Rushing in where even the intrepid Indiana Jones would fear to tread, the mysterious catacombs of ancient Egypt provide the backdrop for Lara as she fights the millennium bug in her own inimitable way. (It's got something to do with the stars, apparently.)

As well as finding herself remodelled, Lara will be spared having to negotiate the sprawling levels that characterised her previous outing, and instead

**“The mysterious catacombs of ancient Egypt provide the backdrop for Lara as she fights the millennium bug in her own inimitable way”**

the game is set to be one 'continuous experience'. Fresh moves, new enemies and a new inventory system should keep the game fresh for long-time fans, while more tightly-focused environments and puzzles should sway detractors. Set for release in November, our guess is that *The Last Revelation* will be the final *Tomb Raider* game. Until next year.



Lara shows off her new transparent clothing.

# SHINING HALO

Bungie, creators of both *Myth* games and the forthcoming anime-influenced *Oni*, like to do things a little bit differently to most developers, and their latest announcement *Halo* is no exception.

Eschewing the traditional level-based game, *Halo* instead presents you with a complete world, over and under which a guerrilla war is fought against pursuing alien

forces. Playable in the third-person, the game features a huge number of weapons, aircrafts, tanks and support weapons from three distinct cultures. What is most impressive however, is the sheer scope of the game, with enemy units acting pre-emptively and in response to your actions. Secretly in development for over two years, *Halo* should surface some time next year.



Seamless integration of indoor and outdoor areas.



High-tech weaponry, and the ability to wield swords, are included.



Multiplayer games will allow players to team up in various vehicles.



Bungie's *Halo* could prove to be a direct competitor to *C&C: Commando* (opposite page).

# 3D STRATEGY GAMES GO TO WAR

**Everybody's doing one these days, by the look of it...**

Until the recently released *Warzone 2100*, 3D-accelerated real-time strategy games have suffered from one major problem – how to let you direct units without the 3D camera getting in the way.

*Warzone* was far from perfect, but it did set the direction for everyone else to follow – although whether developers will be getting lost along the way is another matter.

A whole new breed of spiny 3D RTS games is challenging 2D bigshots *Tiberian Sun*, *Age Of Empires II* and *TA: Kingdoms*. The first of these is *WarMonkeys* from Silicon Dreams. Although no chimps are evident in these screenshots, *WarMonkeys* is certainly a hilariously wacky name for a game, and it's looking quite the new kid on the block, with masses of camera options and even a third-person mode. Forty different units are featured over three distinct sides and the game will include 28 single and multiplayer missions.

Next up is *Earth 2150*, the sequel to the C&C clone *Earth 2140*, with a host of new



**Warzone 2100: currently the best 3D real-time strategy game you can buy.**

**“WarMonkeys is a hilariously wacky name for a game, and it's looking quite the new kid on the block, with masses of camera options and even a third-person mode”**

features that could give it the edge over *Warzone 2100* in the 3D real-time strategy war. Now in full 3D, it pits three human sides against each other with 30 non-linear missions apiece. Set both indoors and out, units can entrench themselves

and even dig out entire tunnel systems.

Other original features include continuous day and night cycles with moving shadows (which affect power levels), unpredictable weather that may ground aircraft or bog down ground units, and customisable units that gain in experience throughout the game. Developers TopWare are plugging for an October release, although a UK publisher has yet to be announced.

Sounding more like a cough syrup than a strategy game is *Invictus* from Interplay. It's a 3D real-time affair, which looks like a cross between *Myth* and *Magic And Mayhem*, but with a Greek mythological twist.

There will be over 30 different units on offer, from gorgons to harpies, some of which boast magical abilities. Ten heroes will also be available, four of which can head your armies in any one battle, calling forth god-like powers to rain arrows, raise the dead or start earthquakes.

To add an adventure element to the proceedings, you'll be able to forge alliances with NPCs and, like *WarMonkeys* and *Earth 2150*, the whole shebang should spin around in glorious 3D. The future's bright... the future's 3D.

**SHORTS**

**EIDOS DO SYDNEY**

Publishers Eidos have secured the official licence from the International Olympic Committee to develop athletics games. Already on the case with Sydney 2000 are *Rollcage* developers Attention To Detail. The six-year deal also covers the 2004 Olympics in Athens and the 2002 Winter Games in Salt Lake City.



**MICRO MACHINES 4**

Although only announced for the PlayStation so far, Codemasters are working on a third sequel to their miniature racer, *Micro Machines*. Interestingly, the game won't feature conventional vehicles at all and yet promises the same gameplay as the previous titles. Speculation suggests that maybe aircraft, boats or spacecraft could be included.

**IMAGIC NO MORE**

After pulling out of CD-ROM publishing to concentrate on Internet games, Interactive Magic have announced another disappointing set of financial results. In an effort to put their troubled past behind them, Interactive Magic will now be known as iEN. Their first game will be *JetBirds*.



**LAST ORDERS**

Simon & Schuster Interactive are working on *Last Call*, a humorous game in which you have to master 70 cocktails for 24 different types of punter at a swanky New York bar. The aim is to earn as many tips as possible by the end of the shift. Release is set for the autumn.

**FANTASTIC BALLS**

You begin to wonder how much more accurate a pinball simulation can get these days, but according to *Pro Pinball* publishers Empire, the next in the series, *Fantastic Journey*, has a 'better-than-ever physics model, including balls that really slide and spin.' Sounds painful to us. *Pro Pinball: Fantastic Journey* will be out this autumn.



## LET THE BATTLE COMMENCE

Three RTS games and when they'll be appearing

**WARMONKEYS**

**DEVELOPER** Silicon Dreams  
**PUBLISHER** TBC  
**RELEASE DATE** TBC



They might be chimps: *WarMonkeys* has loads of camera options and a third-person mode.

**EARTH 2150**

**DEVELOPER** TopWare  
**PUBLISHER** TBC  
**RELEASE DATE** October (Germany), UK (TBC)



*Earth 2150*: You'll be able to use three cameras to view the battlefield.

**INVICTUS: IN THE SHADOW OF OLYMPUS**

**DEVELOPER** Quicksilver  
**PUBLISHER** Interplay  
**RELEASE DATE** Winter '99/2000



*Invictus* starts where Homer's *Odyssey* left off, apparently. And it'll cure that nasty cough.



Silicon Dreams take a well-earned break from their footie games.



Shadows will creep across the map as night draws in.



You'll be able to use single-player troop set-ups in multiplayer games.

# MOTORBIKE MADNESS



Havas Interactive are aiming to muscle in on Microsoft's action with the recently signed Edgar Torronteras' *Extreme Biker* – a game that, like Microsoft's *Motocross Madness*, brings together outdoor and indoor arena racing with freestyle stunt mayhem.

Having seen a recent demonstration at the developer's London offices, the updated graphics and physics engine would seem to set it apart from Microsoft's title. Man and machine are modelled separately, so it not only looks more realistic, but subtle changes in positioning mean it plays differently as well because you control the biker, rather than the bike. It's an important difference, apparently.

Instead of the outdoor expanses of *Madness*, *Extreme Biker* features urban settings, with tight street racing through Paris and London and maybe even weaving through busy shoppers in the final version which, Ed willing, should be out in October.



Probably not the best time to decide you need a piss.

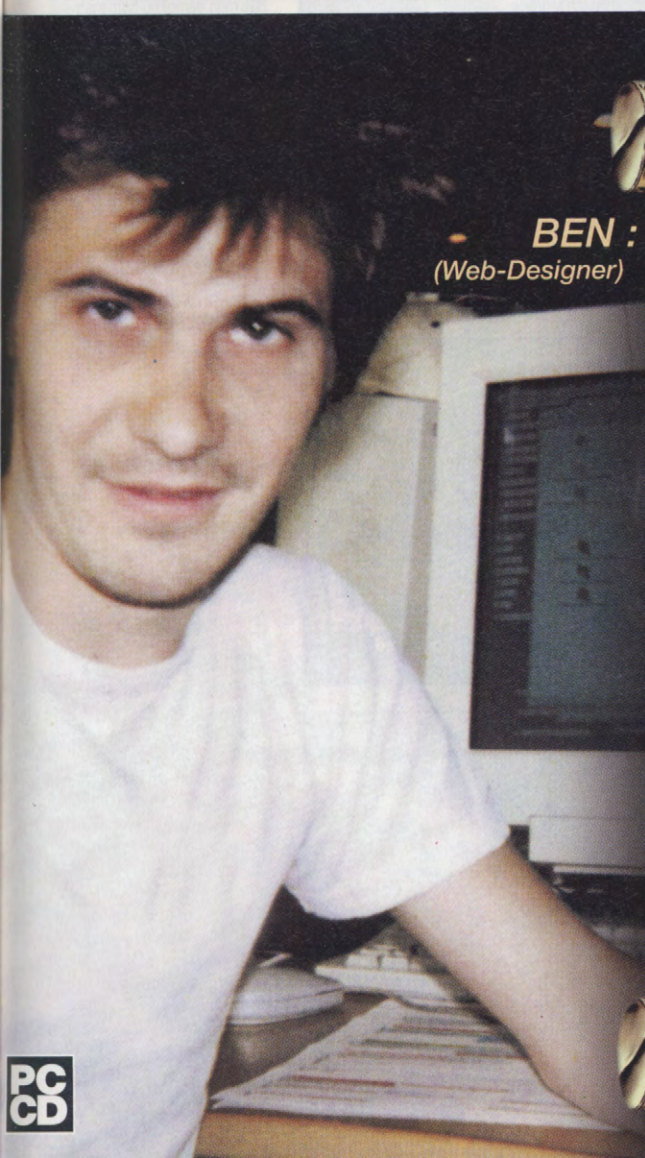
➔ "Arrgh! Me knackers!"



Go on then – up you go.



Man and machine are modelled separately – you control the biker, not the bike. Not very successfully in this case.



**BEN :**  
(Web-Designer)

- *The Devoted Monk*  
*Servant of the Light.*
- *Charismatic faith healer.*
- *Sought out for his wisdom.*
- *Held in reverence by all who cross his path.*
- *Dogmatic about saving souls from the darkness and the dragon.*
- *Once slayed 30 lizardmen.*
- *Vow of celibacy tested daily, he is a victim of his otherworldly sex appeal.*



**DARK STONE**

# RETRO RACING

## Burn rubber in the past lane

Racing games seem to be running out of mileage and, with the market jammed with futuristic, cartoon and more contemporary racers, the only place left to plunder is the past. Unfortunately, we won't be seeing a chariot racing game just yet (if at all), so the best we can hope for is a return to the golden age of motoring, whenever that was.

Back in the Sixties, according to EA, there was just as great a need for speed as there was a need for quiffs, so this winter we shall see *Need For Speed: Motor City*, which is a change in direction – time-wise – for the long-running racing series.

Licensed cars from the Thirties to the late Sixties will make an appearance as you take to the streets in a beat-up Ford Coupe in an attempt to win the affections of the local prom queen. Although it will feature the usual range of single and multiplayer options, *Motor City* will add an element of

“Licensed cars from the Thirties to the late Sixties make an appearance as you take to the streets to win the affections of the local prom queen”

*American Graffiti* as you race to upgrade both the look and performance of your gas-guzzling monster, meeting people in local burger bars to show off your paint job.

Going back a little further in time is MicroProse's *Spirit Of Speed 1937*, which follows the lead set by Sierra's *Grand Prix Legends* in that it's a full-on simulation, this time of pre-war racing. Featured cars will include Bugatti, Bentley and Napier, and nine tracks have been recreated from across the world, including Brooklands in the UK, the Avus track in Germany and Libya's Tripoli circuit. Five modes of play, from an arcade mode to the full 1937 season, will be included. Both games are set for a pre-Christmas release, so retro driving fans might want to get their orders in early.



Might not look like much, but she goes like a f\*\*\*\*\* train.



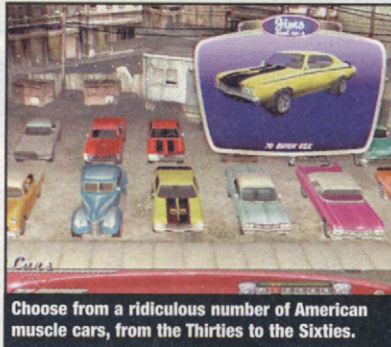
“Grease lightning, go Grease lightning.”

## DRIVING ALONG IN YOUR AUTOMOBILE

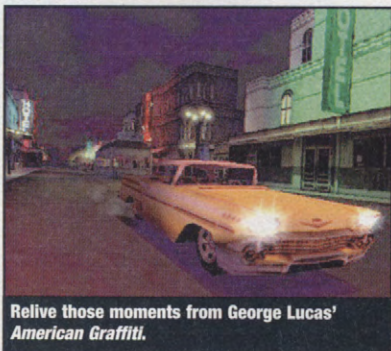
Two new racing games that allow you to feel like the king of the road

### NEED FOR SPEED: MOTOR CITY

DEVELOPER Electronic Arts  
PUBLISHER Electronic Arts  
RELEASE DATE Winter '99



Choose from a ridiculous number of American muscle cars, from the Thirties to the Sixties.



Relive those moments from George Lucas' *American Graffiti*.



Customise your car – add some wheels, Dude.

### SPIRIT OF SPEED 1937

DEVELOPER Broadword Interactive  
PUBLISHER MicroProse/Hasbro  
RELEASE DATE Winter '99



You'll be picking flies out of your teeth for months.



115mph – not bad for a steam-powered horseless carriage.



That'll be the Daewoo.

## SHORTS

### FREE DOGGY TREATS

Cavedog have already started releasing free units for *TA: Kingdoms*, which you can download via their website at [www.cavedog.com/ta-kingdoms/downloads](http://www.cavedog.com/ta-kingdoms/downloads). The first unit is an Aramonian Flying Builder, with more to follow over the coming weeks. *TA: Kingdoms* is now running on Cavedog's online multiplayer service at [www.cavedog.com/boneyards](http://www.cavedog.com/boneyards).

### LORD OF THE ORCS

In what is surely the first 'official' Tolkien game in years, Sierra hope to release *Orcs: Revenge Of The Ancient*, a 3D beat 'em up that combines elements of strategy and role-playing. Due out early next year, *Orcs* puts you in command of a squad of greenskins with a view to training them up and developing various skills to take on other orcs in bloody battle.

### EIN QUAKE KLONE

Out in September is *Skout*, a new 3D shooter. The game sets itself apart from the usual *Quake* clones by offering players a semi-autonomous drone that follows you about à la *Descent*. Because it's a German game, no humans will be harmed – just robots. Nice engine, though. Unfortunately, no UK publisher has yet been confirmed.

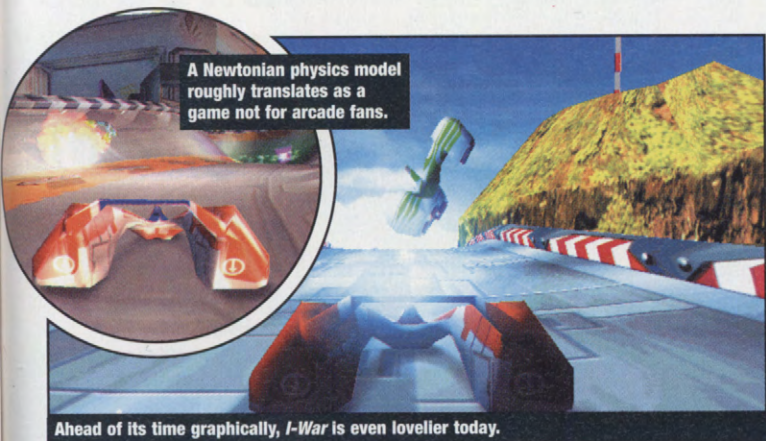


### BRITISH BULLDOG

New UK-based developers Bulldog have announced their first title, *CueClub* – a top-down pool simulation that includes a number of virtual chat rooms where you can interact offline with a number of computer-generated characters, with a view to taking them on. A publisher has yet to be signed, but the game will be completed by Christmas.

### SOVEREIGN

Next up from *EverQuest* developers, Verdant Interactive, is *Sovereign*, a multiplayer 3D real-time strategy game set in modern times. Players will have to build and protect cities, airbases, ports and use ships, aircraft and tanks to etch out an empire on planet Earth. With the use of chemical and nuclear weapons authorised, we only hope player-killing is actively promoted. More on *Sovereign* next issue.



A Newtonian physics model roughly translates as a game not for arcade fans.

Ahead of its time graphically, *I-War* is even lovelier today.

# I-WAR SPECIAL EDITION

Infogrames are set to release *Independence War: Defiance*, a special edition version of the realistic space combat sim *I-War*, which first appeared 18 months ago. Featuring 18 new missions played from the Independent side, new characters and weapons including the Gatling gun and particle beam cannon and updated graphics, the game puts you in command of a 8,000-ton Corvette.

All original missions are included. No word yet, though, on whether buyers of the original game will be entitled to a refund (as with US customers), but considering the *F-22: Total Air War* row publishers Infogrames would be wise to consider such a move. Release is set for next month.



Pilot the Corvette Sparatus.

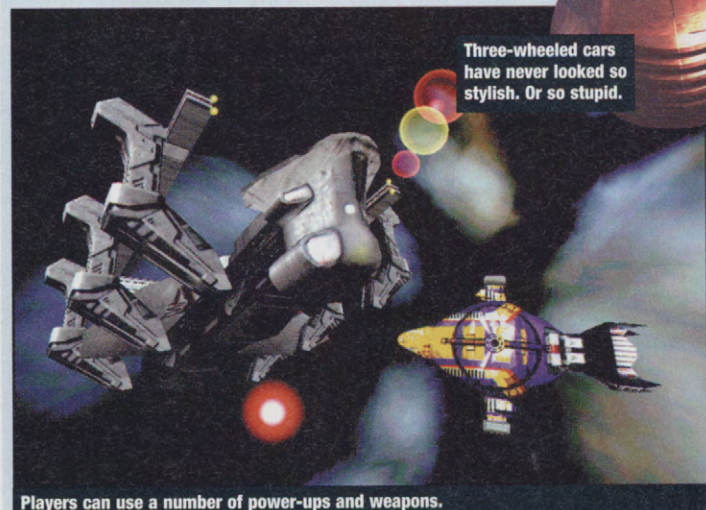
# WIPEOUT KILLER

While PlayStation fans await *Wipeout 3*, the PC is about to receive a similar and far better-looking game in the form of *Killer Loop*.

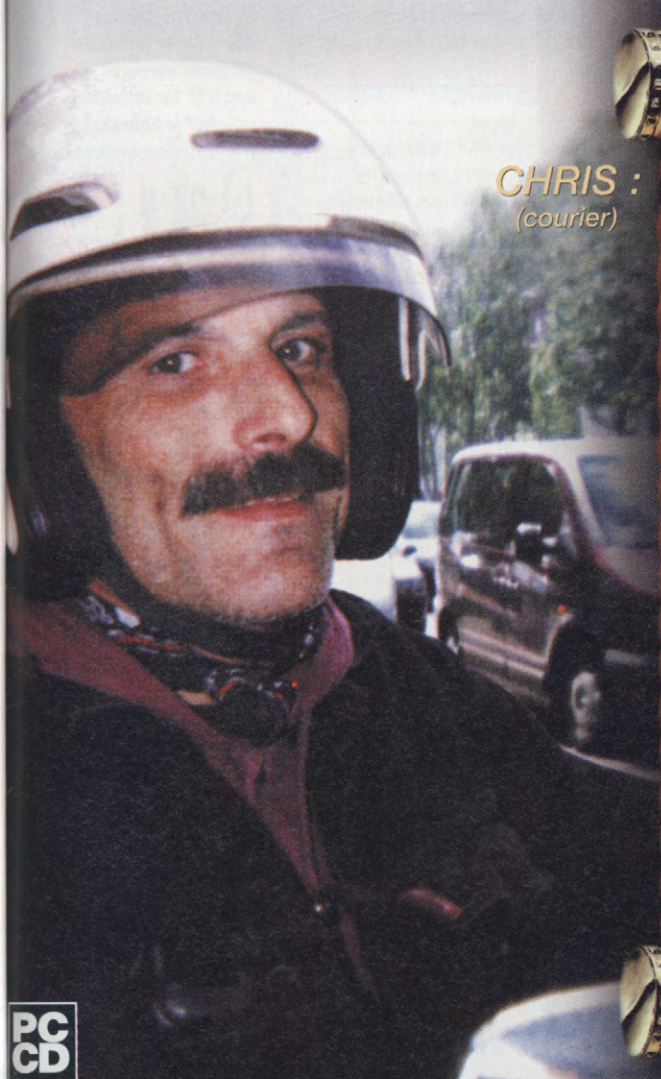
Developed by Crave Entertainment, the game places you in strange tripod racers, not unlike 24th century Reliant Robins. Twelve vehicles are on offer, each boasting different handling capabilities, on which you can scoot about over seven different tracks. While it won't set the gaming world on fire, *Killer Loop* promises to be fast and furious. At least, that's what we hope when the game hits the shelves in September.



Three-wheeled cars have never looked so stylish. Or so stupid.



Players can use a number of power-ups and weapons.



**CHRIS :**  
(courier)

- *The Fearless Warrior.*
- *Powerful, muscular, god-like physique.*
- *Sleeps with one eye open.*
- *Mysterious, dangerous, formidable opponent.*
- *Known to many as "Chris the Invincible".*
- *His raw animal magnetism makes him quite popular with the girls.*



**DARK STONE**

# CHARTS

All you need to know about which games are selling by the shedload, plus the buzz on the streets – where you tell us what you think



Kingpin's at number one – but it won't be there for long.

## THE MEGASTORES TOP 10

AUG	SEP	TITLE	LABEL	GROUP	REV SCORE
-	1	<b>KINGPIN: LIFE OF CRIME</b>	INTERPLAY	VIRGIN	92%
1	2	ALIENS VS PREDATOR	FOX INTERACTIVE	ELECTRONIC ARTS	91%
4	3	HIDDEN & DANGEROUS	TALONSOFT	TAKE 2	91%
2	4	DUNGEON KEEPER 2	BULLFROG	ELECTRONIC ARTS	94%
-	5	BRAVEHEART	EIDOS	EIDOS	83%
5	6	OUTCAST	INFOGRAMES	INFOGRAMES	62%
7	7	CHAMPIONSHIP MANAGER 3	EIDOS	EIDOS	93%
-	8	STAR WARS: EPISODE I – THE PHANTOM MENACE	LUCASARTS	ACTIVISION	78%
-	9	DISCWORLD NOIR	GT INTERACTIVE	GT INTERACTIVE	90%
10	10	STAR WARS: EPISODE I – RACER	LUCASARTS	ACTIVISION	74%

## THE TOP 10

AUG	SEP	TITLE	LABEL	GROUP	REV SCORE
-	1	<b>KINGPIN: LIFE OF CRIME</b>	INTERPLAY	VIRGIN	92%
7	2	SW: THE PHANTOM MENACE	LUCASARTS	ACTIVISION	78%
3	3	HIDDEN & DANGEROUS	TALONSOFT	TAKE 2	91%
1	4	ALIENS VS PREDATOR	FOX INTERACTIVE	ELECTRONIC ARTS	91%
5	5	CHAMPIONSHIP MANAGER 3	EIDOS	EIDOS	93%
-	6	INTERNATIONAL CRICKET CAPTAIN 2	EMPIRE	EMPIRE	NR
-	7	STAR WARS: EPISODE I – RACER	LUCASARTS	ACTIVISION	74%
2	8	DUNGEON KEEPER 2	BULLFROG	ELECTRONIC ARTS	94%
-	9	BRAVEHEART	EIDOS	EIDOS	83%
9	10	ROLLERCOASTER TYCOON	MICROPROSE	HASBRO	87%

(Compiled by Chart Track © ELSPA 1999)

### THE BUZZ ON THE STREETS

"Kingpin at number one – hurrah! Mind you, I bet it blasted a few kneecaps off to get there. *Dungeon Keeper 2* should be higher up, though, as it drips class."

**Stoo, Newark**

"Yeah, *Kingpin* at number one! It's the mutt's nuts – worthy of rivalling *Half-Life*. I love its thuggish feel. A real world setting is far easier to relate to than the usual alien environment."

**Mehmet Hussein, London**

"Urgh, *Phantom Menace* at number two. I'd rather have the CIH virus at number one (yes, it's that bad and repetitive). How about *Aliens Vs Predator* and *The Phantom Menace* switch, eh? *AvP* – now *there's* a game!"

**Jon Herman, Rotterdam**

"I'm glad to see another first-person shooter at number one, proving these games are still players' fave genre. I wasn't particularly impressed by *Kingpin*, but I'm happy to see a game of such "blatant, mind-numbing violence" at number one. And no, I don't read the *Daily Mail*. Bring on the next generation of FPS games, or should I now call them BPS – Bot/Person Shooters?"

**Marc Spillman, Leeds**

"No f\*\*\*\*\*g wonder *Kingpin* is number f\*\*\*\*\*g one, this country is a bunch of motherf\*\*\*\*\*g ingrates. If a s\*\*t in a box was released and considered controversial, there would be no f\*\*\*\*\*g doubt in my mind that some c\*\*\*\* would go out and buy it. I bought it, of course."

**Cultist, St Albans**

## CHART COMMENT

I'm not a gambling man, but I'd wager next month's number one will be *Tiberian Sun*, Westwood's long-awaited real-time strategy game. It may even beat *Championship Manager 3* as the UK's fastest-ever selling PC game. *CM3*, by coincidence, may well creep back up, with the football season having just kicked off. *The Phantom Menace* has also enjoyed a sales boost as *Star Wars* fans leave the cinemas wanting more. Disappointed? They will be.

In the top five, only *Kingpin* has made a splash, stealing the top spot from *Aliens Vs Predator*. *TA: Kingdoms* has gone down to 13, *Outcast* to 17 and *Discworld Noir* 18. And *Ultima Online: The Second Age* – Chris' favourite PC game ever – is down to 75. Shocking.

**Richie Shoemaker**

## RETRO CHARTS

### 1 YEAR AGO...

- 1 **Commandos: Behind Enemy Lines** (Eidos)
- 2 **MechCommander** (Hasbro)
- 3 **Premier Manager '98** (Crestline)
- 4 **Unreal** (GT Interactive)
- 5 **Final Fantasy VII** (Eidos)

### 2 YEARS AGO...

- 1 **Dungeon Keeper** (EA)
- 2 **X-COM: Apocalypse** (MicroProse)
- 3 **Carmageddon** (SCI)
- 4 **Theme Hospital** (EA)
- 5 **FIFA Soccer Manager** (EA)

### 5 YEARS AGO...

- 1 **Outpost** (Sierra)
- 2 **Theme Park** (EA)
- 3 **Rebel Assault** (LucasArts/US Gold)
- 4 **7th Guest/Dune** (Telstar)
- 5 **TFX** (Ocean)

# COMPETITION

## WIN THE ENTIRE VIRGIN TOP 10!

PC ZONE and Virgin have teamed up to give you the chance to win every game in the current Top 10. All you have to do to enter the draw is answer this simple question:

**Question:** Which dope-smoking rap band contributed songs to the soundtrack of *Kingpin: Life Of Crime*?

Just answer the above question and send it on a postcard, along with with *all* the information requested, to the address below

★ Name / Address / Postcode / Daytime phone number / Email / Job title / Company name / Age if under 18

★ Please tell us if you do not wish to receive details of further special offers or new products from other companies

★ Are you a current subscriber to PC ZONE?

Send your answers on a postcard to: **PC Zone Chart Compo (81), 19 Bolsover Street, London W1P 7HJ. Closing date: Friday 10 September**

★ Terms and conditions: Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Ed's decision is final. All the other usual competition rules, conditions and restrictions apply. Capiche?

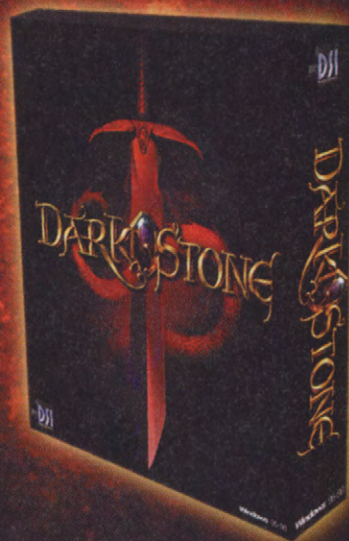


# DARKSTONE

*Bid farewell to your former self*



- Choose your character from one of 4 castes (warrior, wizard, thief or priest) and embark on the quest for
- The 7 crystals which will save the Land of UMA and release it from the grip of DRAAK, the necromancer...
  - Enjoy this all-action, adventure-packed role playing game in a 3D fantasy world full of heroes.
  - Driven by the latest 3D technology, with an intuitive, user-friendly interface, making the game exceptionally easy to play.
  - Control 2 characters simultaneously from the 8 available. Breath taking graphics and special effects, all in real time.
  - Multiplayer mode for up to 4 players via LAN or Internet. 22 unique quests with 32 levels. Choose from over 30 magic spells and 20 skills to help develop your characters.
  - Random selection of levels guaranteeing endless hours of enjoyment.
  - Multiple camera angles with zoom facility and 360 degree rotation.



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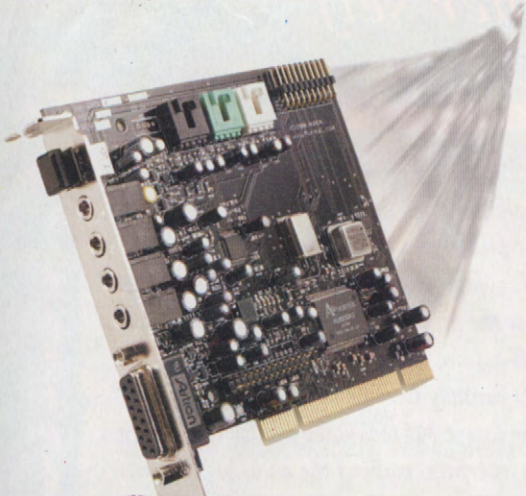
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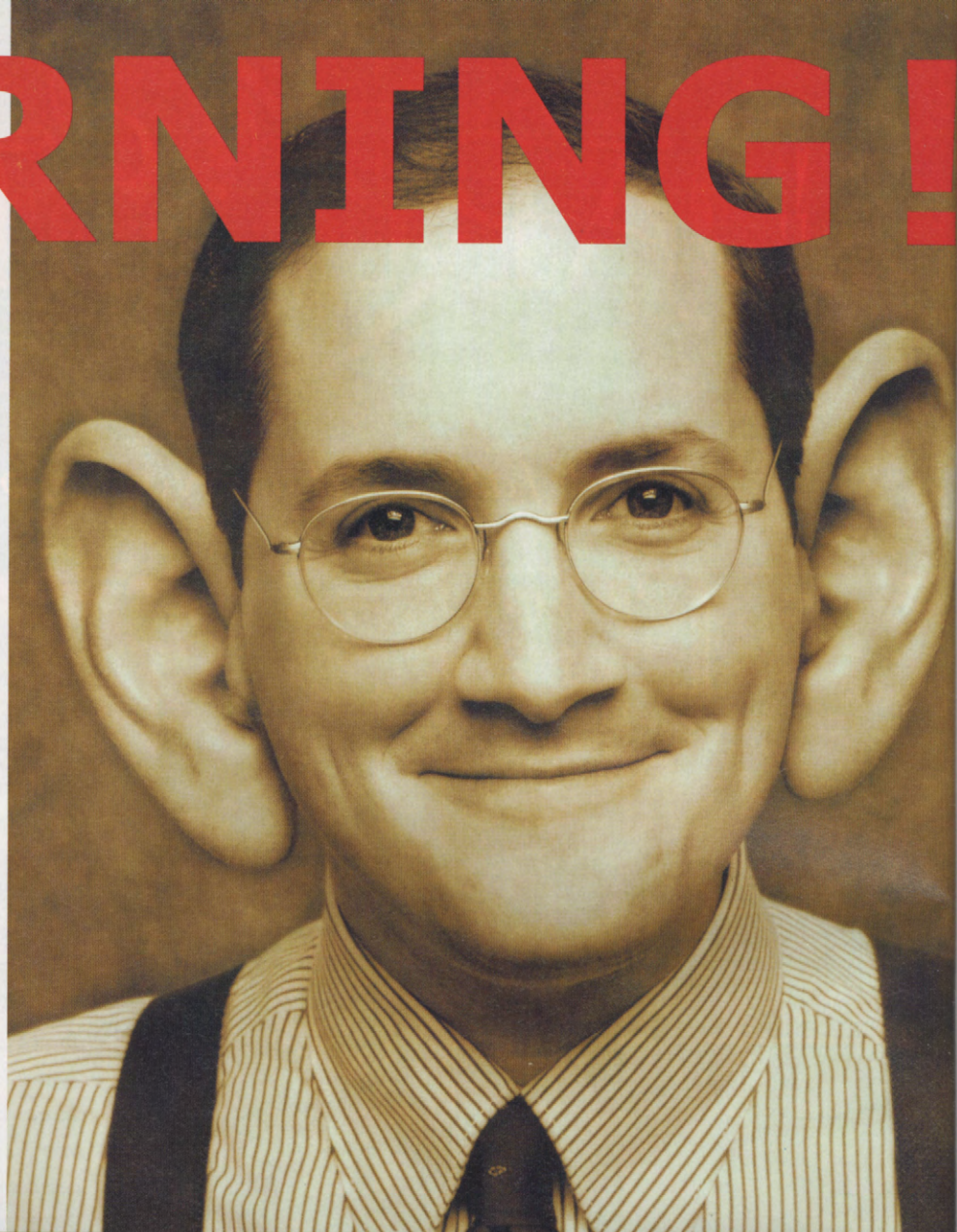
# WARNING!

**A3D can  
seriously affect  
the way you hear!**



## VOORTEX2

*Vortex audio technology from  
Aureal - the only 3D audio  
accelerator that supports  
industry leading A3D  
positional audio technology.*



**Aureal's A3D positional sound is being used in all  
the latest games to make the experience even more stunning!**

**Based on NASA research, A3D is the only audio technology that can position  
multiple moving sound sources around you, behind you - and even above and below you.**

**A3D uses unique wave tracing algorithms to take account of  
reflections and textures so that you really can believe your ears!**

**So when you fit a new 3D sound card - make sure the technology is A3D!  
All these leading vendors supply Vortex technology from Aureal ...**



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3D

europa  
[www.3DSL.com](http://www.3DSL.com)

# NEVER MIND THE GOLLOPS

**X-COM universe set to continue without its creators**

With the Gollops concentrating on *Magic & Mayhem II* (and another 'secret' project), the X-COM universe is now in the hands of other developers, with three games set to continue the story.

The first, *X-COM: Alliance* (a first-person action/strategy spin-off),

against five new alien species. This will quite possibly be the last traditional X-COM game.

Although *X-COM: Genesis* will incorporate multiplayer options for the first time in the strategy series, the third game here will positively rely on them. *Email X-COM* will be a two-player game, focusing on the

**“Although X-COM: Genesis will incorporate multiplayer options for the first time in the strategy series, Email X-COM will positively rely on them”**

which we've covered in depth before, has slipped into next year.

The second, *X-COM: Genesis*, is the isometric spiritual successor to *X-COM: Apocalypse*.

*X-COM: Genesis* will retain the isometric view from the first three games, but this time battles will take place across a whole world and it is, in essence, closer to the first game. The research tree is to be broadened, characters will have more depth and can use character-specific skills, new movement and formation options

tactical action and set about the same time as *X-COM: Terror From The Deep*. The graphics, however, have been tarted up significantly since that ageing classic. There will be 50 mission variations and 12 different units. Significantly, only one player need own a copy of the game as the second can download the client software for that mission for free. Available in October, *Email X-COM* will retail at just under £10.

All three games will be published by Hasbro Interactive.

# £10 OFF\* HOMEWORLD

\*Normal high street price

Developed by Relic Entertainment, *Homeworld* is a 3D real-time strategy game – set not on planets, but in the infinite vastness of space. Not only are there dozens of ships to control (ranging from Scouts to massive Super Capitol Ships), but players have to mine asteroids and research technologies in the race to find the long lost Homeworld. And unlike *Starfleet Command* (reviewed on pages 76-77), your ships can move in any direction – up and down.

Unfortunately, due to the slippery nature of PC games' release dates, we were unable to get our hands on reviewable code for this groundbreaking strategy game. The good news is that while you'll have to wait until next issue of *ZONE* for the definitive review, you can go right ahead and buy the game for the discounted price of £24.99. We have had a multiplayer version in the office for quite some time and, as well as looking like the best 3D strategy game we've ever seen, the game boasts an intuitive interface and some of the best-designed ships since *Star Wars*.

Call the guys at Gameplay on 0113 234 0444 and don't forget to quote ref PCZ 808 to qualify for your discount. Check out Gameplay's new website at [www.gameplay.com](http://www.gameplay.com) for more information.

## X-COMING SOON

### X-COM: ALLIANCE

**GENRE** First-person action/strategy using the Unreal engine  
**RELEASE DATE** Early 2000



Powered by Unreal, X-COM Alliance will be stunning.

### X-COM: GENESIS

**GENRE** Isometric real-time/turn-based strategy  
**RELEASE DATE** Late 2000



X-COM Genesis is still a long way off.

### EMAIL X-COM

**GENRE** Isometric turn-based strategy for two players  
**RELEASE DATE** October '99



Email X-COM will be the first of these titles to arrive.

## SHORTS

### OFF-ROAD RAGE

Out before Christmas is Rage Software's arcade racer *Off-Road GT*, using the same engine as the soon-to-be-released *Midnight GT*. A range of courses and off-road vehicles will be on offer, as well as Rage's trademark eye-popping graphics. After a recent demonstration in the ZONE offices, we have to admit we're impressed – especially with the moveable track-side objects, which bode well for multiplayer games.

### WRATH OF CUD

Cud Savage (distant cousin of Lily) is the star of *Wrath*, a 3D third-person action game in which the aim is to discover who is behind the death of girlfriend Misty Waters – a crime which ex-Green Beret Cud has been found guilty of. As well as the usual range of 3D-hardware enabled trickery, the game features a number of vehicles to drive and weapons to wield, even allowing different weapons in each hand. No release date has yet been set.



### LOST IN MUSIC

Codemasters have decided the sequel to their surprisingly successful *Music Creation For The PlayStation – Music 2000* – will also appear on PC this November. Featuring a number of pre-set samples, users can create a variety of dance-orientated tracks, with the option of incorporating their own samples using a microphone. MIDI support will be built in, as well as a composer program, and users can wrap all their tracks up with video sequences.

### LUV SHACK BABY

Still milking their *South Park* licence, Acclaim have announced *Chef's Luv Shack*, a multiplayer trivia game for up to four players featuring a number of sub-games, such as *Beefcake*, *Cartman's German Song* and *Spank The Monkey*. Featuring all-new voices and graphics, the game should be out this autumn, along with the driving game *South Park Rally*.



The scale of some of the ships is immense.

# IN 2015 WAR IS DECLARED.

## YOU ARE THE U.S.

★ Intelligence reports a Chinese ground unit.

★ Switch to tactical mode. Ready helicopters.

★ Command flight over a Chinese tank platoon.

★ Destroy two tanks. Helicopters are damaged.

★ Move to strategic mode and set way points on the map

★ Engage artillery to the North. Launch an air strike to the East.

★ Switch to platoon commander of an electronic warfare unit.

VICTORY IS IMMINENT.

## YOU ARE CHINA

★ Mobilise armoured unit into Kazakhstan.

★ Lay minefields in tactical mode.

★ Move to maps. Conduct reconnaissance.

★ Mobilise anti-aircraft weaponry. Launch air offensive to the North.

★ Two tanks are destroyed by U.S. helicopters.

★ Return to maps. View U.S. artillery enter minefield.

★ Switch to helicopter platoon commander. Head East.

VICTORY IS IMMINENT.



[www.redstorm.com](http://www.redstorm.com)



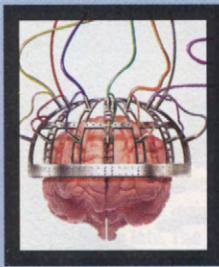
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# TECH HEAD

Processors get faster, peripherals get more interesting and 3D cards just get more confusing

★ OVERLOADED Carlos Ruiz

## CPU SPEEDWAY

AMD's new processors are leaving Intel's chips in the dust

Following on from last month's brawls over 3D graphics and sound, here is the potential showdown of the century – the fierce processor war that has recently erupted in the light of AMD's new Athlon (formerly K7) range.

The new processors have been designed to challenge Intel's all-powerful (or so we thought) Pentium III range, but it looks as though they are actually faster.

The K6-IIIs and K6-IIIs were good, and cheap enough to be accepted into a lot of PCs, but they couldn't quite match Intel's performance. They were a step in the right direction but, six months ago, no-one would have guessed AMD would now be beating Intel at their own game.

Intel ([www.intel.com](http://www.intel.com)) have been leaders of the home processor market for a long time – with AMD ([www.amd.com](http://www.amd.com)) and Cyrix offering cheaper 'second-rate' alternatives. Cyrix have since left the processor arena and AMD have now been promoted to the premier league of CPU competition.

While the K6-III is hardly troubling Intel, the technical structure of the Athlon family is very advanced and extremely capable. They aren't available yet (at least, not at the time of writing) but tests have already shown them to be faster all round than PIII.

Of course, PIII outperforms it in some cases, but the Athlon equivalent is usually superior and certainly quicker overall. The consensus among the Internet community is that AMD have a superior design, and with developers giving their '3DNow!' instructions good support, they should enjoy an additional advantage for the moment.

So it is technically better and faster than PIII, but can AMD make it a success? It is yet to be seen whether they can handle the pace, once production yields come into play. After all, they had supply problems with the K6 series.

This saga should become very interesting in the next month or two. Watching Intel squirm might be fun, but they are likely to put up a fight. Putting out faster PIIIs will not have much effect, as AMD can do the same with Athlon and keep the lead.

Intel are also working on their 820 chipset, which, together with faster bus speeds and RAM, could give them their lead back.

Both companies will soon be manufacturing in 0.18 micron (rather than 0.25, meaning more efficient design, cooler chips and higher speeds). They might also use superior copper interconnects as opposed to 'bog-standard' aluminium.



In the next few years the 1GHz (1000MHz) barrier will be broken – probably sooner, rather than later. By this time, AMD may have Intel over a barrel, AMD's burst of glory might have extinguished, or the CPU war could be reaching titanic proportions.

Either way, there are now two major players, which can only be good for the consumer – you'll get more choice at a more competitive price. AMD are in an excellent position and the stakes are high. It'll take more than Pentium IV to stop them now.

## FACTCANNON

★ The 3Dfx Voodoo3 3500 TV AGP will have a higher clock/memory speed of 183MHz (3000 AGP = 166MHz), together with a built-in TV/FM radio tuner. There is also a video capture option and hardware DVD assist (with WinDVD software), as well as LCD flat screen support. A jack of all trades? See [www.3Dfx.com](http://www.3Dfx.com) for more details when they appear.

★ 3Dfx have also been shouting about the revolutionary new technology that will be used in their next-gen video cards. The 'T-Buffer' will introduce a whole new array of cool effects ported down from the real high-end (£500+) graphics cards. You'll be able to say goodbye to jagged edges on polygons in your games, and most of the drawbacks usually associated with Voodoo, and hello to motion blur, soft shadows, reflectance blur and more. We're impressed already – and you'll hear more soon.

★ There's a new Savage4 'Xtreme' chipset on the way, following S3's acquisition of Diamond Multimedia, with a combined speed of 166MHz as opposed to the standard 125/143MHz, and an improved design, but no TV-out. Performance is still relatively low, but so is the price. Check out [www.s3.com](http://www.s3.com) for more info.

★ ATI have also decided to spruce up their flagship card, the Rage Fury. Slap a 'Pro' on the end of that and you get a 40 per cent speed increase and video capture. This looks likely to compete with the Savage4 Xtreme and Voodoo3 3500 TV. See [www.ati.com](http://www.ati.com) for details.

## CONTROL FREAKS

The next generation of peripherals will be bringing new thrills very soon.

It seems you can play your games with just about anything nowadays. Apart from the classic keyboard and mouse combo, you can splash out on a large number of innovative and wacky devices – just how wacky depends on your common sense and depth of pocket.

A contraption that shakes in your hand when the situation demands might seem like just such an invention, but this idea has really taken off – on consoles as well as the PC. Force feedback has become a household name among the gaming population and many driving games and flight simulations support it.

Microsoft ([www.microsoft.com](http://www.microsoft.com)) introduced the first of these on the PC and many companies have since jumped on the bandwagon. But keep an eye open for hot new stuff this

Christmas – such as this lot.

Saitek ([www.saitek.com](http://www.saitek.com)) have a seriously good-looking range of peripherals on the way. Their robust R4 Force Wheel is a very slick force feedback steering wheel with both gearstick and shift paddles, using digital technology for excellent precision. Microsoft's own force feedback system is built into it, so no quality/compatibility issues there. Although the device looks almost square, we think this will be one of the definitive wheels on release.

Logitech ([www.logitech.com](http://www.logitech.com)) are also preparing their new range of WingMan joysticks and steering wheels for release (some with force feedback), as well as some high-end speaker kits and – wait for it – a force feedback mouse! That should be interesting...



The R4 looks good enough to eat.

You'll hear our recommendations in a month or two, when we will be getting our mitts on most of these new goodies and more at the ECTS show in September.

# UK PC GAMES CHAMPIONSHIPS 1999

As the dust settles on the last regional qualifier, we tally up the scores and look forward to a truly grand final

As with the previous four regional qualifiers, the Manchester event went right to the wire, with two teams – The Daddies and Special Ops – heading the field. As in Glasgow, it was a battle of age and experience versus youth and dexterity, and yet again youth won the day.

Second-place team The Daddies brushed aside all opposition in both *Total Annihilation* and *Age Of Empires*, proving their superiority at real-time strategy. Winners Special Ops' speciality was in the action category, with team member Andy proving himself rather handy astride a motorbike, notching up the fastest time so far on *Motocross Madness*.

So far, so good. With five teams through and one more to make it from the drop-in qualifier, each team will now be able to suss out their opposition's strengths and weaknesses. But as each finalist will know, the grand final switches from single-player to multiplayer, with all teams going head-to-head. All they can do now is practise hard. With £10,000 at stake and even more prizes up for grabs, it will be worth the effort.

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A lucky break?



Daddy Smile rules at *Motocross Madness*.

## THE HIGH SCORES SO FAR

Four regional qualifiers down, one to go...



### UNREAL

Name Tasan  
Team Blue Booda's (Cardiff)  
Fraggs 102



### MOTOCROSS MADNESS

Name Tyco  
Team Happy Campers (Glasgow)  
Time 11.39



### QUAKE II

Name Tasan  
Team Blue Booda's (Cardiff)  
Fraggs 120



### NEED FOR SPEED III

Name Eck  
Team The Salty Balls (Glasgow)  
Time 13.02



### AGE OF EMPIRES

Name Andy  
Team The Daddies (Manchester)  
Time 10:30



### ACTUA SOCCER 3

Name Garr  
Team Blue Booda's (Cardiff)  
Goal difference 63



### TOTAL ANNIHILATION

Name Smile  
Team Special Ops (Manchester)  
Time 11:34



### JIMMY WHITE'S 2: CUEBALL

Name Darius  
Team Duellist (London)  
Score 75

## TECHNICALLY SPEAKING

### AMD'S new chip to debut at grand final

As well as some brand-spanking-new TNT2 graphics accelerators, AMD's new Athlon processor will be carefully inserted into the championship PCs in readiness for September's grand final of the UK PC Games Championship.

Previously known as the K7, the new Athlon chips supersede AMD's own K6-III processors to such a degree that even the mighty Intel have cause to worry. Coming in a range of flavours, from 500 to 650MHz, the Athlon currently outperforms all other processors on the market. Microsoft have even announced that Windows 98, Windows NT and DirectX all perform at greater speeds when running on AMD's new chip. And when the grand final commences next month, the finalists will be able to test out these awesome machines at first hand. Check out [www.amd.com](http://www.amd.com) for more details.

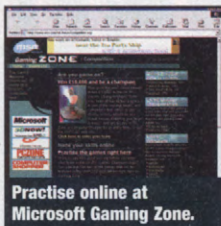


AMD's whizzy Athlon processor.

## TIME'S RUNNING OUT

On 28 August it will be too late to enter

If you wanted to qualify for this year's UK PC Games Championship, you may have left it too late. The regional qualifiers are over on Saturday 28 August, and the drop-in qualifiers will be closed to any further entries. If you are reading this hot off the press, you'd better get your rocket-powered skates on. Held at London's premier gaming café, you can call 0171 383 5850 for details.



Practise online at Microsoft Gaming Zone.

If you are one of the skilful few to make it to the grand final, now would be a good time to get some practice in. Even if you were unable to enter the UK PC Games Championship, where better to practise for next year's competition than on Microsoft's Gaming zone (<http://zone.msn.co.uk/competition>), where you'll find thousands of willing opponents to take on in over 50 games, including the games that featured in this year's regional finals.

## IT'S JUST NOT CRICKET

PC gaming not given a sporting chance

I am attaching general information on recognition and the criteria the Sports Councils use in assessing whether an activity should be recognised. It seems clear that computer games could not meet the criteria in relation to physical skills, physical effort, physical challenge, nor indeed that relating to the essential purpose of the activity. It would not therefore be appropriate to send you an application form.

It's just not on.

It's not often computer games find themselves embroiled in controversial newspaper, TV and radio enquiries without facing accusations of corrupting morality and turning sensible children into hardened psychopaths, but that's just what happened when the Sports Council dismissed a request from the UKPCGC to have playing PC games classed as a sport as not being even worthy of an application form.

When activities like snooker, tenpin bowling and angling – not normally associated with physical exertions and the peak of fitness – are given beneficial status as a sport, why should computer games be discarded out of hand? Tournaments like the UK PC Games Championships prove there is the same level of competitiveness, skill and mental endurance as that found in any recognised sport.

Obviously, it would be absurd to compare a quick game of *Actua Soccer 3* with a real Premiership match, but what of *Total Annihilation* compared to chess, or a frame of *Jimmy White's Cueball* to snooker, pool or darts? Most games require good reflexes, hand-to-eye co-ordination and quick thinking and, contrary to popular belief, exercise the mind more than the majority of sports.

Had the Sports Council sent an application, studied the completed form carefully and rejected it after providing a number of legitimate arguments, nobody would have known about it. As it is, their outright scorn has attracted the attention of the media (with *Playing Fields* director Ed Watson being interviewed all over the place) in a way we couldn't have hoped for if we'd engineered the whole thing ourselves. It might not have hit the headlines in the way that "Satanist game drives toddlers to mass murder" usually does, but it has caused enough of a stir for the Sports Council to finally hand over a form to the UKPCGC. We'll let you know how it gets on.



Whether PC gaming becomes a sport or not, drug-testing might be a good idea (sorry, Andy).

## IN THE FINALS

Special Ops go through to meet Unlucky (London), Dodgy Spider (Birmingham), Blue Booda's (Cardiff) and Happy Campers (Glasgow)

Special Ops on top form in Manchester.



### MANCHESTER REGIONAL QUALIFIER - OVERALL CHAMPIONSHIP POINTS (FINAL)

PLACE	TEAM	Quake II	Unreal	Total Annihilation	Age Of Empires	Motocross Madness	Need For Speed	Jimmy White's 2: Cueball	Actua Soccer 3	TOTAL POINTS
1	Special Ops	100	100	98	98	100	98	94	100	788
2	The Daddies	94	96	100	100	94	96	96	98	774
3	Four Play	96	90	90	90	92	100	100	92	750
4=	Dooley's Team	90	98	94	92	98	90	90	96	748
4=	Elite Squadron X	92	94	96	94	96	94	88	94	748

Although the games to feature in the grand final have yet to be confirmed, the likely line-up will see all but the sports games replaced. At the time of writing, *Quake III Arena* (test version) and *Unreal Tournament* will replace *Quake II*, and *Unreal*, *Motocross Madness* and *Need For Speed III: Hot Pursuit* will be substituted by *Midtown Madness* and *Need For Speed: Road Challenge*. The two other newcomers are likely to be *TA: Kingdoms* and *Age Of Empires II*. This will all depend on release dates and is subject to change. Check the championship website ([www.ukpcgc.com](http://www.ukpcgc.com)) for up-to-the-minute information and remember, the final will be a head-to-head competition, so get practising.

Unreal Tournament should be out very soon.



Get the Quake III Arena test version at [www.pczone.co.uk](http://www.pczone.co.uk).



Age Of Empires II may be out too late for the grand final.



In the shops now is TA: Kingdoms.



Midtown Madness: a great multiplayer racing game.



Look out for Need For Speed: Road Challenge.



# REVENANT

AN EPIC ROLE-PLAYING  
ADVENTURE

Locke D'Averam has seen it all before. Literally. He is the Revenant, a warrior resurrected by a mysterious warlord to undertake a terrifying quest. As he begins his epic journey through the vast caves, forest and catacombs of the island of Ahkuilon he is plagued by memories of his past life, memories that begin to merge with his current existence leading to sinister consequences....

"Absolutely Awesome"



- Over 50 non-player characters each with a unique personality and animated style.
- Real-time short and long range combat system featuring multiple attack combinations.
- Spectacular environments created with the aid of fantasy artist Den Bauvais.
- Huge game world including towns, forests, dungeons, caves and more.
- Multi-player support for up to four people in death match mode.
- Over 25 different types of enemy and monsters to do battle with.
- Game Editor Included.

CINEMATIX

[www.eidos.com](http://www.eidos.com)

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# ONLINE DIARY

A monthly browse at the best of online gaming and the Net

## FOOTIE SIMS GO ONLINE

The next-generation soccer management sims

This may come as a surprise to a lot of people, but online football management games are nothing new. In the last few years, the number of online football fantasy leagues has been increasing. Let's be honest though, fantasy football is no real substitute for virtual management, even if there are thousands of pounds in prize money up for grabs. Instead, we reckon the next big thing in football management titles like *CM3* is an online game where armchair managers can ponder reams of statistics, submit their teams and bite their nails waiting for the results to come in. Let's have a look at what's soon to be on offer.

### PLAYER MANAGER 2000 ONLINE (ANCO)

After the disappointment of last year's *Player Manager 98-99*, Anco have decided to go ahead with not one, but two sequels. The first is the retail

version *PM2000*, out in October, with the online-only version set to be released in December.

Including a chat room and mail service, virtual managers will be able to transfer players online, even

going straight to AI-controlled directors, if the real-life managers refuse to sell. With options such as these – where you can get other players sacked for inappropriate behaviour – *PM Online* promises a great deal of interaction between managers. Thankfully, a whole host of tactical and training options will be included to expand the experience. And yes, cash prizes will be up for grabs for league and cup winners.

[www.anco.co.uk](http://www.anco.co.uk)

### TACTICAL MANAGER 2 (BRIGHTSTAR)

This fully-featured football management sim from Brightstar should be available now. Priced at a very reasonable £19.99 and offering a massive 1000 teams to manage, its trump card is the multiplayer game. Using a Windows-style interface, managers can check out a wealth of stats, play about with a ridiculous number of options and even download updates, club badges, player photos and biographies. We've yet to test the game out, but we'll have a review next issue. If you can't wait till then, a demo is available now.

[www.talking-birds.co.uk](http://www.talking-birds.co.uk)

### INFORMATION ON OTHER ONLINE SOCCER GAMES CAN BE FOUND AT:

[www.lksoccer.com](http://www.lksoccer.com)

<http://web.ukonline.co.uk/soccerline/>

[www.simsoc.com](http://www.simsoc.com)

### WHAT'S ON AT WIREPLAY

★ **HALF-LIFE** Wireplay are running two servers for the new *Half-Life* mod, *Science And Industry*. The aim of the two teams of security guards is to protect their scientists and poach others from their rival team. The more scientists under your protection, the more money your company earns and the more weapons you can use. You can download the 3.7Mb file from the Wireplay website.

★ **AIR ATTACK** In a display of online camaraderie, 100 Wireplay *Air Attack* regulars put their differences aside and took to the skies for a mass fly-by in tribute to Andy Murray (aka Zulu9), who died in a car accident, with his girlfriend, in May. Developers VR-1 say the next version of the game will feature a permanent memorial to the flyer. Whoever said the Internet was sick and wrong should think again.

★ **ALIENS VS PREDATOR** Currently only playable on US online game service Mplayer, a petition has been set up to get developers Rebellion to do a patch to make the game compatible with Wireplay. Add your name to the list at [www.kcb84.dial.pipex.com/lair/petition/](http://www.kcb84.dial.pipex.com/lair/petition/).

They're all at [www.wireplay.co.uk](http://www.wireplay.co.uk)



**Wireplay**

The games network from BT

Online Diary is sponsored by BT Wireplay



Player Manager's tactical options have been expanded.

## WEBWATCH

### BETAZINE

If you want to get up-and-coming games even before we do, become a beta tester (or bug finder). Updated daily, with news of games in testing, links are provided so readers can sign up and play the games we'll all be playing tomorrow. There are also interesting features, including one that offers tips on how to be the best beta tester on the planet.

[www.betazine.com](http://www.betazine.com)

### TV CREAM

A site devoted to old TV shows. Where else can you download themes from *Bagpuss* and *Battle Of The Planets*, or watch old public information films? Well written, full of facts and amusing, TV Cream is worthy of anyone's lunch hour.

<http://tv.cream.org/>

### THE PATCHES SCROLLS

The problem with patches, apart from every game requiring at least five before it's halfway playable,

is that they take an age to download because they're so huge. Thankfully, The Patches Scrolls is a German site, which at least means you can get hold of the patches you want quickly. It's not the prettiest of sites, but The Patches Scrolls is easy to navigate and, more importantly, is updated on a regular basis. If it does clog up, there are a wealth of links to developer sites and other patch sites.

[www.inf.tu-dresden.de/~mr2/](http://www.inf.tu-dresden.de/~mr2/)

### ACTION HALF-LIFE

The *Half-Life* total conversion, which almost everyone has been waiting for, has finally been released in beta form. Featuring realistic weapons, new maps and body damage, *Action Half-Life* picks up where *Action Quake II* left off. It's bound to be a hit on Wireplay, so download this little beauty now.

<http://ahl.telefragged.com>



Action Half-Life beta available now.

URwired.com

EUROPE'S OWN INTERNET PC, PlayStation & N64 GAME STORE • WEEKLY OFFERS / DISCOUNTS / ALL PRICES INCLUDE FREE UK DELIVERY

# The Man who KNOWS

## PIRATES, PROSTITUTES, PIMPS AND PLAYBOY

If you buy a pirated game, you could be putting money into the pockets of pimps, whores and crack fiends. That's the message of industry body **ELSPA** as they step up their battle against the perennial problem of piracy. Their aggressive campaign focuses on the fact that 80 per cent of people who sell counterfeit titles are involved in other crimes, including prostitution and drug dealing. Posters and ads are being aimed at the public and director **Roger Bennet** has embarked on a major press tour to bring the problem to the media's attention. ELSPA invited representatives from **ITN**, **Radio One** and **The Sun** to join police, trading standards officers and ELSPA's crime unit on a raid, but a last minute hitch resulted in it being cancelled.

**ECTS** organiser **Miller Freeman** has vowed to get tough with noisy exhibitors at this year's annual trade show. A group of technical experts will patrol the show, ensuring stands do not go above the prescribed decibel level. Event director **Andy Lane** whispered: "While the noise adds to the atmosphere and excitement of the show, without proper policing it could easily become uncomfortable for some people." He's not wrong.

Following **Sega's** £15 million sponsorship of **Arsenal**, **Eidos** have leapt on the football bandwagon by striking a major deal with perpetual under-achievers **Manchester City**. The three-year deal will see their logo emblazoned across the new team shirt, which was unveiled on the pitch at City's **Maine Road** ground, deep in the heart of **Moss Side**. Predictably, **Lara Weller/Croft** pranced about like a tit while men in suits shuffled uneasily. Eidos chairman and erstwhile goblin writer **Ian Livingstone** commented: "Eidos sees Manchester City as a unique property in domestic football with enormous potential for the future. Eidos is impressed with the board's vision for the future and felt it should be part of the new era." Purely coincidentally, Livingstone is a lifelong City fan.

More Eidos mither involves former **Tomb Raider** model **Nell McAndrew** baring her sexual organs for the readers of men's magazine, **Playboy**. August's American edition came in a bag clearly bearing the legend: **TOMB RAIDER NELL MCANDREW AKA LARA CROFT NUDE**, also repeated on the magazine's cover, adjacent to a picture of Nell sporting a bra, pants and a helmet. Eidos felt that Lara Croft's supposedly squeaky clean image was being threatened and, following legal action, the offending words were obscured with a sticker. However, inside the magazine, Nell is to be found revealing all, including the fact that she hankers after a "proper Sunday beef roast with Yorkshire pudding".

You can't buy class.

# RISING STARS!

The original *Stars!* was one of those rogue games that come out of shareware and successfully break into the mainstream. It was graphically basic, but had unparalleled depth and a wealth of single and multiplayer options that made it a well-deserved minor hit. You may not have heard of it, but go online and you'll find a number of people still engaged in galactic empire building. They will almost certainly be gagging for more, soon to arrive through *Empire as Stars! Supernova*.

Now looking ten times more polished as the previous game, *Stars! Supernova* yet again puts you in command of a small civilisation with an aim to colonise and conquer the stars. Apart from over 25 scenarios and a full campaign, up to 16 players can fight it out over the Net in simultaneous turn-based play. Randomly-generated worlds and a huge range of customisable options, along with a smooth new graphical interface, should ensure a healthy new fan base. Hopefully.



Design your own vessels and send them into combat.



Cut-scenes fitted as standard.



Festeroids – what happens if you let your haemorrhoids get out of hand.



Geriatrics – "Grandad... Grandad... Not very lovely..."



The developers seem to have been reading too much Iain M Banks.

# QUAKE III ON SCHEDULE

The *Quake III* Arena bus is now leaving Mesquite, Texas on a tour of the States, and is due to arrive in Los Angeles in three months – hopefully about the time the game is released. There are planned prolonged stops in many of America's major cities, but the idea is to make regular stops at various diners, parking lots and houses along the way. Publishers Activision are said to be planning a similar stunt over here, involving a moped making the hike from Wigan to Grimsby. Watch this space.



As in London, you could wait months for one of these to arrive.

# OUR MOST WANTED

Until we put a system in place whereby you can vote online for the games you are most looking forward to, we've decided in the meantime to tell you what we think are the ten games you should be looking out for in the run-up to Christmas. This is based on games we've actually seen, rather than on the basis of a few screenshots and a hastily-written press release

- 1 **Ultima Ascension** (EA) \_\_\_ October
- 2 **Quake III Arena** (Activision) \_\_\_\_\_ November
- 3 **Age Of Empires II** (Microsoft) \_\_\_\_\_ November
- 4 **The Nomad Soul** (Eidos) November
- 5 **Nocturne** (Take 2) \_\_\_\_\_ October
- 6 **Driver** (GT Interactive) \_ September
- 7 **Rainbow Six: Rogue Spear** (Take 2) \_\_\_\_\_ September
- 8 **Homeworld** (Sierra) \_\_\_ September
- 9 **Indiana Jones & The Infernal Machine** (Activision) \_\_\_ November
- 10 **GTA 2** (Take 2) \_\_\_\_\_ October



Simon considers how he can bed cousin Lara.



"Hey, nice watch."

Simes in fetching Lycra outfit.

# INSIDER INFORMATION

The *Insider* is Infogrames' forthcoming 'interactive drama', set in an alternative Paris of the 1920s. The game promises unparalleled depth of character as you fight 'mysterious opponents' in the role of art collector, thief and all-round philanderer Simon Blurr. Women must be seduced –

even lied to – as you develop Blurr's character to fit your own warped persona.

Trying to explain how the game works would probably take an age, so just imagine a cross between *Alone In The Dark* and *Creatures 2*. If you can. It's due for release early next year.

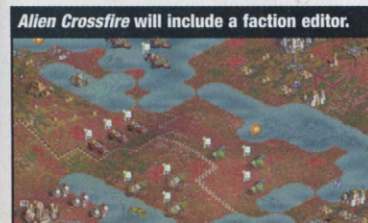
# FIRAXIS ON A MISSION

Sid 'Civ' Meier's company, Firaxis, have announced *Antietam*, the sequel to last year's *Gettysburg*. *Antietam* centres on the bloodiest one-day battle of the American Civil War. New units and missions are planned and fans can even order the game at a reduced price from the Firaxis website at [www.firaxis.com](http://www.firaxis.com).

In the meantime, *Sid Meier's Alpha Centauri* is about to get its first expansion pack, *Alien Crossfire*, featuring new factions, new races and extra technologies. It should be released in the autumn.



Antietam will use the Gettysburg engine.



Alien Crossfire will include a faction editor.

## TICKERTAPE

**STARTS++** Last issue, we promised you a review of *Ultima: Ascension*, but EA now tell us the game has slipped until October. Hopefully, we'll get reviewable code next month  
**++STOP++** 3Dfx have announced the release of their "next-generation" Voodoo4 graphics accelerator cards in October  
**++STOP++** Ion Storm have lost another of their *Daikatana* development team, lead programmer Steve Ash, but on friendlier terms this time. According to Jon Romero: "We're past the "adding tech" stage and are working on finishing up the game." Yeah, right  
**++STOP++** Slated for release next February is Jane's first civilian flight sim, entitled, strangely enough, *Civilian Flight Simulator*. However, *A-10 Warthog* has been canned  
**++STOP++** Contrary to rumour, 3D Realms' *Prey* has not been canned. It's just on hold  
**++ENDS**

# CONSOLE ZONE

*Bleem!* is coming to turn your PC into a PlayStation. Maybe

★ BLEEMING IDIOT Richie Shoemaker

**B**leem!, the commercial PlayStation emulator that has been on sale in the US for a couple of months, is finally getting a full UK release. The trouble is, no retailer wants to stock it – probably because of pressure from Sony (possibly in the form of veiled threats such as: "We expect supplies of *Gran Turismo 2* could be a bit short come Christmas").

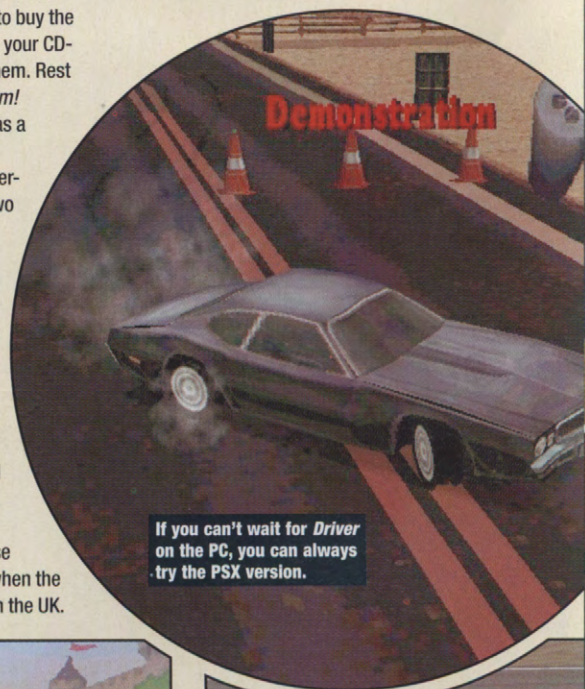
Although *Bleem!* claims to run most PlayStation games, some reviews have not been kind. While *Gran Turismo* and *Metal Gear Solid* both look and play far better through *Bleem!* than on the PSX, games like *Tomb Raider III* and *NFS III* do not – but then we have PC versions of them anyway. For \$30, and to play the two best PSX games that are unlikely to ever reach the PC market (Microsoft have confirmed that *MSG* will not make the transition), *Bleem!* seems more than worthwhile. The downside is that you have to buy the PlayStation discs and hope your CD-ROM/DVD drive can read them. Rest assured that we'll put *Bleem!* through its paces as soon as a copy comes in.

The *Bleem!* story is never-ending. Since its release two months ago, sales have been surprisingly slow – 50,000 copies at the time of writing – with revenue no doubt funding the massive legal costs of keeping Sony's lawyers at bay. Apparently, Sony have a team of eight lawyers who are dedicated solely to removing *Bleem!* from the face of the Earth. With our archaic laws, these costs can only rise if and when the software hits the shelves in the UK.

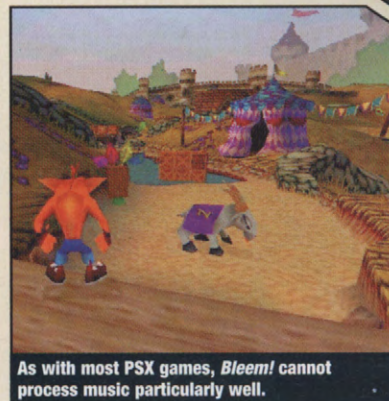
No price has yet been set, but we expect *Bleem!* to retail for around £20. To get full use of it, though, you'd probably need an Internet connection to download compatibility updates for new games as they come out.

If Sony can't stop *Bleem!* via the courts, they'll try their damndest to make sure the games won't run on it. With such resources against them, it's amazing *Bleem!* has got this far – especially considering it's a two-man operation. But whether *Bleem!* lives or dies, it's already a success of David and Goliath proportions. Being British and always supporting the underdog, we applaud them.

The latest version of the 300K *Bleem!* demo (v1.4), is available now from [www.bleem.com](http://www.bleem.com), or from [www.pczone.co.uk](http://www.pczone.co.uk).



If you can't wait for *Driver* on the PC, you can always try the PSX version.



As with most PSX games, *Bleem!* cannot process music particularly well.



*Gran Turismo* looks spectacular running through *Bleem!*

# HOTSHOTS

Once again, we bring you a Hotshots special on Eidos' 3D adventure *The Nomad Soul*, the game formerly known as *Omikron*



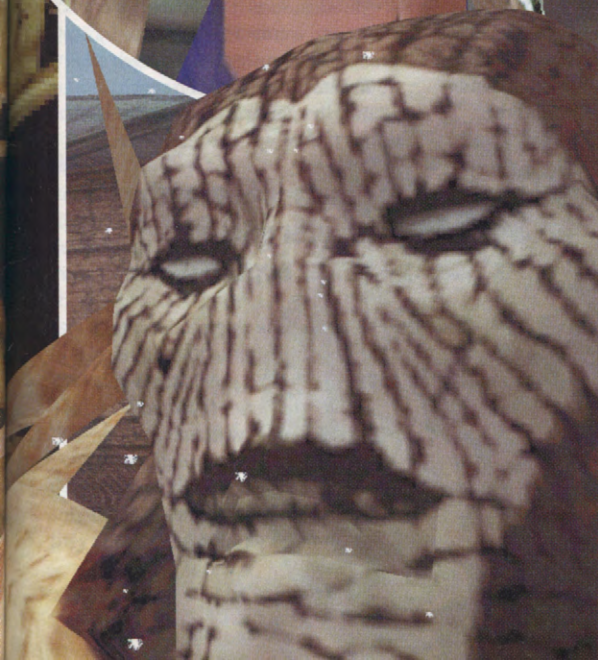
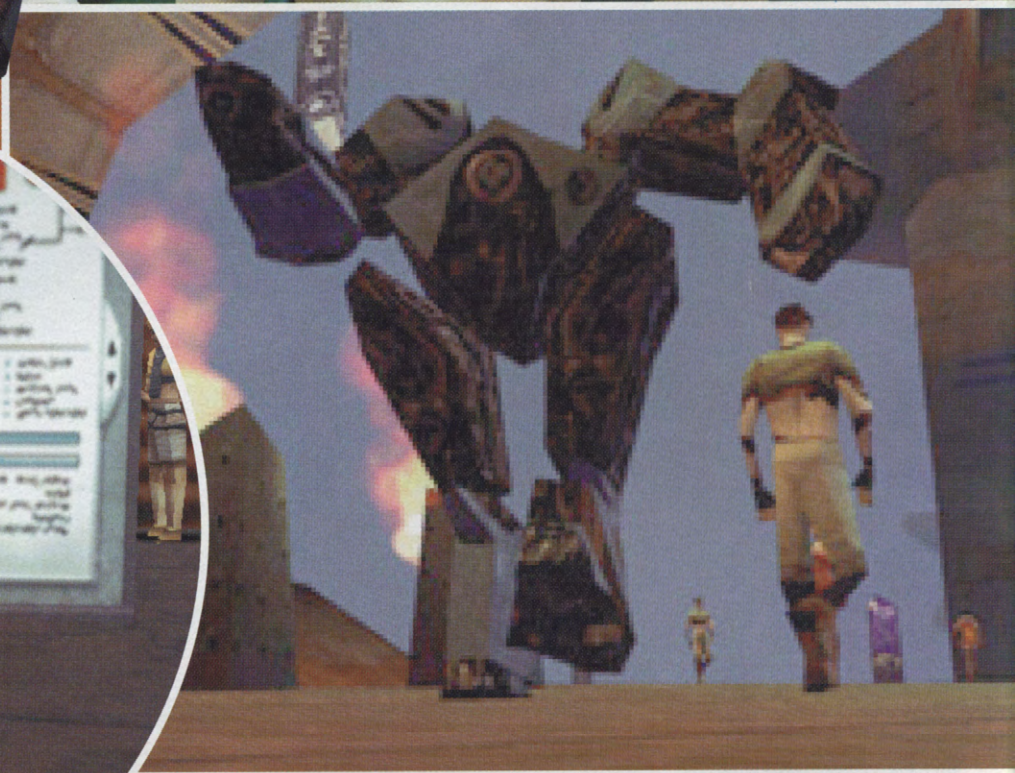
## THE NOMAD SOUL

★ Eidos Out October/November

Starring David Bowie and wife Iman, *The Nomad Soul* sees you as a lost spirit, cast into the body of an unknown person and left confused in a decadent city in a strange dimension. Quite why this has happened is a mystery, one that has to be solved before you can escape to when and wherever you came from.

Featuring a healthy dose of 3D combat and adventure, *The Nomad Soul* is a highly stylised game that promises unparalleled character interaction in a free-form world. Developers Quantic Dream are hopeful that their Intelligent Adventure Management system (IAM) will deliver an epic quest that far exceeds the stunning graphics you see here.

David Bowie will play a number of characters, including a young artisan (reminiscent of his *Scary Monsters* period) and Boz, the Virtual Being (resembling his present image). Iman will play Iman 1631, a tough bodyguard you can later control as you transfer your wandering anima from body to body. Next month, we'll cover this game in greater detail. For now, you'll have to console yourself with some pretty pictures.



# When Quake met the Federation... STAR TREK VOYAGER: ELITE



**CV**

**RAVEN GAMES**

Elite Force will practically be the first sci-fi shoot 'em up from a US developer over fond of spells, trolls, and bodkins

1987 *Black Crypt*: an Amiga RPG game in a '88 *Dungeon Master* stylee.

1993 *Shadowcaster*: powerful *Wolfenstein*-engined RPG with shape shifting. So so.

1994 *Heretic*: "Doom in tights."

1995 *Hexen*: another Tolkien-esque take on the first-person shooter genre with hubs. Good.

1997 *Hexen II*: Trolls and spells with the *Quake* engine. Colourful.

1998 *Heretic II*: Third-person perspective *Tomb Raider* with spells. Good fun.

Who could ask for more? *David McCandless* almost drowns in his own drool

**THE DETAILS**

**DEVELOPER** Raven  
**PUBLISHER** Activision  
**WEBSITE** www.ravensoft.com  
**OUT** Early 2000

**WHAT'S THE BIG DEAL?**

- ★ Synthesis of two very big things – *Star Trek* and *Quake*
- ★ Fight the Borg in hand-to-hand combat
- ★ Cast and crew lovingly rendered
- ★ You can shoot Neelix

Once upon a time, Paramount, chuffed senseless by the success of *Star Trek* and, in particular, *Star Trek: The Next Generation*, created another TV spin-off of the Roddenberry franchise, entitled *Voyager*. After the murky stationary

disappointments of *ST: Deep Space Nine*, *Voyager* was intended as a return to the exploratory adventure of classic *Trek*.

The ship was stranded thousands of light years from Earth and the series concerned its voyage home

public. Choked by an initial poor run of episodes, some inexcusably bad aliens and a crew roster of shabby, ill-conceived mannequins, *Voyager* floundered badly in deep space.

But then, after a couple of years, things picked up. The characters

**“Now the time is perfect for the zap and pow of the series to be combined with computer gaming’s most enduring franchise, the *Quake* engine”**

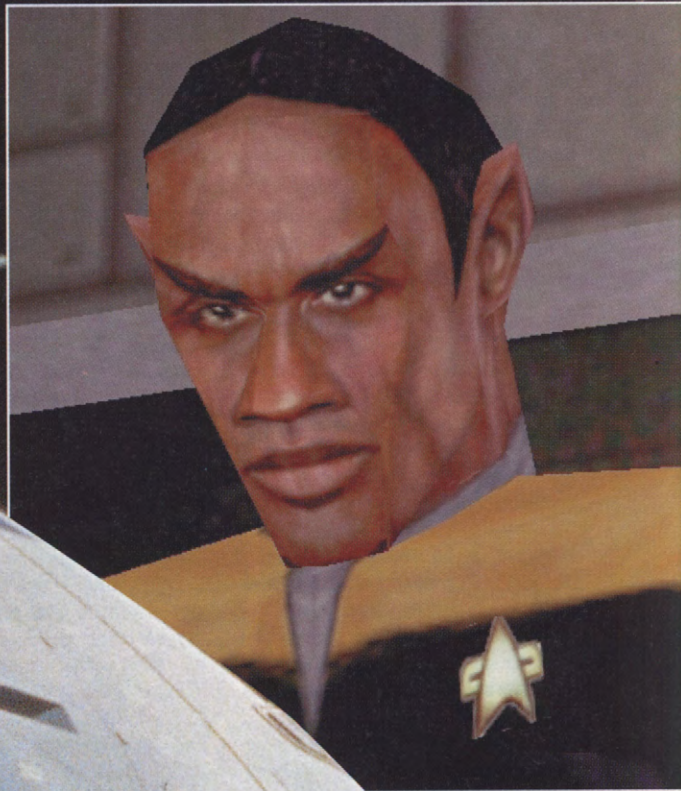
through uncharted space, making new enemies and encountering old ones, such as the Borg. It had an exciting new crew and – for the first time – a female captain.

Unfortunately, what sounds great on paper often looks poor in standard orbit. *Voyager* was not especially well received by *Trek* fans or the general

fleshed out. The ship got into more battles. Some ninjascope aliens popped up. Some great storylines emerged. The series found its feet and became exciting, watchable and even, at its best, intriguing and great sci-fi.

Now the time is perfect for the zap and pow of the series to be combined with computer gaming’s most

# FORCE



enduring franchise, the *Quake* engine. *Elite Force* will be the first multiplayer action *Trek* game using the *Quake III* engine and we are very excited.

## FULL IMPULSE

Raven are not unfamiliar with iD's 3D technology. They have a long, feisty history in this genre, having churned out Tolkien-esque takes on the first-person shoot 'em up using all the iD engines, from *Wolfenstein* through *Doom* and into *Quakes I and II*. No surprise, then, that they chose *Quake III*

Have your own red-shirted security men doomed to die.



for this juicy licence. "It pretty much supports everything we want," says project leader and director Brian Pelletier. Aside from a whole new AI system to go beyond *QIII*'s deathmatching bots, and a new special effects system more in tune with the series, the team haven't made too many changes. "Because *QIII* is mainly multiplayer, it's missing a few essential features of a single-player game. But take

my word for it - we are definitely exploiting the curves capability of *QIII*," says Brian.

They have adopted a very *Half-Life* approach to interaction in *Elite Force*. As well as accessing the Voyager computers, reading mission logs and seeing deck schematics, you can wander around and talk to other characters to progress the story.

"You can walk up to someone and 'use' them to get some type of verbal response. Your character responds automatically if applicable. Also, characters can sense the player's presence and react. So if you are

## THE CHARACTERS

**AUTHOR'S NOTE:** I like *Voyager*. I've watched all the episodes and I like a lot of them. I've even written a book about *Star Trek*. But I remain objective about the strengths and weaknesses of the series and its characters. So please don't write in with death threats if I've spelled 'Talaxian' wrong or consider Chakotay to be a charisma-free stooge. It's just my opinion. Thank you

### CAPTAIN KATHRYN JANEWAY

Presides over the crew like some primary school teacher. Foppish mix of heartfelt concern and jackbooted militarism. Has split the *Trek* community right down the middle. Personally, I think she's okay but could tone down the Katherine Hepburn.

### LIEUTENANT TOM PARIS

Started off as (barf) "the best pilot in Starfleet", but with an interesting bit of angry darkness in him. Now just another yes-man in an increasingly goody-goody crew. Exhibits a terrible Kirk-style swagger towards the laydees.

### COMMANDER CHAKOTAY

Janeway's second-in-command and a sort of George Clooney figure with dark Native American roots. Hasn't really lived up to his potential in the series and spends a lot of his dialogue time droning on about "spirit guides" and the cod advice his "ancestor" handed out.

### LIEUTENANT B'ELANNA TORRES

Attractive but angry half-Klingon engineering chief with the customary Mars Bar forehead and confrontational style. Most interesting when defying commands and boffing aliens. Least interesting when doing anything else.

### ENSIGN HARRY KIM

Sigh. Another pretty faceless character, Ensign Kim has an exemplary record and plays the freaking clarinet. His favourite trick is to say "Trying to establish a lock..." and then failing to establish a lock.

### NEELIX

The ship's cook, goodwill ambassador and fumbling pain in the ass. Neelix is a Talaxian, which means he looks a bit like an orange Bagpuss and is far too friendly and good-natured. Avoid.

### LIEUTENANT COMMANDER TUVOK

Vulcan. Proper Vulcan, mind. None of this half-human Spock nonsense. *Voyager's* security chief is unflappable bar an eyebrow which raises one picocentimetre when the extreme aspects of human behaviour surprise him. Good solid performance, but often not given enough to do.

### THE DOCTOR

Emergency Medical Hologram played by the excellent Robert Picardo (remember the robot cabbie in *Total Recall*? That was him, that was). Lack of bedside manner and egocentrism make him a far more interesting and endearing character than most of the crew.

### SEVEN OF NINE

Phwooaarrrr. Woouoo. Crruuuaaww. A late addition to the crew after token babe Kes 'evolved' into a superbeing and fled into space (ie she was sacked). This ex-Borg's huge breasts and micro-waist have made her a huge hit with slaving quadrants of *Trek* fandom. Please note, however, she is also a good character. Her Borg-like efficiency and quickness to disobey orders or circumvent Starfleet protocols are a nice counterpoint to the nauseatingly rule-bound crew.

## STAR TREK GAMES WE WANT TO SEE

With the *Quake III* engine finally merged with the *Star Trek* universe, surely we're close to the perfect *Trek* game? Maybe. But there's still room for innovation in a crowded genre

### STAR TREK V STAR WARS

An excellent space combat game in which the various ships of both franchises battle it out in deep space. The Borg Cube versus The Death Star? The Enterprise versus a Star Destroyer? A fleet of X-Wings take on *Voyager*? Come on, guys. Someone out there has got to do it.

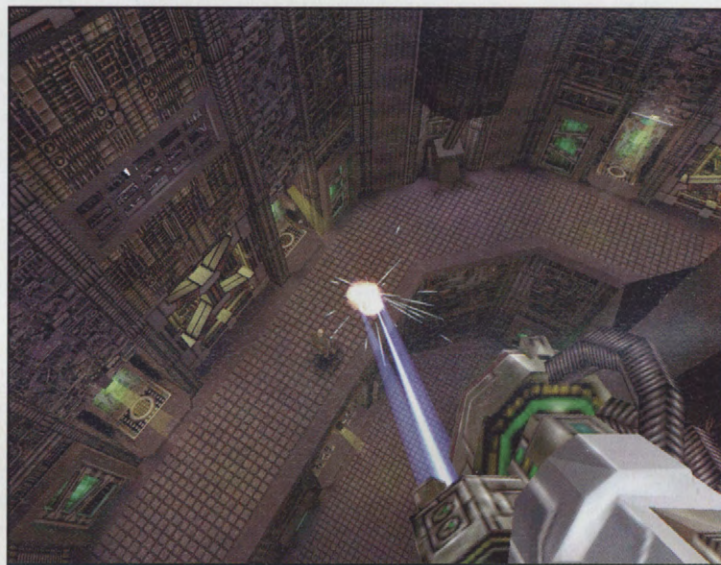
### WESLEY CRUSHER DIE DIE

A *Virtua Fighter*-style beat 'em up in which successively larger and more violent thugs armed with car tools and buckets of battery acid assault the irritating young ensign from *Star Trek: The Next Generation* over and over again. The Crusher model features true hit location and over 100 different death routines, including 'Stumbling tracheotomy', 'Spleen removal' and 'Being fed own arms'.

### SIX OF NINE

Set in Holodeck Five, a sexually-frustrated *Voyager* crew member generates an incredibly realistic simulation of a Borg brothel. In various stages of undress, multiple versions of Jeri...

(That's enough *Star Trek* games - Ed.)



Raven have invented a whole range of 'new' and 'experimental' StarFleet weapons.

walking down a corridor in *Voyager* and a crewman passes by, he may say: 'Hi! How are ya doing?' and keep on walking."

Hmmm, sounds familiar. "Yeah, I have to admit that *Half-Life* raised the bar for the FPS genre and it's hard not to be influenced by such a successful game design," says Brian.

Imitation is the sincerest form of flattery, but Raven believe they have

**“In *Elite Force*, if a crewman is being grabbed by an alien, you can actually shoot the alien off him and stop the guy from being dragged away”**

ELITE FORCE PROJECT LEADER AND DIRECTOR BRIAN PELLETIER

some great new ideas to raise *Voyager* to the much-vaunted 'next level'.

"We are having interactive scripted events," says Brian. "In *Half-Life*, there are these great little scripted scenarios, where you see

people giving CPR or scientists being grabbed by monsters - but the outcome is always the same, no matter how many times you watch them.

"In *Elite Force*, if a crewman is being grabbed by an alien, you can actually shoot the alien off him and stop the guy from being dragged away."

They're also taking advantage of

the latest advances in artificial intelligence and the worrying trend for a clever companion to accompany you through the game - worrying, that is, for those of us who like to go round mindlessly killing everyone

in games and not gambolling blithely around the galaxy, hand in hand, working together.

On away missions, you are shadowed by a bunch of clever NPC team-mates. "It's almost scary how smart they are," says Brian. "They act intelligently. They don't just blindly follow you. They are smart, and will take cover if being shot at and return fire. If their cover is destroyed, they will try to find a better place to fight from."

### AFT SHIELDS UP

These bot-compadres of yours are no crude technology showcase. They are crucial to the story. "In the game, *Voyager* is trapped in a starship graveyard floating in space," explains Brian. "There's no beaming down to planets. All the away missions take place on other alien vessels and space stations. Some of the ships will be

familiar to the *Star Trek* universe and some we will create."

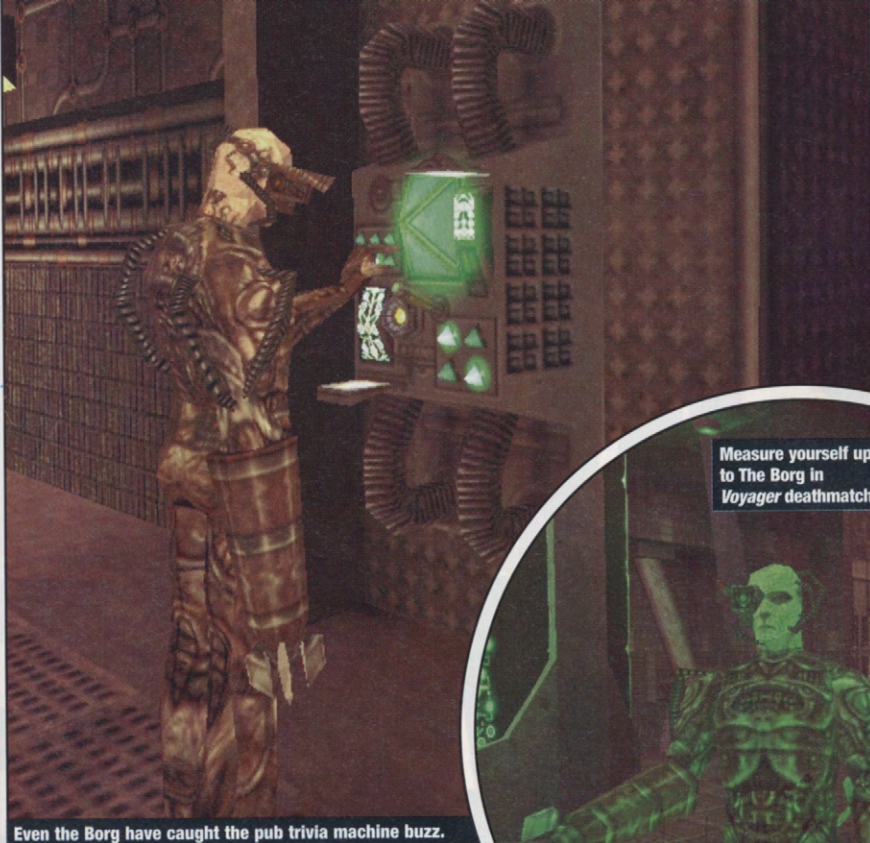
Past *Star Trek* licences have had to invent species so they don't disturb the storyline of the TV series. This has often led to comedic and, indeed, crap replacements for the Klingons or Romulans we know and love.

"There will be new alien races and a few familiar to the *Star Trek* universe. *Voyager* aliens like the Malon and Hirogen will be making a small appearance. We've even snuck in a few Klingons. There might be some other surprises, too. Of course, you can't have an action game without shooting up some Borg..."

On the question of whether the game will feature the mysterious species 8472 from the series, Brian remains circumspect: "Hmmm... maybe... You'll just have to play and find out."

But don't Paramount get a bit





Even the Borg have caught the pub trivia machine buzz.



The joy of phasering your StarFleet chums.



Measure yourself up to The Borg in Voyager deathmatch..



Has anyone else noticed what a crap shot Worf is? He's rubbish. He's always missing..



When you return to Voyager, you can manipulate computer panels and stare at tricorders.

prickly if you start representing *Star Trek* in a bad light?

"We have been given the freedom from Paramount to do whatever we want," says Brian, "as long as it makes sense to the story and doesn't represent the franchise in any bad way. They understand that the gameplay comes first in making a game really fun. The events within it are a standalone adventure for the crew. The game does fall within a specific time-line of the series and we have to be accurate to the details during that period."

This attention to detail extends to the level design. The key hub of the game is the *Voyager* itself, rendered down to the smallest Jeffries tube.

"In a technical sense, the *Voyager* in the game is more accurate than the one in the series," enthuses Brian. "Our ship is an actual environment, where you can walk from the bridge

to the conference room, into the turbo lift, then down to deck 11, where you can step out into the hall and make your way into engineering and inspect the warp core. The ship on the show is made up of sets and cannot be traversed at all.

"Tim Russ, the actor who plays Tuvok on the show, saw the game and was blown away by the accuracy of the bridge and engineering."

**MULTIPLAYER**

You can't use the *Quake III* engine without having multiplayer. And you can't have multiplayer without gore and violence and death. But you can't have that sort of thing in *Star Trek*. Or can you?

"This is the toughest obstacle we have to overcome. It's the *Star Trek* universe, rich with characters and story, but it's an action shooter game that has to be fun, with plenty of

action. Ultimately, it's still a shooter game and that's what we are making. To stay true to *Trek*, we will not have gratuitous blood and violence, but we will have plenty of intense shooter action.

"For the most part, the multiplayer game will be just like *Quake III* deathmatch. And because it takes place in a holodeck and is considered a simulated hologram, we can get away with fighting deathmatch style with all the main characters from *Voyager*. They never actually die, but holographically look like they die, while being teleported to another spot within the arena." Hmmmm... frying Neelix with a phaser? Nice.

"Aside from just classic deathmatch, we are also having co-op holomatch games, where a team of people can play out a scenario like attacking the Borg cube or protecting the warp core."

Sounds mondo coolio. Brian is a lifelong *Star Trek* fan and it has long been his dream to work on a *Trek* game. "I was a huge fan of the classic show when I was a kid. My brothers and I would watch it all the time.

"Of course, being kids, we had to play out our own *Star Trek* episodes. My brothers and I set up the front porch of our house as the bridge of the *Enterprise*. We even made wooden phasers and communicators. One of my brothers played Kirk and the other was Spock. For some reason, I always chose to play Chekov. Don't ask me why - maybe it was the goofy accent."

So who's his least favourite *Star Trek* character?

"Neelix. I know I shouldn't be saying that because of my circumstances, but that freaky character just bugs me."

No argument there. **PCZ**

# Get medieval with Ensemble's latest offering



# AGE OF THE AGES

## THE DETAILS

**DEVELOPER** Ensemble Studios  
**PUBLISHER** Microsoft  
**WEBSITE** www.ensemblestudios.com  
**OUT** November

## WHAT'S THE BIG DEAL?

- ★ Continues where the original game left off – from the fall of Rome
- ★ Significantly improved AI and graphics
- ★ New features such as troop formations, garrisoning and broader technology trees
- ★ Greater emphasis on single-player campaigns and more variety in multiplayer games



## ENSEMBLE STUDIOS

To be this good takes Ages

**1997** *Age Of Empires* (PCZ #54, 94%) is released on an unsuspecting world and scoops a heap of awards, sells by the chariot load – and continues to do so. Significantly, *AOE* led to Microsoft being taken seriously as a games publisher. They owe it all to these guys.

**1998** *The Rise Of Rome* (PCZ #72, 83%) expansion pack for *Age Of Empires* improves on the original and includes new races and units. More awards follow.

**1999** *Age Of Empires: Gold Edition* appears, featuring both of the above. Highly recommended.

**1999** Long-awaited sequel *Age Of Empires II* looks destined to be Ensemble's biggest game to date.

Cue the *Dallas* theme tune as *Richie Shoemaker* makes the trek to Texas to talk to Ensemble Studios about their sequel to the best-selling *Age Of Empires*

**T**wo years ago, if you had asked the worldwide masses what the best real-time strategy game was, it would

have been *Dark Reign* or *Total Annihilation*, with *Age Of Empires* trailing in third place. Since then, both *Dark Reign* and *TA* have slipped down the rankings and there's no doubt that it is the slow-burner *AOE* that has best stood the test of time. Even now, *AOE* and its expansion pack, *The Rise Of*

*Rome*, are selling well in excess of what a game of its age should. Its offering of fast-paced strategic action coupled with *Civ*-style empire building and its infinite variety of gameplay has ensured that it remains one of those very few games that always creep back onto your hard drive from time to time.

For anyone who missed this gem of a game first time round, the aim was simple: choose a civilisation from the dawn of time and lead it through the ages (Stone, Tool, Bronze, Iron), collecting food, wood, stone and gold to build, trade and fight. In addition to the usual features then found in the common RTS, *AOE* offered more resources to collect and a balance of units which has yet to be bettered. More importantly, it was the 10,000 years of human history that set it apart from its tired sci-fi peers. *AOE* was, and still is, an epic game in the true sense of the word.

But wait. Every silver lining must have its cloud, and for *Age I* (as developers Ensemble Studios regularly refer to it) it was its single-player game. Not the single-player deathmatches you understand, but the



campaign. After the variety and vast scale of the one-player random maps and multiplayer games, the confines of a series of poorly structured missions seemed at odds. It wasn't that the missions were particularly bad, they just failed to capture the epic sense of the passing of time that the 'full' game provided. There were no surprises either, something that *Total Annihilation*, for all its 3D graphics and devastating pace was just as guilty of.

"Greg Street, Sandy Petersen and Chris Rippy – among others – are the ones really responsible for addressing the single-player game," says Ian Fischer, designer of *Age Of Kings*, and a thoroughly nice chap who wouldn't look out of place behind a desk in your local Abbey National or a drum kit in a death metal band. He accepts that *Age I* failed, in part, to provide a cohesive single-player story for all its epoch-spanning glory. "Greg (a marine biologist by trade) hasn't even been here a year and yet he's done pretty much everything for our scenarios. He's really good at evaluating what makes them interesting. He scrutinised a lot of RTS games, took a critical look at the first *AOE* and then handed the programmers a list of what he thought would improve the single-player game."

## SINGLE LIFE

For the sequel, instead of opting for one sprawling campaign, Ensemble have created a number of smaller 'campaiglettes'.

A *Braveheart*-style tutorial starts the series and puts you in command of William Wallace. Others, gradually increasing in difficulty, feature Joan of Arc and Genghis Khan.

**“Greg has done pretty much everything for our scenarios. He’s really good at evaluating what makes them interesting”**

# EMPIRES II: OF KINGS





As you can see, the scale of the buildings has been increased to allow for a more epic feel. Sheep can be herded into village centres to provide a source of food for ravenous villagers.

Inspired by *Half-Life*, missions will include in-game sequences where your troops witness massive battles. Most importantly, the missions will have a cohesive story that injects personality into the heroes within the game.

"A large segment of our audience will prefer the single-player campaigns," says Ian. "We didn't allow scenarios and campaigns to become too cinematic, we wanted to include in-game scenes that kept the focus on the game and propelled the story forward, not only between missions, but during them, too."

Before you start thinking that if you've played one huge-scale multiplayer game, you've played them all, *Age II's* campaign missions will include specifically-made buildings and artwork. The idea is to provide a fresh alternative to the epic battles of single/multiplayer deathmatches.

"It's strange," says Ian "but things like that add so much to the game. If you'd played skirmish or multiplayer games in *Age I*, you'd have come across

almost everything there was to do. Now we've included buildings in the campaign missions that aren't in the multiplayer game. They may not have a big impact on the way the missions are played, but it keeps everything fresh, with big cities, encampments and new scenery objects. We call them sandwiches - they're like little prizes that keep people interested."

**A RUSH AND A PUSH AND THE LAND IS OURS**

So what else is better about this sequel? Well, for starters, it's set right about the time the mighty Roman Empire, and Europe as a whole, fell apart. Again, the game spans 10,000 years, taking in the Dark Ages. As a result, instead of phalanxes and chariots there'll be knights in shining armour and rock-hurling catapults. The interface is more streamlined, with more commands - production queues, for example. The game also includes a host of new features: troops can be garrisoned in towers and other buildings and villagers can be alerted and sheltered from attack. There are more race-specific units, a greater variety between the 13 civilisations, and the technology tree has been broadened.

"We've made it so that there are more strategies to choose from when it comes to progressing through the ages," explains Ian. "By making some of the technologies in *Age I* smaller and more discreet, there are now more options as to how you tailor your game plan. This is in addition to the fact that you can win via economic or military means, and should provide a lot more scope."

But this broadening of strategic options isn't just limited to the single-player game. Ian has made it his mission to look at how people played the first game, with a view to expanding the ways in which war is waged and to make it easier to counter your opponent's tactics. "A lot of people said there was too much rushing (where you have to get more units into someone else's town before they're ready for you) in the first game. It wasn't as if it made the game miserable because 90 per cent of the time people figured out a way

to counter rushing. In that respect, strategies are always evolving. What I was more interested in was discovering strategies outside of that, something that can be done every single time that will cause you to win.

"To me rushing is fun, because you have to be a really good player to get your game to the point where you can do a good rush. But rushing isn't enjoyable if the game is over ten minutes later. We didn't want to make rushing impossible, just very difficult. I think rushing is a good military strategy, attacking quickly when your enemy isn't prepared. I'm sure that there are experts out there who will pick things apart, which is why I spent time working with these guys, finding out how they are winning and how they are being beaten. We've got some really hard-core players who can tear the game apart and watching them is very useful."

**ATTACK FORMATION**

The original *Age Of Empires* was also let down by its AI routines, although at the time they seemed acceptable. These days, expectation is a lot higher. "I started playing games way back in pre-DOS days," says Ian. "I was used to buying a new game and spending two hours tweaking things before I even got it to run. I'm used to bad interfaces, and I've played games where people would ask why I was giving it the time of day. I'm not turned off by poor presentation, but I've had to train myself to see them because the pathfinding problems in *Age I* didn't actually bother me - I'd got so used to it that I didn't even notice. Some games are so immersive that you can forgive them almost anything, and *Age*

I was one of them. However, to be a good games designer you have to be critical, you have to be able to look at the game from everyone's perspective, from the newcomer to the hard-core gamer. It's hard to step back and see what turns people off the game, but it has to be done." The use of formations immediately gives away the fact that the AI has been significantly revamped. By way of a few mouse clicks, troops can now be arranged into a number of attacking or defensive arrangements.

**Q&A**

**IAN FISCHER**

Games designer on *Age Of Kings*



**PCZ** What was the first game you ever played?

**IAN** I think MUDs first brought me into gaming, but I have a *D&D* game from about 1977 which was my first true love.

**PCZ** What was the last game you paid money for?

**IAN** I've been disappointed a lot lately, but the last game that grabbed me was *Rollercoaster Tycoon*. I'm a *Sim* fan so it was a lot of fun.

**PCZ** What's your favourite game of all time?

**IAN** I still go back and play the original *Civilization*, or sometimes *Civ II* or *CivNet*. Some games have so much depth that you find yourself going back to them again and again. *Daggerfall*, for all the problems that it had, was set in such a humungous world that you could easily lose yourself in it for a couple of days. I really, really like *Half-Life* as well. I hope the first-person shooter genre moves in that direction instead of *Quakes*. I think that having a rich story in that type of game makes them far better.

**PCZ** Have you ever been in a fight?

**IAN** I've had a little bit of a chequered past. I was a US Navy Rescue swimmer, so I've had my share of fights. I competed in karate too. I wasn't always 30lbs overweight.

**PCZ** So you're not a chap to mess with?

**IAN** I don't know if I am anymore, I'm pretty beat up now - a peace-loving kinda guy.



Single-player missions will include new graphics and scripted events.



Age II maps have increased in size by 60 per cent.



Recreate those stirring scenes from Henry V.



If others weren't out to get you, you could watch your citizens for hours.

Infantry or pikemen will take the forward rank, with archers behind. If you have siege weapons, they'll take the protective centre ground and every one of them will stay in formation and move at the same speed. It's a powerful tool, and has been handled without the need for a complex interface. By the look on Ian's face, it's something he's immensely proud of: "The pace of the game is such that you don't even have time to pick from a massive array of formations. The interface has had

**"Let's get this straight: we're working with a historical background, but that doesn't mean we can't throw fun into it"**

IAN FISCHER DESIGNER ON AGE OF KINGS

to be streamlined and in the event of a surprise attack you won't even have to select a formation, because your troops will immediately switch depending on what units have been grouped together. Of course, if you're planning an attack of your own, you can choose the best formation for the job. Once the idea solidified and we saw it working for the first time, we were very pleased. Stunned, in fact. It worked beautifully. It's light years ahead of games where you just grouped similar units together, sent them all in en masse and hoped for the best. It might not have the depth of a real hardcore strategy game, but for the speed of *Age II* it works perfectly."

### HISTORY REPEATING

One thing that hasn't changed in *Age Of Empires II* is the attention to detail. Ensemble make a point of burying themselves in historical books and photographing ancient buildings whenever they're abroad (after all, the US isn't well known for its medieval architecture). Right at the heart of Ensemble's freshly painted Dallas offices sits a library of books spanning every culture that has ever populated the planet, a plethora of works that the British Library would be envious of. The main characteristic of the *Age* series is that every building and unit is historically and graphically accurate, even in terms of sound and music. In the sequel though, there will be even more diversity, including race-specific graphics, music and dialogue.

Some criticisms of the *Age* series have been unfair. For some inexplicable reason, its combination of *Civilization* and *WarCraft* was lost on certain gamers. *Civ* fans complained it was too

fast, while *WarCraft* aficionados complained that it was too complex.

Ian explains: "There was an impression somewhere along the line that we were attempting to merge two games that are worlds apart. Our vision was never for it to be half *WarCraft* and half *Civ*, and I believe that there was an article somewhere that called us *CivCraft II*, or something like that. That was probably where it all started. But that was never our intention: our intention was to take RTS, which was a pretty cool genre, and add some *Civ*-like aspects to it.

"I've had emails from some very die-hard historical fans telling me that you shouldn't allow arrows to damage walls. Let's get this straight: we're going to put fun ahead of realism any day of the week. We're working with a historical background, but that doesn't mean that we can't throw fun elements into it. And I like it, because for a few months at the start of the project I get paid for reading history books, so I'm happy with that. Anyway, the historical flavour is nice, it's easy to understand what the units in the game are - everybody knows what an archer is, but not what a troll does. It's a lot easier to grasp. Trying to make the game more like *Civ* or more realistic is missing the point of what we're trying to achieve. Maybe some day we'll do a more *Civ*-ish version of *Age*, but only if we can make it fun."

### TEST OF TIME

So what next from Ensemble? Obviously Ian wasn't going to spill the beans at this early stage, but I was told that Ensemble want to become a 'two-game team' - creating their next two titles side by side. Will one of these be *Age Of Empires III* or *3D*?

"Perhaps," says Ian. "The sky's the limit. At the moment we're keeping all our options open and looking at what we think would be the most exciting thing to do next."

Imagine that: taking fast-paced historical strategy out of the feudal age and through the Industrial Revolution. For now though, we're quite happy to wait for the second instalment in the series. This may not be the technological quantum leap some are hoping for, but when it comes to

*Age Of Empires II*, it's the little things that stand out, a testament to the fact that there really wasn't all that much wrong with the first game. Where many games developers are trying to be revolutionary, Ensemble have moved on to their evolutionary phase, honing their game and taking what made the first one such a joy and making it even better. Barring some freak accident, *Age Of Empires II* will certainly be an improvement on its predecessor, we've seen the evidence and we're willing to put money on it. So close to release, the only danger is that *Age* fans, Ion Storm, (their offices are just down the road), will be so addicted to the new sequel that *Daikatana* will slip by another year. But I think we could live with that. [E]

✦ Check out the PC ZONE website for even more info on *Age Of Empires II* as Richie chats to other members of the Ensemble team. Now showing at [www.pczone.co.uk](http://www.pczone.co.uk).

## BEERS, STEERS & MORE BEERS

Ensemble celebrate the opening of their new offices

Although yours truly blagged his way into Ensemble's office warming party, prior commitments kept me from an evening of booze, beef and deathmatching. Still, I at least had a chance to sample Ensemble's impressive deathmatch arena: a blisteringly-fast eight-player LAN set-up with overhead monitors and a captain's chair-style 'command station'. Against Ensemble's Bruce Shelley himself, I lasted over an hour before being overrun by hordes of warriors and shining knights.

Back at the party, Bruce Shelley and Ion Storm's Jon Romero were trounced by Ensemble's AI god Sandy Peterson and Chris 'Total Annihilation' Taylor. A good time was had by all, apparently, I just wish I had been there to witness it. Oh well.



Ensemble's Trek-style multiplayer area.

# Again Sir, harder...

# BATTLEZONE

There's often a battle at **ZONE**, too. *Steve Hill* won this one and was promptly dispatched to LA. Again

## THE DETAILS

**DEVELOPER** Pandemic Studios  
**PUBLISHER** Activision  
**WEBSITE** www.pandemicstudios.com/bzii/  
**OUT** Autumn

## WHAT'S THE BIG DEAL?

- ★ A multitude of new units, including walkers, tracked vehicles and air support
- ★ Experienced system that rewards you for bringing your boys back alive
- ★ Improved interface that helps control large squads more effectively
- ★ Colourful, distinct worlds teeming with hostile wildlife



An ISDF battle tank in all its glory.



The interface is now easier to use.

**A**s the developers of *Battlezone* will testify, there's a world of difference between critical success and commercial success.

While it's always nice to receive plaudits, awards don't pay the rent. Despite almost universal praise, the original *Battlezone* was largely a friends and family-only affair, barely selling enough copies to feed the team. They're feeding themselves these days though, and paying their own rent, the core development team having

broken away from Activision to form Pandemic Studios, based in Santa Monica, Los Angeles. Within stalking distance of the

*Baywatch* beach, they occupy the former office of Pulse Entertainment, the developers of *Bad Mojo* – a sinister, cockroach-based adventure that was clearly influenced by the squalid surroundings.

Pandemic have had a bit of a clean-up since they moved in though, and the only scurrying to be found is that of developers around monitors. Of the 30 or so employees, approximately half are working on *Dark Reign II*, with the rest currently putting the finishing touches to your actual *Battlezone II*. That's what we're here to talk about, and joining us for a chat is the President of the company, Josh Resnick.

## CHATZONE

Hey Buddy, what was so great about the first *Battlezone*?

"It was one of the first games that married action and strategy elements. For the first time we allowed you to be a commander on the battlefield, on the front lines, driving your tank around. But at the same time you were able to command your forces, build up a base, and explore a dynamic involving world. And you were able to do all this from your tank. The realistic, immersive feeling you got from being in those worlds, being in a tank that responded to you, meant you felt like you were on the battlefield commanding these forces. And then we had the classic elements of an RTS game, building up a base, gathering resources, commanding your forces. Plus all the action elements that a lot of people love – for example, in the thick of battle you're blowing up those other tanks, you're jumping out of your tank and sniping and doing fun things like that. When we put that together with a really engaging multiplayer game, we had a very solid product."

So how come no-one bought it?  
 "It was a very difficult game to communicate from a marketing standpoint. We had a really tough time in terms of how to get across this new type of gameplay. For the *Quake* player who just likes action,

## CV



## PANDEMIC STUDIOS

Having broken away from Activision fairly recently, Pandemic haven't released any titles under their own label yet. So here's a peek into the future...

**1999** *Battlezone II* builds on the critical success of its predecessor and actually sells a few copies this time round.

**2000** *Dark Reign II* pick ups where the first game left off and rocks big war-shaped bells.



This handy dropship delivers troops to the battlefield.



More coloured lights than the inside of a madman's head.



Is it just us, or does this look a tiny bit like *Outcast*? It's nothing like it, incidentally.

# NE II

This rocket tank makes short shrift of the alien scum.



actually set in the past, specifically around the late '60s and early '70s. The Cold War turns out to be nothing but a front for a real space race, with the Russians and Americans slapping each other all over the solar

system in a battle for a precious metal that could give either side the edge.

*Battlezone II* continues the story but brings it up to date, with the USA and USSR now part of the ISDF, the International Space Defence Force based on Pluto (the planet, not the cartoon dog). Sure enough, an alien threat pitches up in the shape of the Scions, arriving via a wormhole to wreak havoc

did it have what it takes to get that person excited? And for a player who just likes strategy titles in the vein of *Dark Reign* or *StarCraft*, how do we introduce them to the action elements and keep them excited? We were heavily associated with the original arcade version of *Battlezone*. That was good in some ways because, for its time, that game was also groundbreaking. It was a very new type of title and was the first game to use vector 3D graphics. But it was also a curse in the sense that I think some people misunderstood what *Battlezone* was – they didn't understand how revolutionary and how new this game was, so there was some confusion."

## SPACE INVADERS

If you're not familiar with the first game, the story was an improbable affair, although refreshingly it was

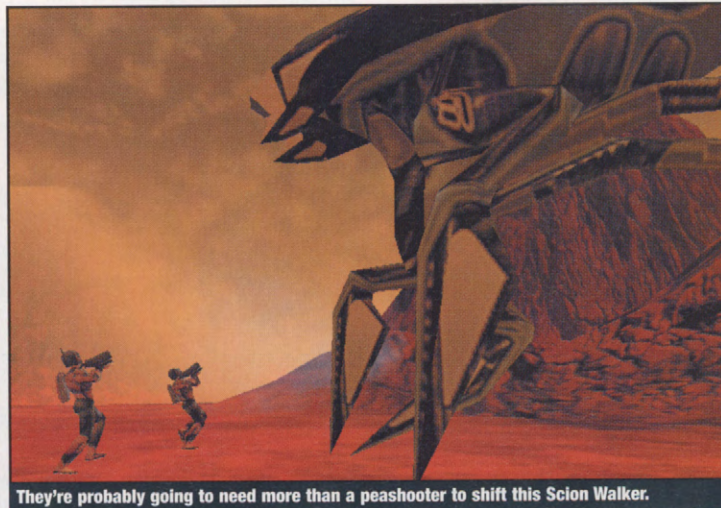


Don't get out of the boat. Or tank.



Your commando can now enter buildings.

among your troops. Scuffling ensues, with an updated version of the moon Titan making an appearance, providing an



They're probably going to need more than a peashooter to shift this Scion Walker.

## Q&A

### JOSH RESNICK



*The President of Pandemic Studios delves into the darker recesses of his mind*

**PCZ** What was the first game you ever played?

**JOSH** Jesus, um, I'm just trying to think. You know what, I probably have to say the one that made the most impression on me was *Castle Wolfenstein*. I used to have an Apple IIC so *Castle Wolfenstein* was one of the games I played the most and that's the one that I can think of right away. It was a great game.

**PCZ** Another tricky one, what's the best game you've ever played?

**JOSH** I'd have to say the game that I had the most fun with was *Diablo*. That was my most enjoyable game. I'm assuming I can't use any of the games that I've made.

**PCZ** What was the last game you bought, paid money for?

**JOSH** You're going to show me to be the pirate that I am. It was *Half-Life*.

**PCZ** Fair enough. Right, the final question, it's a bit of a curveball – have you ever had a fight? If so, what happened?

**JOSH** I had a fight with a girl in the fourth grade (eight years old) in the playground. She had a crush on me and was faster than me, so she organised all these other girls to come chasing after me. She pinned me down on the ground and wanted to have her way with me, but I valiantly fought her back. That was the first fight I can remember – and it was a fight I wish I'd lost, now that I think about it. In retrospect, I should have given in, but I didn't.

**PCZ** What was she like? Can you remember?

**JOSH** She was really pretty, really nice. Very athletic, obviously, as she caught up with me and pinned me down on the ground. A very nice girl now that I think about it, so if I ran into her on the street it would be great to hook up.

**PCZ** You've never seen her since?

**JOSH** I haven't seen her since, but that was my first violent encounter with the opposite sex.



You need buildings before you can do anything, and here's one of the beauties.

← overlap with the original game. Sickened by this affront, you then decide to head down the wormhole yourself and take on the alien aggressors in their own back yard.

It's all made up from here on in, which has allowed the artists to go to town on the visuals, creating a range of distinct alien worlds. With 3D acceleration now included, Pandemic have been able to feature a lot more detail, with elaborate flora and fauna instead of the bleak moonscapes of the first game. The terrain will also present a far more complex system than in *Battlezone*, with water, tunnels and bridges to contend with, necessitating the use of numerous different vehicles. Some of the new units include treaded vehicles, service trucks which will allow you to remotely repair your units, a nimble mortar bike, huge Mech-like walkers, and even flying APCs and bombers, albeit non-player controlled.

**DON'T GET OUT OF THE BOAT**

Hopping between the various vehicles is largely the same as in the first title, but a new gameplay



Aerial bombing is now possible.

element has been brought into play. Many gamers complained that it was all too easy to run around on foot and snipe at enemies from a distance. This will still be possible, although you might get eaten. Yes, each world will be populated by a variety of indigenous creatures that will quite happily have you as an hors d'oeuvre, adding an

**IN A WORLD OF \*\*\*\***

**Battlezone II in four-letter world shock**

There are six alien worlds to contend with in the course of the game, all of them with four-letter names. We don't want to give everything away, but here are three of them.



**BANE**

The bleak ice world of Bane is cold enough to freeze piss, and is also home to the fearsome Ice Rhino.



**MIRE**

Jungle and swamps make up much of the murky world of Mire, so don't forget to switch on your fog lights.



**REND**

Remember to pack some lotion when visiting Rend, as this lava world is hotter than the bowels of Hell.



The Scions can actually morph on the battlefield, which certainly adds to the mix.

extreme element of risk to leaving your vehicle.

It's all shaping up very nicely, with the new ideas, improved AI and revamped graphics complementing the already sound gameplay of the original. It took a while, but through word of mouth – not to mention some intensive bundling – *Battlezone* has managed to build up a fervent fan

base that is rabidly awaiting the sequel. Some jokers even went as far as to mock up an unofficial demo by scanning new screenshots onto the original engine. The daft twats, they should have simply waited for the real thing, coming soon in your super soaraway ZONE.

Now don't say we never do anything for you. [PC]



On foot, you're liable to get eaten.



A pair of ISDF walkers have a pop at a Scion craft. Note the more organic design of the alien vehicle, if you want.



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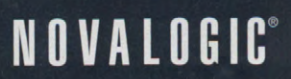


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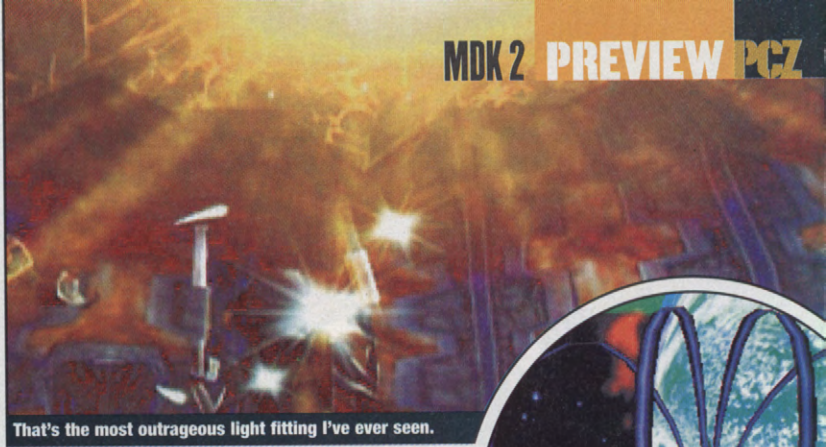
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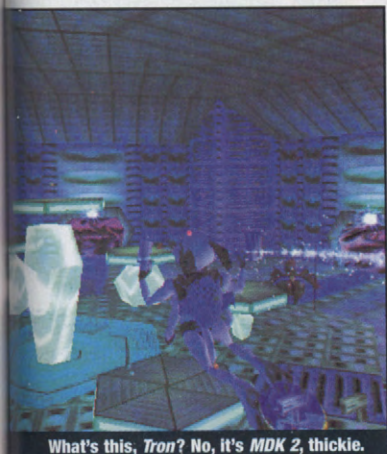
Kurt's silly 'strip parachute' thing.



Nope. No idea what's going on here.



That's the most outrageous light fitting I've ever seen.



What's this, *Tron*? No, it's *MDK 2*, thickie.



The latest peering-at-ceiling technology.



Eee, it's just like *Top Of The Pops*, innit?

Max the pooch goes gun battle mad. We think that's what's happening here, anyway.

THE DETAILS

DEVELOPER Bioware  
 PUBLISHER Interplay  
 WEBSITE www.mdk2.com  
 OUT Winter '99

WHAT'S THE BIG DEAL?

- ★ Sequel to *MDK*, one of the weirdest things ever
- ★ From the creators of *Baldur's Gate*
- ★ Pretty pictures that move and that
- ★ "Humour", apparently

FIRST ENCOUNTER

MDK 2

FAO: you. *MDK 2* = *MDK 1* x 2. NFI? FYI, *MDK 1* = 9X% in PCZ #XX. OK? Charlie Brooker untangles the equation.

**M**DK 2: sounds like the chemical formula for some illegal party drug that turns kids into wide-eyed loons. Or the name of a violently crap euro-beat pop act – the sort of group that releases those life-unaffirming 'Sex On the Beach'-style techno-disco anthems that sunburnt morons bump and grind to in the nightclubs of Laganas. Or a new type of car. Or all three.

It isn't any of the above, of course. That would be madness. No, *MDK 2* is the sequel to Shiny Entertainment's three-dimensional weird 'em up, *MDK* (PCZ #50, 90%). Now, the original *MDK* (we never did get to find out what it stood for) was one of those love-it-or-hate-it games. It had an incredibly bizarre premise (you played a guy in a customised rubber suit, wearing a strange hat which turned his face into a sniper rifle), incredibly bizarre graphics (it looked like a cross between *2000AD* and *The Muppet Show*), and incredibly bizarre gameplay (a peculiar blend of platform game/*Quake*/sharpshooting

simulator). Some people reacted as they might to, say, a mutant frogboy or a bearded lady passing them in the street – with bemusement and a faint tinge of discomfort. Others thought it was the best thing since sliced head. The former outnumbered the latter and the game sold like, well, warmish cakes.

*MDK* wasn't as big a hit as it was supposed to be, so it's perhaps surprising a sequel's coming out at all. Still, it won't be coded by Shiny. Bioware, the team behind sprawling RPG hit *Baldur's Gate* are doing the honours this time round, and they're obviously determined to forge a big fat hit. So how are they going to do it?

MILK DAIRY KOW

First of all, they're sticking to the unique visual style. This is a good thing. *MDK 2*, we are assured, will be a triumph of individualism. God be praised. Let joy be unconfined.

No, really. There are too many bland, production-line plod-a-thons cluttering the nation's shelves, so any game that dares to stick its neck out deserves to be kissed gently all over – or, at least, given the time of day.

It'll also be full of humour. Ah, yes. Humour. Games and humour have never really mixed well – gaming 'humour' usually refers to unremitting quirkiness instead. You know, people called 'Professor Teapot' and hilarious stuff like that.

The funniest games have always been those in which the 'jokes' occur naturally as a result of the gameplay – you have to play a few hours of *Carmageddon 2* or multiplayer *Quake* if you're after laugh-out-loud moments. Still, *MDK* was packed full of 'humour' (to be fair, blowing the robots' heads off was funny), and *MDK 2* promises more of the same.

MISTY DOES KANGAROOS

To this end, they're hoping to get plenty of mileage from the main characters, all three of whom are playable this time. There's Kurt (the rubber-clad hero of the first game), Max (his dog, a cigar-chompin' gung-ho canine), and Dr Fluke Hawkins (the obligatory 'mad scientist' who crops up in every 'zany' game since time immemorial). Each has his own special abilities and range of weapons.



MDK2 could be the swirliest game ever.

If you're not familiar with *MDK* numero-uno, perhaps it's worth pointing out that this is a third-person perspective game (think *Tomb Raider*) with occasional first-person interludes (ie the sniping bits). There's no multiplayer mode (Bioware wanted to concentrate on making the "best single-player experience possible"), and it's coming out on that spingly spangly new Dreamcast console as well. For now, that's about it – but hey, you can always look at the pictures and imagine. While dribbling. Down your shirt. Like. A. Ponce. [E]



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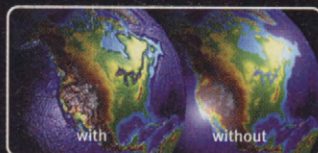
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"Come on lads, we can have this lot. They're muck."



Oof! Get your swede on it.



Looks like he's got tips to that.



If a Brazilian had done that they'd be talking about it for years. Oh, it /s a Brazilian.



The game includes nicely rendered stadiums. This one's in Kiev.



Big Ron: "He can score goals for fun."

# INTERNATIONAL FOOTBALL 2000

**FIRST ENCOUNTER**

If we're talking football, it has to be a job for **Steve Hill**

## THE DETAILS

**DEVELOPER** Rage Birmingham

**PUBLISHER** Microsoft

**WEBSITE** www.microsoft.com

**OUT** September

## WHAT'S THE BIG DEAL?

- ★ Unique one-touch control system
- ★ Over 200 player moves and 9,000 frames of motion capture
- ★ Commentary from Jonathan Pearce and Ron Atkinson
- ★ AI assistance from coach Glenn Roeder (not a deal clincher)

**F**ootball, football, football. Where would games publishers be without it? In fact, where would mankind be without it? In a permanent state of stupefied torpor, if this summer has been anything to go by, the barren months rendered even more pointless in comparison to the glory of last year's World Cup.

Of course, a mere game is never

going to be a serious replacement for the real thing, but if the developers at Rage had typed a bit quicker, they could have gone some way towards breaching the gap.

Taking its cue from the generic title, *International Football 2000* not only recreates last year's 'International Cup' but features the forthcoming 'European Finals', including the qualifying campaign, meaning you can attempt to better the combined efforts of Messrs Hoddle and Keegan. A further territories competition is incorporated, along with the cursory customisable affairs, and a number of Classic Match scenarios.

In total, the game will feature some 73 international teams, from Albania to Yugoslavia. However, a closer look at these teams reveals

further evidence of a worrying trend: all the player names are fictitious, with England headed by the likes of Dolman and Carter, something that will not be tolerated if this



☹ Bet he's got a posh wife.

remains the case in the final version. If it's a question of money, they should pay it - this is

Microsoft we're talking about, after all.

Keener readers will be aware that the game was originally being developed as *Ruud Gullit's Striker*, long before Microsoft

got involved, and before the then Chelsea manager took an enforced Dreadlock Holiday, later reappearing at the helm of Newcastle United. His existence now appears to have been totally erased from the game, and the obligatory commentary is provided by Channel 5's Jonathan Pearce, his trademark histrionics tempered by the inane outpourings of 'Big' Ron Atkinson, whose retirement leaves him even more time to record game commentaries. God help us.

From what we've seen, *International Football 2000* is shaping up to be an excellent addition to the genre. Despite some of the AI being somewhat dodgy and the keepers having the positional awareness of Helen Keller, the beta version we've been playing has made for some very late nights. If it all comes together, *IF2000* could be a viable contender in what will be a fiercely contested season. Whatever happens, it can't be as bad as *Microsoft Soccer*. **PCZ**



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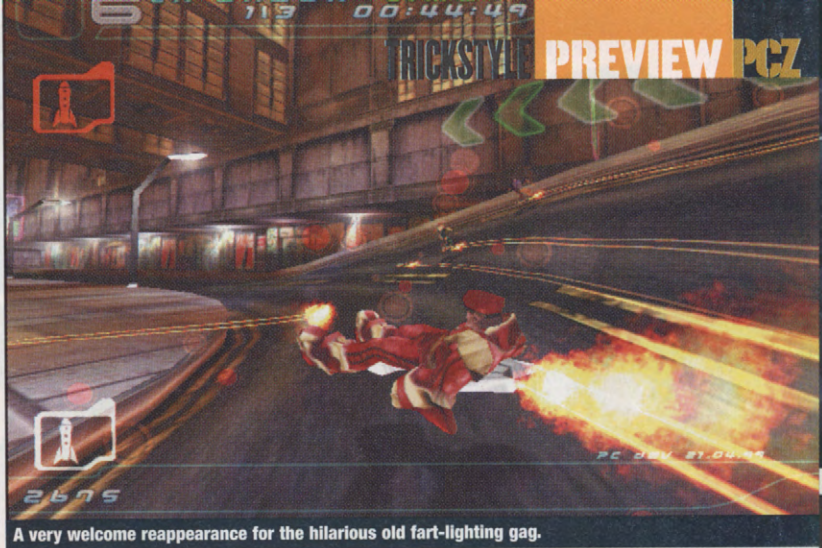
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It's Tokyo, but not quite as we know it.



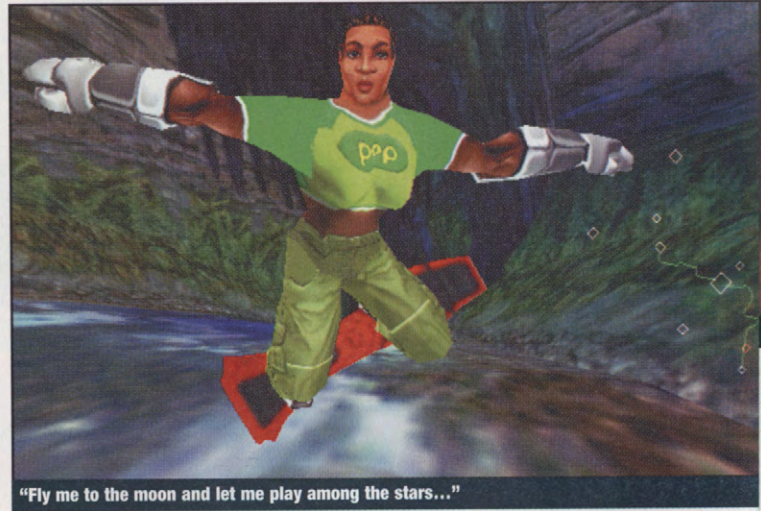
A very welcome reappearance for the hilarious old fart-lighting gag.



"Noo Yorrk, Noooo Yoorrk."



Token busty blonde girl in game shock.



"Fly me to the moon and let me play among the stars..."

## FIRST ENCOUNTER

# TRICKSTYLE

### It's gnarly, dude! Grabbing phat air: Steve Hillfiger

#### THE DETAILS

**DEVELOPER** Criterion Studio  
**PUBLISHER** Acclaim  
**WEBSITE** www.criterionstudios.com  
**OUT** September

#### WHAT'S THE BIG DEAL?

- ★ Ten unique characters with different attributes and personalities
- ★ Four different boarding positions to assume
- ★ Three futuristic cities to race through
- ★ Lots of cunning stunts to perform

**T**ake a bit of boarding, throw in some pseudo-Manga characters, set the whole thing in the future and top it off with some outrageous stunts. That's what Criterion Studios have done and the result is *Trickstyle*, which can loosely be described as a futuristic hoverboard stunt racer.

The futuristic bit probably goes without saying; we've yet to witness any actual boarding that involves permanently hovering a couple of inches off the ground and tearing about with the aid of a jet propulsion unit. However, a bloke was recently

arrested for being drunk in charge of a motorised skateboard, and *Trickstyle* would appear to be a natural progression from this rudimentary effort.

You can scarcely switch on the TV these days without seeing some goatee-bearded buffoon prancing about on a bit of wood, be it snowboarding, skateboarding, bodyboarding, wakeboarding, sky surfing or street luge, and all of these disciplines have had some influence on the dynamics of *Trickstyle*.

Stylistically, the game doffs its cap to the artwork of comics such as *2000AD* and *The Silver Surfer*, as well as films like *Rollerball*, *The Running Man*, and the pinnacle of cinematic genius that was *Back To The Future II*, which all '80s enthusiasts should remember actually featured a hoverboard.

If you think this all sounds a bit 'futuristic sport', then you'd be right to worry, as the only

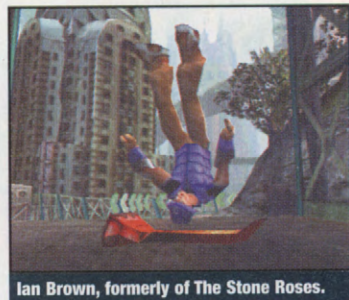
decent game ever to carry that label was *Speedball II* on the Amiga.

*Trickstyle* has its base firmly rooted in boarding though, and the future tag is little more than an excuse to have a gravity-defying powerboard, and to throw in some fancy locations. Along with a huge velodrome, these will be a Future London, Neo Manhattan and an Aerial Tokyo, the bulk of the city having been swamped due to global warming. Each city will be recognisable, yet extremely modified, for instance, St

Paul's Cathedral will appear largely unaltered, albeit dwarfed by an array of shiny glass carbuncles. Races take place through the cities, with the major landmarks connected via a unique nodal system, enabling you to plot your own course. The stunts are predictably elaborate, although the designers are keen to stress that they're not just for show, and as well as earning bonuses some are actually a prerequisite for winning a race.

*Trickstyle* will be out in September, so that gives you just enough time to grow an elaborate chin-glove, adopt some moronic slang and get blunted. Radical. **PCZ**

☞ "Hello, my name's Nigel." (Fact).



Ian Brown, formerly of The Stone Roses.

# ABOMINATION

## THE NEMESIS PROJECT

"...AND UNTO US THERE CAME  
A PLAGUE OF BIBLICAL  
PROPORTIONS"



"SPREADING OCTOBER 99"



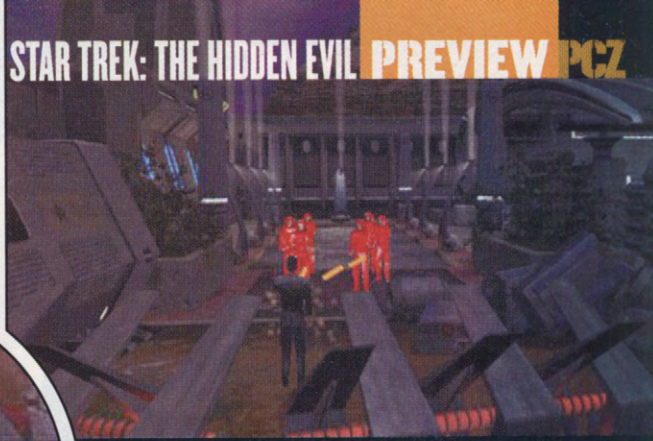




At home with Data.



"Why are all these lights buzzing?"



Lightsabres at the ready... are we in the right game?



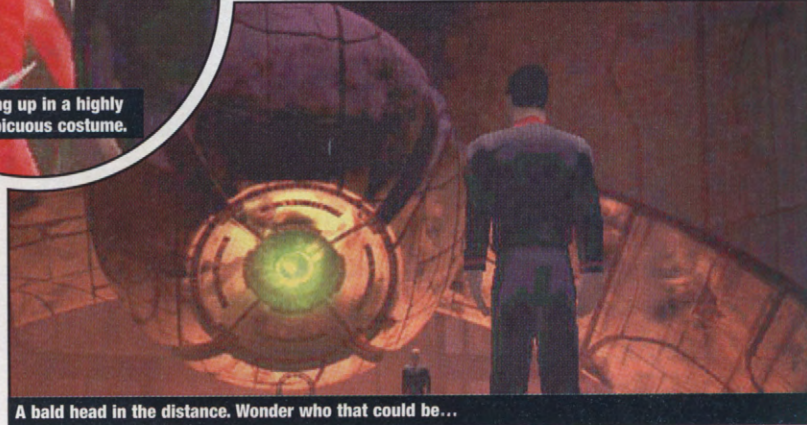
Now then, where's that evil got to?



Is that a lightsabre? It's the Phantom Evil!



Sneaking up in a highly inconspicuous costume.



A bald head in the distance. Wonder who that could be...

**FIRST ENCOUNTER**

# STAR TREK: THE HIDDEN EVIL

**THE DETAILS**

**DEVELOPER** Presto  
**PUBLISHER** Activision  
**WEBSITE** www.activision.com  
**OUT** October

**WHAT'S THE BIG DEAL?**

- 1 It's *Star Trek*, innit?
- 2 It isn't directly based on the *Insurrection* film
- 3 You get to use the Vulcan nerve pinch
- 4 Varied mission-based action/adventure

Previously known as *ST: Insurrection*, *The Hidden Evil* is an action adventure set nine months after the events of the film. As it doesn't follow the movie's action, naming the game after it would have been a tad misleading, but there could be other reasons for this change, such as an attempt to dissociate itself from the curse of the oddly-numbered films (*Insurrection*, the ninth in the *Star Trek* series, was rubbish, making the nine-month span all the more revealing) – or challenging *The Phantom Menace* for sci-fi's stupidest subtitle.

The concealed nastiness it refers to is a temple beneath the surface of Ba'ku, the planet of healthy and long-lived villagers where the film was set.

You take on the role of Sovok, a

**Mark Hill comes out of the Trekkie closet but he's still got something to hide**

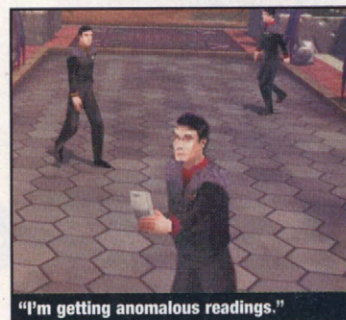
human raised by Vulcans whose main ambition in life is to emulate Picard and his cohorts. As a lowly ensign, everything you do is initially an order from either the slaphead captain or Data, who send you on missions, assign you menial tasks (such as tea making, although replicators make it easier for work experience people) and guide you through the gameplay as the epic storyline unfolds.

The plot involves the Federation's attempts to harness the immortality powers found on Ba'ku while trying

tricorder will display all the details and you can use your communicator to speak to your superiors. As you progress through the mix of puzzles, stealthy reconnaissance and combat, the plot steadily thickens – but you should be able to keep up as *The Hidden Evil* is aimed at the family market of the average gamer, rather than a hardcore audience.

Long-time *TNG* fans will recognise voices from the series – all the secondary characters will be voiced by regular extras, which will help to

nerve pinching (perfect for the stealth missions). If you've seen the film, you'll know the environments and general style of the place. The small



"I'm getting anomalous readings."

**“The plot involves the Federation's attempts to harness the immortality powers found on Ba'ku while trying to outwit the Romulans and other aliens, who are all trying to do the same thing”**

to outwit the Romulans and other aliens, who are all trying to do the same thing.

All the missions have clear goals and clues, ensuring that you always know what to do next and can avoid pointless wandering. Your handy

create a familiar atmosphere.

All the locations are pre-rendered, ensuring maximum loveliness as you work your way around, examining things with your tricorder, blasting enemies with a trusty phaser and even indulging in a spot of Vulcan

flying drones will make an appearance (useful for target practice), as will the invisibility suits.

Hopefully, the bad jokes, Worf's pimple and Data's singing won't be included, and if we never see Riker in a bath with Troi again, we'll count ourselves lucky. *The Hidden Evil* looks set to take all that was good from *Insurrection* and strip it of its failings, which can only be a good thing. **PCZ**

# OBSESSED

WITH

# REMAKES

Like those strange fellas in Tinseltown who remake classic movies, there's a bizarre group of punters online who dedicate their leisure time to revamping and updating old Spectrum games. Meet 'Retrospeccer' Richard Jordan...

★ WORDS Adam Phillips



PHOTOS Simon Clay ASTRONAUT Science Photo Library

## #17 THE SPECTRUM GAME 'RESTORER'

NAME Richard Jordan

AGE 26

LOCATION Halesowen, near Birmingham

OCCUPATION Er... a VB developer who writes financial systems

OBSESSION Applying a late '90s polish to ancient gaming classics

CONDITION BEGAN When he bought a modem two years ago and stumbled across sites awash with nostalgia for Spectrum games...

HISTORY OF CONDITION While Rich has always had a passion for programming, he got caught up in coding and restoring Speccy classics properly a year ago and is developing two updates – one for *Skool Daze* and the other for *Jetpac*.

OUTLOOK Well, there are only so many Spectrum games that are worthy of updating. By the time Rich's finished with that lot, though, the likes of *Half-Life* will probably require a fresh lick of paint. And he's just the man for the job...

Chin-stroking experts often say that smells, sounds and tastes can trigger a fond (or not-so-fond) memory. That now-diabolically bad song from a long-defunct '80s band may remind someone of their first bout of 'tonsil tennis' at the local disco. That swig of a bad lager may trigger humiliating memories of chucking up as you over indulged yourself in the art of alcohol consumption for the first time. And playing a game from yesteryear may recall those wistfully nostalgic days when "games were truly great and games were truly geeks".

One such 'profound' title was *Skool Daze*, a still frighteningly original game where punters played Eric, the reckless school kid, who had to cause panic and disruption in his local school by twatting the headmaster and tweed jacket-wearing teachers with a catapult.

It all sounds rather quaint now, but playing it today reveals a game still soaked in originality and ideas. And it's just one of the titles that has caught the imaginations of an emerging bunch of gaming nuts. While they appreciate that using emulators to play old games can be a nostalgic, albeit short-lived experience, they've thankfully realised that such games are in serious need of a remake.

The principle is simple enough – take a Spectrum game and tweak its

graphics, update the code for the PC and add better sound. One such advocate of this approach is Richard Jordan, a dedicated follower of a certain home computer created by the King of Spods, Sir Clive Sinclair.

"Back in the early '80s, a friend introduced me to a little black, rubber-keyed contraption called a Spectrum," offers Rich.

"A couple of years later, Santa brought me one for Christmas and I've been hooked ever since, thanks to classic games like *Skool Daze*, *Underwulde*, *Jetpac*, *Match Day*, *Ant Attack*... the list goes on."

After coughing up for a modem a couple of years ago, our Rich discovered a dark and dank corner of the Web where sunlight-loathing Spectrum old-timers swapped files, chewed the nostalgia-dripping fat and worked on Speccy 'revamps'.

### SOMETHING OLD, SOMETHING NEW

Rich was hooked, but not for obvious reasons, initially. "I've always enjoyed coding games, but have never been very good at finishing them off because I lose interest too easily," he confesses. "The rapid growth of the Internet has brought with it a community of die-hard Speccy fans. With today's PCs, Spectrum games are quite easy to rewrite and there's a ready-made audience out there just waiting to get their hands on new

**"The Internet has brought with it a community of die-hard Speccy fans. With today's PCs, Spectrum games are quite easy to rewrite"**

RICHARD JORDAN

versions of their old favourites."

Rich himself is in the process of finishing off *Klass Of 99*, an update of *Skool Daze* (see Teacher's Pet boxout), and the old fave *Jetpac*, a fiendishly addictive and simple blast 'em up.

His work on *Skool Daze* caught the attention of Aussie Jeff Braine, a fellow enthusiast. "He took an interest in my project months ago and started his own conversion of *Sabre Wulf*,"

explains Rich. "He then thought up the idea of pooling people's talents into a group, which was eventually christened RetroSpec."

The group has ten bods at its core – coders, artists and musicians who spend their nights working away on reconditioning Spec titles (see Spectrum: The Remake boxout). The group is always on the lookout for folk with new projects or who want to help out, whether it be with coding, producing music or being a dab hand with paint packages. Interested punters should drop the group a line at [www.uq.net.au/~zzjbrain/retro.htm](http://www.uq.net.au/~zzjbrain/retro.htm).

While Rich and the team busy themselves with remakes, that most contentious of issues – copyright – which has already caused problems for the emulator community, is alive and kicking in the remake scene. There are certain arrogant dickheads who have demanded that companies owning copyrights on Speccy games should merely relinquish them unto us, the almighty public. Others, like Rich, believe that anyone interested in revamping a game should try to get permission from the original author and/or company first before making the game available.

"At the end of the day, my version of *Skool Daze* is a blatant copy of someone else's work," explains Rich, "but I don't intend to make a single

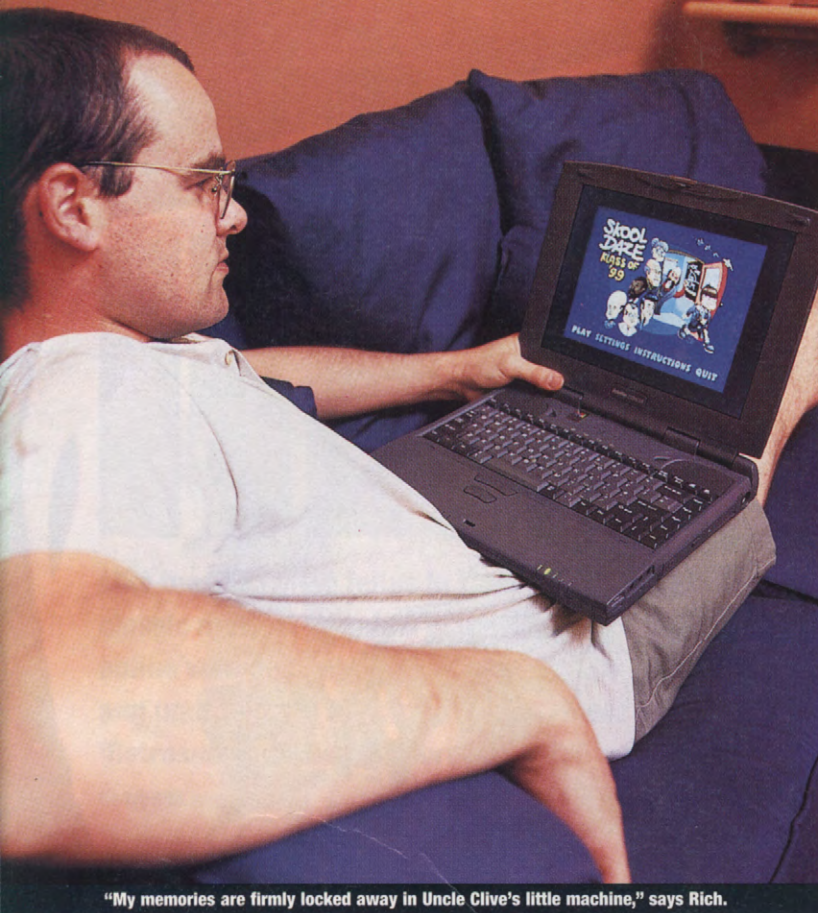
penny from this project – it's not good enough to compete in today's market and I'm very keen to get the author's permission. Should the author object to me

releasing *Klass Of 99*, I'd respect his wishes and pull the plug. I am currently in the process of tracking him down."

The possibility of the original author turning round and saying "bugger off" would put most people off creating a remake in the first place. But not Richard. "They're easy to write (most of the time!) and I enjoy games programming. The

☞ Will the new version of *Jetpac* look like this? (Hope not! - Ed)





"My memories are firmly locked away in Uncle Clive's little machine," says Rich.

← amount of mail I've received regarding my project from interested punters has really helped things along as well. In fact, I'd have given up months ago without their support."

Closer to home, his girlfriend Lisa is one of those rare, blissfully supportive types: "Lisa was quite chuffed when you guys published a few piccies from my games in PCZ #??," says Rich, "and she seems happy to let me get on with things. Saying that, though, she probably thinks I'm a right sad git for messing around with old computers and writing old games. I'm just a big kid at heart and she knows it."

**THE GREAT DIVIDE**

The burning question, though, is whether, like a true Speccy nut, he loathes the blasphemous likes of the Commodore 64 and its 'despicable' range of games. Er, no, actually... "Many of us remember the friendly rivalry between Speccy and C64 owners, and the guy who had an Amstrad whose name nobody could remember," jokes Rich. "Because of this divide, though, I've always followed the development of the Spectrum. Of course, there were some

excellent games on the Commodore, but my memories are firmly locked away in Uncle Clive's little machine."

And we're not going to argue with that. If Rich and his colleagues continue to take the cream of Spectrum titles out of that manky software closet, give them a good dust

**“The lasting enjoyment of certain Spectrum games is a testament to their originality and playability – elements lacking in so many of today’s titles”**

RICHARD JORDAN

down, and hand them on a plate, free, to today's demanding audience, we think it can only be a good thing.

As Rich says: "I know it's a cliché but great graphics, swanky sound and FMV clips don't make a game. The lasting enjoyment of certain Spectrum games is a testament to their originality and playability – two key elements sadly lacking in so many of today's titles."

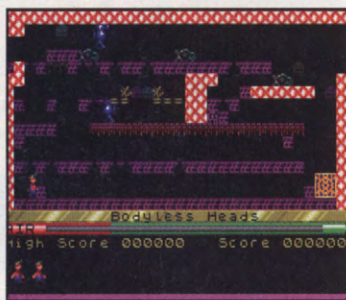
Never a truer word said... PCZ

**SPECTRUM: THE REMAKE**

To say that Rich is the only one slaving away over a keyboard and indulging in his past would be unfair – there are plenty of others out there doing it for themselves as well. Here are just a few choice highlights

**JET SET MINER WILLY**

**Revamp author:** Craig Rothwell  
**Background:** The classic platformer, where players jump platforms across a huge mansion. Now has 256 colours (*Swoon!* – Ed) and extra levels.  
**Classic rating:** 4 out of 5  
**Details at:** [www.cdworld.co.uk/craig/jsmw.html](http://www.cdworld.co.uk/craig/jsmw.html)



Jet Set Miner Willy: shame Sonic and Mario stole his thunder, eh?

**SABRE WULF**

**Original publisher:** Ultimate Play The Game  
**Remake author:** Jeff Braine  
**Background:** Top-down arcade game featuring Sabreman in a vast jungle. The new version boasts polished graphics.  
**Classic rating:** 4 out of 5  
**Details at:** [www.uq.net.au/~zzjbrain/sabre.htm](http://www.uq.net.au/~zzjbrain/sabre.htm)



Sabre Wulf from the mid '80s...



...and the late '90s revamped version.

**KNIGHT LORE 2**

**Original publisher:** Ultimate Play The Game  
**Classic rating:** 5 out of 5  
**Remake author:** Peter Hanratty  
**Background:** You control Sabreman, who turns into a werewolf when the moon is up and leaps across a variety of puzzle-laden locations. Peter is doing a 'sequel' featuring Werewolf 3D, which enables you to rotate rooms.  
**Details at:** <http://ourworld.compuserve.com/homepages/wolfrider/>



The original version of Knight Lore...



...and the remake/sequel.

**LORDS OF MIDNIGHT/DOOMDARK'S REVENGE**

**Remake author:** Chris Wild  
**Background:** Originally penned by game maestro Mike Singelton, *Lords of Midnight* and *Doomdark's Revenge* were adventure/strategy games on a truly epic scale, where players assembled vast armies and forged alliances to take on the evil Doomdark. Chris is now working on *Lords Of Midnight '99* – a completely updated version.  
**Classic rating:** 5 out 5  
**Details at:** [www.anam.demon.co.uk/](http://www.anam.demon.co.uk/)

★ For more details on remakes, drop in on <http://w1.2222.telia.com/~u222200549/remakes/>

**LUXOR THE MOONPRINCE**  
 He stands at the Tower of the Moon, looking Southeast to the Downs of Shadows.

**Lords Of Midnight:** a classic blend of adventure and strategy. It has been ported across to the PC by Chris, but he's since started work on *Lords Of Midnight '99*...

## TEACHER'S PET

Out with Arnie, in with Eric...

Okay, it may not feature double-barrelled shot guns and women in skin-tight bikinis, wielding 10-foot swords, but *Skool Daze*, released on the Spectrum back in 1985 for £5.95, was and – still is – one of the true stand-out games when it comes to originality and superbly thought-out game design.

Out goes the typical muscle-bound, Arnie-like hero with his nail gun. In comes Eric – the schoolboy armed only with a catapult. Throwing the damsel/kingdom in distress cliché to one side, our Eric has to steal his dire school report from the headmaster's safe to ensure that he doesn't receive a roasting from his folks.

The actual gameplay is simple – run around knocking out teachers to get them to reveal the combination to the safe. To make matters more difficult, you have to make sure Eric attends all his classes as well – if he doesn't, it's a boot up the backside and expulsion from the school premises.

Our Richard has been working on the updated version – *Klass Of 99* – for nearly a year now. "The update has a slightly different plot, a new school and a few more characters," explains Rich. "If you've played the original, you'll be on very familiar territory. I've tried to keep the feel



The classic shoot 'em up *Jetpac* is in the process of being remade by Rich. Let's just hope Rare (who own the original game's copyright) have a swift policy change soon...

of the game as close to the original as possible, right down to the characters walking exactly the same way as in the Speccy version. It just didn't feel right doing lovely smooth animation and scrolling."

Richard is currently trying to get hold of Dave Reidy, the original programmer, not only to get his blessing for the remake but to congratulate Reidy, perhaps belatedly, on a job well done.

"I have a great deal of respect for someone who can cram *Skool Daze* on to a Spectrum 48K. At this stage, my source code alone is 246K! How did Reidy do it?"

PC ZONE is looking forward to *K099*, but we can't help wondering what a truly modern-day remake would be like: Eric selling pot in the playground; Eric and his mates ambushing the swots from the local private school with knuckle dusters; a bully's victim 'going postal' – the possibilities for a bang up-to-date sequel seem endless. *Skool Dazed And Confused* – how about it, Rich?

● Check out Richard's homepage at [www.spider-man.demon.co.uk](http://www.spider-man.demon.co.uk), and be sure to download Rich's new version of *Jetpac* and his rather spiffy Spectrum Graphics Editor, which helps artists tweak Speccy graphics...



With updated graphics, gameplay tweaks and another school, Rich's *Skool Daze* remake looks set to be a top-notch homage. Even after all these years, the game's originality shines in the face of so many *Quake* clones...

## CONFLICTING INTERESTS?

If you pop along to [www.void.jump.org/permits/publishers.html](http://www.void.jump.org/permits/publishers.html), you can see which publishers and authors have given their permission for enthusiasts to remake or emulate their ageing games. PC ZONE talks to two companies – one which supports the scene and another which has serious reservations about letting go of their precious copyright...

### FOR...

"As long as they are not profiting, I don't mind people 'updating' my games.

"It's actually quite flattering and shows that some ideas persist over time and have an enduring attraction.

"As for software houses who won't let people update their old products, I think that the companies are overreacting. I doubt that the games they won't let appear as freeware will ever get remade, anyway..."

Julian Gollop, a director at Mythos Games and programmer of X-COM, Laser Squad and Chaos (check out the latter's remake-in-progress at [www.btinternet.com/~t.harte/SoftySoft/anarchy.htm#scr](http://www.btinternet.com/~t.harte/SoftySoft/anarchy.htm#scr)).

### AGAINST...

"It's not something we approve of. We want to protect our old products. Last year, we discovered a company releasing our games with a PC emulator and flogging them in HMV! While 'remakes' are created by enthusiasts who don't charge money, we can't realistically have one rule for them and another for everyone else.

"At the same time, it is very flattering that some people still play and adjust our old games – trouble is, if we give permission to one party, then others will simply take advantage." Rare Ltd – formerly Ultimate Play The Game – creators of Spectrum masterpieces such as Knight Lore, Sabre Wulf and Jetpac.

## BOTH FEET IN THE PAST

Love your Spectrum more than your mates? Want to recode *Chuckie Egg* instead of pounding a perp to a pulp in *Kingpin*? No, we're not going to pretend to understand you, but for those who want to get involved, here's where to check out the Speccy scene online

### WORLD OF SPECTRUM

[www.void.demon.nl/spectrum.html](http://www.void.demon.nl/spectrum.html)  
While the lads at RetroSpec may amaze and worry us in equal measure with their commitment to remakes, the maintainer of WOS is quite clearly insane. A huge amount of info on anything and everything Spectrum – from databases listing nearly all the machine's games (including release dates and select reviews from certain mags) to emulators. This does for games buffs what Carlsberg Special Brew does for the homeless...

most hardcore coders, artists and musicians. Check out past projects and up-and-coming titles...



### CRASH

[www.jabba.demon.co.uk/crash/index.html](http://www.jabba.demon.co.uk/crash/index.html)  
No, not a remake of Cronenberg's film with Spectrum graphics – Rosanna Arquette's legs were gross enough in 35mm, thank you very much – but a site dedicated to the greatest Speccy mag ever. It also includes the full version of the magazine's first issue, from February 1984.

### SONIC PROJECT

<http://users.forthnet.gr/xan/spectrum/sonic.htm>

Never mind porting Spectrum games to the PC – some geek... sorry... Greek lads have obviously spent a little too much time in the sun and are working

on a *Sonic The Hedgehog* conversion for the... er... Spectrum. There's another group working on *Dune 2* for the Speccy as well. Wonders never cease...



### REMAKES

<http://w1.2222.telia.com/~u222200549/remakes/>  
Pop along to the Remakes site to keep abreast of all the games currently being remade. There are a couple of C64 and Beeb Micro ones tucked away in there as well, for the blasphemous.



Ⓢ Created by Samo Dam-Hansen, this map must have taken a painstaking amount of time to create. The game featured? *Alien 8* by Ultimate Play The Game. Impressive work, fella. Just try to leave your bedroom once in a while, okay? Readers should point their browsers to <http://ds.dial.pipex.com/town/parade/no50/maps/map01.gif>



### RETROSPEC

[www.uq.net.au/~zzjbrain/retro.htm](http://www.uq.net.au/~zzjbrain/retro.htm)  
The homepage of the remake scene's



# AGE of EMPIRES THE AGE OF KINGS

# Big Knight in.

COMING THIS MILLENNIUM

[www.microsoft.com/uk/gameszone/](http://www.microsoft.com/uk/gameszone/)

  
**Gaming Zone**  
[www.zone.msn.co.uk](http://www.zone.msn.co.uk)



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# WHAT'S ON YOUR HARD DRIVE?

You never knew Oxfordshire was a hotbed of sadists and megalomaniacs as well as feckless students, did you?

WORDS Craig Vaughan and Heidi Wood PHOTOS Heidi Wood LOCATION Oxfordshire



**KATE DAY**  
24, trainee dentist

**What's on your hard drive?**

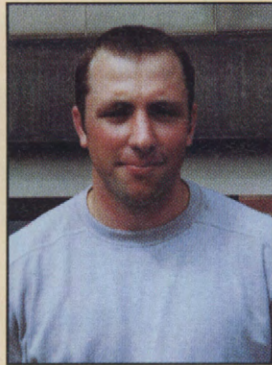
"Quake II, Carmageddon II, Kingpin, Outcast and Worms Armageddon."

**I notice that they're all pretty violent games.**

"Well, having made a career out of inflicting pain, I don't see why I should stop when I get home."

**Do you think games make people violent?**

"Of course not. If anyone says they do, send them to me and I'll pull their teeth out."



**DUNCAN WHITE**  
22, civil engineer

**What's on your hard drive?**

"Kingpin, Championship Manager 3, TOCA 2, FIFA Soccer '99, Turok 2 and Zelda."

**You bought Zelda for your PC? I don't think so – not legally, anyway.**

"No, seriously. I bought it in town a couple of days ago."

**Right, so you're running it on an emulator, are you?**

"What's an emulator?"



**DAVID HUDSON**  
26, trainee lawyer

**What's on your hard drive?**

"Quake I and II, Half-Life, SimCity 2000 and 3000, Civilization II, Civilization: Call To Power and a couple of other sims."

**Into your sequels, then?**

"I buy lots of other games for my N64, but when I bought my new Pentium III I decided to upgrade all my games as well."

**Sounds like this law business is thoroughly unrewarding.**



**DIANA PROCTOR**  
19, student

**What's on your hard drive?**

"South Park, Resident Evil 2 and a cricket game. My little brother is always fiddling about with the hard drive, so I keep losing games."

**Bit of a potential whizzkid, is he?**

"Don't! The little idiot wiped a research proposal off the other day, and when I get my hands on him he's... Perhaps I shouldn't say any of this."

**Don't worry, we won't print it.**



**CLAIRE MULLET**  
20, English student

**What's on your hard drive?**

"Discworld Noir, Tomb Raider III, Half-Life, Rollercoaster Tycoon, Kingpin and Star Wars Episode I."

**You get through quite a lot of games, then?**

"Yes, I use your thoroughly helpful walkthroughs to finish my games."

**Would you say you get your money's worth out of a game?**

"Some of them are a bit too easy, and far too short."



**ASHLEY HANCOCK**  
21, deputy manager

**What's on your hard drive?**

"Star Trek: Birth Of The Federation, Klingon: Honor Guard, Star Trek Generations and Deep Space 9: Harbinger."

**Oh dear, I bet you own all the Trekkie videos as well.**

"Yeah, I do, actually. Deep Space Nine is my personal favourite – but that Borg bird in Voyager has got a couple of things going for her..."



**KIM SAYER**  
19, student

**What's on your hard drive?**

"Worms Armageddon, South Park and Civilization: Call To Power. It's a new machine, so I'm just getting started, really."

**Are you happy with your new purchase?**

"Yeah, they were giving it away and it's so powerful. The last computer I owned was only just capable of Dogfight – it didn't even have Minesweeper."



**LISA LAMB**  
21, student

**What's on your hard drive?**

"Caesar III, Heretic 2, X-Wing Alliance, Midtown Madness, Worms Armageddon, Final Fantasy VII, Kingpin and Outcast."

**Blimey! Do you spend much time on them?**

"I don't get a lot of spare time, but it's an ideal way to relax after a hard day's work."

**I thought you said you were a student.**



**SIMON PARSON**  
22, bank assistant

**What's on your hard drive?**

"Half-Life, Unreal, StarCraft, Hexen, Warlords III, Kingpin and Outcast."

**Do you use the Internet at all?**

"Yeah, I try to do most of my gaming online. It's far more fun. I've got a couple of websites as well."

**Anything of interest?**

"No, not really. I mainly use them to contact friends abroad, keeping them abreast of the latest banking practices."

**Fascinating.**



**JEREMY LYLE**  
25, trainee dentist

**What's on your hard drive?**

"Grand Theft Auto, Apache Havoc, F-22, Age Of Empires, Championship Manager 3, Alpha Centauri and others."

**Sounds like you're a bit of a control freak...**

"Yeah, I like to be firmly in control of things. I don't think that being a megalomaniac necessarily does me any harm."

**I'm sure it would concern your patients, though.**



# PCZONE REVIEWS

Don't spend a single penny until you've checked out the ZONE reviews first

**WHERE TO CALL**

Having trouble finding any of the games listed in the reviews section of the magazine? Here are the numbers you need to call

Activision 01895 456 7000  
 Blue Byte 01604 232200  
 BMG Interactive 0171 973 0011  
 Core Design 01332 297797  
 Cryo 01926 315559  
 Crystal Dynamics/Ubi Soft 0181 944 9000  
 Eidos Interactive 0181 636 3000  
 Electronic Arts 01753 549442  
 Empire Interactive 0181 343 7337  
 Funsoft 01322 292513  
 Gremlin Interactive 0114 273 8601  
 GT Interactive 0171 258 3791  
 Infogrames 0161 827 8000  
 Interactive Magic 01344 409399  
 LiveMedia 01865 247714  
 MicroProse 01454 893893  
 Microsoft 0345 002000  
 Mindscape 01444 246333  
 NovaLogic 0171 405 1777  
 Ocean 0161 832 6633  
 Sierra 0118 920 9100  
 Sold Out 0171 721 8767  
 Take 2 Interactive 01753 854444  
 Telstar 01932 22232  
 Virgin 0171 368 2255  
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**THE HALL OF SHAME**

These are the games that we still haven't been sent for review. This means they're either completely crap and the publishers are scared we'll pan them, or their PR machine isn't quite up to full speed. This month's offenders (some of them have been in our Hall of Shame for some time, eh Maxis?) are...

**CARNIVORES** Wizardworks  
**MARY KING'S RIDING STAR** Midas  
**EXTREME G-2** Acclaim  
**TREASURE ISLAND** Crystal  
**V-RALLY** Infogrames

**REVIEWS YOU CAN TRUST**

We at ZONE pride ourselves on telling you exactly what we think. Our writers are the most experienced and talented reviewers in the business. They're all experts in their chosen genre and they won't pull any punches – if a game's not worth buying, we'll tell you why. But we don't leave it there. We also want to know what you think of the games that come out, which is why we've got our Feedback section on page 100. This is where you get the opportunity to get your point of view into PC ZONE. If you've got a comment to make, then we want to hear it.



**DON'T BELIEVE THE JARGON**

The standard spec machine these days is a P166 with 32Mb of memory – but before buying any game you need to make sure it will work on your system. Because the technical specs on packaging can sometimes be a little optimistic to say the least, make sure you check out the 'We say' bit in our tech specs box at the start of reviews. This is where we report on what we think the minimum tech specs should be. If a game runs like a tortoise on the machine listed by the publishers, then we'll tell you. All the games reviewed are tested on the minimum-spec PC as quoted on the packaging.

**WHAT DO OUR SCORES MEAN?**

**PCZONE CLASSIC 90-100%** Here at ZONE we score every game out of 100. If a game receives a score of 90 or above, it is awarded the PC ZONE Classic award. These games are original, innovative, compelling and are worth buying even if you're not a fan of the genre.

**PCZONE RECOMMENDED 80-89%** If a game scores 80-89% it's awarded a PC ZONE Recommended award. Games that fall into this category are excellent examples of their type, and if you're a fan of the genre they're well worth buying.

**70-79%** Games that score in this region don't win any awards, but they're above average and well worth a look. If you're not a fan of the genre though, they will probably offer limited long-term appeal.

**20-69%** These games are below average and you should really only consider parting with your cash if you're a big fan of the series or genre or you see it at a reduced price.

**PCZONE PANTS 0-19%** Games that score under 20% should be avoided. They offer little in the way of long-term appeal, can be frustrating, and definitely aren't much fun. If a game is seriously bugged then it will also fall into this category. You have been warned.



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17

\* Alarik

\* Dessloch

\* Nikita

The match has ended. Hit [Fire] to continue!

Capture the Flag in Facing Worlds  
Elapsed Time: 00:03:33



# UNREAL TOUR

• £34.99 • GT Interactive • Out September

Epic's *Unreal* has always played second fiddle to *Quake*. But this time, thinks David McCandless, things could be different

#### TECH SPECS

**MINIMUM SYSTEM** Processor 166 Memory 24Mb RAM **SUPPORTS** All major sound cards and 3D cards **WE SAY** Works well in software, but for ultimate results use an S3TC 3D accelerator card

## PCZONE CLASSIC

**N**ever liked *Unreal* deathmatch. Never got on with it. Compared to other multiplayer pleasures (such as *Q\*\*k\** and *H\*\*f-L\*\*f\**), *Unreal* is weak.

The levels? Cravenly sci-fi, ludicrously colourful and with no real-life locales to relate to. The weapons? Clunky pseudo-industrial organo-alien claptrap with all the power of a potato gun. The levels? Good, but no cigar. Often strewn with far too many weapons and power-ups, cluttered and unfocused, unvaried and often insufficient for grudge-matches or one-on-ones. The feel of it? Flicky, jerky, not as precise as *Quake* or as rich as *Half-Life*.

*Unreal Tournament*, however, is good. This half-sequel, standalone multiplayer-only fest is different. Not only is it likeable, fun and entertaining, it's also feature-packed, intelligent and a worthy playing field for all gamers, vet or virgin.

How did this happen? Epic seem to have done a few things right – first, for a change.

**“Not only is it likeable, fun and entertaining, it's also feature-packed, intelligent and a worthy playing field for all gamers”**

*Unreal Tournie* is two games – single-player with you versus bots, and multiplayer as you versus hordes of shit-talking Americans/sallow-eyed network chums/anonymous boys on some outback server (delete as applicable).

Solo, you're out to master the four skills sets of multiplayer – Deathmatch, Domination, Capture The Flag and Assault. Deathmatch is the classic you-versus-everyone scenario. Domination is a team game, where you seek to control and hold certain points on a level. You get points for how many seconds you dominate each base. Capture The Flag is paintball

#### ALSO CONSIDER

**Half-Life** (Sierra £29.99) Arguably the most enjoyable and realistic multiplayer experience to date. Realistic weapons and hundreds of levels. **PCZ #71, 95%**

**Half-Life Team Fortress** (free if you have *Half-Life*) Still considered by some to be the ultimate team play deathmatch scenario. Real-life locations, different roles to play (such as sniper, soldier, medic and demolitions) and a stunning array of levels and weapons. **NOT REVIEWED**

**Quake III demo** (free) Still impressive, but already looking dated and unimaginative now *Unreal Tournament* is out. **NOT REVIEWED**

base-versus-base warfare. Each level has its red and blue HQs, usually separated by acres of tunnels or – best of all – two large castles and a big lawn, ripe for sniping. Assault is a new addition, where you attempt to penetrate the defences of a base within a strict time limit and then, on the return leg, defend it from your enemies.

If you win all four disciplines, you go through to a grand final. Survive those heats and you have a big hoo-hah with *Unreal's* toughest bot. Spank him and

you're crowned *Unreal Tournament* Champion in a rather hokey rendered ceremony like the end of *Star Wars*. Only worse.

For fans of the game, *Tournament* still remains in the *Unreal* 'universe' but, thankfully, all the mindless level-to-level, hub-to-hub, find the exit, kill a few Quentins stuff is gone. A few mentions of Skaarj and the unmistakable sheen of the engine are the only hints that you're playing the long-term second fiddle to *Quake*.

#### LEVELS AND LAYERS

The measure of a good first-person shoot 'em up is its levels. →

# UNREAL TOURNAMENT

## FIVE NEAT FEATURES

*Unreal Tournament* is lavished with nice touches, like these:

### ➤ MINIMUM PLAYERS

Whoever's running the server can decide this, and bots are generated to make up the numbers. As new players come on to the server, bots are killed to make room.

### ➤ NEW UNREAL EDITOR

A new version of the rather skillo editor, which has its own 'mod' file format. Textures, levels, sound effects, UnrealScript code, weapons and ammo can all be compressed in a single file. The construction and distribution of new additions just got easier.

### ➤ STATS

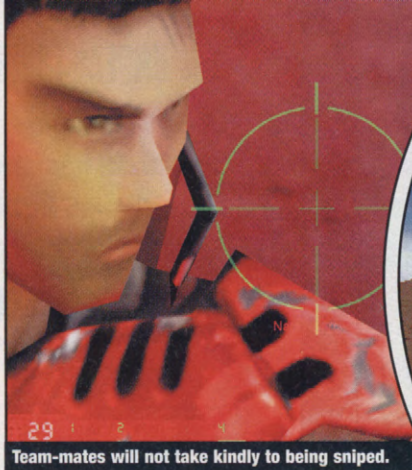
Every shot, death and use of every weapon is logged on the Tournament bar. It's built up in an obscene HTML list of your every move, showing your percentage efficiency with each weapon, kills and so on. This can be uploaded to the Ngstats website and then you can find out, for example, the number of headshots there have been in the world this week (22,587 when we looked).

### ➤ IN-GAME AWARDS

If you're especially skilful, or you secure a handful of kills simultaneously, or pop off a load of opponents without getting killed, you get special in-game awards. A TV announcer voice declares you are "on a rampage", "dominating!" and ultimately, "godlike". Everyone in the game hears them. And you feel very pleased.

### ➤ MUTATORS

Loads of little variations on deathmatch. Everyone is invisible (stealth), everyone has anti-gravity boots (jump match), one shot kills (instant gib), different speeds (slowmo 50% to turbo 200%), Last Man Standing (everyone starts with 30 lives), and various options like sniper rifles only and rockets only. Bots can also be set to alter their skill on the fly.



Team-mates will not take kindly to being sniped.



Pop-up names allow you to personalise your targets before assassinating them.



Protect your friends. You may need them when Blue attacks.



Don't fall over the edge. It's a four million mile drop.



Lay down a suppressing fire with the minigun.

⬅ You can have all the obscene weaponry in the world and God's own engine, but if your levels blow, no-one will play it.

*UT*'s levels are, on the whole, excellent. There are 23 straight Deathmatch environments set across an exquisite range of weird locales. Galleon is set on a pirate ship, where a stray rocket may well blow you out to sea. Morpheus is set, *Matrix*-style, atop three skyscrapers, while Peak and Gothic are set in lovingly rendered medieval castles. Some are deeply average. Galleon, for example, looks good but plays like a chimp. Most, however, are damn good-looking and great to play.

On the Assault and CTF side, the levels are exceptional. In Frigate, you and your team are expected to take control of a ship stranded in a harbour (cool). In

Ocean Floor, most of the action takes place underwater as you attempt to shut down a mega-computer (not bad). And in Mazon, you have to infiltrate a huge castle and destroy its power crystal while being bombarded with plasma cannons and rocks hurled from catapults (very good).

Although we're not talking

smackingly detailed, while the huge planets and star systems wheeling about in the background add an incredible sense of perspective.

### BOTTY TROUBLE

Unless you've got a ten-player network in your house, or one of those stern bosses who becomes

**“You'll spend a lot of time with the bots. Without a doubt, *UT*'s greatest triumph is its computer-controlled bot players”**

*Half-Life* level realism here, the *Unreal* engine and the level designers have done exceptionally well. Attention to detail and stunning use of colour make all the levels arresting. In high-res mode (if your 3D card is up to it), the textures are gob-

a giggling multiplayer goon come 6pm, you'll be spending a lot of your *UT* time with the bots. This is no bad thing. Without a doubt, *Unreal Tournament*'s greatest triumph is its computer-controlled bot players.

The game says they come in

eight main skill levels: novice, average, adepts, experienced, skilled, masterful, inhuman, and godlike. We say there are but three: 'rubbish', 'good' and 'holy shit'. At the three lowest echelons, it's like playing against Helen Keller or that very crap person in your office who plays on keys, no mouse, really hunched up over their monitor with their tongue out. Exhibiting only sub-human intelligence, they use only the primary fire, run in straight lines, fail to jump and frequently blow themselves up. They get into ludicrously unbalanced fire-fights (pistol versus Redeemer). You can dance around them and pluck them off at your leisure.

Launch a few "good" bots, however, and things start getting dicey. These boys start to pick up health and run in less predictable

## THE WEAPONS

Not that you're the least bit interested in that sort of thing. Of course you're not...

### REDEEMER



Basically a Cruise missile. Absolute destruction within 100 'game

metres'. Secondary fallout and slight injuries at 200 metres. Hair falling out and misshapen babies at 500. In alternate fire, you get to fly the goddamn thing. Hilarious, in deathmatch, seeing a cruise missile bearing down out of the sky and your enemies scattering like sheep.



### ROCKET LAUNCHER

The classic stand-by of the first-person shooter. This one allows you to hold down fire

and stack up to six rockets for a spread fire. Alternate fire bungs them out like bouncy grenades. Satisfying sounds, slow enough to dodge, maximum devastation.

### FLAK CANNON



Devastating at short range but still, perversely, its puny little ingots of red hot metal look as though they shouldn't cause that much damage. Alt-fire is a neat little exploding bauble like a Christmas tree decoration. Only deadlier.

### MINIGUN

Slightly upgraded from the original, *Tournament's* machine gun is more like its *Quake II* equivalent, severing on-coming targets in a spray of blood. Useful for finishing off opponents worn down by rockets and other explosive attacks. It also generates

tracer-fire, which is useful for the victim to gauge attack direction.

### SNIPER RIFLE

Ah, Baby. Sweet Darling Baby. My love. My one and only. The best sniping weapon ever – in all games. Right mouse tracks you in (up to 8.5 times zoom) while left delivers a high-velocity bullet to your target. You haven't lived until you've placed a bullet between the eyes of an opponent two miles away. Awesome.



### GES BIO RIFLE

On first look, rubbish. On second look, its glowing balls of deadly bio matter are still rubbish. But in a fraught close-

up deathmatch situation you'll see its value. Alternately-fired balls are explosive and sticky.

### SHOCK RIFLE



Nice. A thick, instantaneous plasma beam in normal mode. An incandescent ball of plasma in alternate. A solid all-round performer, useful for close to medium encounters.

### ENFORCER

Bog-standard starter pistol which takes a leaf from *Quake III's* book by being powerful and deadly. Requires a reload every so often but, in John Woo-style double mode, can wreak serious havoc.

### IMPACT HAMMER

Yougottabejoking. When all is lost, you're left with this, a Dyson that blows highly compressed air. But if you can get close enough to a foe, it will shred them.

## THE SCIENCE BIT

This is the *Unreal* engine, but not as you know it. Various fashionable tweaks have been applied, influenced in no small part by some of the special FX on display in the moderately impressive *Quake III* network test.

According to Epic, the *Unreal* engine features a dynamic level of detail 'mesh', which alters polygon counts on the fly to keep performance smooth. Player skins are four times more detailed.

Both OpenGL and Direct3D code has been rejigged and if you've

got one of those impressive S3TC cards with texture compression, you should get an exceptionally good-looking game. We didn't try here at *ZONE* Towers but we did note that *Unreal* registered a steady 30-35 frames per second on a Pentium II 350 with Voodoo2. On a PIII 500 with Riva TNT2, it looked nothing short of stunning.

The *Unreal* engine is not showcasing the curved surfaces and other promised bells and whistles of the *Quake III* engine but, frankly, who gets their set square out in mid-deathmatch?

diagonal patterns. They also start to gather power-ups.

At 'inhuman' level, the AI exhibits all the talents of a great human player – near-instantaneous reflexes, a variety of evasive manoeuvres (circle-strafing, doubling back, shimmying and using cover), and intelligent use of all weapons, depending on the situation (minigun for close combat, rockets to lay down suppressing fire). They can also use the sniping rifle to pull off deadly headshots. They demonstrate an intuitive sense of each level, finding their way from A to B over a variety of routes. Worst of all, they hoard and dominate power-ups – especially the energy shield.

When you finally graduate to 'Godlike', it's like trying to outplay

some unholy amalgam of the Six Million Dollar Man, KITT from *Knight Rider*, and Satan Himself. They shoot at your feet, dodge, jump constantly and are highly accurate. They use delaying tactics (hovering in corridors to disguise their intent) and know the levels far too well.

They're hard, but *Unreal's* triumph is in how realistically hard they are. Unlike most bots, you do have a chance. They don't have a supernatural awareness of your position. They don't instantly flick round the moment you enter the room and sniper-shoot you in the face before you can react. If their back is turned, they don't see you. You can sneak around and ambush them. Similarly, if they're being pummelled, they will leave a battle to seek health, and even

get over-confident and aggressive if they get a run of frags.

Mind you, it could be my imagination. After 48 solid half-hour games against an army of artificially-intelligent ninjas, you'll have superimposed personalities on to them (Archon in particular is a little tit). You'll believe that they can see into your mind and read your thoughts.

By the end of a session, I had mutated from a disengaged dabbler, quizzically dipping into a new game, to a grizzled, saliva-specked madman shouting "C\*\*\*!" and "You f\*\*\*er" at my non-existent 'cyber foes'.

It's even worse when they're on your side in CTF and they fail to follow your orders, or make a pig's ear of your base's defence. I found myself turning on the 'friendly fire' option so I could

execute them for cowardice and incompetence. Just like Stalingrad.

### OVERALL

It's likely the serious multiplayer fraternity – those who compete nightly under names like Akkkardas, Deathknight and Golgotha – will dismiss *Unreal Tournament*. With its tutorials, dayglo colours, huge weapons cache and fun quotient, it may be considered too mainstream and non-serious by the pros.

Shame. *UT* is a milestone. It proves that a bot-packed multiplayer-only game works. It also proves that ideas and fun are as valuable as pushing the technology envelope or catering to the po-faced multiplayer community. Importantly, it also mainstreams the use of bots and

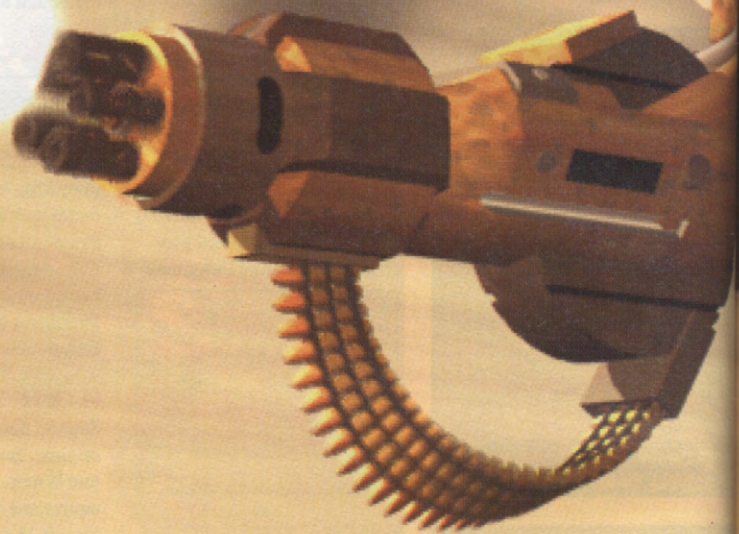
hints that in-game AI has come of age. It also proves that you haven't lived until you've pulled off ten headshots in a row and been declared 'Godlike'. Play it – you'll understand. [E]

## PCZVERDICT

- UPPERS Good fun • Some great levels, especially in CTF and Assault
- Very intelligent but non-supernatural bots • Fast engine
- Loads of good ideas
- DOWNERS 'Domination' game option poor • Some levels deeply average • Frame rate chugs under high stress • Truly terrible music

**90** *Quake III* had better be good

“*Tiberian Sun* will inevitably go on to be one of the biggest-selling games of the year, and deservedly so. Why? Because it’s great”



# COMMAND & CONQUER: TIBERIAN SUN

★ £34.99 • Electronic Arts • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **ALSO REQUIRES** 200Mb hard disk space **WE SAY** No ninja required

It’s been three long years in the making, which makes even *Steve Hill* seem quick by contrast

## PCZONE CLASSIC

If a week is a long time in football, three years in computer games is an absolute age. But that’s roughly how long Westwood have been labouring over *Tiberian Sun*, during which time

governments have fallen, wars have raged and a slew of wannabe games have appeared, many of them trumping their ‘inspiration’ in a number of areas.

In the meantime, Westwood have kept their heads down, refused to rush things and simply worked at their own pace – an attitude that’s slightly easier to carry off when you have a franchise that has grossed more than the Spice Girls’ records.

But the world of video games is largely a hateful business and many people – whether competitors or insecure loners – have secretly (and not so secretly) wanted Westwood to fall on its face. *Tiberian Sun* is finally here, though, and it’s evident from the score that they’ve done no such thing.

Even the most embittered website dullard must have had a nagging feeling that they knew



"I think that got it..."



Some snow, which still can't prevent you from being charred.



Helipads, helicopters for the use of.

what they were doing, and this has proven to be the case. Westwood have been vindicated and *Tiberian Sun* will inevitably go on to be one of the biggest-selling games of the year, and deservedly so. Why? Because it's great.

So was the original *Command & Conquer*, not to mention its extremely popular follow-up, *Red Alert*. The old adage: "If it ain't broke, don't fix it," clearly applies, which in game terms usually

means sticking a different number on the box and getting it on the shelves in time for Christmas.

In fairness, Westwood haven't quite gone down this route, although there are, naturally, similarities to the previous games. To put it in PR speak: "The game will be immediately familiar to fans of the original, retaining the essence that made it such a hit while refining the gameplay to

even greater levels." Add your own exclamation marks.

**WHAT'S NEW?**

Westwood haven't spent three years simply pissing money up the wall, though, and there are some tangible changes. The most immediately striking is the viewpoint – the previous overhead affair has been eschewed in favour of a fixed isometric 3D perspective.

Anyone expecting a new-fangled Spinnny-Rotatey™ engine is going to be disappointed, though, as *Tiberian Sun* isn't for turning. There will inevitably be some grumbles, but this is simply a matter of personal choice. At the end of the day, being able to turn the map wouldn't make it a better game and would only serve to complicate things. The nature of the game demands that some sense of locational awareness is

required, such as knowing the position of enemy bases and potential directions of attack. Constantly shifting the position of the map would merely cloud the issue. At its basest level, the battlefield is the latter-day equivalent of a chess board, and you'd be hard pushed to play a game of chess with somebody constantly moving the table.

Since the last *C&C* game, the world of graphics has clearly



# HAM SANDWICH

## Dodgy acting in game footage shock

Way back when the first *Command & Conquer* was unleashed on an unsuspecting public, a great deal was made of the Full Motion Video which interspersed the missions, with almost as much of the pre-publicity centering on clips of exploding tanks as it did on innovative gameplay.

People were easily impressed in 1995 and, if nothing else, it made for some eye-catching magazine coverage. Predictably enough, it's business as usual with *Tiberian Sun*, and a host of footage has been recorded on sets built on Westwood's own sound stage and on location at Red Rock Canyon National Park in the Nevada desert, near their Las Vegas HQ.

Naturally, it's the usual nonsense, with not even the involvement of 'Voice of Vader' James Earl Jones and Michael Biehn out of *The Terminator* and *Aliens* able to lift it above the mire of game footage. The hackneyed lines are earnestly barked – "Get me McNeil!" "Let's kick some ass!" "God dammit!" – and essentially it's somewhere between *Babylon 5* and *Channel 5*.

It's all harmless hokum, though, and those who take these things a bit too seriously will lap it up. Alternatively, the nonplussed will simply look on it as a welcome break from the action, offering a chance to stretch muscles that have been locked in the same position for far longer than is healthy.



James Earl Jones, who's been in loads of films.



Some bloke from Westwood, who hasn't.



Christine Steel out of *Team Knight Rider*.



Monika Schnarre out of *The Peacekeeper*.



Look closely and you'll see a soldier being barbecued.



PC ZONE in competent game-playing shock.



Look closely and you'll see that soldier has a star, which means he's dead hard.



Great big explosions and everything.

Urban sprawl now plays its part, with a host of destructible buildings.



Building a lot of units and structures is clearly a big drain on your finances.

## ALSO CONSIDER

**TOTAL ANNIHILATION (Replay, £12.99)** Highly rated at the time, and now superseded by a somewhat over-rated goblin version. **PCZ #56, 92%**

**DARK REIGN (Activision, £9.99)** The RTS of choice for many people, with a sequel currently in the pipeline. **PCZ #56, 89%**

**WARZONE 2100 (Eidos, £39.99)** Without a particularly high profile, this was nevertheless lapped up by aficionados. **PCZ #75, 90%**

that the game looks all right, throws the coloured lighting around with aplomb and runs without a 3D card.

There are other details worth noting, such as a graphic depiction of soldiers being burned alive, and a Cyborg continuing to fight on, despite having lost everything from the waist down, hauling itself along on its elbows.

As for the scenery, the various geographical regions – such as temperate, tundra and desert – are all well presented and the shadows are in the right place. Ultimately, it's a perfectly convincing representation of a battlefield – as you'll see if you stop reading for a minute and look at the pictures – but if a further reference point is needed, it's a bit like *Commandos* but with more impressive effects.

### ENVIRONMENTAL STEALTH

These effects manifest themselves in many ways and are

much more than mere superficial enhancements. The battlefield is now far more dynamic, with flying shrapnel, shockwaves and crashing debris all having a noticeable knock-on effect.

The environment now plays a far bigger part as well. For instance, forest fires can be started to flush out troops or to clear a path, and heavy units can crack ice – and even sink beneath it. A further step forward is the terrain deformation system. The landscape becomes scarred by the ravages of war, making damaged areas difficult to pass and impossible to build on. Also, some cliff sections can be bombarded until they become passable, and bridges can be destroyed or repaired, making for a whole new layer of tactics.

So-called neutral terrors abound, such as mutated dogs and the all-new Pit Monster, akin to the thing in *Return Of The Jedi*, greedily dragging units into

its gut. There is also a further race of mutants, known as The Forgotten, with whom you can form an alliance.

The weather now plays its part, most noticeably in the form of ion storms. Nothing to do with the bone-idle Dallas developers, these are actually fierce electrical storms that shut down all hi-tech equipment, forcing you to rely on artillery until they pass.

**“A further major advance is the introduction of veterancy, whereby units become faster and stronger through experience. Specific skills can also be acquired”**

The new units and technology certainly add to the mix. They include jump jet infantry, hover tanks, tunnelling APCs, hunter seekers, laser fences, mechanised battle units and the impenetrable firestorm defence. Westwood have clearly thought carefully about new additions

and, rather than simply offering numerous ways to shoot things, they force you to employ a variety of tactics, using particular units in conjunction with each other as opposed to simply piling in *en masse*.

A further major advance is the introduction of veterancy, whereby units become faster and stronger through experience. Specific skills can also be

acquired, such as the ability to auto-scatter instead of being crushed under the wheels of a tank. Which is nice.

### MISSION POSITION

You can play missions either as worthy good guys, the GDI or cheesy sci-fi villains the

moved on – not least due to the advent of 3D acceleration. Much has been made of Westwood using voxels for *Tiberian Sun*, despite the fact that no-one knows what they are and even fewer care. It's fair to say that real-time strategy isn't a particularly graphics-orientated genre, and all you need to know is



# MULTIPLAYER MADNESS

## Prepare for an online frenzy

It is a testament to its popularity that four years after it was first released, some 500,000 games of *Red Alert* are still played each month over Westwood Online. Clearly, *Tiberian Sun* will soon be racking up the same kind of figures, and it will support up to four players. Twice that number can play over a LAN, and this is where we have dabbled – although six hour sessions with scarcely time to blink can't really be described as dabbling.

For those without a LAN (ie everyone) or any desire to pay for Internet gaming (ie most people), the AI offers a very decent skirmish mode. A host of pre-defined maps are available, and a very easy-to-use random map generator makes for infinite possibilities.

Simply decide on the type of terrain and map size, choose from a number of other options, such as Fog Of War and crates full of other goodies, and the computer does the rest. It's great, and it enables you to run up a virtually complete technology tree within about half an hour, so you can see all the units without having to plough through the single-player missions. Which is nice.



Some cliffs and that.

Brotherhood Of NOD. Each has 12 critical path missions, although supplementary tasks boost this to a total of 39. On both sides, the early efforts are fairly simplistic and effectively provide a tutorial. Once they kick in, though, they become increasingly complex and involve a variety of assignments. Particular missions introduce specific units and structures, and many different skills are required, from efficient base-building to controlling a select squad of crack commandos.

For the first time in a *Command & Conquer* game, a waypoint system is in place, enabling you to set tactics in advance, whether patrolling the base or destroying enemy buildings in a predetermined order. As for the AI, your boys will largely do what you tell them and sacrifice themselves to the cause, although putting them on guard mode gives them a greater sense of self-preservation. To make

progress, or simply to stay alive, you constantly have to be on the go – issuing orders, building structures, protecting your units or making inroads into enemy territory. You are always part of the battle and, unlike many games, it's never a case of giving a few commands and sloping off for a pie. In fact, simply scratching your knackers without pausing the game involves a degree of timing and precision.

### GLASGOW TAN

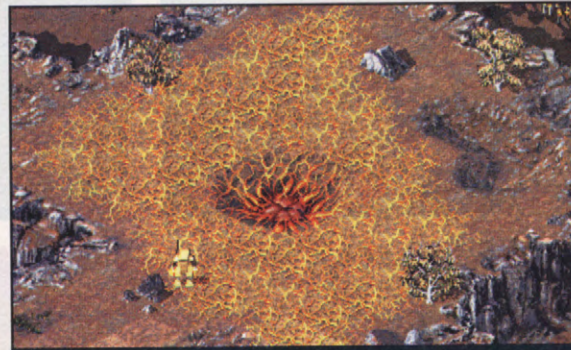
These are all merely words, though, and the only way to truly experience the intensity of *Tiberian Sun* is obviously to play it. The over-cautious may be interested to learn that, bizarrely, there will be a demo out in eight months' time, although the only benefit in waiting this long would be to prolong your suntan. Discerning punters will be locked in their rooms for the rest of the summer, formerly sparkling eyes



Some pyramids, possibly influenced by Las Vegas' Luxor Hotel. Or possibly not.



That blue thing is the firestorm defence, which is impenetrable but requires a shedload of power.



The Pit Monster, which will take you in as spuds and spit you out as chips.

## DEATH FROM ABOVE

You're never safe in *Tiberian Sun*



1 "Can you hear something?"



2 "Jesus Christ!"



3 "No!"

will become pissholes in the snow and teeth will be ground to the point of lockjaw. The truly dedicated will emerge blinking into the daylight with a deathly pallor, only to buy the forthcoming add-on pack, which will take the story up to the fourth *C&C* instalment, *Tiberian Twilight*.

When that will see the light of day is anyone's guess but, in the meantime, Westwood have (finally) furnished us with a game of extraordinary depth and playability. And if you're sitting there in your grief-hole, muttering that it's simply *C&C* in hi-res, then please don't buy it. Neither Westwood nor EA are likely to go under without your 30 quid. Of course it's like *C&C*, but it was never likely to be a 2D platform game starring a clown. The wheel can't be reinvented, so what they've done is take that wheel, change the tyres, buff the hubcap to a shine and introduce a number of innovative new features. To

extend the clumsy metaphor further, if the first *Command & Conquer* was a roughly hewn disc, and *Red Alert* was a stout cartwheel, then *Tiberian Sun* is a piece of modern precision engineering. *Command & Conquer* is as *Command & Conquer* does, and *Tiberian Sun* is the definitive version of the game. Now go and form an orderly queue. [A]

## PCZ VERDICT

- UPPERS Incredibly engrossing
  - Multiple layers of strategy
  - Cunning new units • Solid level design • Excellent skirmish mode
- DOWNERS No autosave • Some unnecessary tidying up • Cheesy footage

**90** Deeper and wider



Jack the Ripper gets all Hari-Kari in the opening sequence and a million children scream.



Michael LeRoi, ordinary bloke by day, "Walker between the worlds" by night.



Along the way, you get loads of weird 'voodoo' weapons – like this skull-on-a-stick thing.



"Shadow Man... Shadow Man... does whatever a shadow can."

# SHADOW MAN

★ £34.99 • Acclaim • Out now

**Shadow Man is macabre and in the worse possible taste, Charlie Brooker loved it**

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb **ALSO REQUIRES** 3Dfx Voodoo graphics card or equivalent **WE SAY** Use a P200 or above

## ALSO CONSIDER

**TOMB RAIDER III (Eidos, £29.99)**

Classic platforming action with buxotic Lara Croft. Nowhere near as spooky as *Shadow Man*, but excellent fun nevertheless.

PCZ #72, 91%

**MDK (White Label, £9.99)** Quirky

platform-hopping action from the same minds that once spawned the mighty *Earthworm Jim*.

PCZ #50, 90%



**S**hadow Man, a platform game, is also available on the Nintendo 64. We're pointing this out right at the start of a review of the PC version because it's potentially funny. The Nintendo 64 is the spiritual home of every

cutesy-pie game on the market; it specialises in recreating saccharine cartoon kingdoms peopled by goggle-eyed, gurning anthropomorphic scallywags. It is, therefore, very popular with young children – and especially their parents. Flustered mothers and fathers can simply dump their squawking little humanoid in front of *Banjo Kazooie* or *Mario* in exchange for a few hours of blissful, innocuous silence.

Unless they accidentally buy *Shadow Man*, that is. Yes, it's available on the N64, but by crikey it's unpleasant, and by crikey it doesn't mess about either. The very first thing prospective players see is an engine-driven cut-scene in which none less than Jack the Ripper impales himself on a

ceremonial dagger in order to enter the afterlife and construct a "Cathedral to Pain". You can hear the cries now - Mum! Muuuuum!

## THE GAME NOW STANDING ON PLATFORM ONE

Okay, now we've twice referred to *Shadow Man* as a 'platform game', but it prefers to describe itself as an 'action adventure'. This is nonsense: it's a bloody *platform game*, right, and should have the guts to present itself as such, because it happens to be a damn good one.

The premise (based on the gory, gloomy comic of the same name) runs roughly as follows: you, yes *you*, are Michael LeRoi – ordinary bloke by day, "walker between the worlds" by night. Your mission is to scramble

around in the nether world collecting the souls of the dead, before re-entering Earth to track down five deeply antisocial serial killers selfishly intent on kick-starting the apocalypse. All very Sisters of Mercy.

Now, if this sounds like a load of po-faced goth rubbish to you, don't worry – *Shadow Man* is actually a pretty classy construction that gradually draws you into its world, even if you don't normally get off on death, chains, and the eternal suffering of the damned. Plus it's got swearing in it, and there's something refreshing about hearing the lead character in a platform game bellowing "Shit!" at opportune moments.

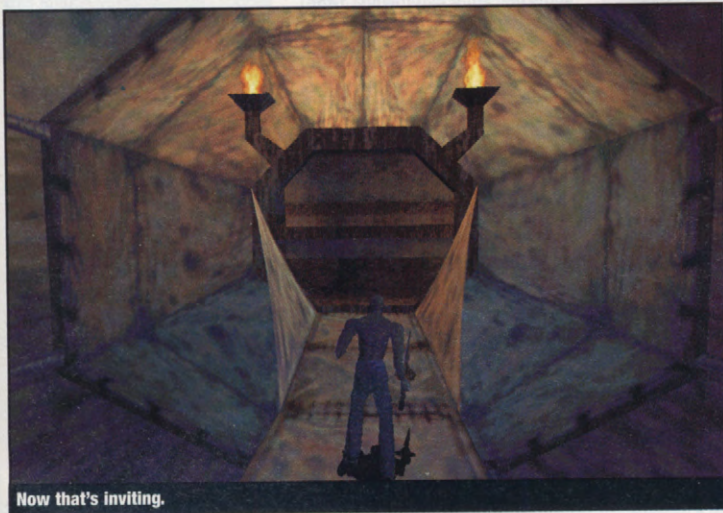
Anyway, gloomy setting aside, *Shadow man* compares to two



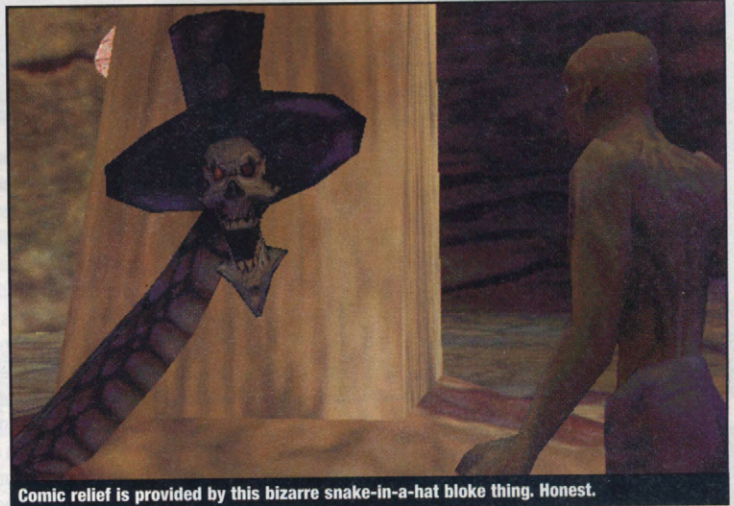
Scene from the secret marshmallow-toasting level (Not really - Ed).



Shadow Man: every serial killer's favourite superhero.



Now that's inviting.



Comic relief is provided by this bizarre snake-in-a-hat bloke thing. Honest.

previous and well-known games. The first and most obvious is *Tomb Raider*, and the second is MDK, Shiny Entertainment's

with shooty-bang-bang combat interludes and occasional flashes of arbitrary problem solving. It's also very, very immersive.

**“Shadow Man grows on you. The graphics, which seemed unremarkable at first, soon started to appear spectacular”**

wilfully bizarre quirk-a-thon from 1997. As with those titles, *Shadow Man* combines enjoyably tricky platform-hopping shenanigans

**DIG YOUR OWN HOLE** Very, very immersive? Well, yes. Not at first, it has to be said. Our first impression of *Shadow Man*

led us to believe it was something of an also-ran. Then, slowly, a strange thing happened. You know how sometimes when you meet someone for the first time, they strike you as plain and unattractive – and then, after a while, it dawns on you that you enjoy looking at their face, that they are beautiful, that you want to kiss them, hold them and nibble their earlobes? Well, *Shadow Man* is a bit like that (except that it's resolutely non-sexual).

It grows on you. The graphics, which seemed unremarkable at first, soon started to appear spectacular, while the gameplay, which in the beginning felt awkward, unwieldy and boring, became strangely gripping instead. It even manages to be genuinely scary in places, especially if you play it at night on your own with a pair of headphones, which is something *Castlevania* and *Splatterhouse* (*Shadow Man*'s two great spiritual forebears) never really managed to do.

Even *Shadow Man*'s most irritating feature – the way you can't just save your precise position, but must repeatedly go back and re-tackle sections in which you die – works in the game's favour. When something like *Shadow Man* serves up traditional helpings of hard gaming cheese, it may frustrate and annoy, but it also raises the stakes, making each jump and manoeuvre all the more crucial. Cleverly, it never forces you to backtrack *too far* – you always come away thinking 'perhaps if I have just *one more* crack at that last bit...' – the hallmark of any truly addictive game.

**SO, THEN...**

So, then... yes, we enjoyed *Shadow Man*, and shall continue to enjoy it after filing this review, hence the fact that it's earned a PC ZONE Recommended award. It's a robust 3D platform game with some excellent visuals, its own unique atmosphere, and peculiarly compelling action. Don't expect a complex adventure or an epoch-shattering, processor-bending, pioneering epic. It's a platform game, plain and simple, and takes a bit of getting into. But once you're in, it's worth it. [M]

**LEST WE FORGET**

Rather tastelessly, *Shadowman* weaves references to real-life killers into its fictional premise. At one point, a character cracks wise about Jeffrey Dahmer, while the game actually begins with Jack the Ripper recounting how he disembowelled his victims as an act of love. He actually reads aloud their names, one by one.

We're sure Mary Ann Nichols, Annie Chapman, Elizabeth Stride, Catherine Eddowes and Mary Kelly would've been *overjoyed* to discover that more than a century after their violent deaths at the hands of a deranged serial murderer, their names were used to provide a tiny splash of authenticity to the introductory sequence of an arcade-action computer game.

Still, it's nothing compared to the indignity they suffer at the *Jack the Ripper* exhibit at The London Dungeon. There, *actual photographs* of their mutilated corpses are projected on the walls for all the family to enjoy, while a grisly commentary lingers over the more horrific details of their slaughter.

We've all cracked gags about Fred West or Jack the Ripper in our time, but isn't using the names of the *victims* for the sake of entertainment just a little bit *too sick*? It wouldn't happen with someone murdered last week – just because these poor women were killed over 100 years ago, are we supposed to think it's okay?

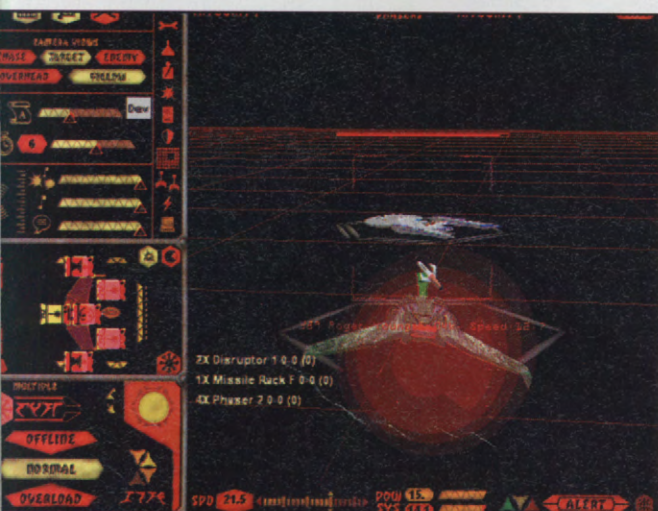
**PCZVERDICT**

- UPPERS Solid arcade platformy action • Atmospheric horror theme • Slick design, luvverly visuals • Strangely addictive
- DOWNERS Takes a bit of getting into • Just a platform game, at the end of the day • Slightly bad taste — uses names of real murder victims

**80** Super Mario for serial killers

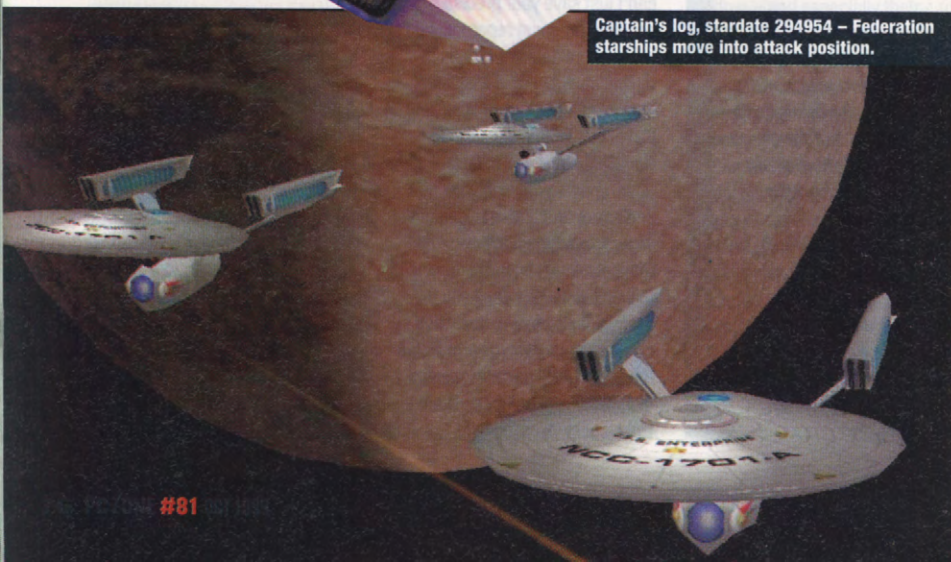


A Federation starship reduces a freighter to its constituent parts.



A Klingon cruiser in a losing battle against an Enterprise-type ship.

You can always hide behind planets if the going gets rough...



Captain's log, stardate 294954 - Federation starships move into attack position.

# STARFLEET

★ £34.99 • Virgin Interactive • Out now

It may be an old board game, but **Andrew Wright** is far from bored

## TECH SPECS

**MINIMUM SYSTEM** Processor Pentium 200 Memory 32Mb RAM **SUPPORTS** Direct3D graphics card, IPX network, serial, TCP/IP or MPlayer **WE SAY** Direct3D accelerator card vital

## PCZONE RECOMMENDED

Not content with cashing in on the *Star Wars* boom, game developers have turned to that other sci-fi favourite, *Star Trek*, to turn over a few coins. Most attempts to date have been instantly forgettable, except to die-hard Trekkies, but *Starfleet Command* might just change all that.

It's based on one of those detailed paper and dice board games – *Starfleet Battles* – but you don't need to know anything about that to enjoy this latest *Star Trek* encounter.

No doubt die-hard Trekkies will be queuing up to get this PC

game like *Wing Commander* with the in-depth detail of a strategy game, *Starfleet Command* might be just what you're looking for.

So how does a turn-based game get magically transformed into a real-time strategy arcade game of epic proportions? As with all board-to-computer transformations, the PC takes all your tactical decisions, such as course, speed, sensors, shield strength and weapon power, and those of your opponents. After handling all the time-consuming behind-the-scenes combat calculations and tables, it comes up with the combat results and displays them on-screen via a real-time video spectacular in splendid 24-bit colour and stereo sound. Not that you or I care. We just want to know if it works. In short, it does – and spankingly well.

“Superbly-detailed phaser shots and torpedoes streak between vessels in an eyeball-singeing maelstrom of death and destruction”

### WATCH THIS SPACE

*Starfleet Command* puts you in charge of one of 300 different spaceships from six races with 50 distinct, beautifully rendered hull designs, each one more gorgeous than the next.

The view camera 'follows' just behind your craft as you fly around a glorious Technicolor representation of outer space, complete with black holes, asteroid belts, planets and space debris. You can vary the views but the standard 'follow' mode will quickly become the only one to consider when bits of your ship start coming adrift and the explosions blend into each other.

Superbly-detailed phaser shots and torpedoes streak between vessels, exploding against the hulls in an eyeball-singeing maelstrom of cosmic

## ALSO CONSIDER

### BIRTH OF THE FEDERATION

(Hasbro, £34.99)

*Civilization* and *Master Of Orion II* meet *Star Trek* in the most impressive use of the licence yet.

PCZ #78, 89%

### STARFLEET ACADEMY

(Interplay, £34.99)

Well worth a look if you prefer space combat to strategy.

PCZ #56, 87%

### IMPERIUM GALACTICA

(GT Interactive, £9.99)

Yet more space-based strategy fun with more of a C&C approach.

PCZ #64, 77%

death and destruction. The detonation when a ship is finally destroyed is something to see.

In most cases, weapon hits produce visible – if temporary – effects, such as clouds of vapour and raging fires. Bits of damaged ships, flaming hulks, disruptors, shuttles, mines and tractor beams are all thrown in with more interesting 'terrain' obstacles, like black holes and massive asteroids.

### SHIP HANDLING FOR BEGINNERS

You don't need to be a Trekkie to play *Starfleet Command*, and you don't have to play as the Federation, either – you can be Romulan, Klingon, Hydran, Lyran or one of the Gorn Federation. All you need to do is refer to the manual and follow the first half-dozen tutorials, which take you through the finer points of spaceship command.

Part of the appeal of *Starfleet* is that you can fly your spaceship – and up to two others in later missions – simply by using the mouse to change course, target enemies and fire weapons, so you can jump straight into the game and start blasting.

There are plenty more options in the left-hand panel, where you can access loads of screens

# COMMAND



A Romulan ship in close-up.

covering battle damage, charging rates and the like. But that doesn't mean it's easy. There are so many things to watch – from shield damage levels to weapon recharge rates – that unless you slow the game right down using the control panel, you'll need five pairs of hands to micro-manage your ship.

## WEAPONS AWAY

As well as different ship designs, each race has its own weapons, from the standard phasers and photon torpedoes of the Federation to the Klingon's disruptors, the Romulan plasma torpedoes and the Lyrans' unique expanding sphere generator. Each weapon works best at a different range and you'll find that each race has developed its battle tactics accordingly. While phasers are a good long range weapon with a short recharge time, some are deadly at close range, like the hell-bore. Other options include pseudo torpedoes and the sneaky Romulan cloaking devices.

There's more to the game than weapons, though. If you're up against a tough dreadnought or some powerful weapons, you can boost the power to some shields while dropping others, but be careful – the enemy AI always seems to go for unshielded sides.

You can also launch shuttles and probes to detect distant enemies and decoy enemy ships. Tractor beams can be deployed to disable and finish off damaged ships.

You can gradually upgrade sensors, shields, probes and even the crew. A good helm officer, for instance, will mean your ship handles much more quickly in battle.

## IMITATION 3D

While *Starfleet Command* is the first real-time space-combat simulator, it isn't fully 3D. It looks and feels 3D, but it isn't. Movement takes place on two axes – left to right, backwards and forwards, or any combination of the two. There's only very limited up and down movement and then only to stop ships colliding. While it still looks the business, the lack of a completely 3D environment does cut out one or two tactical options, especially when several ships are involved.

The single-plane battleground aside, *Starfleet Command* runs only in 640x480 or 800x600 modes. While it's not a major problem, it's a pity it couldn't stretch the new generation accelerators a little more.

*Starfleet* is one of the best space sims I've seen and while it's not quite up to the turn-based

classic, *Star Trek: Birth of the Federation* (PCZ #78, 89%), it looks far better. But the lack of resource management and any real strategic or operational element means there's a question over the game's long-term appeal, especially as it will take you weeks to master the intricate interface and all the tactical options. By that time you might have decided that blasting spaceships is just, well, blasting spaceships, and moved on to something deeper and more challenging. Impressive it is, but pretty graphics aren't everything... [PC]

## PCZVERDICT

- UPPERS Superb graphics and sound
  - Challenging missions and one-off scenarios
  - Multiplayer mayhem
  - Neat interface
- DOWNERS Limited options
  - Only two movement axes
  - Missions lack novelty

**83** Space combat at its graphical best

## ONE DAY, MY SON...

You can't be a Big Cheese until you've replicated the tea for a while

You can play *Starfleet* in multiplayer, campaign or skirmish modes. The skirmish mission design, a feature called Dynaverse, takes into account your own rating so they always remain challenging. Starting as a mere lieutenant in one of the six races, you begin on the lowliest starship, generally a frigate, and gradually work your way upwards. You can earn prestige points along the way, which you can then use to upgrade your ship, recruit elite crews and so on. There are even special missions and extra bonuses depending on your performance.

In campaign mode, each race has its own unique *Star Trek*-based storyline of around ten regular missions, plus another dozen or so created by the Dynaverse engine. In multiplayer, you can play head-to-head or in Battlefest mode with up to six players of different races.



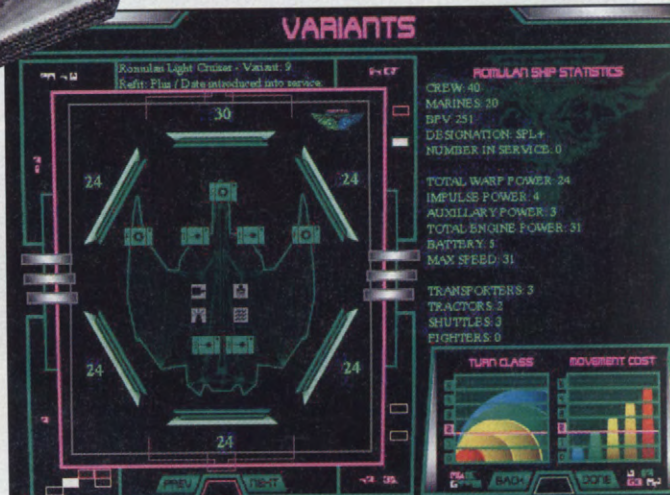
Customise skirmish missions for up to three ships a side.



Skirmish and campaign missions include base attacks.



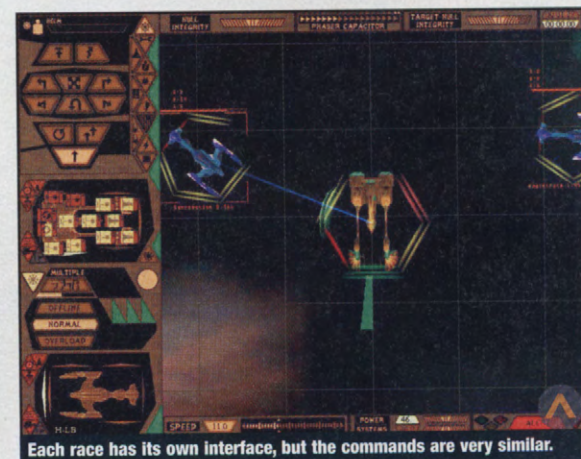
Like the other races, the Feds have four basic hull designs.



Each hull has dozens of variants, like this Type 9 Romulan light cruiser.



"Er, Captain, my sensors are picking up some large foreign objects..."



Each race has its own interface, but the commands are very similar.

ON YOUR FEET  
FOR HOURS?  
That's Perfect. Forget The  
ZAM...  
James F. Braxator

9/10 Edge

"Challenging, deep, acutely atmospheric!"

WARD  
BRITAIN  
"Best war game ever"

91% PC Games Action

5/5 Arcade  
"... an early leader in the leader in the race for PC Game of the Year"

London Evening Standard  
"... makes the now ex-king of soldier sims look like Action Man in toyland"

5/5 PC Gaming World  
"Atmospheric masterpiece"

9/10 PC Review  
Recommended Award

9/10 The Times  
"This game is nothing short of brilliant"

5/5 The Daily Telegraph  
"...this is the best game around"

91% PC Zone  
"...very, very, very good"

Gold Award 92% PC Format  
"...criticism bounces off this game like bullets off a lucky cigarillo case"

93% Games Master  
"...this is brilliant"

Game of the month & game of Distinction 93% PC GAMER  
"the best original game since half life"



92% Ultimate PC

"The saving Private Ryan of computer games; gritty, realistic and a mind blowing experience"



# H&D

## HIDDEN & DANGEROUS

unparalleled war authenticity



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Take that and party.



You'll have to jump to get over that. That's platform games for you. Cuh.



Is it a fight or an interpretive dance?

Ooh, *Soul Reaver*, I believe we can make it through the ni-high-t. But *Charlie Brooker* isn't quite singing the game's praises

#### TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **WE SAY** Yucky without a 3D card

As any lifestyle journalist can tell you, once you identify three similar cultural artefacts you can unequivocally claim to have discovered a trend – which means we only need one more gothic arcade game starring an undead superhero to arrive in the next few weeks for “spooky platformers” to qualify as a bona fide gaming genre, and for us to feel all smug and clever and vaguely Tony Parsons for about three minutes.

*Shadow Man* (see review, page 74) is the better of the two.

“It feels too much like a PlayStation release ported hurriedly on to the PC. The front end is shoddy and the controls unwieldy”

*Soul Reaver: Legacy of Kain* feels a little sad and superfluous by comparison, which is a shame because it isn't really too bad. Its PlayStation incarnation has been attracting the kind of rave reviews that make you feel personally inadequate for not running out

#### ALSO CONSIDER

##### Shadowman (Acclaim, £34.99)

It really makes a difference when a platform game hasn't been designed for a console. **SEE REVIEW P74**

##### MDK (White Label, £9.99)

Short on puzzles, but long on eye candy and non-stop action.

**PCZ #79, 67%**

##### TOMB RAIDER III (Eidos Interactive, £34.99)

The best, if not all that different.

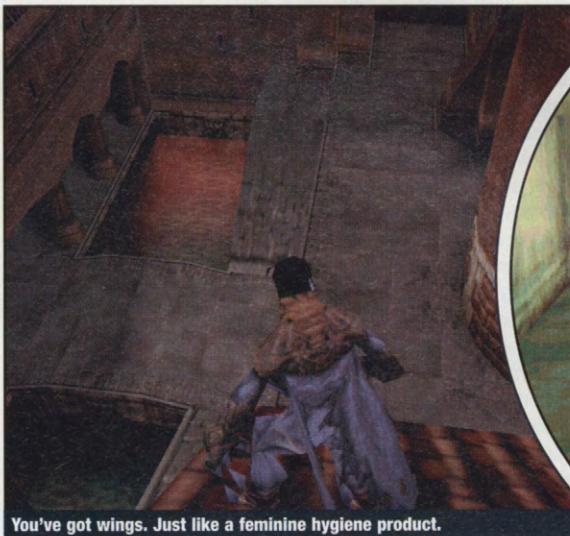
**PCZ #72, 91%**

and buying a copy forthwith. On the PC, however, it's a different story.

*Soul Reaver* is the sequel to the original *Legacy of Kain* and, in a pleasing twist, the overall aim of the game is to overthrow the hero of the first game. You play a

# SOUL REAVER: LEGACY OF KAIN

★ £34.99 • Eidos Interactive • Out now



You've got wings. Just like a feminine hygiene product.

“And he said Dance, Little Lady, Dance... Oh, what a mover... he was...”



disgruntled vampire cast into an alternate dimension by an equally disgruntled Kain (that hero we just mentioned), who's miffed because you managed to grow some wings and he didn't. And you had no idea the world of vampiric overlordery was so bitchy.

Anyway, having been hurled into this spooky vortex, you soon find yourself obeying a new boss known as The Elder – and then it's off you go, battling your way across the fictional world of Nosgoth and its alternate dimensions, knocking seven bells out of more or less everyone you meet along the way, and devouring souls. Yes, devouring souls. On the keyboard configuration screen there's a button for “devour souls”. Cute.

Action-wise, it's a well thought-out arcade game with stylish, chunky graphics. The

problem is, it feels too much like a PlayStation release ported hurriedly on to the PC. The front end is shoddy, the controls unwieldy (the directional control is confusing when you play it on the keyboard) and the graphics a little spartan – all simple geometry and close-up fogging.

But it's the roving camera that really grates. It's hopeless. It's always gawking in the wrong sodding direction, so you end up dashing wildly around, swiping at off-screen enemies like someone going postal during a game of Blind Man's Bluff. Okay, so there is a button that realigns the viewpoint to yer standard *Tomb Raider* third-person position, but every time you press it you'll be grinding your teeth to powder with frustration.

The overall feel is that you're playing the damn thing on an emulator instead of a cutting-

edge PC. Okay, so making PlayStation games is pretty much essential for any software house that wants to avoid going into the red these days, but that's absolutely no excuse for pushing your PlayStation games on to other formats without taking advantage of the change. So there. **PCZ**

#### PCZ VERDICT

**UPPERS** Good PSX game • Simple to get into • Stylish but simple graphics  
**DOWNERS** Just a PSX game at the end of the day • Rubbish roving camera

**69** An excellent PlayStation game – a passable PC game

# FLY!

★ £34.99 • Take 2 Interactive • Out September

If there's one thing **Paul Presley** hates, it's games with obscure titles...

## TECH SPECS

**MINIMUM SYSTEM** Processor P200 with MMX **Memory** 32Mb RAM **ALSO REQUIRES** D3D compatible graphics card **WE SAY** Nothing less than a PII 300 with a 16Mb 3D card and a lot of machine RAM will do. It will help if you can spare 1.6Gb of hard disk space. That's *gigabytes*

## ALSO CONSIDER

**FLIGHT SIM 98 (Microsoft, £34.99)** Covers the world and remains ever-popular with hardcore prop-heads, thanks to its expandability.

**PCZ #55 94%**

**FLIGHT UNLIMITED II (Eidos, £39.99)** Highly detailed and very enjoyable, despite being limited to San Francisco. The best alternative to *FS98*.

**PCZ #60 84%**

So, another civil aviation sim enters the market. I realise I'm probably only speaking to about five per cent of *ZONE's* readership by now, but just to bring you up to speed – *Fly!* is the latest attempt to wrest the CA crown away from Microsoft's pointy little head and it arrives with a dazzling array of features – global coverage, satellite terrain imagery, digitally mapped elevation, fully detailed GPS systems, open-ended architecture... Quite a promise. Does it live up to its own hype? Of course not.

### WHERE DO YOU WANT TO GO TODAY?

The biggest problem is the way it looks. As with Sierra's *Pro Pilot 99*, it's better than *Flight Sim 98* but worse than *Flight Unlimited II*. The satellite imagery is fine from 10,000ft but, as with all satellite imagery, the closer you get to the ground, the blurrier it becomes. Mountains aren't particularly noteworthy either, and for all the digital elevation boasts, it seems remarkably flat in far too many places.

Unlike *Pro Pilot* or *FULL*, *Fly!* does indeed cover the world –

although, in truth, it would be closer to say that it covers five areas of North America, with generic scenery tiles filling in for the rest of the planet. Once again, we're at the mercy of American market dynamics that say the game's majority audience will only want to fly in their own backyards. A perfect example of the lack of global vision is Heathrow airport. The runway layout and main taxiways are correctly positioned, but don't expect any buildings. No terminals, control towers, hangars or anything. Worse still, the whole airport is placed over what looks like south London, right on top of the urban texture map (meaning that in real life, residents of Stanwell wouldn't so much be complaining about aeroplane noise levels as planes parking in their living rooms).

Take 2 have promised that scenery expansion packs are on the way, but it's going to take an awful lot to convince the hardcore crowd to abandon their already established and expanded virtual worlds and start afresh, especially since both *Flight Sim 2000* and *Flight Unlimited III* are promising to be backwards-compatible.

### VOODOO THAT YOU DO

Hardcore prop-heads will no doubt be ready to lynch me right about now: "So what if the graphic quality isn't too great? We buy these things to fly them, don't we? How does it handle that aspect?"

The problem is that the two are interconnected on more than just a personal taste level. Because Terminal Reality, the developers, have tried to make



*Fly!* look as good as possible, the game suffers when you start playing, due to constantly changing frame rates and constant disk accessing. Even on a full 1.6Gb installation, the hard drive lights would whir every ten seconds or so, temporarily halting the game. Not particularly convenient for smooth flying.

So you solve the problem by bringing the resolution right down and turning off all the fancy graphics options. But then you realise that you might as well be running *Flight Sim 98*, which is now far more detailed and only lacks a built-in GPS system, which is available as a third-party expansion set anyway.

### WHAT WORKS

That said, there is a lot about *Fly!* that does work. The actual flight models are particularly good and the level of realism in operating the planes is astonishing. Every cockpit is filled with usable switches, dials and buttons. The flight planner could be better but navigation, instrumentation, radio communications, weather and cloud effects are very good (although the METAR importation

ability didn't work). The GPS system is particularly well done and it all feels very authentic. You can even adjust the air temperature in the cabin and turn on the No Smoking lights. Basically, if you can get the game to run in a fairly stable manner,

**“You can even turn on the No Smoking lights. If you can get the game to run in a fairly stable manner, you'll actually really enjoy the flying aspects”**

you'll actually really enjoy the flying aspects of the simulation.

The manual is very nice, but would it have killed Take 2 to have made it ring-bound? It's hard enough flying the planes without having to balance the manual at the same time. It has a particularly good training section, which is written as though you were actually being taught for

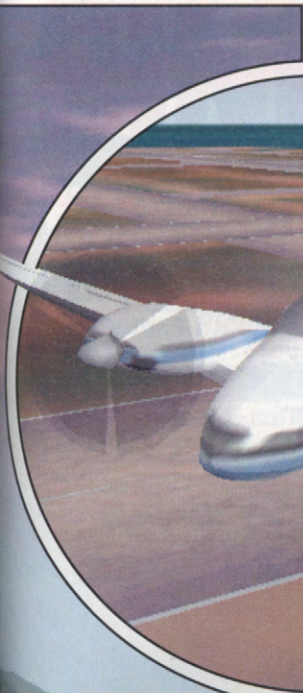
real. There's so much about *Fly!* that works – it's just such a shame that the actual programming lets things down.

Which means that if you are thinking of rushing out and spending your hard-earned pinging money on *Fly!*, you need to consider the following. In a matter of months, *Flight Unlimited III* will be with us. That too might be flawed. It might also be a mixture of failed promises and broken dreams. But somehow, I doubt it. Of course, you'll be limited to the Seattle region but, as *FULL* showed, size doesn't matter.

If size does matter to you, though, *Flight Sim 2000* will be here a few months after that. Now that also might let you down like the elastic on a ten year-old pair of Y-fronts, but let's just wait and see. There's a shedload of experience behind the project and the simple fact that its city areas contain road networks fills me with hope.

The message is: wait just a few more months and see what unfolds. If both of the above disappoint, then maybe buying *Fly!* can be justified – especially





Airports have been modelled on a real-life database, but you only get buildings at major American locations. Tsk!



Cities still look like a few notable buildings dropped on to a flat texture map.



Each cockpit is well modelled and there are plenty of viewpoints to choose from.



See what I mean about it being blurry?

as we'll hopefully have a number of patches and expansion sets by then to liven things up. If not, then you've saved yourself 40 quid and many nights of frustration.

But if, after all that, you're still leaning towards getting *Fly!* right now, all I can say is make sure you buy it from a shop that offers a returns policy. You may like it. You might be willing to put up with all the problems. You might even get it to run adequately on your PC. You'd be a stinking liar, but you might. Just make sure you won't be out of pocket if you do. **PCZ**

**PCZVERDICT**

- UPPERS** Detailed flight dynamics
  - Good cockpits and panels
  - You can *Fly!* the world
  - Weather effects
- DOWNERS** Extremely buggy
- No detail anywhere outside the US
- Not too much detail inside the US either
- Needs a very powerful machine to run adequately.

**70** Competent and realistic, but flawed



The flight elements work well and landing at night can be fun.



The satellite-mapped terrain does look nice from high-up.



Not a Burger King or a Sock Shop in sight.



More functioning knobs than a Viagra convention.



The flight planner lets you set up everything from waypoints to the number and weight of your passengers.



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# SINISTAR: UNLEASHED

★ £29.99 • THQ • Out September

**High scores, end-of-level bosses, lives – all gaming terms from a bygone age. Oh look, here comes *Richie Shoemaker***

## TECH SPECS

**MINIMUM SYSTEM** Processor P233 Memory 32Mb RAM **ALSO REQUIRES** Direct3D or 3Dfx compatible graphics hardware **WE SAY** You'll need a mighty 3D card to get the best results

**T**he original arcade hit *Sinistar* was a marvel of its age. Like legions of games before it – *Invaders*, *Phoenix*, *Gorf* – waves of malicious aliens intent on galactic domination swept from the top of the screen in level after level, and at the end of each the ultimate end-of-level bad-ass would appear. The difference with *Sinistar* was that this bloated mass of gaudy pixels actually taunted you and egged you on.

*Sinistar* will, if nothing else, be remembered as the first game to make you feel as though you were fighting a sentient being. Of course you weren't – it was a cheap technological trick.

Today, the game looks silly, which is why GameFX have resurrected *Sinistar's* derisive speech and intense action in the



have done both. Although it looks thoroughly Nineties, the gameplay remains the same.

A typical level requires you to collect crystals by destroying asteroids. Fighters and battlecruisers buzz around you, trying to put a stop to your harassment of the worker ships, themselves harvesting crystals to bring forth the Sinistars themselves. Once the Sinistar is unleashed ('scuse the pun), the aim is to destroy it by pummeling it with Sinibombs.

**“While the rich, organic style lends the game a hypnotic atmosphere, the action is tense throughout”**

form of *Sinistar: Unleashed*. Rather than just tart up the graphics or change everything apart from the name, GameFX

## ALSO CONSIDER

**ASTEROIDS (Activision, £29.99)** Not quite a disaster, but nothing you couldn't get from a decent shareware clone. Nice 3D graphics, but still a 2D game. **PCZ #76, 68%**

**INCOMING (Rage, £29.99)** Similarly retro in mood and millennial in looks, *Incoming* from Rage isn't quite as frantic as *Sinistar*, but it isn't quite as repetitive, either. **PCZ #63, 90%**

**FREESPACE (Interplay, £34.99)** Currently the best space combat game you can buy. Varied missions, eye-popping graphics and superlative interface – shame it's a bit short-lived. **PCZ #66, 89%**

Destroy workers to delay the Sinistar.



Another Sinistar emerges from the jump gate.

throughout. Laser fire lights up the dark skies, illuminating the floating rocks and flitting underbellies of strafing ships. But in the thick of the action there is no time to appreciate such things. So much goes on that it would take weeks of play to appreciate the impressive physics or the enemy AI. Technically, it's a wonder the developers could cram so much on to such a small screen.

*Sinistar: Unleashed* may not be as bright and brash as, say, *Incoming*, but it's certainly more frantic and just as attractive. Unfortunately, it's not without problems. These, though, are matters of design, rather than bugs or faults, so they really come down to personal taste.

I found the movement of the ship too complicated. Instead of a throttle control and a clutch button allowing you to continue moving in one direction while turning to fire in another, it would have been much simpler to just have a thrust button. The scanner was also pushed too near the bottom of the screen, requiring unnecessary eyeball movement



Enemy ships will dodge laser fire and avoid collisions.

to find enemy ships.

Because of the desire to keep to the spirit of the original game, there's no storyline or depth to speak of. Also, three-quarters of the missions have exactly the same aim, so the game can quickly become repetitive. The developers have obviously gone some way to eliminating the problem with the pacing of new enemies and weapons, but perhaps different strengths of gravity, planets to hide behind and shield-sapping nebulae might have helped still further.

With the Sinistars still taunting you as they did back in 1983, and the gameplay essentially unchanged, those who enjoyed the ageing classic will find *Sinistar: Unleashed* a worthy successor. In fact, for them, this updated version is essential. The rest – those brought up on more modern space games like *Wing*

*Commander and Freespace* – may prefer to hold off. A cliché it may be, but here the old adage rings true: try before you buy. The demo was on last month's coverdisk, and you'd be well advised to try it before spending your money. Mind you, at £30, *Sinistar: Unleashed* is more than sensibly priced. **PCZ**

## PCZ VERDICT

- UPPERS Faithful to the original game
  - Good value
  - Frantic action that's likely to push your 3D card to its limits
  - Highly addictive in half-hour bursts
- DOWNERS Can become repetitive
  - LAN-only multiplayer game
  - Lacks depth
  - One for arcade purists

**80** Retro arcade action with a Nineties lick of paint

BREAKING THE MOULD



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Close, but no cigar. Much like the game.



Goodison Park, Everton. If you're in here, it's a safe bet that someone else is in your car.



You can't get away with that sort of thing. Not any more.

# THE FA PREMIER LEAGUE STARS

★ £34.99 • EA Sports • Out now

**Steve Hill in football game review shock**

Player	Pos	Def	Att	Shooting
50 WALKER	1 GK	94%		
63 AUSTIN	2 DEF	88%		
89 CAMPBELL	23 DEF	89%		
68 VEGA	15 DEF	90%		
65 WILSON	16 DEF	92%		
45 ANDERTON	9 MID	76%		
47 HILL	21 MID	99%		
91 BERTI	18 MID	100%		
82 GINGLA	14 MID	100%		
78 FERDINAND	10 ATT	97%		
69 KLINSMAN	33 ATT	96%		

**ATTACKING BIAS**

You can tweak tactics via some fairly well-designed menu screens.

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 16Mb **WE SAY** A P200 with 32Mb and a 3D card



It's not like a Newcastle player to kick someone in the face.



Note the Dreamcast sponsorship on the Arsenal shirt. Will it be the same in the PlayStation version?

**A**s regular readers will be aware, the eponymous Stars refers not to the overpaid drunkards that grace our national game, but rather to the unique performance-related reward system around which the game is based. Essentially, if you do well, you are awarded Stars, although it's a rather arbitrary system – a Man Of The Match award carries the same weight as a victory, and Fair Play is worth more than

## ALSO CONSIDER

**FIFA 99** (EA Sports, £19.99)  
Generally considered The Don of football games, the inevitable 2000 will be ready for Christmas.  
**PCZ #71, 92%**

**ACTUA SOCCER** (Gremlin, £9.99)  
While plagued by the flaws of its predecessors, this is still certainly worth a dabble.  
**PCZ #34, 92%**

**UEFA CHAMPIONS LEAGUE SEASON 98-99** (Eidos, £34.99)  
The best use yet of the World League Soccer engine.  
**PCZ #76, 86%**

scoring a goal. Once received, the Stars can be spent on improving the attributes of your various squad members, such as control, agility, power, strength, shooting,

**“Many of the faces look like they’ve been freshly ironed, and the action is a stunted affair, a mutant hybrid of FIFA and Actua”**

passing and heading, which again is fairly vague, the difference between power and strength, for instance, proving a fairly murky area. If you save up enough Stars, you can even delve into the transfer market, albeit at the cost of a current player, with squads strictly limited to 16 players.

So far, so what? It's a vaguely acceptable idea, and adds a kind of 'management lite' aspect to the game, although it can become a chore having to dish out the Stars after every game. However, fancy gimmicks are no substitute for a decent game of togger and, as any pundit will confirm, it's on the pitch that it counts. The Premier League licence has bought

extreme authenticity, and every stadium in the Premiership has been immaculately modelled, from the ramshackle sheds of newcomers Watford to the Old

Trafford's corporate-ridden whispering gallery. Player names are all present and correct, although likenesses are not part of the deal, and only generic efforts have

been made – with many of the faces looking as though they've been freshly ironed.

## TURN ON A BIN LID

But it's what they do with their feet that's important, and the action is a curiously stunted affair, coming across as a mutant hybrid of FIFA and Actua, albeit lacking the immediacy of the former and the intricacy of the latter. The major problem is the players' first touch, which generally has all the grace and poise of a Hackney Marshes slugger. An adroit

efforts, coming at the end of long jinking runs. Also, the camera system is less than perfect, and when embarking on a run down the nearside wing it zooms in to such an extent that you lose your bearings, oblivious to the proximity of the byline, let alone the positions of any team-mates.

It's a pity, as the presentation and atmosphere is immaculate, with lively commentary from the Sky Sports Team and specific songs being sung at particular stadiums. All of which will be lapped up by the mass-market punter, which is who the game is aimed at. We can only hope FIFA 2000 sees a return to form. **PCZ**



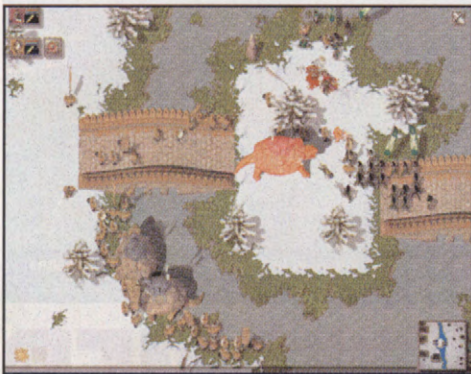
The Merseyside derby gets hot. Why no names on shirts, though?

through-ball can be played to coincide with a perfectly timed run, only for the receiving player to stumble aimlessly for a few seconds, by which time the defence has caught up, defeating the object of the initial ball. This encourages greedy play, and a lot of goals are inevitably unlikely solo

## PCZ VERDICT

- UPPERS** Extreme authenticity • Realistic commentary • Proper songs
- DOWNERS** Stars system eventually grates • Poor first touch • Camera a bit knackered • Tackling unsatisfying

**73** Style 4, Content 1



Opposing forces face off, with your men in the middle.



Decent 3D acceleration would have helped.



You'll spill gallons of blood during your conquest of Lhynn.

# BLACK MOON CHRONICLES

★ £34.95 • Cryo Interactive • Out September

## TECH SPECS:

**MINIMUM SYSTEM** Processor P200 MMX Memory 32Mb **WE SAY** Try a P266 with 64Mb and lots of patience

This French offering is a real-time wargaming affair in the mould of the stunning *Magic and Mayhem* (PCZ #70, 92%), and the ageing *Warhammer 2* (PCZ #36, 82%). Although inferior to both titles in most respects, it does boast an epic introduction and a devastatingly haunting gothic soundtrack.

Cast in the role of comic book hero Warlord Wishmerhill, the conquest of the land of Lhynn is your ultimate goal. Sadly, the main selling point of the game – the massive battles – also proves to be its main failing. With patience and skill, you can manage and lead some truly epic contests, with thousands of troops skirmishing en masse – but the pay-off is that the character sprites are generally too small, and are necessarily viewed from an overhead perspective. This means that in the heat of battle, you often fail to locate – let alone effectively control – your troops quickly enough, and the game engine repeatedly threatens to grind to a halt under the stress of it all. But, as if to compensate, there's a

whole host of neat graphical touches and tremendous variety in the appearance and behaviour of the NPCs.

It's not all-out fighting, either, because time spent gathering resources, funding your army and planning battle strategy is hugely rewarding. The difficulty setting is well adjusted, with a series of induction missions revealing the finer points of the game before throwing you in at the deep end.

Unfortunately, although the 60 quests appear diverse, the end result is inevitably always a mêlée. Should you tire of the missions offered, there's the opportunity to design your own scenarios with the comprehensive and intuitive level editor – the use of which will leave you wondering what might have been if Cryo had made fewer demands of a graphics engine that clearly can't cope with the sheer scale of the action it is asked to portray.

Craig Vaughan

## PCZVERDICT

70%

# RE-VOLT

★ £39.99 • Acclaim • Out 3 September

## TECH SPECS

**MINIMUM SYSTEM** Processor P200 Memory 32Mb **SUPPORTS** 3D cards **WE SAY** P233, 64Mb RAM and a second-generation 3D card

Ever since the appearance of *Micro Machines*, the world of midget car racing has held a special place in the hearts of many gamers. Nostalgic thoughts of late nights, nicotine-like addiction and great multiplayer games instantly spring to mind, and it is these attributes that *Re-Volt* seems intent on emulating.

The game is set in a world where radio controlled cars have (here's the clever bit) revolted. With minds of their own, they set about racing each other over a series of circuits, which include museums and toyshops.

The first thing that strikes you about the game is the quality of the graphics. Scenery flies past smoothly, clipping is near faultless and lighting effects are impressive. The physics engine is also of a high standard and realistically recreates the movements and abilities of each vehicle.

In all, there are 28 cars and seven different tracks. There are six modes of play to choose from: single race, multiplayer, championship, time trial, practice and stunt arena. The championship mode pits you against seven computer-controlled cars. Once the first championship has been won, the next one is unlocked. Unfortunately, this option suffers from a major flaw. In every race, you must finish in the top three places, otherwise you are forced to re-run the race, totally detracting from the excitement of a championship, where one point for sixth place can count towards your title challenge. The stunt arena is also a disappointment, but it's nice to see the inclusion of a track editor.

The races themselves are a lot of fun. It takes skill and practice to master the four difficulty levels, with varied car handling also adding to the enjoyment. All the circuits are well designed, beautifully drawn and challenging, and each one boasts a host of power ups



The inevitable race for the bar.



Always put your toys away, kids.



A toy robot surveys the start.

to aid or hinder you in the race. There are enough options to keep you occupied for a while but, as with *Micro Machines*, *Re-Volt* begs to be played in multi-player mode.

Here's the real problem. There's no split screen, for starters, and the LAN and Internet games are no more than adequate, lacking inspiration and originality. It's such a shame, because *Re-Volt* is a good game, but with better multiplayer and championship modes, it could have been great.

Martin Korda

## PCZVERDICT

70%

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# RAILROAD TYCOON II: THE SECOND CENTURY

★ £15.99 • Take 2 • Out now



Make your own Eurotunnel consortium with the Channel scenario and Eurostar trains.

### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM **SUPPORTS** TCP/IP, IPX, modem and serial multiplayer **WE SAY** P200 with 32Mb RAM

### PCZONE RECOMMENDED

Kicking off in the late 1930s, *The Second Century* is an expansion pack that takes existing *Railroad Tycoon II* (PCZ #71, 78%) fans from the post-Depression years through to 2030 and beyond. There are 18 scenarios, more than a dozen non-campaign levels, new industries, new trains and some tweaks to the interface. Crucial elements missing from the original game are now present – for example, the ability to store goods at stations where they can be collected by other engines. Bankrupt companies are now penalised with a 50 per cent share issue, bridges now span much larger expanses of water and there are new, easier methods of laying track. There's also a slight shift in the revenue balance, with reductions in the rates paid to passenger hauliers and increases in the rates paid to freight companies.

The maps and challenges are spread across three clearly defined chapters

covering World War II, the post-war boom and a fictional, futuristic period called Geocore. Each has its own goals and emphasis.

In the WW2 chapter, there's a heavy emphasis on moving armaments in the shortest possible time. You get to pay a visit to Blighty to rebuild the bombed rail network, and you also visit other European destinations immediately after the war has ended. More modern scenarios deal with commuter networks, light rail systems and the problems of nuclear waste disposal – you can't, for example, send trains throbbing with atomic energy through busy passenger stations. Each is a little puzzle you have to solve before moving on.

Despite the fact that *The Second Century* does nothing to address our earlier criticisms of poor realism – there are still no tunnels or any ability to deform the landscape – it represents good value for money and is an essential buy for existing *RT2* owners.

Phil Wand

### PCZVERDICT

83%



The world feels a considerably wealthier place than in the previous outing.



Bankruptcy, revenue adjustments and a new Annual Report Status screen make *The Second Century* feel more complete.

### MIGHT AND MAGIC VII

★ £34.99 • Ubi Soft • Out now

#### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 32Mb RAM **SUPPORTS** All major 3D and sound cards **WE SAY** P166 is a safer bet. So is not going near it

What a splendid idea this must have been on paper. A massive, sprawling RPG that gives the player a choice of many races and classes to play, and offers a game universe enriched with the presence of a multitude of NPCs, all of whom can offer advice or information to the player as he makes his way through a mind-boggling number of quests and tasks in his goal to uncover the secrets of *Might and Magic VII*.

In practice, *MMVII* is a very different proposition. If you can live with the utterly appalling character graphics, you will find little of interest in this embarrassingly dated RPG.

There are some aspects of this game that are commendable – the character creation system offers a sufficient variety

of races and classes to make tailoring your characters to suit your gaming preferences a worthwhile exercise, and the game is indeed very big, with a large number of quests to undertake. The problem is, I doubt if anyone will bother to complete any of them, given that the combat is spectacularly unexciting and, other than sheer dogged determination to wring some enjoyment out of the thing because you've paid good money for it, the game offers you no incentive whatsoever to explore its hidden depths.

Somebody once said some things are best left hidden. They weren't wrong.

In summary, *Might and Magic VII* is visually offensive, with neither depth of gameplay nor a gripping, involving storyline to save it from total obscurity, which is where I am going to send it forthwith. In fact, it's in the bin.

David Stark

### PCZVERDICT

40%



The old "Don't light a match in here" gag gets a new lease of life.



Gardening in a suit of armour is a bit excessive, don't you think?



That village is obviously just begging to be pillaged.

### CORSAIRS

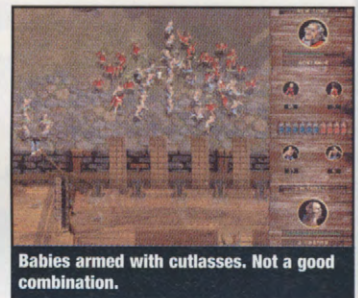
★ £34.99 • Microids • Out now

#### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 32Mb RAM **WE SAY** A P200

It's been a long time since our screens were boarded by a decent pirate game, or any sort of pirate game at all, for that matter. If you've been keeping up with the latest developments, however, you'll know that they're about to become as abundant as crap daytime TV talk shows, and *Corsairs* is the first to appear.

It's an inoffensive strategy title which involves sailing the seven seas, tracking down pirates, plundering island forts, destroying enemy fleets and escaping with their gold. This may sound good in theory, but in practice it doesn't quite make the grade. The aim of the game is to get together a fleet of ships by either capturing or buying them, and then carrying out missions set by the governor of your territories. It gets off on the wrong foot, as



Babies armed with cutlasses. Not a good combination.

the tutorial is more confusing than enlightening. The graphics are cute, and the shadows cast by the boats as they bob up and down in the water are good, but as the ships move the graphics jerk, spoiling the effect.

The gameplay is slow and repetitive, the story is dull and has no effect on the game, and the music is migraine-inducing. There is hardly any resource management and you do not get to build anything other than ships. It's a shame, as the game would have been so much better if you had been able to move on to land and set up your own outpost. Without this, the game has very limited appeal. With very few units and slow gameplay, *Corsairs* is definitely only for strong fans of the strategy genre. If you're looking for a good pirate game, bury your pennies on a desert island until *Cutthroats* comes out.

Richard Edseld

### PCZVERDICT

59%





Calling in airstrikes is definitely one of *Force 21*'s highlights.



Tense, gripping naval combat scene? Er, no, not really...



Tanks can erect concrete defences pronto.



Ahh... that's more like it.

## FORCE 21

★ £34.99 • Take 2 Interactive  
• Out September

### TECH SPECS

**MINIMUM SYSTEM** Processor P200 with 3D graphics accelerator, or P233 MMX for software rendering **Memory** 32Mb RAM

**ALSO REQUIRES** 150Mb hard disk space

**WE SAY** Another 32Mb RAM would help

From the makers of *Rainbow Six*, *Force 21* is strikingly different from most other real-time strategy games in that instead of hoovertanks with death rays, you get to command a range of military equipment currently in service with China and the USA.

The year, however is 2015, and China has had the nerve to invade Russia. As the US Army's *Force 21*, the aim is to stop the Chinese dead in their tracks. Thankfully, those of a more left-wing persuasion can choose to control Chinese forces and between the two sides there are a number of units to direct, from old Russian BMPs, M1 Abrams tanks, various attack helicopters and bridge-building units. The great news is that each of the vehicles looks spot-on and, being in glorious 3D-orama, they move and act convincingly as well. Missiles leave neat smoke trails, buildings pepper the levels and for once we have a game with trees.

Unfortunately, the game itself leaves much to be desired. Mission objectives are vague, there are no infantry units and firing on enemy units is irregular. Sometimes a tank can fire off three shots in as many seconds and then stay silent for ages while being pummelled by the enemy.

When directing your units as platoons, it's surprising to find a lack of strategic options. While you can order your ground and air units into one of four set formations, tell them to hold fire, entrench, or let rip, the ponderous pace of the game leaves little to do but spin the camera around. *Force 21*'s biggest sin, however, is that it doesn't have that magical 'X' factor. Think partial annihilation, rather than total.

Richie Cobbler

## FIGHTING STEEL

★ £39.99 • Divide by Zero • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P200 **Memory** 64Mb RAM, 4Mb 3D accelerator **WE SAY** P233 for slightly faster blockiness

**PCZONE PANTS** *Fighting Steel* is a real-time strategy game set in WWII. It covers all the

major naval battles of that period and manages to make every single one of them boring, despite being able to play as the Germans, Americans, British or Japanese.

Graphics are generally not the best feature of a strategy game and this is definitely no exception, having the boring, blocky, ugly and jerky looks you'd expect from a shareware title. Only when you zoom in do the ships take any real form and appear like their real-life counterparts, although it makes the game unplayable as you can't see how the battle raging (or simmering) around you is going.

The game is so slow, even the most hardcore strategy fans will tire of waiting an hour for the bloody ships to turn up and then another 10 minutes for them to start firing at each other. We wouldn't mind so much if you could do something while you are in transit. Sadly, there is nothing to do but wait and let things run their natural course.

You also need to be a Mensa member to work out how to command your ships correctly. The interface is quite informative and approachable but slows you down even further. There are a couple of redeeming features buried deep in this game, such as the sheer depth regarding the condition of your crew and ship (fatigue and the ability of the present crew), but even this becomes boring after a while.

I really can't recommend this to anyone. Go and buy yourself a decent strategy game like *Aces Of The Deep* on budget for a fiver instead.

Ben Jackson

PCZVERDICT

64%

PCZVERDICT

12%

# BEWARE...

# SUPREME EVIL IS ABOUT TO MAKE A COMEBACK

In the 1980s, Sinistar earned a cult following.

In 1999 Sinistar Unleashed™ submerges you into a hostile universe fraught with intense danger. A newly discovered, supremely evil, space dwelling species is on the verge of creating a devastating biomechanical weapon...The Sinistar.

This is, without doubt, the most visually stunning arcade experience ever seen on any games machine. Spectacular graphics, compulsive game play and immersive 3D sound effects combine to produce a benchmark, epic, arcade shooter.

## Other features include:

- Breakthrough hardware-accelerated 3D graphics.
- Cinematic real-time lighting and special effects.
- 24 single-player levels, including 5 bonus levels.
- Intimate combat sequences with intricately detailed enemy fighters.
- Compelling CD quality Electronica/Trance sound track.
- Supports all forms of 3D audio.
- Force feedback.



[www.sinistarunleashed.com](http://www.sinistarunleashed.com)

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www.thq.co.uk



**SINISTAR**  
UNLEASHED

I LIVE.

"The extent to which GameFX has loaded the game with graphical sweetmeats is nothing short of gobsmacking"

ARCADE

"Luscious 3D accelerated spacescapes, wheeling asteroids and sinister alien presence is great as it is - but the pumping techno soundtrack leaves us in no doubt"

PC FORMAT

# BUDGET ZONE

Should you buy a game when it comes out, or wait 12 months until it appears on these pages? Mmmm... Ooh, well, er... yes, that's a tricky one

✦ SORTING THE WHEAT FROM THE CHAFF Mark Hill



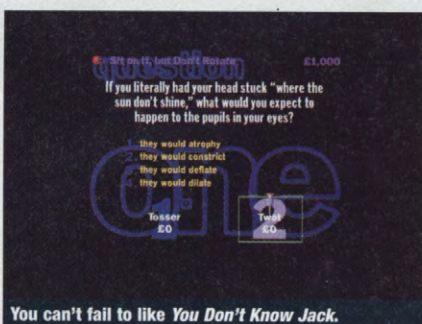
Three Lions: an annoyingly poor excuse of a game.



Grand Theft Auto: lots of fun, even if it is 2D.



Lula Inside: one to avoid.



You can't fail to like You Don't Know Jack.

# 4 PLAY

✦ £34.99 • Take 2 • Out now

## TECH SPECS

MINIMUM SYSTEM Processor P120 Memory 16Mb RAM **WE SAY** Sounds about right

Coming in a rather sexy transparent box, this collection features games that vary wildly in both genre and quality: the wicked quiz show *You Don't Know Jack*, the pathetic *Lula Inside*, the equally feeble *Three Lions* and the classic *GTA*. Which means two great games and two space fillers. At least you can't grumble about quantity for money.

If you haven't played *GTA* by now, why not? It may not have the flashiest graphics ever to grace your PC, but we guarantee you'll be whooping with delight as you drive recklessly, run over pedestrians and occasionally complete missions. It's also available separately on budget or bundled with the add-on *GTA: London 1969*, so it's not exactly a deal clincher.

And neither is *Three Lions*, the official England team title, which could easily be mistaken for a shareware footie game. Why such a poor excuse for a popular sport licence could have been competing with the likes of *Actua Soccer* and *FIFA* is laughable; and the fact it disappeared without trace is more

than understandable. Well, you've got to do something with all that surplus stock, haven't you?

Perhaps this is why *Lula Inside* has found her way here. Either that, or it's an astute way of letting people buy it without the embarrassment of handing a copy over the counter. And 'embarrassment' is the key word, as this is not a game at all, it's more of a horny Tamagotchi that wouldn't turn on a chimp in heat. Yes, it's even more execrable than *Lula: The Sexy Empire*.

Finally, there's *You Don't Know Jack*, a brilliantly whacky quiz that's so sharp you could shave with it. It's imperative that you play with friends, but try to remain fairly sober or you'll miss the explosion of authentic wit voiced by Paul 'Dennis Pennis' Kaye. If you don't own this or *GTA*, then *4 Play* might be worth considering. Just don't try the other two.

## PCZVERDICT

72%



# RAINBOW SIX GOLD PACK EDITION

✦ £34.99 • Take 2 • Out now

## TECH SPECS

MINIMUM SYSTEM Processor P200 Memory 16Mb RAM **ALSO REQUIRES** 3D card on a P166 **We say** At least 32Mb RAM and a 3D card whatever the system

## PCZONE RECOMMENDED

*Rainbow Six* established a landmark in third-person action/strategy that has only just been surpassed by the even more magnificent *Hidden & Dangerous* (PCZ #79, 91%). If you haven't tried its brand of team-based manslaughter (or tangoslaughter), then now is your perfect chance as it's bundled with the five extra missions included in the *Eagle Watch* add-on pack.

Taking control of an elite anti-terrorist squad, you get to plan missions ahead, use stealth, give orders to your team members and indulge in some good old-fashioned shooting skills in a truly tense but enjoyable experience. The AI is not without its problems, especially in the original game: your men fall over each other and the enemy shows an alarming tendency to ignore your presence until you've shot them.

On the other hand, the missions are well-designed, the men you take control of move smoothly and the atmosphere is engrossing (unlike Clancy's books, which aren't). There's no sniping involved, which is a real shame, and your movement is rather limited (no crawling), but somehow the game manages to pull you into the story to the point where all niggles fade away.

The scenery in *Eagle Watch* is based on real-life locations and looks gorgeous, adding to the replayability value of every mission. At the time of its release, this add-on pack was probably just a little bit too short to make it a really worthwhile purchase. Now, as part of the main game, it fits in snugly.

You have to ask, is it really worth buying this Gold Pack Edition when you can get *Hidden & Dangerous* for the same price? The answer is not really, especially when you consider that *H&D* offers a larger variety of missions which all have much more depth. But if you do fancy a change from the WWII scenarios or just can't get enough of team-based games, *Rainbow Six* will definitely make a great addition to your collection.

## PCZVERDICT

84%

No wonder the Taj Mahal guides always complain about the tourists.





No one in their right mind would volunteer to form a wall.



At this price, it's on the road to hell.

# FIFA 98: ROAD TO THE WORLD CUP

★ £14.99 • EA Sports • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM **WE SAY** A P166 with 32Mb RAM

The *FIFA* series has long been established as the top dog in football games, barring an occasional shoot-out with *Actua*. It's also the undisputed master of milking a licence dry, and as it's now over a year since the World Cup finished, trying to sell a game that only manages to get on the road towards it was never going to be an easy task. At the time of its release it represented a significant progression over previous *FIFA* outings and people were impressed. A few months later, the World Cup game finally arrived, sporting some minor

improvements in the AI department, slightly better graphics and even more impressive presentation. People who felt ripped off were more than justified, with the result that copies of *RTWC* were speedily shoved in the subs bench of second-hand baskets with their prices suitably slashed. Yet another few months passed, *FIFA 99* hit the shelves and *FIFA World Cup* suffered the same fate. Do yourselves a favour and pay a visit to your local second-hand games shop.

## PCZVERDICT

70%



This is what games were like in the good old days, zzzzzzzzzzz.



What else can you think of that is a deep brown colour?



*Chasm: The Rift* – it won't leave a big gaping hole in your pocket.

# THE REAP

★ £4.99 • Sold Out • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM **WE SAY** A P120 helps

Just when you thought that your PC was so much more than a console in a murky cream box, here comes *The Reap*. An *R-Type* scrolling blast 'em up from an isometric view might not sound like it could offer great big rocking balls of depth, and it doesn't. If keeping your finger glued to the fire button, collecting power-ups, blowing up tiny people and fluffy sheep, dodging rockets around the screen and indulging in a trip down the Amiga memory lane is your thang, this could be just what you're looking for. If it isn't, you might find that watching your toenails grow holds your attention for a longer period of time. At least at this price you won't be calling it a 'reap-off'.

## PCZVERDICT

57%

# CHASM: THE RIFT

★ £4.99 • Sold Out • Out now

## TECH SPECS

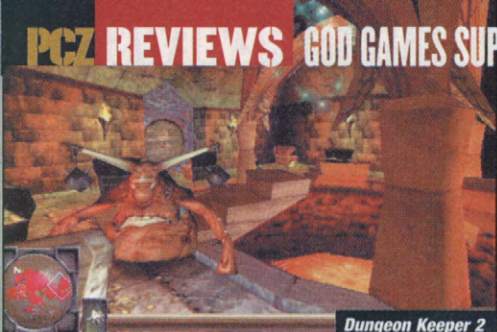
**MINIMUM SYSTEM** Processor 486 Memory 16Mb RAM **WE SAY** Quite sufficient

What's cheap, brown and not as good as *Quake*? The answer, of course, is *Chasm: The Rift*, a game that shows about as much imagination as a 'fly on the wall' documentary set in, for example, an airport, estate agents, hospital (take your pick). It would be pointless to draw a long list of comparisons with *Quake*. The only refreshing change is the mission briefings you get at the start of each level, a sort of 2D *Half-Life* scientist speech.

The biggest difference between *Quake* and *Chasm*, however, is that one is still incredibly playable while the other is just mildly entertaining. At least you don't need a 3D card to run it and, like most games in the Sold Out range, it will work quite nicely on your OAPC.

## PCZVERDICT

61%



Dungeon Keeper 2



Anno 1602



Caesar III

★ Daniel Emery loves God games, especially Anno 1602 ★ Steve Hill reviewed Settlers III and Caesar III ★ Chris Anderson reviewed Anno 1602 back in PCZ #70 ★ Paul Mallinson reviewed none of the games here, but is a seasoned God-gamer currently enjoying Dungeon Keeper 2.



# PCZ SUPERTEST

The PC ZONE team meet in their local church to discuss the subject of 'God' games.

The beer and pizza may have been replaced by bread and wine, but the language was as blue as ever. Paul Mallinson heads the congregation

# GOD GAMES



Settlers III



Populous: The Beginning



SimCity 3000



So-called 'God' games have been making a significant contribution to gaming ever since Peter Molyneux and the then-fledgling Bullfrog unveiled the original *Populous* to an unsuspecting public way back in 1992.

The 16-bit classic thrust you into the role of 'armchair deity', giving you total control over a huge sprawling landscape and its tiny occupants, and coined the term 'God' game in the process. Since then, we've seen all manner of variants, from historically accurate empire simulators (*Caesar III*) to frivolous, colourful, 'comedy' alternatives (*Constructor*).

Now the time has come to sit back and take this all in, chew the fat and decide which we think is the best God game available to buy right now. To avoid the usual arguments it was decided that, for the purposes of this Supertest, to qualify for the shortlist the games had to be real-time, have an equal mix of arm's length civilisation-building and combat, and must be very, very good. The six games chosen have all

made their mark in the God game genre – some more than others – and represent all that is good and right about this particular style of gaming. Choosing a winner, as usual, did not prove easy...

**DUNGEON KEEPER 2**

**Chris:** I played the first one a lot. *Dungeon Keeper 2* is much better, though.

**Mallo:** Yeah, for starters, the graphics are much better this time around...

**Steve:** As they should be.

**Mallo:** The fact that everything in the game is modelled using polygons has a lot to do with it. Before it was bitmaps over polygons, wasn't it? And it looked a bit weird. Single-player games are also much more enjoyable now because there are constant surprises along the way, unlike before, when it was pretty much the same thing all the way through. Towards the end of the game you're still finding new spells, traps and other new creatures.

**Dan:** I agree. I'm about half-way through and the variety in the levels is excellent. I like the fact that you don't have to build your dungeon from scratch every time you begin a new level – sometimes you do, of course, but often it's built for you. It allows you to concentrate on the job itself, on the mission objectives.

**Steve:** Listen to this talk of 'building dungeons'...

**Mallo:** Are you going to go all anti-Beardy Weirdy on us again,

Steve? Doesn't the fact that you get to play as the bad guy, killing all the good guys, appeal to you?

**Steve:** Not if there are orcs or goblins in it.

**Mallo:** There's just no pleasing some people.

**Steve:** But what's the point?

**Mallo:** It's role reversal.

**Steve:** So you're saying role reversal is good? You like dressing up in women's clothing?

**Mallo:** Would you rather play a game of this sort and be a good God, or would you rather play a bad God?

**Chris:** I suppose you should have a choice...

**Steve:** Forget it.

**Chris:** The first one was a case of The Emperor's New Clothes in as much as everyone thought:

"It's Bullfrog, it's gonna be really original." It was really original, but that didn't necessarily mean it was good. I was bored rigid after about eight levels. It was the same thing over and over again, but they got the balance right this time.

**Mallo:** I can't believe you've got such a

downer on the first one – I liked it. The concept itself was enough to make it a classic. The devilish nature of the gameplay, and the fact that the role of good and evil had been reversed, was

inspirational. I loved the way you could beat your monsters to within an inch of their lives...

**Chris:** But it relied too much on little things like that to spice up the gameplay. Rather than concentrating on the concept of the game itself and making it more enjoyable to play, they threw in a load of gimmicks to make people think there was a lot more in there than there actually was. Effectively, every single level was 'build the same

**“Single-player games are much more enjoyable now because there are constant surprises along the way”**

**MALLO IN PRAISE OF DUNGEON KEEPER 2**

things, build the same dungeon, and then you might see a few new monsters every now and again', but basically, it was the same thing over and over and over.



“Single-player games are much more enjoyable now because there are constant surprises along the way”

**MALLO IN PRAISE OF DUNGEON KEEPER 2**

things, build the same dungeon, and then you might see a few new monsters every now and again', but basically, it was the same thing over and over and over.



Evil versus good, for a change.



**DUNGEON KEEPER 2**

The battle between good and evil is once again turned on its head in this follow-up to the highly-rated *Dungeon Keeper*. Basically, you're an evil monster who builds a dungeon, lures good guys into it and kills them for fun. Sometimes described as 'a God game in reverse'.

Score	PCZ #79, 94%
Developer	Bullfrog
Publisher	Electronic Arts
Price	£34.99

Great graphics and brilliant gameplay.

**Mallo:** The combat's been sorted out now, as well. It's much easier to send a load of monsters into battle and they do what you ask of them.

**Dan:** That's more down to the AI, though. It's better than before.

**Mallo:** Well, the monsters seem more autonomous than in the previous game, but they still wander off – especially Warlocks. You drop them down for a fight and they run off scared!

**Steve:** But it's still got a huge amount of icons in it. I was watching some crap TV programme with Peter Molyneux saying that the first *Dungeon Keeper* was just a huge bank of icons, which is something he's trying to get away from with *Black & White*.

**Chris:** But that's not relevant to *Dungeon Keeper 2*.

**Steve:** Yes it is. *Dungeon Keeper 2* still has loads of icons to confuse you.

**Chris:** It has got loads of icons, but the interface is much better than the first one – all the icons are easily recognisable.

**Dan:** Bullfrog have done a decent job on the interface.

**Mallo:** The first few levels explain all the icons and your objectives are covered by a neat 'fly-by' at the start of every level. It's up to you to remember them, Steve...

**Steve:** Couldn't be bothered.

**Mallo:** You're mad. You'd love it.

Not only are there all these wickedly designed single-player levels, there's also this 'My Pet Dungeon' mode, which is great fun and doesn't put you under any pressure to learn the icons or build anything. You start with nothing and build up your dungeon *SimCity*-style. It's completely

open-ended and lets you do pretty much anything you like – within the constraints of the game, that is. You just keep building and building and building it, maintaining it and filling it full of monsters.

**Steve:** What's the point in that, though?

**Chris:** Steve, people are raving about *Dungeon Keeper 2* on the Net – they love it. You've completely missed the point.

Opinion was divided firmly down the middle with the first game. People like me thought: "I'm gonna die of boredom," but other people thought it was great. This time round, there are no dissenting voices.

**Dan:** *Dungeon Keeper 2* does have its fans, but personally I thought it was like every other Bullfrog game – lots of eye candy, lots of fascination, addictive for the first couple of days, then later: "Bloody hell, I'm bored."

**Mallo:** That's far too harsh...

**Chris:** Way too harsh.

**Dan:** *Populous III* was the same – looked great, but boring after a few days' play.

**Mallo:** You reckon Charlie was wrong? (*Charlie Brooker, unable to contribute to our Supertest this month because of arse-tanning holiday requirements, reviewed Dungeon Keeper 2 in issue 79 – Ed*). He gave it 94 per cent.

**Steve:** Brooker starts at 90, though, doesn't he?

**Mallo:** What about *Theme Park*, or *Theme Hospital*?

**Steve:** The only good game they ever did was *Hi-Octane*...

**Chris:** (*Laughing*) *Hi-Octane*?! You must be joking. *Dungeon Keeper 2* is the best game Bullfrog have released for ages – it's far better than *Populous III*.

**Mallo:** Give me *Dungeon Keeper 2* any day.

**Steve:** It's got goblins in it. That's all the public needs to know.



*Dungeon Keeper 2*: Bullfrog's finest hour?



**ANNO 1602**

**Chris:** This is a bloody brilliant game. I completely underrated it at the time. If I were reviewing it now, I would give it 90 per cent.

**Mallo:** Ninety?!

**Dan:** It *is* bloody good.

**Steve:** It's a poor man's *Caesar III*.

**Mallo:** I don't even think it's a God game. It's a resource management game dealing in trade and commerce, rather than mana and magic.

**Chris:** It *is* a God game.

**Steve:** Then so is *Age Of Empires*.

**Chris:** No it isn't – *Age Of Empires* is far more battle-orientated.

**Steve:** It's a very fine line, isn't it?

**Chris:** Yes it is, it's a very fine line and *we make that line* – *Age Of Empires* is on the other side of that fine line.

**Steve:** So I sat up until five this morning playing *Age Of Empires* for nothing?

**Chris:** No-one asked you to!

**Steve:** But it should be on the shortlist... Anyway, back to *Anno 1602*. I thought it was a poor man's *Caesar III*. There wasn't enough room to swing a cat. You got put on a shitty little island and by the time you'd built a house you couldn't move...

**Dan:** Bollocks!

**Chris:** If you decide to build them so close to each other that you can't move them... well, you're a gimp.

**Steve:** So it's poor design on my part? It was very annoying.

And the whole thing ground to a halt with alarming regularity – it kept saying: "You can't do that until you buy this..."

**Dan:** Rubbish – it's a fantastic game.

**Steve:** You spend an hour trying to find out what the problem is, then you realise you haven't got a hammer, then another hour working out how to go and buy a hammer... I could go round to B&Q and buy a real one by the



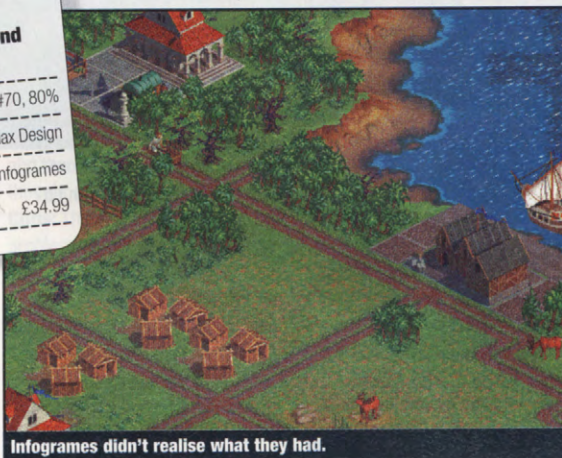
**ANNO 1602**

Although *Anno 1602* looks unassuming at first glance, a more thorough inspection will reveal one of the more complex and satisfying God games currently available for the PC. This historical strategy classic deserves a second look if you missed it the first time around.

Score	PCZ #70, 80%
Developer	Sunflowers/Max Design
Publisher	Infogrames
Price	£34.99



*Anno 1602*: crap name, great game.



Infogrames didn't realise what they had.

time I'd done that!

**Chris:** You're not very clever.

That's not the game's fault.

**Steve:** Well, most people aren't.

**Chris:** That's not the game's fault, either.

**Mallo:** I'll tell you what *is* the game's fault, though – I sent my ship out to trade with another island and on numerous occasions it just disappeared without a trace. Without warning. No pop-up message or anything.

**Steve:** Yeah, I had that. You never know what the hell's going on.

**Chris:** You can't have told it where to go.

**Mallo:** Yeah, I did. I said "Go to this port and take all this wood to sell." I left it going and...

**Steve:** And the interface is rank.

**Dan:** No it isn't!

**Steve:** Am I playing the right game?

**Dan:** Are you sure you're not playing *Anno 1302*?

**Mallo:** The interface is good. Nice and simple, and well covered in the tutorial.

**Steve:** I'd rather play *Knights & Merchants*.

**Chris:** *Knights & Merchants* is great fun – up to a point, until you realise that you already know

everything that the game has to offer. And that's that. But in *Anno 1602* you can spend days building up a really good city, and finding out what all the different buildings are and what they do, before you even get into a fight. And then the game changes completely. It's so much deeper than *Knights & Merchants*, and *Settlers III* for that matter. *Anno 1602* has incredible depth. You can play it for ages and have a completely different approach every time – and it works. You can't do that with *Knights & Merchants* and *Settlers III* – there are things you *have* to do to succeed.

**Dan:** *Anno 1602* is completely open-ended. You can play it how you like. You wanna build a stonking great big town, you can do that. If you want to attack people, you can do that instead. It's top.

**Mallo:** But you *have* to build a town in this game, too.

**Dan:** Yeah you do, but you don't have to concentrate on that. If you want to go and collect loads of resources and trade, there are lots of different ways of doing so. Or you can just say "sod it", build lots of troops and go fighting people instead.

**Chris:** I'm going to admit that I really underrated it in my review.

**Mallo:** What did you give it?

**Chris:** Eighty per cent. It wasn't that I hadn't played it, just that I hadn't played it for long enough. It took me weeks to realise how deep it really was. I don't know if

it happened to you, Dan, but I spent ages starting all over again.

**Dan:** Yeah, you think: "Shit! I'm in the wrong place!"

**Chris:** You build stuff and think: "Hang on a minute, I've got a really big town now and it's all working and everything, but I can't do this because I haven't done that," so you start again right from scratch. It took me ages to work out that even though you've got loads of grape fields and loads of wheat fields, you can never have enough. You always think you have, but when you look at the population and the amount of food you've got, it never works out that way. Especially later, when you create special units that require extra food, or when your town gets really big. You can never have enough. There's little you can do about it at that point, other than start again.

**Mallo:** But some people would find that incredibly frustrating.

**Dan:** It's not like that, though. It's enjoyable trial and error. It's not an annoying restart situation.

**Chris:** No it's not – it's great.

**Steve:** Surely you should be able to develop as you go? You should be able to adapt once you realise that you've messed it up.

**Chris:** You can, up to a point. I could've continued with a half-decent town and made the best of it, but I'd much rather get it right. You get enjoyment from the fact that you *know* this time you've

**GODS OF THE FUTURE**

**More God games are on the horizon**

Oh yes they are. Not only do we have the hugely-anticipated, Peter Molyneux-backed *Black & White* to look forward to, but there's a follow-up to *Caesar III* in the pipeline, too.

Lionhead Studios, the people behind *Black & White*, have made massive waves with early demos of their forthcoming *Populous-killer*, even though we're not expecting to see the game before the end of this year. In fact, March is the month currently down for *Black & White's* arrival.

From what we've seen so far, the game looks like a cross between *Populous* and *Dungeon Keeper*, but without any icons. Yes, you read that right – everything in the game will be controlled using one single, mouse-controlled hand. We live in hope...

*Pharaoh* will be Impressions' next game. The UK-based development team are setting their follow-up to *Caesar III* in ancient Egypt.

Apparently, when you finish building one empire, you die and are entombed in a pyramid, paving the way for a new generation of civilisation building. Sounds like a sure-fire hit to us.

On top of those two titles, there's Will Wright's twisted *The Sims* to look forward to, and you can also never rule out the possibility of *Populous IV*, *SimCity 4000* or *Settlers IV*. Such is life...



**“This is a bloody brilliant game. I completely underrated it at the time”**

CHRIS ADMITS HE WAS WRONG ABOUT ANNO 1602



**CAESAR III**

This British-made entry into the real-time God games arena is an intricate and historically accurate portrayal of the rise of the Roman empire, incorporating all the tricks of the genre, plus a few new and original features of its own. *Caesar III* is fraught, but amazingly addictive.

Score	PCZ #70, 92%
Developer	Impressions
Publisher	Sierra
Price	£19.99



Caesar III: What have the Romans ever given us?

got it right, and when you finally get to the point where you can start getting involved in combat, the whole game changes again. I

are nice as well. I know it's not 3D, but I don't care. Mallo: The graphics actually put me off. It looked like an Amiga game released seven or eight

think it's completely brilliant. And the graphics

years ago. It's German, isn't it? Chris: Yeah. Mallo: You can tell.

**CAESAR III**

Steve: (Whistles and rolls eyes) It just goes on for ever, and constantly surprises you.

Mallo: The thing I found about *Caesar III*, and a quite a few of these other games, is the bloody dodgy scrolling. It's chunky and blocky. Why can't they get perfectly smooth scrolling? It's like the last ten years of computer programming never happened.

Chris: You're right... Steve: There's so much going on onscreen, though.

Chris: Anno is really bad as well, especially when you go up to really high resolutions, but that can easily be solved by adding more memory to your PC.

Mallo: But there's no excuse in this day and age.

Steve: No. It's a bloody disgrace!

Chris: You've got a point, though. It's not 3D. How difficult can it be to scroll a normal 2D screen?

Mallo: We had perfectly smooth scrolling on the Amiga years ago.

Steve: Awww - the Amiga!

Chris: The Amiga rocks! I've still got mine.

Steve: Blimey! Sorry...

Mallo: What did you like about it so much, Steve, that you gave it 90-odd per cent?

Steve: There's never any natural point when you have to stop - you're always just tending to your different bits. It's been a while since I last played it, but I remember it being good. Will that do?

Mallo: I like the fact that your buildings fall down over time. That's realistic...

Dan: That's the feature that really

pissed me off. You spend time building lots and lots of houses, and if you forget to add a maintenance hut they fall down.

Steve: Thing is, if you build something, it's there in an instant. You don't have to wait for some pillock to get a bit of wood and fart around with a hammer - it's like "there, there, there, houses there" and you're up and away. They're instant.

Dan: I'm sure you have to mess around with pottery tiles to build some of the later structures...

Mallo: No you don't. All you've got to wait for are the people to come and populate them.

Steve: Yeah, exactly. That's the cool thing - you rack some houses up, a load of gypsies come in and that's it. You don't have to watch some bloke with a bloody hammer a foot away from what he's building - as per usual.

Mallo: I'll tell you what pissed me off - the alarming regularity with which the buildings went on fire.

Steve: Well, get some firemen!

Mallo: I do!

Steve: Well, get some more! Build them properly!

Dan: Collapsing buildings are more annoying.

Mallo: But it happened.

Steve: Yeah, that's realistic.

(In Yorkshire accent) Yer can't

build 'ouse on sand!  
Everyone: (Laughs)  
Mallo: I liked the different temples you could build, depending on which gods you needed to appease. For example, if you're building loads of reservoirs, aquifers and that, you need to worship Neptune. If you're building loads of wheat farms, you worship the god Ceres.

Steve: The god of cereals.  
Chris: I still can't get my head around the fact that there's no big war to look forward to.

Steve: Yeah, you have to wait for people to attack, don't you? That can be a bit frustrating.

Dan: You spend time building up your armaments, but the combat's more defensive.

Steve: You have a stand-off every couple of years. It is good, though, because it causes loads of havoc. You can build up loads of beautiful houses, the next minute they're literally being rampaged by pikeys. So then you send your boys in.

Chris: You should have the opportunity to go off and do the same to them.

Steve: Yeah. But you build great big Roman walls, don't you?

Chris: You should be able to attack your enemies - that's my point.

Steve: Well, that's an idea for *Caesar IV*, isn't it?

Chris: It should have been a feature of *Caesar III*.

Steve: But then it's *Age Of Empires: Rise Of Rome*, isn't it?

Chris: It's not, though. *Age Of Empires* is four civilisations...

Steve: *Age Of Empires: Rise Of Rome* is just *Caesar III* with more fighting.

Chris: No it's not.

Steve: Why isn't it?

Chris: *Age Of Empires* is not a resource management game, it's all about combat - in the same way that *WarCraft II* is.

Steve: *Settlers III*, for example, has an equal measure of both, as does

*Anno 1602*. All the games in this

Supertest have an equal measure of both. *Age Of Empires* is really combat-heavy, in the same way that *Red Alert* is, because everything you do in that game is

**GODS OF THE PAST**

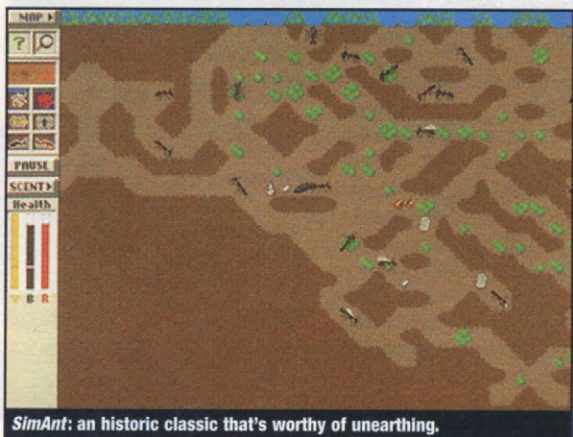
Nearly, but not quite...

Anyone remember *Mega-Lo-Mania*, that superb example of the mid-'90s God game, released through Ubi Soft? No? Well, it deserves more recognition than that because it wasn't a bad game at all - in fact, it was an original slant on the theme with futuristic graphics and a gritty atmosphere.

Unfortunately, it's now too old to be featured here, as are other past masters such as *SimAnt*, *Populous II: Trials Of The Olympian Gods* (an absolute classic of its time), *Settlers II* and *SimCity 2000*, but we're sure you'll get over it.

The exclusion of *Creatures 1* and *2*, on the other hand, may have been harder to swallow. Sure, you get to play God, slapping your self-built digital 'pets' to within an inch of their life, but there's no civilisation building to be had at all, so there was no way we could include it. The likes of *Knights & Merchants* we omitted simply because we decided it was not up to it.

Obsessive God game collectors should maybe look these games up - but don't say we didn't warn you if you don't play them after the first week of purchase.



SimAnt: an historic classic that's worthy of unearthing.



**“There's never any natural point when you have to stop - you're always just tending to your different bits”**

STEVE LIKES JUGGLING PLATES IN CAESAR III

geared towards knowing when to attack, or when you're going to be attacked.

**Steve:** You can play it with no combat at all, which is what I prefer.

**Chris:** As a resource management game, *Caesar III* is brilliant.

**Steve:** It's unrivalled.

**Mallo:** It makes my brain hurt.

**Dan:** I didn't like it. As I said, the buildings collapsing did my nut in. It seemed that you could slam down a million and one skivvies and your buildings would *still* fall down.

**Steve:** I don't think that's true, to be honest. I think you've been pressing the wrong keys.

**Chris:** I'd say it's the best game in this month's Supertest, but I wish they'd included an attack feature with the combat. It would have been great if you were able to take over whole territories once you'd got your whole town worked out, which you can do in *Anno 1602*. It doesn't need to be mad, frantic combat like in *Age Of Empires* or *Red Alert*...

**Steve:** Often you've spent such a long time building up your city, you don't want these little twats to come in and just ruin it.

**Chris:** (Pointedly) So you could be really anal and protective about your lovely little city...

**Steve:** I've produced some beautiful cities.

**Mallo:** He shuns goblins but he loves building cities. I don't know...

**SETTLERS III**

**Dan:** Bag of shite. It's just *Settlers II* with better graphics.

**Chris:** It's *not* a bag of shite. If it's just *Settlers II* then it's good, because *Settlers II* was good.

**Dan:** *Settlers II* was good in its day, but *Settlers III*...

**Chris:** *Settlers III* is a great game, but the only thing I didn't like about it was that it was very cluttered. Is it just me – somebody tell me if it isn't – but as you were building things, it felt as though there was no room to breathe – not enough space to expand.

**Steve:** That's what I found with *Anno 1602*.

**Chris:** In *Anno 1602*, you can space things out by miles. It's really not a problem. In *Settlers III*, you've

got those borders that go around the edges. There's a set amount of space for building. Then you build battlements to expand out further and you soon end up thinking: "I still haven't got much space." The whole area starts looking really cluttered.

**Mallo:** But you get that with most of these games – take the black borders around *Caesar III*.

**Chris:** But it just doesn't affect you like it does in *Settlers III*. It wasn't like that in *Settlers II* – you could have a really big map, and you could see that all the different things on it were widely spaced out.

**Dan:** It's the same disease suffered by thousands of other software houses – they take the same game, slap on some new graphics and make some money, and there's not really that much thought gone into it.

**Chris:** That's not fair. Loads of problems with *Settlers II* have been addressed in *Settlers III*.

**Steve:** So what have they been doing for three years, then?

**Mallo:** And what's wrong with improving on a good idea?

**Chris:** There's nothing wrong with the gameplay. They've sorted out things like the soldiers, which used to drive me mental in *Settlers II*...

**Dan:** But from my point of view

it's still more of the same.

**Steve:** It's always gonna be, otherwise it's gonna be a different game.

**Dan:** Well, no. Games such as *Panzer General* and stuff like that...

**Steve:** (Alarmed) You what?

**Dan:** ...they've undergone some major changes.

**Steve:** No-one's ever played 'em.

**Mallo:** Forget *Panzer General*.

Steve, you reviewed *Settlers III* – say something good about it.

**Steve:** It was great for about 12 hours. I haven't touched it since.

**Everyone:** (Laughs)

**Steve:** Flogged it down the Tottenham Court Road Computer Exchange...

**Everyone:** (More laughter)

**Chris:** But you gave it 88 per cent.

**Steve:** Seemed about right. I think it was about right.

**Chris:** But that's almost a PC ZONE Classic.

**Dan:** Would you say it's a Classic?

**Steve:** No. But then I didn't give it a Classic – I gave it a Recommended. It's a bit 'cutesy'.

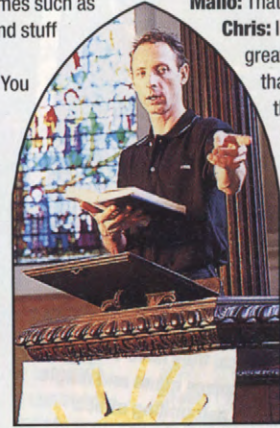
**Mallo:** That's what put me off.

**Chris:** I thought it was great, but I'll say again that I really didn't like the way things got hemmed in.

**Steve:** It was a bit claustrophobic. Some of the weapons as well – you get in these 'bombarding things' and you can't move them around. There's no room, you're trying to line up a cannon and there's people in the way. *Caesar III* was good because you had these huge wide-open spaces.

**Chris:** While they were working on

*Settlers III*, Blue Byte never realised that, meanwhile, there are all these other people doing things like *Age Of Empires*, and brilliant games like that, and they just didn't look at any of them. There was nothing like *Settlers II* when that came out.



**“It's great, but I'll say again that I really didn't like the way things got hemmed in”**

**CHRIS FEELS A LITTLE TRAPPED IN SETTLERS III**



**SETTLERS III**

Blue Byte's long-running God series came to a head in this third outing, with sublime gameplay that starts off simple, then opens up as your empire grows. It's fast and fun to play, and the combat really adds to it, but we can't help thinking the graphics are too big.

PCZ #72, 88%

Score	Blue Byte
Developer	Blue Byte
Publisher	£24.99
Price	



*Settlers III*: solid German gameplay.

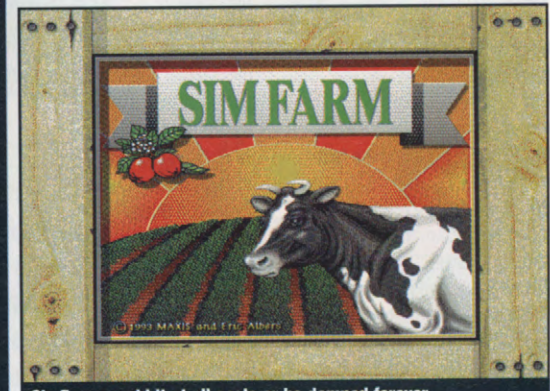


Enough room to swing a cat?

**GOD HELP US ALL**

Some God games that failed to garner a following...

Some would say you needed a degree in Genetic Science to get your head around Maxis' *SimLife*, a game that allowed you to muck around with Mother Nature, splicing genes and mixing animals into funny combinations. Others would say it sucked farts from dead cats. Either way, you'd be hard pushed to find a copy now (thank God). And *SimFarm*? All right, so it's hardly a God game, but it's difficult to understand what Maxis were thinking when they dreamt it up. Other disasters desperately in need of divine intervention include *SimEarth* (make your own solar system in a mere 10 billion years...) and *Unnatural Selection* (same as *SimLife*, but with really crap Plasticene-type animation). The world is a far better place without them.



*SimFarm*: avoid it at all costs or be damned forever.

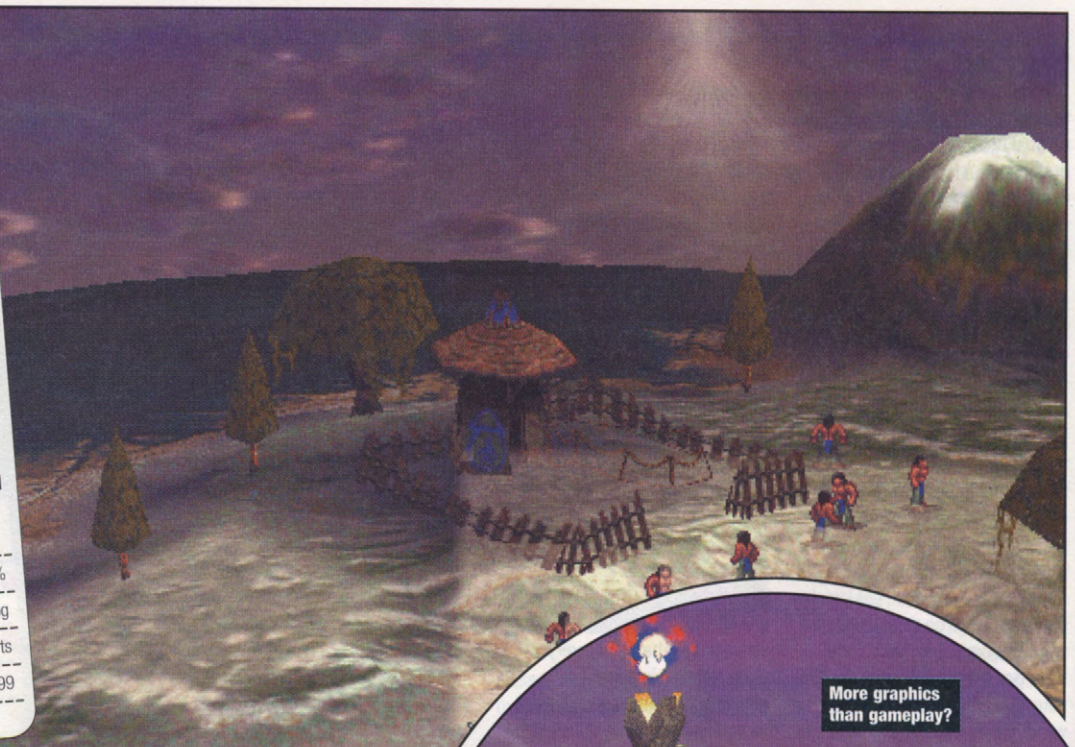


**POPULOUS: THE BEGINNING**

Bullfrog show once again that they are masters of the God game with this third instalment in the genre-defining *Populous* range. Using sophisticated 3D graphics, they have succeeded in creating a game that mixes mana and magic with realistic physics to astounding effect.

Score	PCZ #70, 92%
Developer	Bullfrog
Publisher	Electronic Arts
Price	£24.99

Populous III returns in style.



**Mallo:** Didn't *Settlers III* come out at the same time as another of these games here?  
**Steve:** *Caesar III*. It was that, then *Settlers*, then *Knights & Merchants* – which was underrated because you, Mallo, said it was crap – and you were wrong!  
**Mallo:** *Knights & Merchants* was fundamentally flawed. You had to feed every single one of your troops. They kept starving. You'd send your troops off to battle and they'd all bloody starve! That was the fundamental flaw.  
**Steve:** But the point is, you get them killed before they starve. It's no wonder they die if all you do is stand around – they probably die of boredom. Were you just waiting until you got 100,000 people together?  
**Mallo:** But that's part of the appeal – the fact that you can build up these massive armies – not small ones with no staying power.  
**Steve:** Well, *Knights & Merchants* keeps it under control – it's a time constraint to make you think quicker.  
**Dan:** *Settlers III*, then?  
**Steve:** Not arsed.  
**Mallo:** It hasn't stood the test of time.  
**Steve:** No-one's looking forward to *Settlers IV*, are they? Be honest – no-one cares.  
**Chris:** There's no point in doing *Settlers IV* because they got the gameplay right in *Settlers III*, based on all the problems they had with *Settlers II*. It's just that

they got the graphics wrong. They made things bigger. I don't know what they've done. It's just wrong. It was a bad, bad mistake.  
**Mallo:** Their loss.  
**Steve:** German.  
**Chris:** Exactly.

**POPULOUS: THE BEGINNING**  
**Dan:** (Sarcastically) More Bullfrog magic...  
**Mallo:** I don't know why you've got such a downer on Bullfrog. You're being far too cynical – *Populous III* is an excellent game. Ground-breaking presentation. Those lit menus were amazing.  
**Steve:** Menus? Big deal. The whole thing was a globe – you didn't have a clue where anything was...  
**Mallo:** Why, have you no sense of direction?  
**Steve:** Absolutely none. The one good thing about having that globe is that it gets over the problem of boundaries and walls. Do you understand what I mean? I think that's a very good thing. In some games, you get half-way across a river and the world ends. It reminds you that you're playing a game.

**Mallo:** But the viewpoint works. It's quick and easy to get your head around – you zoom right out to the furthest view, spin the globe round, see where your men are, then zoom back in. It works fine.  
**Steve:** I had similar problems to those Charlie mentioned in his review. You'd be looking for your people for ages when really they were just over the brow of the hill and you didn't realise.  
**Mallo:** It's your problem, by the sound of it.  
**Dan:** The original *Populous* was the dog's bollocks.  
**Mallo:** It was *the* original God game.  
**Dan:** But this one is way, way over the top.  
**Steve:** It's the 'same old', if you ask me.  
**Mallo:** Brilliant interface, though.  
**Steve:** It's another load of bloody icons!  
**Mallo:** But they work and they're really easy to understand.  
**Steve:** Having to get your shaman to run off and do a spell, then go back and get him again is a bit of a pain in the arse.



**“The original Populous was the dog's bollocks, but this one is way, way over the top”**

DAN ISN'T CONVINCED ABOUT POPULOUS: THE BEGINNING

player and one of the guys I work with came over and suggested a multiplayer game. We tried it out and it was a great laugh, mainly because you can do loads of stupid things that you can't in single-player.  
**Chris:** Didn't anyone think the graphics were a bit pants in *Populous III*?  
**Mallo:** Not really, but the animation wasn't brilliant – you'd get characters running on the spot.  
**Steve:** The hills were too steep...  
**Chris:** I think it looked washed out – not vibrant and colourful, which is what we're used to from Bullfrog. The graphics didn't have the usual Bullfrog 'wow' factor, not in the same way that something like *Magic Carpet* did.  
**Mallo:** One thing I'm gonna criticise, and it's something that never really surfaced in any of the reviews I read, is that *Populous III*

**Chris:** It's not as tedious or linear as some of these games. You don't have to hang around waiting for stuff to build. It's quick, simple and the units, the characters, are a lot more refreshing and original than we're used to. They're not just typical mainstream characters.  
**Steve:** They can think for themselves, at least. You tell them to build you a house, they go and chop down trees – it's not like 'chop that tree using your hand', like some games.  
**Dan:** It's the only game out of all of these that is actually good in multiplayer. The multiplayer game is actually quite a laugh.  
**Steve:** Like most multiplayer games.  
**Mallo:** What sort of game do you play?  
**Dan:** The usual – build up your own forces, go out and fight your opponent. I was playing it single-

is really, really difficult, especially later in the game. Frustratingly so.

**Steve:** And what the hell are all those strange noises? (Imitates childlike game voice) "Kaa, kaa!"

**Everyone:** (Laughs)

**Mallo:** Yeah, it is a bit 'cute'.

**Chris:** Going back to the graphics, the sprites are the problem. They just don't look right. They look washed out next to those gorgeous 3D polygons.

**Mallo:** That didn't bother me – I didn't even notice. The only graphical feature that didn't appeal to me were



those bloody awful spinning spells that fly in your face when you earn them.

**Dan:** Eh?

**Mallo:** You know, when you worship the obelisks and are given new powers. An icon goes 'whoosh' and is added to your menu. It's a nice idea in practice, but...

**“SimCity wasn't flawless – neither was SimCity 2000 – so why not update it? You've got underground systems...”**

MALLO MOMENTARILY DEFENDING SIMCITY 3000

**SIMCITY 3000**

**Chris:** Yawn. That's all I'm gonna say. Been there, seen it, done it – a million times.

**Mallo:** You can't deny it's a great

concept, and that it works really well. The designers have years of experience to fall back on. If you've never played any of the *SimCity* games then you've got to play *SimCity 3000*.

**Steve:** How do they justify remaking it so many times? Why not just buy the original *SimCity* on budget?

**Mallo:** Have you seen the original *SimCity*? *SimCity* wasn't flawless – neither was *SimCity 2000* – so why not update it? You've got underground systems...

**Chris:** But there's no combat in it.

**Mallo:** There are riots.

**Dan:** There was a big difference between *SimCity* and *SimCity 2000*. This is exactly the same as the last one, but with better graphics.

**Chris:** No, there are some major differences. But for some reason, this game just doesn't grab me. I could quite happily go back to *Settlers III*, for example, having played the first two to death, but with *SimCity I* just thought: "No, I've had enough. This is where I draw the line."

**Dan:** Some people loved it. Look at Dave (*PC ZONE* designer) and Mark (*ZONE's* editor-in-chief). They were playing it all the time.

**Steve:** They were new to it, that's why.

**Chris:** There's no doubting it's a brilliant game, otherwise we wouldn't be talking about it.

**Mallo:** There must be someone here who likes it. You can zoom in on the buildings and see your Sims (*Name given to SimCity populants – Ed*) up close, which actually makes it look worse.

**Chris:** Close

up, the graphics looked like they were from the golden age of VGA gaming.

**Dan:** You end up having to rely on the disaster features to make things happen because it's so boring. Don't get me wrong – I played it for about 15 hours when it first came out to check I wasn't missing anything, but after that – boom – I wiped it off the hard disk. It's a pity, because having been a total convert to *2000*, I was really looking forward to *3000*.

**Mallo:** Give me *SimAnt* any day.

**Steve:** I'd like to play that.

**Mallo:** It was amazing. Way ahead of its time.

**Steve:** I was watching some ants on holiday recently. I put some sugar down and sat watching them going mad, like throwing in disasters for them...

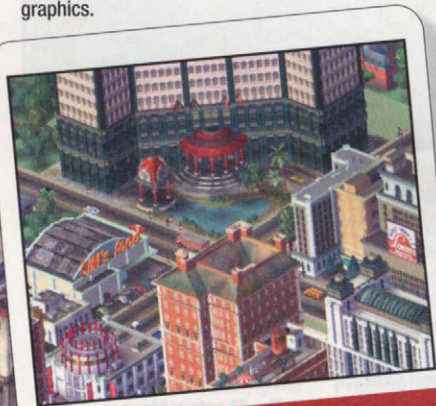
**Everyone:** (Laughs)

**Mallo:** Well, forget all the games here and go and buy *SimAnt*.

**Steve:** Yeah, cheers, God. ☹️



SimCity 3000: mayors can be gods.



**SIMCITY 3000**

Although you assume the role of mayor of a budding new metropolis, not strictly a god, the *SimCity* range of games has contributed hugely to the rise of the God game genre, and this latest outing is no exception. If you fancy introducing 'zero tolerance' policing, then here's your chance.

Score	PCZ #74, 92%
Developer	Maxis
Publisher	Electronic Arts
Price	£29.99



Revamped graphics abound.

**AND THE WINNER IS...**

It looked for one horrible moment like it might be a tie...

This month, more than any other so far, choosing a winner proved extremely difficult, for two reasons. First, every title in this Supertest is a brilliant game, and each has its legion of devotees. Second, Mark and Richie had to drop out of participating at the very last minute, leaving us with four gaming experts, instead of the usual five, on the judging panel and the very real possibility of a tie.

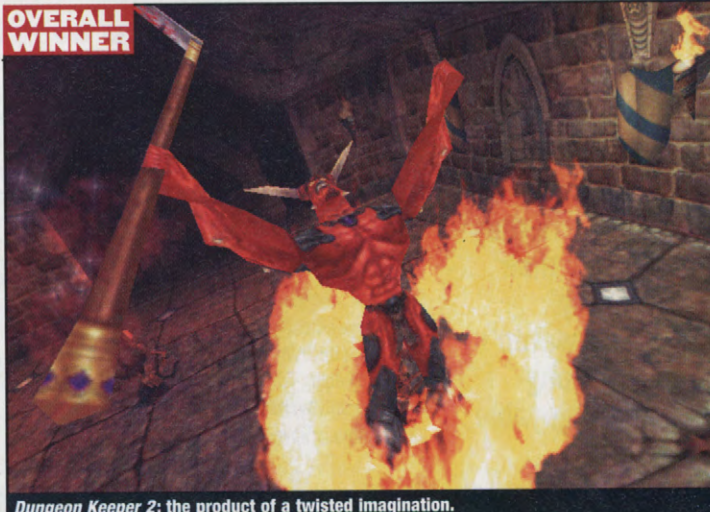
Well, as sure as eggs are eggs, the final decision came out a tie, with Chris and Mallo choosing *Dungeon Keeper 2* as their current benchmark, and Steve

and Dan nominating *Caesar III*. Both titles are the epitome of God gaming goodness, but from different ends of the moral spectrum.

After a long and drawn-out argument – none of which we'll bore you with here – the balance finally tipped in *Dungeon Keeper 2's* favour, primarily because we liked the idea of being bad, rather than good.

So, if you're looking for the be-all and end-all of the God game genre, you should go out and buy *Dungeon Keeper 2* right now. Either that, or be struck down by lightning.

**OVERALL WINNER**



Dungeon Keeper 2: the product of a twisted imagination.

# FEEDBACK

No matter whether you agree or disagree with our reviews, we're still interested in your thoughts. Listening in: *Keith Pullin*

## IT'S YOUR SHOUT!

Feedback is here to offer you, the player, a platform to voice your opinions on any of the games reviewed in *PC ZONE* over the last few months. Whether you want to sing a game's praises or simply give it a verbal beating, we want to hear from you. Remember to keep your comments between 50 and 150 words and include your name, address and age.

WRITE TO Feedback, *PC ZONE*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

EMAIL Alternatively, email them to us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with 'Feedback' in the subject line.



*Star Wars Racer: fast-paced boredom or a Poddy masterpiece?*

## STAR WARS: EPISODE 1 - RACER

REVIEWED Issue 79, August  
SCORE 74%

### What we thought

"Pick a Pod and a planet and you're stuck way out in front from beginning to end with little to do apart from gawp at the vivid landscapes."

### What you think

★ "The reviewer failed to do this masterpiece justice. Firstly, I doubt that anyone in their right mind would participate in 'argybargy' at over 700mph. Secondly, if you want more of a challenge you can select the winner takes all option. Without the constant flow of prize money it's a lot harder to upgrade, and consequently much harder during the races.

"Overall, this is one of the most involving, graphically stunning and challenging racers I have seen to date."

*Richard Niven*

★ "This is one game that should have gone for a lesson in depth before it dumped itself on to the PC. *Racer* is as shallow as the film it promotes. Buy it at your peril."

*Peter Little*

★ "Playing games like this makes me scream. I noticed somebody in your *Star Wars* Supertest said that the developers actually had two years to work on this. What the hell were they doing with their time? They certainly weren't making a long-lasting, enjoyable game."

*Dean Jones*

### Comment

So, it's fair to say we've all

been taken for a ride – so to speak. That's *Star Wars* for you.

## STAR WARS: THE PHANTOM MENACE

REVIEWED Issue 79, August  
SCORE 78%

### What we thought

"*The Phantom Menace* shows too much of its console, mass market roots to come across as a cutting-edge PC game."

### What you think

★ "You all berate *The Phantom Menace*, but I thought it was one of the most atmospheric and loyal silver screen conversions ever. The graphics capture the style of the film and the sound is some of the best ever on the PC. I've completed it already and am now thoroughly enjoying my second time through."

*Rick Adams*

★ "Utter crap. I suppose the gameplay is okay, but it only took me five hours to complete. Games such as *Aliens Vs Predator* take probably an hour for each level, so we're talking a grand total of 35 hours of gameplay. That's the sort of value for money I can

handle. *Star Wars: The Phantom Menace* is a rip-off – pure and simple."

*Roger Martin*

★ "Never trust The Force, fellow readers. I bought *The Phantom Menace* before I read *ZONE*'s review and was hoodwinked into one of the most sullen experiences of my life. Even 78% is a bit on the generous side, but hey, who wants to make an enemy out of George Lucas?"

*Lenny May*

### Comment

Graphics are not the issue, Rick Adams. Value for money is. One expects a little bit more out of a *Star Wars* licence, don't you think?

## MIDTOWN MADNESS

REVIEWED Issue 79, August  
SCORE 90%

### What we thought

"*Midtown Madness* is as close as any game has come to recreating ITV's *Police, Camera, Action!*"



### What you think

★ "If a computer-controlled car takes a swipe at you, you inevitably end up in a wall or

facing the wrong way. And that's it – game over. There's no catch-up mode, so most of your time is spent hunched over the keyboard hammering the 'restart' key. The frame rate is also slow, and that's on a P2 350 with Voodoo3."

*Simon Carter*

★ "Here is one of the best racing games to be found on the PC – a 'real-life' backdrop with varying ways to race. Shame there's only one city – though London or San Francisco add-ons are bound to arrive soon."

*Kevin Wright*

### Comment

Sorry to hear of your slow-down experiences, but surely the game's other options more than make up for one small sporadic glitch? As for add-ons – we live in hope...

## DUNGEON KEEPER 2

REVIEWED Issue 79, August  
SCORE 94%

### What we thought

"*Dungeon Keeper 2* is a highly unusual game that shakes a defiant fist in the face of reasonable explanation by managing to straddle about 27 different gaming genres at the same time."

### What you think

★ "What a brilliant game. The graphics are so clear and crisp, and the animation of the creatures is fantastic. The cut-scenes are funny and not too long – and the gameplay? Wow! This is a game I will go back to time after time."

*P Winter*

★ "The first *DK* was an excellent game that kept me playing for hours on end. The sequel loses none of its predecessor's originality, and in fact it's probably even more innovative. With 3D enhanced graphics and a friendly interface, *DK2* is a mind-blowing game that everyone should buy."

*Peter Allen*

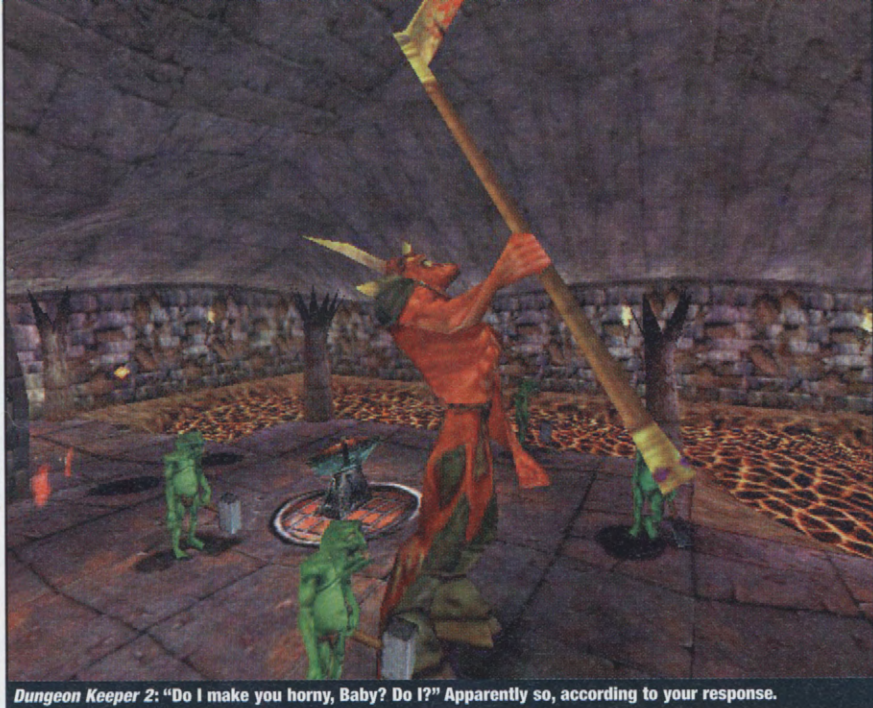
★ "And you thought everybody was raving on about *DK2*? Not me. Apart from the obvious graphical improvements, there really isn't much new. Same old

*The Phantom Menace: the love affair is over, George.*



"The developers had two years to work on this. What the hell were they doing with their time? They certainly weren't making a long-lasting, enjoyable game"

DEAN JONES REMAINS UNMOVED  
BY STAR WARS: EPISODE 1 - RACER



**Dungeon Keeper 2:** "Do I make you horny, Baby? Do I?" Apparently so, according to your response.

tactics on each new level – train monsters, feed monsters, blah, blah. I'm sorry, but loads of different creatures and relatively amusing interludes aren't quite enough for me. I like a little more from my real-time strategies – like strategy, for example."

*Meanstreak*

**Comment**

**There's always one, isn't there? You obviously haven't delved very deep into these dungeons, because there's a lot more to DK2 than feeding and training. Give it a go – you'll find your strategy eventually.**

**KINGPIN**

REVIEWED Issue 77, June  
SCORE 91%

**What we thought**

**PCZONE CLASSIC** "Whereas it may not advance the genre massively, it's still a superb take on the 3D action game, given gravitas by the adult nature and the superbly realised locations."

**What you think**

★ "It's genius! Pure genius!"

Nothing relieves the stress of the day more than whopping out a Tommy gun and filling some muddafugga's guts full of lead.

"I play the game on the second easiest setting, yet it still provides a challenge. The levels are well designed and it's extremely fun to play."

*Adam Booth*

★ "Oh yes, *Kingpin* is good: the realism, the blood, the terribly foul language... It's the best shoot 'em up on the market and 91% is the perfect mark. Keep it up."

*Martin Edwards*

**Comment**

**We expected a few more dissenting voices on this one. Surely you can't all be of the opinion that the 'evil' Kingpin's just a bit of harmless fun?**

**ALIENS VS PREDATOR**

REVIEWED Issue 76, May  
SCORE 91%

**What we thought**

**PCZONE CLASSIC** "What makes *AvP* so enjoyable is that for the first time since

*Aliens*

**on the Spectrum, someone has finally made a decent *Aliens* game."**

**What you think**

★ "Anyone who complains about the lack of a mid-game save and the relatively low number of levels is missing the point. It is *the* most terrifying, difficult and frustrating first-person game to date.

"It's still infinitely replayable because of the challenge it represents, and you're never guaranteed to complete any given level. The only downside is the poor human and Predator AI."

*Ben McBride*

★ "AvP is absolute tripe. It's harder than rock, the weapons are rubbish and there's no storyline. Stop going on about it and get back to playing *Half-Life*."

*[Ridiculous name withheld]*



**MechWarrior 3:** do you really think it's better than *Starsiege*?

★ "I still can't believe there's no save option. On any other FPS it wouldn't be so bad, but *AvP* has got to be the single most difficult game I have ever played in my life. Even training mode has you sprinting for cover."

*L Rose*

**Comment**

★ **Rebellion Developments have conceded the save game argument and a patch was included on PC ZONE's issue #80 cover CD.**

**As for poor weapons? Not quite with you there. Blowing a Marine to pieces with the Predator's shoulder cannon is good enough for us.**

**MECHWARRIOR 3**

REVIEWED Issue 78, July  
**PCZONE RECOMMENDED** SCORE 85%

**What we thought**

"Maybe the promised multiplayer add-ons will give

**the game a kick, but until then *Starsiege* remains the one to beat."**

**What you think**

★ "What the heck was Phil Wand on when he wrote this review? So there's 'a baffling array of keyboard controls'? Isn't that normal with simulations?"

"Then there are the cut-scenes. In *Half-Life*, you're all 'woah cut scenes and story', but in *MW3* you moan that they're too long. What kind of logic is that?"

"*MW3* is far better than *Starsiege* – everyone agrees on that apart from you lot."

*Jon Herman, Holland*

**Comment**

**Personally, we think you're wrong. We marked *Starsiege* higher partly because of its superior multiplayer game. Even now, *MW3* cannot compete in that department, so *Starsiege* remains the more complete robot experience.**

**Aliens Vs Predator** makes Richie Shoemaker scream like a girl. As we are always very happy to point out.



Smart ammo  
Magazines  
**006**



**Kingpin:** Is shooting down homeboys a touch of genius?

# HOMEWORLD

is there **SPACE** in your head?

100 YEARS AGO A SATELLITE DETECTED AN OBJECT UNDER THE SANDS OF THE GREAT DESERT. AN EXPEDITION WAS SENT. DEEP INSIDE THE RUIN WAS A SINGLE STONE THAT WOULD CHANGE THE COURSE OF OUR HISTORY FOREVER. ON THE STONE WAS ETCHED A GALACTIC MAP AND A SINGLE WORD MORE ANCIENT THAN THE CLANS THEMSELVES, **HIGARA**, OUR HOME.

Hasbro Interactive UK Limited, 2 Beacontree Plaza, Gilettie Way, Reading, RG2 0BS TEL: 0118 920 9100 FAX: 0118 987 5600 www.sierra studios.com/games/homeworld/

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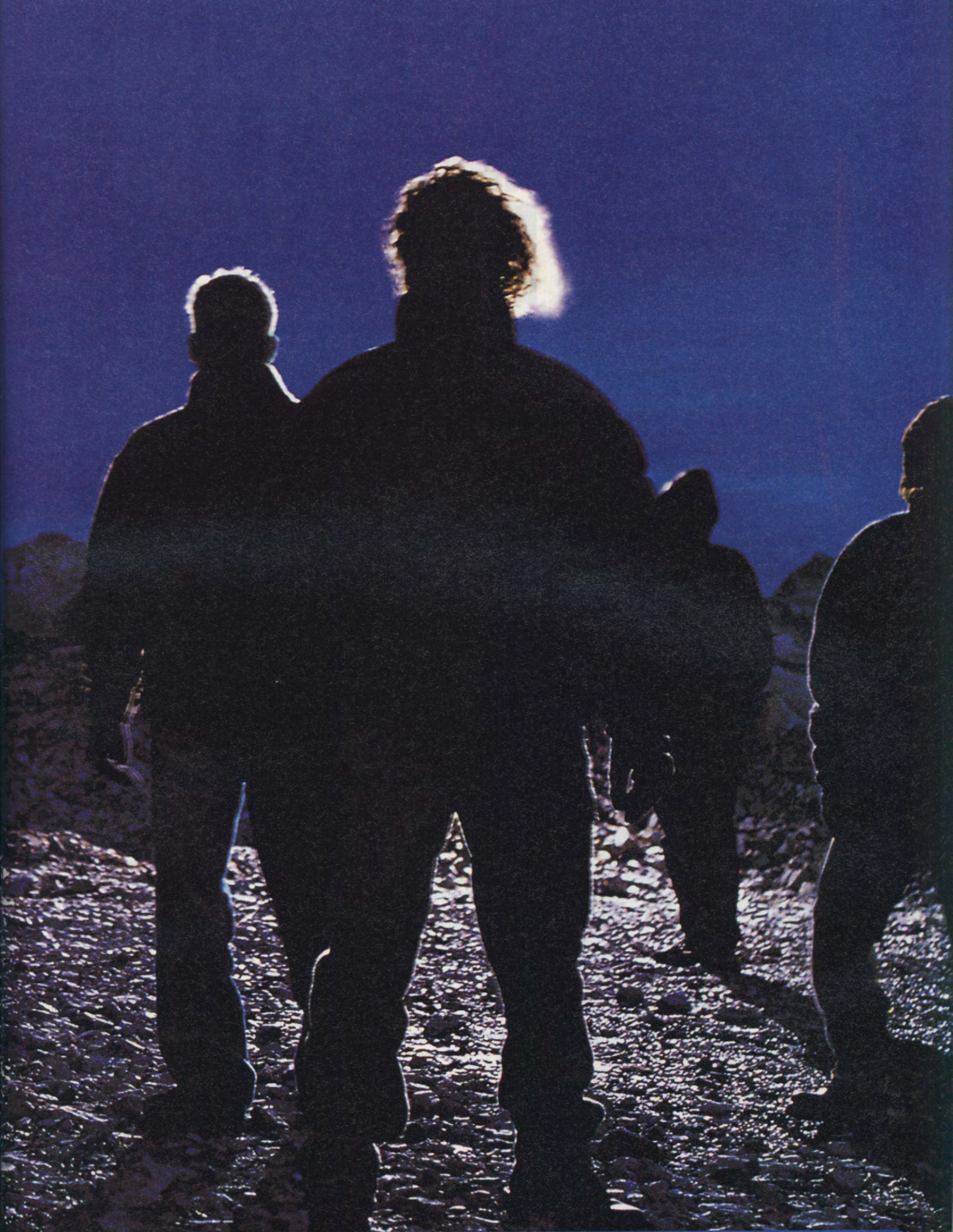
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Stuck on a game? Feel like the rest of the world is breezing through the latest classics while you sit staring at your monitor? Fear not, the **PC ZONE** team of experts are on hand to answer all your questions

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If at first you don't succeed... cheat. Allow Keith Pullin to show you how it's done.

**107 DEAR KEITH**

We know how frustrating it is to get stuck on a game. Keith's the man with the answers.

**108 HOW TO...**

Are you a complete duffer at 3D shoot 'em ups? Are you tired of logging into *Half-Life* and *Quake II* only to be fragged repeatedly? Phil Wand and Macca are on hand to show you how it's done.

**114 DISCWORLD NOIR**

This is no easy adventure. Mark Hill's complete solution will solve all your problems.

**118 THE PHANTOM MENACE**

Take the 'menace' out of LucasArts' adventure with our handy guide.

**120 ALIENS VS PREDATOR**

The save-game patch may have helped up to a point, use our tips to make life easier still.

**122 DEAR WAZZA**

Need a hand with a technical query that's bugging you? Our tech-head Wazza is here to help.

**124 WATCHDOG**

Not satisfied with the service you've received? Pissed off with being fobbed off? Allow **PC ZONE's** Ann Robinson, Adam Phillips, to take up your case and twist some corporate knickers.

**YOUR HOSTS**



Warren Chrismas



Keith Pullin



Adam Phillips



Phil Wand



Mark Hill



Craig Vaughan

# CHEAT MASTER

If you're looking for a cheat, hint, hack or tip your search has ended. Behold: cheat heaven

★ CHEATMEISTER Keith Pullin

**ON THE CD**



ON THE CD

We've got more than 1200 games tips and solutions squeezed on to this month's free cover CD for you. Check out the Editorial section of your CD-ROM browser to track them down.

**NEED HELP?**

If your problem's game-related, get organised and...

**WRITE TO** Dear Keith/CheatMaster, **PC ZONE**, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

**EMAIL** letters.pczone@dennis.co.uk with 'Dear Keith' or 'CheatMaster' in the subject line.

**KINGPIN: LIFE OF CRIME Interplay**

We started you off with a few codes last month, and now we can bring you the whole shebang. Once again you need to use the '+developer 1' command when you load the game, and the '\*' key during the game to enter the console.

Type 'GIVE' and then the item to receive it, eg GIVE

**SHOP\_KEY**

- BATTERY** Battery
- COIL** Coil
- FUSE** Fuse
- FLASHLIGHT** Flashlight
- LIZZY HEAD** Lizzie's head
- TICKET** Skytram ticket
- VALVE** Valve handle
- WATCH** Watch
- WHISKEY** Whiskey
- CHEM\_PLANT\_KEY** Chemical plant key
- SHOP\_KEY** Bait shop key
- WAREHOUSE\_KEY** Warehouse key
- SHIPYARD\_KEY** Shipyard key
- OFFICE\_KEY** Moker's office key
- WEAPONS** Gives all weapons

- AMMO** All ammo
  - TOMMYGUN** Tommy gun
  - HEAVY MACHINEGUN** Heavy machine gun
  - GRENADE LAUNCHER** Grenade launcher
  - BAZOOKA** Bazooka
  - PISTOL** Pistol
  - BULLETS xxx** Where xxx is number of bullets
  - SHELLS xxx** Where xxx is number of shells
  - 308CAL xxx** Where xxx is number of 308cal
  - GRENADES xxx** Where xxx is number of grenades
  - ROCKETS xxx** Where xxx is number of rockets
  - GAS xxx** Where xxx is amount of gas
  - SPISTOL** Silencer for handgun
  - PISTOL RELOAD** Auto-reload for pistol
  - SMALL HEALTH** Small medical kit
  - LARGE HEALTH** Large medical kit
  - ADRENALINE** Adrenalin
  - HELMET ARMOR** Helmet armour
  - JACKET ARMOR** Jacket armour
  - LEGS ARMOR** Legs armour
  - ARMOR** Full armour
- Type 'MAP' before the following codes to warp straight there, eg MAP SR3
- SR1** Skid Row
  - SEWER** Sewers
  - SR2** The Super
  - BAR\_SR** Jax
  - SR3** Mean Streets
  - SR4** The Jesus
  - BIKE** Bike
  - PV\_H** Poisonville
  - BAR\_PV** Club Swank
  - PV\_1** Louie's Errand
  - PV\_B** Blanco Industries
  - PV\_BOSS** Nikki Blanco
  - SY\_H** Lizzie's Problem
  - BAR\_SY** Salty Dog
  - SY1** Pier Pressure
  - SY2** Das Boot
  - STEEL1** Steel Town
  - BAR\_ST** Boiler Room
  - STEEL2** Steel Mill

- STEEL3** Steel Processing
- STEEL4** Moker Shipping
- KPCUT3** Consequences
- TY1** Derailed
- TY2** Dark Passage
- TY3** Train Yards
- TY4** Depot
- KPCUT4** The Picnic
- RC1** Radio City Station
- RC2** Enter the Dragons
- RC3** Streets of Fire
- RC4** Skytram Station
- BAR\_RC** Typhoon
- RC5** Central Towers
- RCBOSS1** Crystal Palace East
- RCBOSS2** Crystal Palace West
- KPCUT7** Outro

**DUNGEON KEEPER II Electronic Arts**

If you're having a bit of trouble with your demonic minions, here's a tip courtesy of reader Matt Kaneda. Save your campaign with plenty of mana, then exit and start a skirmish. Click the Horned Reaper button and immediately press Esc and reload your campaign. You will return to your game with the ability to cast the Horned Reaper spell. It only lasts until you right-click, but it should give you the edge you need.

**SIMCITY 3000 Electronic Arts**

Here's a handy cheat. Just before the end of the year raise all taxes to maximum, wait for the new year to arrive and then immediately lower your taxes again. You should get loads of money without pissing people off too much. Being a mayor has never been so easy.

**HIDDEN & DANGEROUS (DEMO)**

Take 2 Interactive After the beginning animation

on the screen where it says 'Choose Campaign', type 'unlockcheatmode'. You'll hear a sound when the cheat is activated. You can now type the rest of the cheats from any menu, or during the game itself.

- allammo** All weapons
- killthemall** Kill all enemies
- missiondone** End mission successfully
- missionfail** Mission failure
- Zombie** Return as a zombie when you're dead
- Bighead** Gives you a big head
- showtheend** Display end sequence
- openalldoor** Open all doors
- goodhealth** Increase soldier's health
- laracroft** Dragtastic!
- enemylookf** Show enemy positions in front
- enemylookb** Show enemy positions behind
- playercoords** Display your current map co-ordinates

## MIDTOWN MADNESS

**Microsoft**  
In the player selection screen click 'New' and then enter your name as the following (but bear in mind that using these cheats means that your high scores and times will not register).

- Big Bus Party** All vehicles are city buses
- Tiny Car** All vehicles are small cars
- amizdA eoJ** All vehicles drive in reverse
- Jet Planes** All vehicles are airplanes
- Showme Cops** Display all police units on the map
- Warp Eleven** Better AI

Enter these codes as names, but only in single-player 'cruise mode' (NB After you've typed the code remember to choose the vehicle specified).

- vasedans + select the Cadillac**  
Generic car
  - vasedanl + select the Bullet**  
Generic light car
  - vavan + select the Ford F350**  
The van
  - vadiesels + select the City Bus**  
The diesel
  - vacompact + select the VW Bug**  
Rabbit-type compact car
  - vapickup + select the Ford F350**  
Pick-up truck
  - vabus + select the city bus**  
Bus with new paint job
  - vadelivery + select the Ford F350**  
Delivery truck
  - valimo + select the Mustang GT**  
Random limo
  - valimoblack + select the Mustang GT**  
Black limo
  - valimoangel + select the Mustang GT**  
White limo
  - vataxi + select the Cadillac**  
Yellow cab
  - vataxichex + select the Cadillac**  
Green chequered cab
  - vaboeing\_small + select the city bus**  
Mini-jet
- Also, during play in single-player mode press **Ctrl, Alt, Shift and F7** together to make a box appear. Now try your luck with these:
- /nodamage** No damage mode
  - /damage** Damage back on
  - /slide** Computer cars are frictionless
  - /puck** Your car is frictionless
  - /dizzy** Scary sky
  - /fuzz** Police radar on/off
  - /ufo** Replace planes with UFOs
  - /swap** Swap the train for 737s
  - /grav** Half gravity
  - /postal** Horn fires mailboxes
  - /talkfast** Fast commentary
  - /talkslow** Slow commentary
  - /big** Big peds
  - /tiny** Small peds
  - /nosmoke** Wheel damage smoke off
  - /smoke** Wheel damage smoke on

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Richard Crook here will answer any question you have. Possibly

Email us for a quick response: [Tipszone@hotmail.com](mailto:Tipszone@hotmail.com)

# DEAR KEITH

If you're lonely, confused and stuck in a world of turmoil, Keith Pullin's your man

## NOWEAR TO RUN...

**Q** I need help on campaign 2, mission 2 of *Hidden & Dangerous*. I'm having problems getting onto the island across the bridge unobserved - with or without civilian clothes. I get shot when I wear them, but if I don't my actions (especially sniping) alert a guard who always runs to the boat, ending the mission. I've even tried hijacking various vehicles to gain access to the island, with predictably disastrous results. I hope you can shed some light on this matter.

AW Elliott, email

**A** Only use one person, ideally the one with highest stealth. He doesn't even need to carry any weapons. Go into the garden square and run to the clothes line when nobody's looking. Change into civilian clothing and just go straight to the boat, jump in and get away. It's imperative that you don't kill anyone in this mission or your disguise won't work.

## HEAVY MAN

**Q** I'm playing *Heavy Gear 2* and have reached a recon mission on Caprice where I have to scan a prison. No matter how much I scan, I just can't get past 75 per cent complete. If I move really close to the prison, avoiding all the guards, I still can't locate all the buildings. Please help, I've been stuck on this for days, and it's starting to annoy me.

Roland McPherson, Basildon

**A** You're right - it is an annoying mission. The objectives state that

not only do you have to scan the prison buildings, but also the movements of the Gears patrolling outside the prison compound. Only when you've logged every bit of information does the mission end. If that doesn't work try modifying your Gear with good sensors and stealth equipment to make things easier.

## THE QUEEN'S A DRAG

**Q** *The Phantom Menace* may not be a great game, but I'm still baffled. I'm stuck on level 5: Escape from Theed. My problem is protecting the Queen - I just can't do it. She gets killed every time and the level ends. How can I save her?

Peter Corbett, Crawley

**A** Basically you have to stick to her like glue - let her out of your sight for too long and the droids will massacre her. At one point she mentions a secret passage by a statue; move the statue so there's enough room for her to pass. Apart from that it's fairly straightforward - especially if you use our guide on page 118.

## ANOTHER WHYTE MESS

**Q** I'm been playing *Outcast* (which is absolutely awesome) but I'm stuck in the mountain world. I've somehow managed to save my game while standing next to a TwonHa cart and when I hit reload I'm stuck within the cart. Are there any cheats that could let me teleport outside this obstruction?

Stuart Whyte, Guildford

**A** The following cheat gives you a kick-ass gun - it's not exactly what you need, but it'll certainly help you quickly return to the point you reached before.

Use Windows Explorer to open the 'OC' directory inside *Outcast's* main directory. Double-click on 'outcast.ini' to edit. Scroll down to 'SIMPLE GUN' and change 'DAMAGE' value to 999. Save the file and then load up the game. Indecently, it is possible to change other variables in the '.ini' file, so it could be worth looking for something that will enable you to start in a different position. Good luck.

## PUZZLE FREAK

**Q** Here's a golden oldie. On the first *Paganitzu*, how do you get past room 12? You might not believe this, but I've been trying to work it out for at least three years. I'm surprised I can't do it, as I'm a bit of a puzzle freak.

Ant Shooter, email

**A** Three years? We can safely say you're in need of a little help. Try this cheat: press **F1** to make the menu screen appear, then hit **Ctrl, 'a'** and **'I'** for a three-digit prompt. Type '325' for extra lives, or '7xx' (where xx is the room number) to go to that room. Hope that solves your problem.

## ALWAYS WASTED

**Q** I'm tearing my hair out because of *Starsiege Universe!* I can't kill Prometheus on level 18 of the human campaign. Every time I try, I get wasted.

I've tried everything, even kitting my Olympian out with loads of M-FACs. Can you tell me how to kill him?

Ewan Chamings, Manchester

**A** One weapon alone won't reduce him to rubble, neither will a big, slow heavy machine. Try a smaller, faster robot and strafe him with a wide variety of weapons, lasers included. Being faster also gives you the chance to outmanoeuvre him, allowing you to attack from behind.

## MARRIED BLISS

**Q** My wife and I are working our way through *Discworld 2*. We've got as far as getting the honey off the beekeeper but Rincewind refuses to interact with the bees or the keeper and we've tried every combination. Can you provide a solution?

Ian Bartlett, Barrow-in-Furness

**A** Try this: use the booklet on the beekeeper. Sorry, but it really is that simple.

## GOING DOWN?

**Q** On level 4 of *Descent 3* there's a section where loads of trains keep zooming past so that I'm blocked in. I try to fly through them but they keep hitting me. Is there a way to stop them coming?

Steve Rowe, Whitley Bay

**A** No. You can't stop them coming, but with careful timing you can nip between them. Just study their pattern and you'll get the hang of it. Alternatively, you can hover under or over them, but that takes a lot of skill and balls of steel. [W]

HOW TO...

# BE A GOOD 3D SHOOTER

Overcome your dread of coming last all the time with **PC ZONE's** deathmatch bible. This guide will teach you everything you need to know. And some things you don't

★ WRITERS Phil Wand and David McCandless

**Y**ou were obsessed with *Doom*. You've dabbled with *Quake*. You love *Half-Life*, and *Team Fortress Classic* sends a shiver up your shotgun.

The thing is, something's bothering you. Over the years, you must have played multiplayer deathmatch a quadrillion times, but you've never once felt as though you were better than the competition.

Sure, you've come *close* to the summit of the frag hill, but there's always been someone who got higher than you. Someone more agile, quicker, smarter – someone who made you look clumsy. *The smug git*.

In these situations, it's clear that practice alone isn't helping. You need to relearn some basic techniques, pick up a few tricks, and rehearse acrobatic stunts to confound your adversaries. And that's what we aim to teach you here. Some points are obvious,

some are not. Get to know the basics like encirclement and running backwards and your game will be fortified no end. Master the tricky stuff like rocket jumping and stealth and you'll have the confidence to kick the arse of anyone who challenges you. Read on!

## THE BASICS

### 1. BE A CONTROL FREAK

If you want to win at deathmatch, quit using just the keyboard. Right now. You may think that all those years playing *Doom* and *Duke*

*Nukem* have sharpened your cursor pad skills to a point where you're just as nimble as anyone else, but you're not – by a long shot. The simple fact remains that the keyboard and mouse combination is the *only* way to play.

- w walk forward
- s backpedal
- a strafe left
- d strafe right

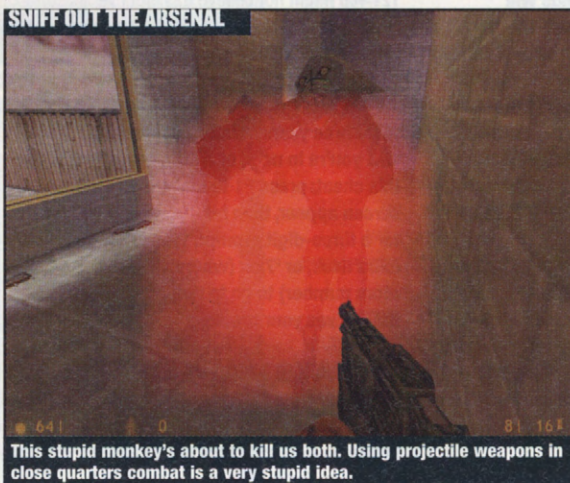
- spacebar jump
- ctrl key crouch
- e use

The above configuration is the

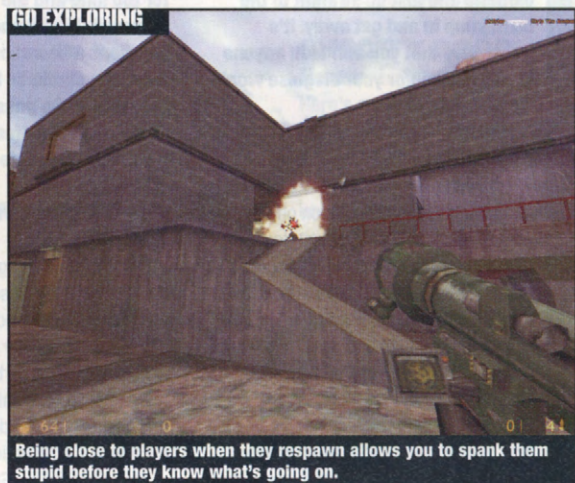
set-up we recommend, and is the default for *Half-Life*. Get used to it and you'll wonder how you ever managed pushing buttons on a keyboard.

### 2. SNIFF OUT THE ARSENAL

If you've ever come up against an experienced deathmatch, you'll have noticed that you didn't get wiped with the same gun each time. That's because people who know what they're doing build up an arsenal of different weapons, then pick and choose between



This stupid monkey's about to kill us both. Using projectile weapons in close quarters combat is a very stupid idea.



Being close to players when they respawn allows you to spank them stupid before they know what's going on.

“Knowing your way around a map like you know the way around your own home is absolutely vital – not only to your score but also to your survival”

# AT ERS

them depending on the moment. They don't make a mad dash for the biggest toy and then spend the whole game with a finger clamped around its trigger. They don't chase you down tight corridors with a rocket launcher slung over one shoulder. And they don't use a machine gun for sniping. See the *Know Your Weapon* section for more details.

### 3. GO EXPLORING

Knowing your way around a map like you know the way around your own home is absolutely vital

– not only to your score but also to your survival. You need to know where the guns are. Where the ammo is. Where the health and armour is. Where you can stand still – and where you can't. You need to know where players respawn after they die, not so you can frequent those areas and snatch easy frags while they're unarmed (a practice known as 'camping'), but because you'll be able to make a bee-line for areas where you know they're *not* – and thus where it's safe to top up your health and ammunition. →

### 4 KEEP YOUR EYES OPEN



The HEV batteries are missing and the health dispenser is empty. Your opponent took a beating, and now we're on his tail.



# MACCA IS YOUR MASTER

Better known as the Überfragmeister, Macca is the lord, the emperor, the king of all things multi-player



Listen. This stuff is easy. It won't take you more than five minutes to read, and the chance of your guts getting smeared on walls, trodden into the ground and left hanging from ladders gets smaller and smaller with each paragraph. If you think you know it all already, fine – it should give you the confidence that you're doing it right. And that can only help your game.

## CROUCHING



When sniping, stay in a crouch. You're harder to see and, if someone's shooting at you, harder to hit.

## CROUCHING

If you're taking aim at someone and there's a chance they're going to see you first, lean on the crouch key and you'll become half the target you once were. A funny shape squatting in the corner of a dark room often won't even register as being a threat.

## JUMPING

When under attack, jumping can prove invaluable. Leaping into the air as a rocket lands by your feet can propel you up and behind your foe. Watch for unskilled players who aim their rockets directly at your body, meaning if you jump at the right moment you can actually hurdle the rocket in mid-flight. Not only does this save your bacon, it looks dead smart.

## RUNNING

It sounds obvious, but running backwards and forwards during combat means your enemy has to continually adjust his aim. Use this in conjunction with strafing (see right and below) and you'll be very hard to hit. Which is what you want.

## RUNNING BACKWARDS

If you know your levels well, you'll be able to turn

through 180 degrees and keep an eye out *behind* you as you move. This prevents enemies sneaking up from the rear and also enables you to return fire when being chased.

## STRAFING

Always step left and right when attacking or under fire, as standing still makes you an easy target. Use this technique with forwards and backwards running and you'll force your opponent not only to adjust his horizontal aim, but also the vertical as well.

## SHOOT THE GROUND

The key to using a projectile weapon successfully is not to aim it directly at your opponent. Instead, aim it at the ground just in front of him (if he's close, aim it either to the side or slightly behind). That way, you won't get caught up in the blast and he will. Don't go for his head, however good you are, because the chances of you hitting your foe direct are always much less than you hitting the ground.

## ENCIRCLEMENT

This is the practice of looping your opponent while you attack him. It's most effective with a crowbar (*Half-Life*), blaster (*Quake*) or flamethrower (*Team Fortress Classic*) where you need get up close and personal before the 'real' damage is done.

## CHARGING DOWN

See that man with the rocket launcher? Don't run away – *run at him*. Whip out your crowbar and make a beeline for his brain. Not only are projectile weapons slow to reload, giving you ample time to do your job, but inexperienced players always panic in these situations.

## AMMO GOBBLING

Certain levels are very low on particular ammunition. Certain weapons (eg the RPG in *Half-Life*) are difficult to restock in general. Make sure you get *all* the ammo packs you see – even if it means losing a couple of shots beforehand to 'make room' – so your enemy doesn't get the benefit from them.

## HEALTH MACHINES (*Half-Life*)

Whenever you take health or HEV energy from machines in *Half-Life*, make sure you don't leave them dry. If the machines are empty, you won't hear someone using them. Leave one 'point' in stock and not only do you deprive your enemy of full health, you'll also hear a small chirp that instantly lets you know where he is.

## CHARGING DOWN



The mad cannibal jumps aboard the train and heads in our direction knowing we're going to be busy reloading our RPG.

## JUMPING



This bugger's leapt over the rocket we sent in his direction. So now we're going to die.

## STRAFING



We're trying to blow her head off, but the shotgun is slow and she's dodging left to right. Almost impossible.

## ENCIRCLEMENT



A mad cannibal running rings around a Gluon user. He's got a tiny pop gun, but he's knocking our health for six.

Illustration by Bobbi A. and Phyllis Snel

5 KEEP YOUR EAR TO THE GROUND



Listen for the elevator's whoosh and you can be fairly sure someone's going to be on top of it.

4. KEEP YOUR EYES OPEN

Once you've learned the levels and know what goes where, it should be fairly easy to tell where your opponents are just by the clues they leave. Turn up in a room where the armour packs have disappeared and you'll know someone's just been there. If the same thing's happened in the next room, you'll know which way your opponent is heading. See an elevator shaft meet you as you approach it and get ready to

and you'll find it very easy to place your opponent on the map. If you kill him, stand still for a second and listen for the gush of the respawn sound – this should give you a very good idea of where he is. Now get closer and listen for the sounds of the guns and ammo he'll be scoffing in his frantic efforts to get tooled up and get even. Is there just one noise for one gun? Or is there a whole group of sounds? Where on the map are guns and ammunition placed in close proximity? Know

**“Top players never go on the defensive. In order to keep the opposition on their toes, you must be on the move always and be up for a fight”**

tackle someone on the storey above. It's also important that if you take items, you remember the order in which you took them. For example, if you're after a double dose of armour, pick up an ammo pack en route. When you see the ammo pack respawn a little later into the game, you know you can pick it up and get to the armour just as it reappears.

5. KEEP YOUR EAR TO THE GROUND

Each level has a unique 'sound signature' created by doors, elevators, items, jumps, weapons and buttons. Listen carefully to the sounds that fill your speakers

the answer and you'll know where to shoot. Listen also for doors and elevators – with practice, you'll be able to pre-empt player positions and set a rocket heading in their direction before they've even arrived.

6. BE OFFENSIVE

Top players never go on the defensive, even if they're down to 3% health. In order to keep the opposition on their toes, you must be on the move always and be up for a fight. If you see someone, lock on to them and follow them: never give up. If you take a few hits in the process, no matter – keep running and keep

CUNNING STUNTS

You can't be The Master until you learn the full spectrum of The Master's tricks. So you'd better get studying, then, hadn't you?

ROCKET JUMP (Quake, TFC)

**COVERDISC DEMO**  
**ON THE CD** If you want to win playing at *Team Fortress Classic* or *Quake*, you need to know how to rocket jump. Simple as that. Nothing particularly complex, it involves using the blast radius of a detonating rocket to propel you skyward. Here we show you what to do:

1. Get tooled up with all the health and armour you can find – rocket jumping involves taking damage.
2. Select your RPG and make sure one's in the tube.
3. Look up at where you want to jump to, and start running towards it.
4. Between eight and ten steps back from the target, look straight down at the ground but keep moving.
5. Now press the fire and the jump buttons simultaneously.
6. You'll lose health, of course, but you'll be catapulted up and to where you want to be.

GAUSS JUMP (Half-Life)

**COVERDISC DEMO**  
**ON THE CD** Exactly the same theory as the rocket jump, but using the huge recoil of the Gauss gun as the impelling force – and with the bonus that it won't hurt you one bit. The recipe:

1. Switch to your Gauss (Tau Cannon).
2. Get moving towards your target. Hold the right mouse button to charge the gun.
3. A little way back from the destination, look at the ground but keep running.

4. Release the right mouse button and jump at the same time.
5. Hey presto, you'll be airborne and travelling towards your target.

GAUSS STOP (Half-Life)

**COVERDISC DEMO**  
**ON THE CD** Useful after a particularly high gauss jump, the gauss stop is useful to break your fall and stop you losing energy. Here's how:

1. Switch to the Gauss gun before you make a jump.
2. As you fall, charge up the gun with the right mouse button.
3. Just before you come to earth with a bump, aim at the ground beneath you and release the button.
4. You'll come to a gentle stop without taking any damage.

CONCUSSION JUMP (TFC)

**COVERDISC DEMO**  
**ON THE CD** Scouts and Medics both carry a concussion grenade. These toys let out a brief but violent burst of energy which concusses everyone in the local area, and recipients end up with swirling vision and wobbly feet. But that's not all, the energy from these grenades can blast people right across the map. Here's how to harness it:

1. Make sure you're a Medic or a Scout.
2. Drop a concussion grenade in front of you.
3. As the grenade is about to

- go off, get running towards it.
4. Aim to be slightly past the grenade as it goes off.
  5. When your timing's right, you'll be propelled miles in the direction you were travelling.

SNIPER KICK (TFC)

A little known trick and highly useful for 2Fort games, the sniper kick is able to propel scouts from one balcony to the other in the blink of an eye. This is how:

1. Make sure you're a Scout. Now go find yourself a friendly sniper.
2. Stand in front of him on the balcony, letting him know what you're doing.
3. Get him to crouch and aim at the crack of your arse.
4. He should charge up a sniper rifle shot and let rip.
5. You'll go flying across to the other balcony.

PIPE JUMP (TFC)

**COVERDISC DEMO**  
**ON THE CD** Pipe jumping uses an explosive blast from the Demoman's pipebomb launcher to shove you upwards. Read on:

1. Make sure you're a Demoman.
2. Find all the armour you can – this one takes its toll.
3. Select the pipebomb launcher (key 5 on the keyboard).
4. Running forward, let one of the pipes clatter ahead of you.
5. As you pass over it, press the right-click mouse button.
6. You'll be propelled forwards and up. Easy!

DENNIS 'THRESH' FONG

The world's most famous gamer

Never heard of Thresh? He became famous after winning John Carmack's Ferrari 328 GTS convertible in a *Quake* competition. Before that, he'd won a \$10,000 system at Microsoft's Deathmatch competition back in 1995. He remains undefeated in every major tournament he has entered and demos of him playing *Quake I* and *Quake II* still circulate the Internet years after they were made. And he's still only 22. His website is at: [www.firingsquad.com](http://www.firingsquad.com)



Thresh: seriously good at action games.

# KNOW YOUR WEAPON

Love your weapons. Look after them. Get to know them

The key to success in any deathmatch is your understanding of weapons: where they are, what they do, and when to use them. How much ammo each one needs. How long it takes to pump out a shot. The most common mistake is to regard the game's arsenal as a big toy chest, with each gun simply a different shape and different noise from the last one. As we'll show, there's a lot more to it than that.

We've given you a brief overview of each weapon, including its capacity and reload speed, damage inflicted per shot and, in the case of *Team Fortress Classic*, which class is able to use it. The colour indicators show you on a scale out of five how suitable each gun is in close quarters, medium-range and long-range combat. Get learning.

## QUAKE II

**Blaster** [CQ3] [MR3] [LR2]



Capacity: NA  
Damage: 15

**Shotgun** [CQ4] [MR2] [LR1]



Capacity: 150  
Damage: 40 max

**Super Shotgun** [CQ5] [MR3] [LR1]



Capacity: 150  
Damage: 100 max

**Machinegun** [CQ4] [MR3] [LR2]



Capacity: 250  
Damage: 8

**Chaingun** [CQ4] [MR3] [LR2]



Capacity: 200  
Damage: 8

**Grenade Launcher** [CQ3] [MR4] [LR2]



Capacity: 50  
Damage: 120 max

**Rocket Launcher** [CQ4] [MR5] [LR4]



Capacity: 50  
Damage: 100-120

**Hyper Blaster** [CQ4] [MR3] [LR3]



Capacity: 200  
Damage: 15

**Railgun** [CQ4] [MR4] [LR5]



Capacity: 50  
Damage: 100

**BFG 10K** [CQ3] [MR5] [LR5]



Capacity: 200  
Damage: 500 max

## TEAM FORTRESS CLASSIC

**Crowbar** [CQ5] [MR0] [LR0]



Capacity/Reload: NA/NA  
Damage: 18  
Carrier: Spy, Sniper, Soldier, Demoman, Heavy Weapons Guy, Pyro

**Wrench** [CQ5] [MR0] [LR0]



Capacity/Reload: NA/NA  
Damage: 18  
Carrier: Engineer

**Knife** [CQ5] [MR0] [LR0]



Capacity/Reload: NA/NA  
Damage: 54  
Carrier: Spy

**Medikit** [CQ4] [MR0] [LR0]



Capacity/Reload: NA/NA  
Damage: 7  
Carrier: Medic

**Railgun** [CQ1] [MR3] [LR4]



Capacity/Reload: 50/NA  
Damage: 20  
Carrier: Engineer

**Nailgun** [CQ4] [MR4] [LR3]



Capacity/Reload: 100/NA  
Damage: 6  
Carrier: Spy, Sniper, Spy

**Super Nailgun** [CQ5] [MR4] [LR3]



Capacity/Reload: 150/NA  
Damage: 9  
Carrier: Medic

**Tranquilliser Gun** [CQ4] [MR1] [LR0]



Capacity/Reload: 40/NA  
Damage: 14  
Carrier: Spy

**Shotgun** [CQ3] [MR1] [LR0]



Capacity/Reload: 8/2.5sec  
Damage: 20  
Carrier: Spy, Soldier, Demoman, Medic, Heavy Weapons Guy, Pyro

**Super Shotgun** [CQ4] [MR3] [LR1]



Capacity/Reload: 16/3.5sec  
Damage: 40  
Carrier: Soldier, Medic, Heavy Weapons Guy, Spy, Engineer

**Sniper's Rifle** [CQ3] [MR5] [LR5]



Capacity/Reload: 75/NA  
Damage: 50-250  
Carrier: Sniper

**Automatic Rifle** [CQ4] [MR1] [LR0]



Capacity/Reload: 75/NA  
Damage: 5  
Carrier: Sniper

**Grenade Launcher** [CQ2] [MR4] [LR0]



Capacity/Reload: 6/4sec  
Damage: 80  
Carrier: Demoman

**Pipebomb Launcher** [CQ2] [MR4] [LR0]



Capacity/Reload: 6/4sec  
Damage: 80  
Carrier: Demoman

**Flamethrower** [CQ5] [MR0] [LR0]



Capacity/Reload: 200/NA  
Damage: 26  
Carrier: Pyro

**INCendiary Cannon** [CQ2] [MR4] [LR3]



Capacity/Reload: 20/NA  
Damage: 50  
Carrier: Pyro

**Rocket Launcher** [CQ4] [MR5] [LR3]



Capacity/Reload: 4/5sec  
Damage: 95  
Carrier: Soldier

**Assault Cannon** [CQ5] [MR5] [LR2]



Capacity/Reload: 200/NA  
Damage: 30  
Carrier: Heavy Weapons Guy



## HALF-LIFE

**Crowbar** [CQ4] [MR0] [LR0]



Capacity/Reload: NA/NA  
Damage: 10

**Glock** [CQ3] [MR2] [LR1]



Capacity/Reload: 17/1.7sec  
Damage: 8

**.357 Colt** [CQ5] [MR3] [LR3]



Capacity/Reload: 6/2.2sec  
Damage: 40

**MP5** [CQ4] [MR3] [LR2]



Capacity/Reload: 250/2.2sec  
Damage: 5

**Shotgun** [CQ5] [MR3] [LR3]



Capacity/Reload: 8/5.2sec  
Damage: 60 max

**Crossbow** [CQ2] [MR5] [LR5]



Capacity/Reload: 5/4.5sec  
Damage: 50

**RPG** [CQ1] [MR5] [LR5]



Capacity/Reload: 5/3.7sec  
Damage: 100

**Tau Cannon Or Gauss** [CQ5] [MR4] [LR4]



Capacity/Reload: 100/NA  
Damage: 104 max

**Gluon or Egon** [CQ5] [MR5] [LR3]



Capacity/Reload: 100/NA  
Damage: 75 per second

**Hornet Gun** [CQ3] [MR5] [LR4]



Capacity/Reload: 8/5sec  
Damage: 8 per hornet



“After you’ve got to know a level, use its various elements and features to trick other players into thinking you’re taking a particular route”

plugging. If you have a long-range weapon such as a rocket launcher, ease up your pace a little and let one loose at their feet. If you have a close quarters weapon like a super shotgun, take the ‘racing line’ around corners to try to gain a few feet on them. If they’ve got their back to you, don’t give the game away – wait until the last possible moment when you know *for sure* you can drop them with both barrels.

**7. BE DECEITFUL**

After you’ve got to know a particular level, you should be able to use its various elements and features to trick other players into thinking you’re taking a particular route or are heading their way. This means opening doors and then doubling back on yourself, or calling elevators and then stepping off before they rise. If your enemies are even mildly awake and listening out for key sounds (as per point 5), they’ll soon become disoriented. Another good trick if you’re being chased is to hit the jump key whenever you pass windows or shafts – they’ll think you’ve turned chicken and have fled. The reality, of course, is that you turn around and get behind them. One more good trick – there are hundreds when it comes to craftiness – is to fire on your enemies from across

a courtyard with the weakest weapon you have. Instantly they’ll come bowling over in your direction, assuming you’re all out of ammunition and down to your crappiest gun. Simply stand ready with your top toy and let them have it when they come into view.

**8. SHHH!**



Here we’re sneaking across a metal gantry. Hold down the Shift key to walk rather than run and you won’t make a sound.

As we’ve seen, sounds can be used either to tell you the location of opponent players, or to trick them into thinking you’re somewhere you’re not. What you must also master is the ability to keep *quiet*. It’s no good confusing your enemy with faked sounds if you then go and give the game away with a bunch of ‘real’ sounds five seconds later. As a general rule, if you’re sneaking up on someone, don’t pick up any guns. Don’t reload unless you really have to. No scoffing armour or health (in *Quake*, health packs are scarce and everyone knows

their location; in *Half-Life*, the dispenser machines are absurdly noisy). Don’t open doors and especially don’t use elevators. Don’t jump, and don’t drop out of high areas because you’ll make a very audible wince. If you have the time, walk rather than run – people won’t hear any footsteps.

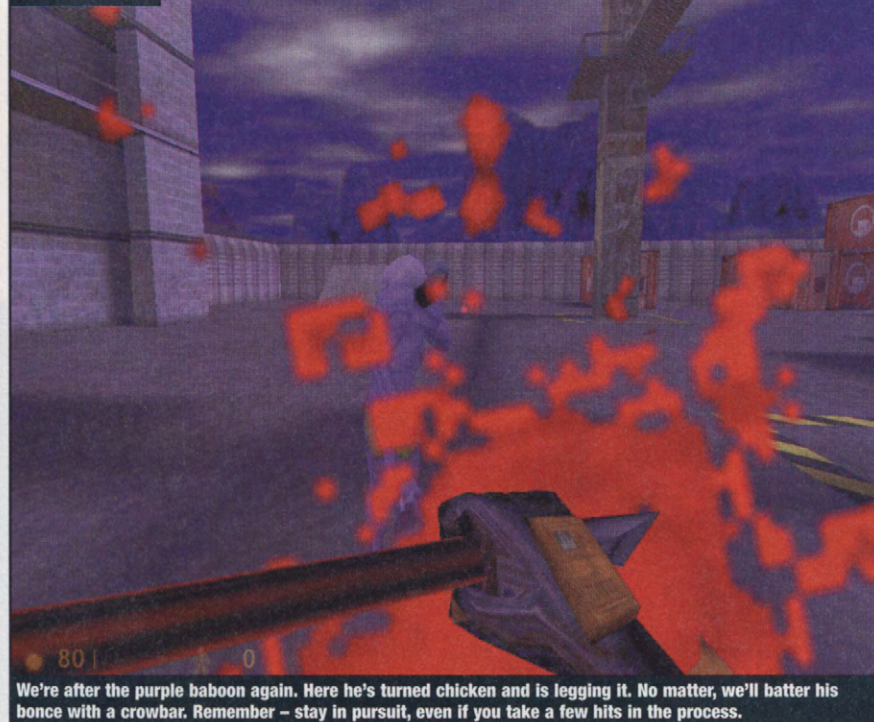
**9. SURPRISE!**



Somebody’s going home in an ambulance. Looks like it’s us.

It doesn’t take long to realise that the element of surprise gives you a serious advantage in battle. So whenever you can, try and sneak up behind people as they move through a level. If you’re going to stand still, do so in a dark area of the map and not in a bright hallway. Obvious points, but ones which are often ignored. When ready, fire a rocket at an unsuspecting chump and the chances are you’ll kill him where he stands. Let rip with a fast action weapon such as a machine gun and you’ll be able to deplete his health by half or more before he even realises where you’re at. Very rarely do top players stumble upon their opponents – instead, they are often able to complete an attack, drop their target and move on without the other player firing a single return shot.

**6 BE OFFENSIVE**



We’re after the purple baboon again. Here he’s turned chicken and is legging it. No matter, we’ll batter his bonce with a crowbar. Remember – stay in pursuit, even if you take a few hits in the process.

**DEMOS**

We’ve included a number of demonstration files on this month’s coverdisc. These are replay files taken from *Half-Life* and *Team Fortress Classic* enabling you to see exactly how certain moves are done

To use them, start up *Half-Life* with the following command line: hl -console

You should now find that you have an additional main menu item, allowing you access to the game’s console. To play the demo files, make sure you copy them to your *Half-Life\valve* directory (or the *Half-Life\tfc* directory for *Team Fortress Classic*). Now open the console and type playdemo xxxxx where xxxxx is the name of the file you wish to play (see below).

★ **HL: Stalkyard 1**  
stalkyard1.dem



Grabbing the long jump pack to leap that little bit higher.

★ **TFC: Concussion Jump**  
concjump.dem



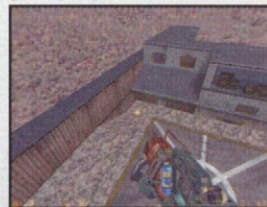
A flying leap between the two balconies of 2Fort.

★ **HL: Stalkyard 2**  
stalkyard2.dem



Using the long jump pack to leap that little bit further.

★ **HL: Gauss Jump**  
gaussjump.dem



Using *Half-Life*’s Gauss gun to fly higher than a bird.

★ **HL: Datacore**  
datacore.dem



Using the Gauss Gun to get at inaccessible areas.

★ **HL: Gauss Jump 2**  
gaussjump2.dem



Another jump up to a window in the Crossfire map.

★ **TFC: Pipe Jump**  
pipjump.dem



Using the Demoman’s acrobatic abilities.

★ **HL: Gauss Stop**  
gaussstop.dem



Breaking a long drop with the Gauss Gun.

★ **TFC: Rocket Jump**  
rocketjump.dem



Using the soldier’s acrobatic abilities.

# DISCWORLD NOIR

## WALKTHROUGH

It's not easy being the Discworld's first private eye. *Mark Hill* shows you how to get to the bottom of the case (which, for once, doesn't contain whisky bottles)

★ REVIEWED PCZ #79 SCORE 90%

**T**he latest *Discworld* may not feature such logical puzzles as "use the octopus on the toilet and then add some glue", but there is every chance you'll get stuck. Well, this is what you do:

### ACT 1

Go down to the wharf and find out from the First Mate that two mysterious passengers have been on-board the Milka. After asking him about the ship, go to Café Ankh and talk to Nobby about Vimes and the *Mysterious Passengers* clue, which will give you the

*Murders* clue. Take the crowbar from the cart in the alley outside, go back to the wharf and use it on the single crate to get you onto the ship. Once inside, take the label from the flotsam and climb up to the ship's deck. Go through the door and search the lower bunk to get the scrap of cardboard. When you go up you'll automatically end up back at your office.

Ask Nobby about the *Two Mysterious Passengers* clue again at Pseudopolis Yard. When you leave, the troll Malachite demands that you find Therma, as well as giving you access to the Octarine Parrot. There you can speak with Sapphire about Malachite to give

you Rhodan's Workshop on the map, and about Therma to get the *Madame Lodestone* clue. Use this clue on Nobby to give you the Mausoleum on the map, where you should search the tombs to give you the *Selachii Family Mausoleum* clue. Go back to Café Ankh and talk to Ilsa about the Milka and then ask her about the label to add Pier Five to the map. Then head back to the office to find Al-Khali snooping around and throw him out.

Go to the Pier then back to your office and pick up Carlotta's invitation. Examine it and go to the Von Uberwald Mansion where you can show it to the butler, who then goes to find her. Look at the

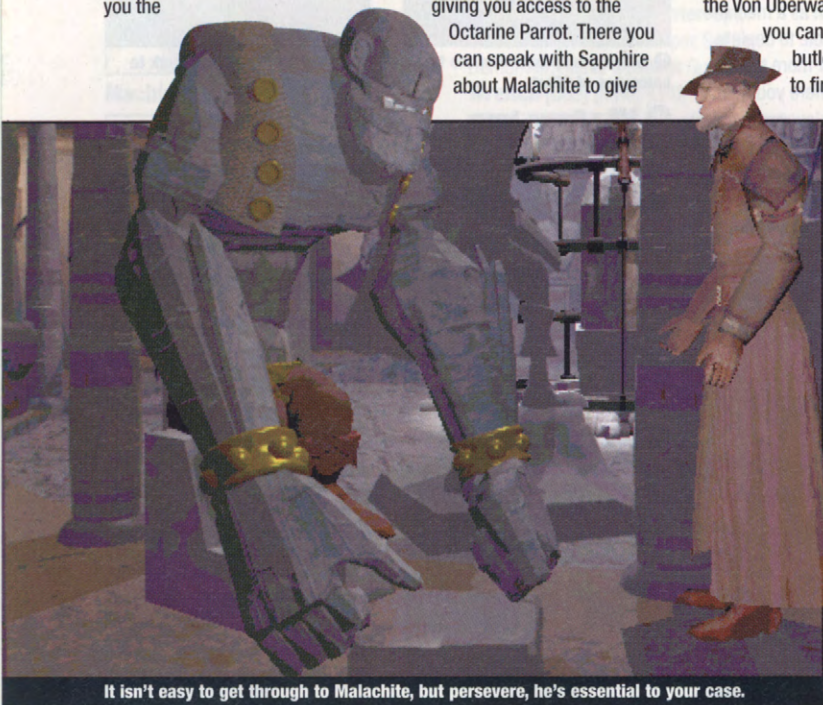
painting while he's gone. Ask Carlotta about the Selachii Family Mausoleum, after which you'll meet the Count and be taken to the tomb. Then it's time to return to the mansion and ask the butler about the Count to get the *Missing Companion* clue, which you should then talk about with the Count to get Regin's photograph.

In Rhodan's workshop you'll find Malachite. Tell him about Therma's tomb and you'll go there together. After you've received the grapple, examine the tomb and pick up the troll's tooth. Go to Pier Five and use the grapple on the ledge, open the skylight with the crowbar and take the matchbook from the warehouse. Use this with the scrap of cardboard and head

for the Octarine Parrot where you should ask Mankin about Mundy, and then show him the matchbook. Talk to him about the lies, go to Mundy's room and it's curtains for Act 1.

### ACT 2

Look at the rope hanging from the ceiling and use the clue you get from it on Mundy's boots to get the *Mundy Hung Upside Down* clue. You should use this clue on the *Azile* clue, which you get from examining the message in blood scrawled on the wall, and then search the boots – the fact that you find nothing there is important. Go downstairs and talk to Mankin about Mundy being hung upside down. Keep talking



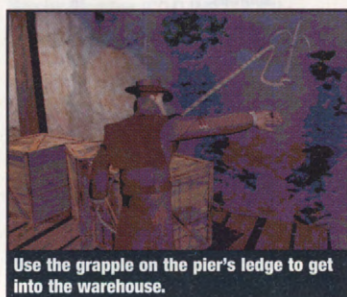
It isn't easy to get through to Malachite, but persevere, he's essential to your case.



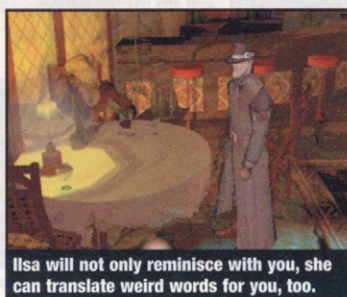
Compare the dwarf to his photograph.



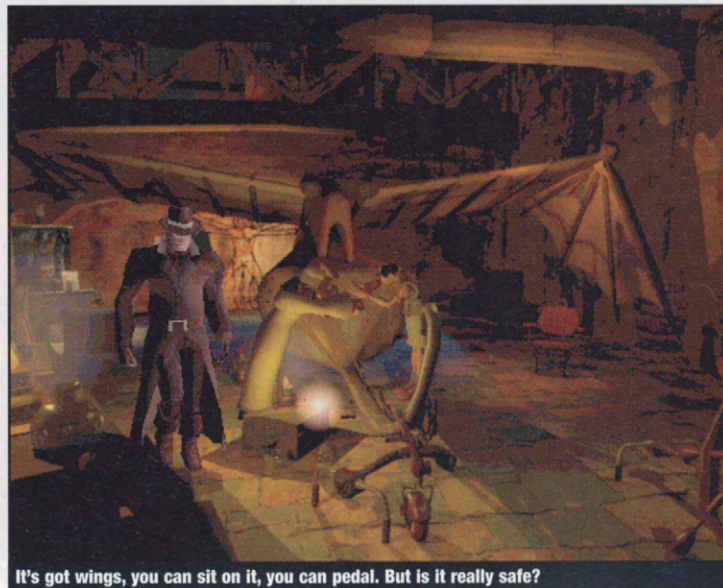
Religious nutters are suspicious by nature.



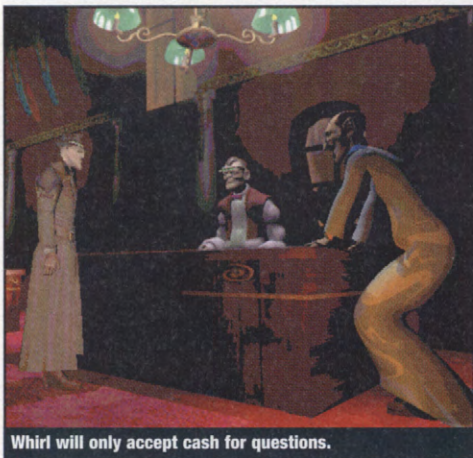
Use the grapple on the pier's ledge to get into the warehouse.



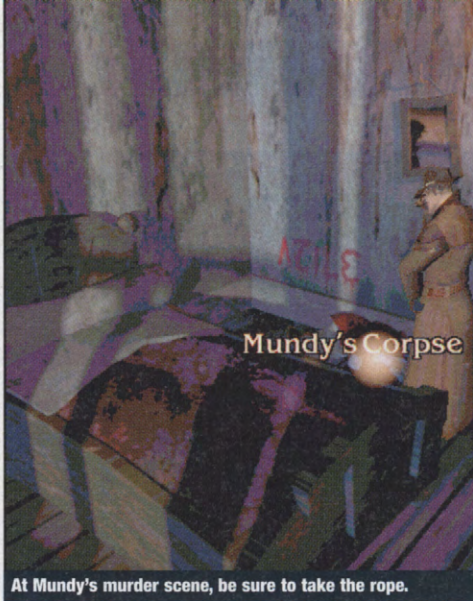
Ilsa will not only reminisce with you, she can translate weird words for you, too.



It's got wings, you can sit on it, you can pedal. But is it really safe?



Whirl will only accept cash for questions.



At Mundy's murder scene, be sure to take the rope.



"Hmm, don't you advertise glucose drinks?"

until you get Mundy's coin from him.

Head back to the wharf and show Regin's photo to the First Mate to receive the *Carriage* clue. Go to Pseudopolis Yard and ask Nobby about the carriage to get Maudlin Bridge on the map. If you return to the wharf, the boat should have left and you can use the ropeless grapple on the mooring line. Now you can go to the bridge and use the grapple in the river.

Go back to the Parrot and ask Mankin about Sapphire lying, which gives you access to her dressing room. Talk to her there to get Saturnalia on the map. Before you go there talk to Mankin about Sapphire's money to get the *Secret Meeting* clue. When you do go, you'll need to bribe Whirl by using your purse, then you can ask him about Sapphire's money. Armed with information about her losing streak, go back to Sapphire and ask her about it. Talk to her about the secret meeting and confront her.

Go back to your office, where Al Khali is waiting for you again with lots of helpful clues, as well as giving you Horst's quarters on the map.

In Saturnalia, ask Carlotta about the golden sword and you eventually get the Temple of Small Gods added to your map.

Talk to her about the Milka's cargo to get the shipping order, which you can then show to the watchman, and Pier Five to get clues about the cargo of the Milka, plus access to the Guild of Archaeologists.

In Rhodan's workshop, talk to Malachite about something being in the river and then give him the grapple. Once he's hauled the carriage out of the river, compare Regin's photo with his body to get a key off him. Show it to Whirl at Saturnalia to go to the lockers, where you'll find a charm and an envelope. Show the charm to the Count after you've told him about Regin's murder.

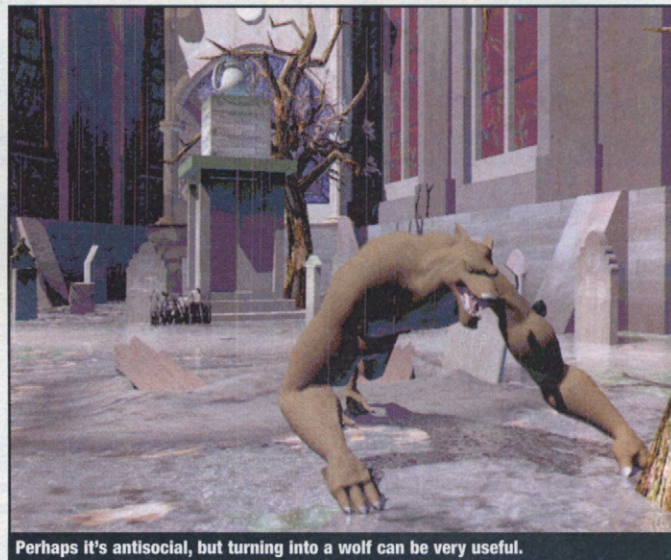
Ask your friend Samael, at the Café Ankh, about the wine barrels to give you access to the cellar. There you can talk to Ilsa about the Varberg crates (a clue you'll find in the *Sword* page of your clue-book) to get the *Hiding Place* clue, and examine the box of receipts to get Patrician's Palace on the map.

If you go back to your office, you'll find a note from Sapphire that sets up a meeting with Therma for Malachite. Show him the note and he'll be murdered on the rooftops, landing you first in an interrogation chamber and then in a palace cell. Wait until the rat goes in the wall (don't move Lewton at all until it does), then

examine the crack and move the block of stone. Once you're out, go to the Patrician's palace and use the grapple on the hole in the wall, down the side street. After you've come out of Leonard's cell, click on the hole again with the *Hiding Place* clue. Go to the Café Ankh's wine cellar and take Two Conkers to his new hideout. Ilsa will then give you access to the Guild of Archaeologists, this is where you are able to talk to Discworld's answer to Lara Croft, Laredo Cronk.

Go over to Horst's quarters and talk to him about her, then go back to the Guild. Examine the bookcase and pull the hinged book to put the fire out. Examine the fireplace to find a switch which you can activate by using the poker on it to take you through to Vault 51.

Talk to Warb at Saturnalia and give him the charm in exchange for the *Back Passage* clue, which you can then use on Vault 51's rune panel. Once inside, use the *3712V* clue (which you will have got by clicking the *Azile* clue on the *Mundy Hung Upside Down* one) on the crates to find a the cabinet. Make a hole in the cabinet's glass using the troll's tooth and smash the urn on the floor to get the golden sword. Then, prepare yourself for a nasty shock as the second act closes.



Perhaps it's antisocial, but turning into a wolf can be very useful.

### ACT 3

Once Gaspode has trained you how to be a werewolf, change into one and sniff the magenta scent all the way to the murder site, outside Saturnalia. There, take a whiff of the dark green scent, turn into a human (well, into Lewton) and take the moss.

If you go back to your office, you'll catch Nobby having more than a professional root around your belongings. Take the crowbar, along with a wealth of new clues on murders occurring in the city. When Nobby has left, transform into a lycanthrope

again and smell the purple scent.

Pay a visit to Carlotta at the mansion, and change while the butler is away. Sniffing the scents here will let you know that Carlotta is a werewolf too. Go into the conservatory, where you can have a nice chat with Death and show him the moss you found at your murder site. The Count will point you in the way of the Libraris Apocrypha, a useful place with plenty of information. Click on the index cards with the moss to get the *Sewers* clue, then use that on the cards again to find out where they are.



WELCOME TO THE LAND

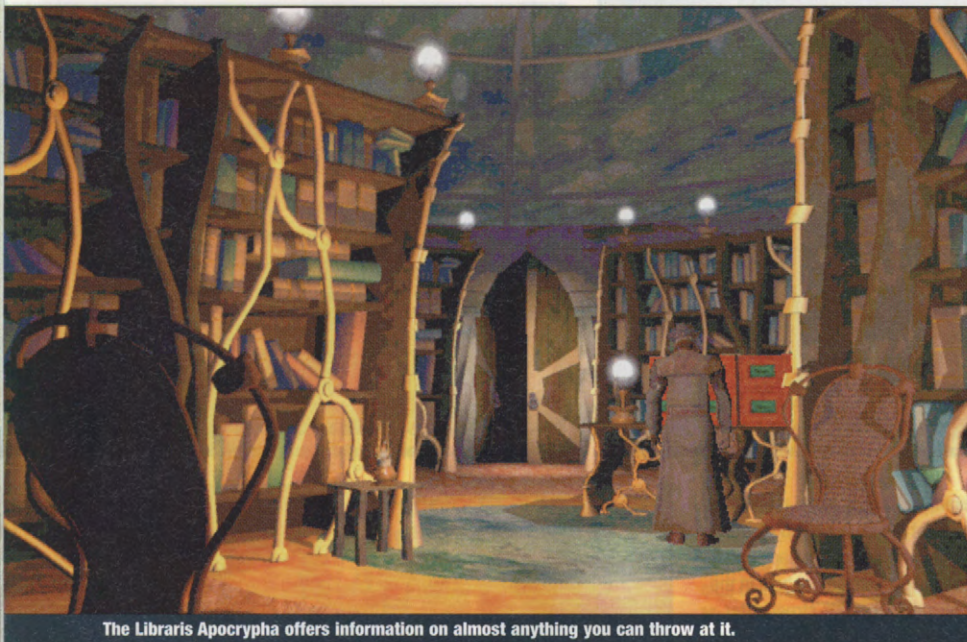
# WIREFPLAY

WHAT IS SO DIFFERENT ABOUT WIREFPLAY NOW?

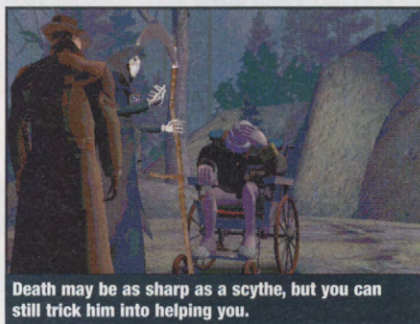


Wireplay  
The games network

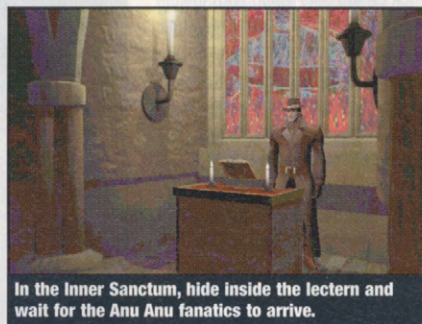
WWW.WIREPLAY.CO.UK/FREE



The Libraris Apocrypha offers information on almost anything you can throw at it.



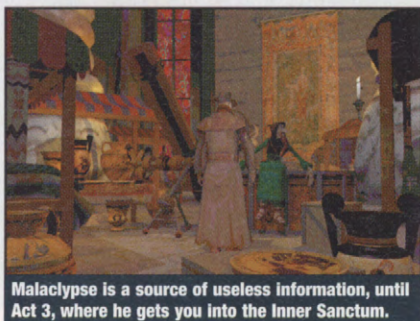
Death may be as sharp as a scythe, but you can still trick him into helping you.



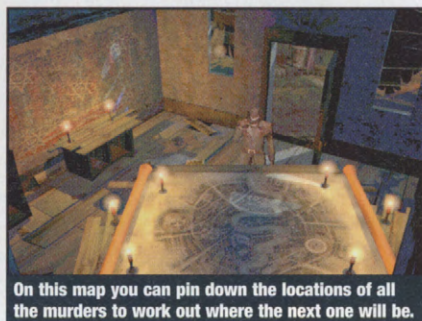
In the Inner Sanctum, hide inside the lectern and wait for the Anu Anu fanatics to arrive.



Give Carlotta a real grilling about the murders to find out what her alibi is.



Malaclypse is a source of useless information, until Act 3, where he gets you into the Inner Sanctum.



On this map you can pin down the locations of all the murders to work out where the next one will be.

← In the sewers, go through the left tunnel and follow the magenta trail as a werewolf. This will take you to a lair, where you can pick up a pendant after searching the debris. Show to Two Conkers in Leonard's cell and you'll get the *Temple of Anu-Anu at Al Khali* clue.

You need to get into the Unseen University to find out more. To do this, read the notices at the Octarine Parrot to find the advert for a bedmaker and laundryman, which gives you the University's New Hall on the map. Talk to Mrs Fomes there about the job and ask her about the wizard's murder to get the *Pointy Boots* clue. Search the unlocker for the student's books, then turn into a werewolf and smell the Octarine board. Use the *Temple of Anu-Anu* clue on it to change the invisible writing.

Walk out of New Hall and then come back in – one of the books in the unlocker should now be about Anu-Anu. Use the pendant on it to get a list of names. Go through the door and ask Bledlow about the wizard's murder.

Go back to the Octarine Parrot and ask Mankin about the merchant's murder to get the Merchants Guild on the map. Sniff the cyan scent in Sapphire's dressing room and you'll be able to pick up her perfume when you're human again.

If you have a sniff around the wine barrels at the back of the palace, you'll see a trace of magenta. Go to Café Ankh's cellar and use the crowbar on the wine barrels to get into the palace. Inside, go down the corridors until you come to a double door. As a werewolf, your heightened sense of hearing lets you overhear an interesting conversation and pick up some useful clues.

Next, go to the Merchants Guild and talk to the gatekeeper about the *Pointy Boots* clue, then go and ask Death about the merchant's murder.

Have another chat with Carlotta at Café Ankh and ask her about Mundy's, Regin's and Malachite's murders to get the *Errata* clue. Then, pay a visit to Mooncalf and show him the list of names. Go to the cemetery and over to the stained-glass windows, where you'll see two figures talking. Transform yourself into a hairy beast so you can hear what they're saying. Go back to the Temple of Small Gods and this time talk to Malaclypse about Errata and the meeting of true believers, which will get you

into the inner sanctum.

Inside the inner sanctum, hide in the lectern and spray the troll perfume on Mooncalf's feet when he appears; this enables you to follow him in wolf mode by sniffing his scent, leading you to the sanctuary. After leaving the sanctuary, go back there and examine the fresco to find a strange symbol and make a sketch of it. Head to the library and look up Nylonathatep (the clue you got when you followed Mooncalf) and the strange symbol. This gives you the *Octagram of Murders* and *Sign of the Eel* clues.

Back at the Sanctuary, use the murder clues on the map to get the Wizard's Pleasaunce, Dagon Street and Dysk Theatre on the map. Go to this last place and take the flyer. Look it up in the library to get the *Eight Great Tragedies* clue, then head back to the theatre. Get as close to the stage as you can, so the actor can't see you, and turn into a wolf. When you become human again you'll see some marks on the stage; use the Sign of the Eel on them to find your way to the hidden chamber. There, use the *Eight Great Tragedies* clue on the altar and go over to Dagon Street. Get into the Fishbar by prising off the boards with your crowbar and examine the bone in the debris. Now, you can hide in the bushes at the Wizard's Pleasaunce to witness the final murder and the end of Act 3.

**ACT 4**

Examine the inscription on the wall and search the rubble to find the golden sword. Now find your way to the mansion and look up the *Nylonathatep* clue again, which gives you the *Radiant Trapezohedron* clue. Talk about this to Two Conkers to get the star map. In the sanctuary, you can pick up the amulet after enjoying a spot of lunch and searching the body.

Go back to the Temple of Small Gods and show the amulet to Mooncalf, who converts into a born-again atheist and delights you with his diving skills. Next, pay a visit to Rhodan and show him the bandages you'll find lying around in his workshop, then ask him about Foid. Drop in on him in the dark room opposite the amulet and ask him about the amulet and the *Gelid* clue.

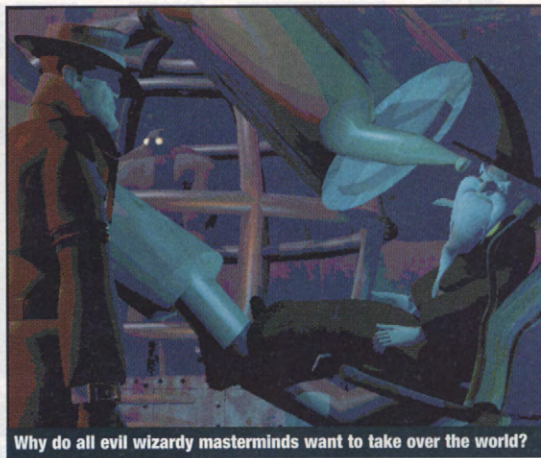
Try to get back into New Hall and you'll be fired, but if you tell Nobby about Gelid you can get a search warrant to force your way in. Once inside, go to the door at



You'll find Foid opposite the fishbar. He's one hell of a pathetic troll.



A ride into the Ankh-Morpork sky ends the evil that gripped the city.



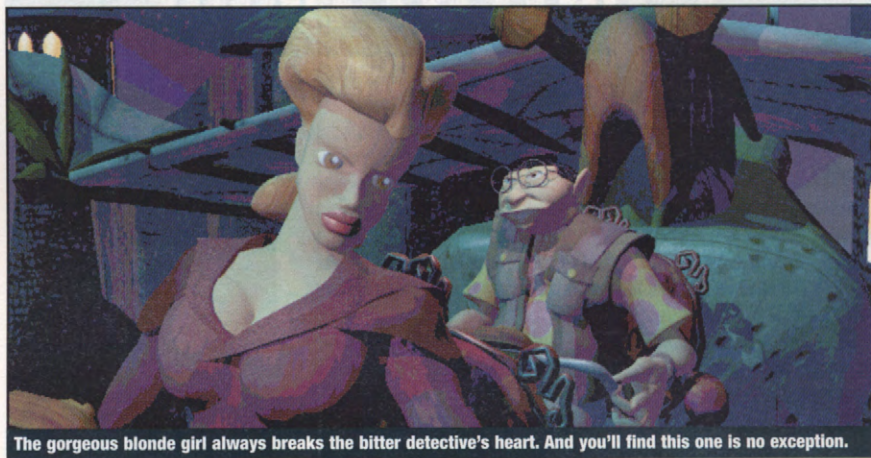
Why do all evil wizardy masterminds want to take over the world?

the back and wolf it. You end up at the observatory with Satrap, who you should then talk to about Horst, Gelid and the Radiant Trapezohedron until you can taunt him to his death. When he's gone, use the star map on the mosaics and then on the Small Group of Boring Stars, after which you can use the telescope to guide you to the Mausoleum. Pick up the astrolabe before leaving and use it on the starry Mausoleum sky to arrive at a crypt. Search the statue, go in the crypt and use Mundy's coin on the sarcophagus' indent.

Threaten the zombie with the golden sword before he bores you to death and then you'll receive the jewel.

Once Horst has taken the sword from you, use the jewel to go and see him at Maudlin Bridge. Go over to the bridge and get the sword back.

Now, go to Leonard's cell, clearing the rubble just outside it. Ilsa will stop you from using the flying machine, so use the Sign of the Eel on it for protection. Now you are ready to sit back and see the story come to its conclusion. *Exeunt* walkthrough. [PCZ]



The gorgeous blonde girl always breaks the bitter detective's heart. And you'll find this one is no exception.



Gaze into the jewel to find out where Horst has gone so you can recover the sword.



This occult chant isn't quite as catchy as the "Dragon, dragon" mantra from *Discworld I*.

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# STAR WARS: THE PHANTOM MENACE

## STRATEGY GUIDE

More of a menace than any phantom, *Craig Vaughan* shares his Jedi secrets

★ REVIEWED PCZ #79 SCORE 78%

The *Phantom Menace* throws up more than its fair share of puzzles to confound young Jedi. But, rather than drag you through the whole saga, here's a strategy guide to the most tricky problems.

### LEVEL 1: TRADE FEDERATION BATTLESHIP

It's very straightforward until you reach the puzzle at the end where platforms mock you by shifting and sliding around for no apparent reason.



The elevator leads to the exit, but it's inactive, so go right through this small tunnel.



An obstruction blocks your path. Head left and use this hand scanner to clear the path ahead.



With the barrier removed, another hand scanner is revealed. Use it, and wait for the catwalk to move in front of you. Use the hand scanner at the end and quickly back off the catwalk before it moves again. Return to the elevator to complete the level.



Once across the logs, turn right and double-jump up the grassy bank. You'll grab just enough vegetation to be able to clamber up.



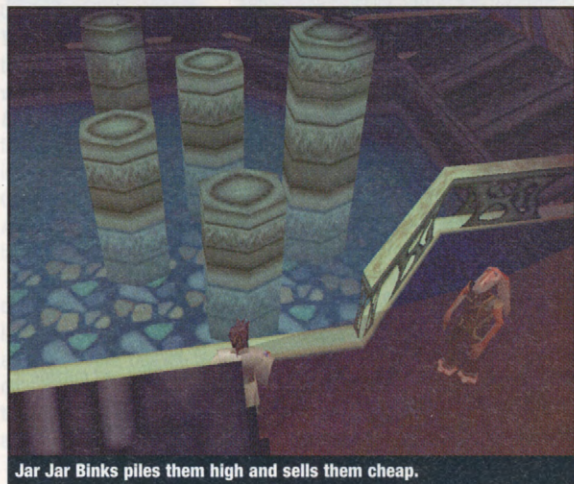
Faced with two back-to-back double jumps whilst under attack, a bit of lateral thinking is required if you're to reach Jar Jar Binks.



Another change of perspective reveals a vine hanging overhead. You still need to anticipate the Stapp attack pattern, but going 'Tarzan' will save you hours of frustration.

### LEVEL 3: OTAH GUGA

This prison complex comprises of a series of underwater tunnels. Navigation is simple, with only one route to Jar Jar's cell. The guards aren't hostile, but there are a couple of tricky puzzles.



Jar Jar Binks piles them high and sells them cheap.

These platforms really test your jumping skills, so be careful, because they start sinking as soon as you land on them – and if you fall off it's straight back to the start.



Your progress is blocked by a locked door. There are four pillars in a side room, one of which is lower than the others. Push the box to the pillar, jump up and trip the switch. Doing this will lower another platform and provide access to another switch. Repeat the exercise for all the platforms and the pit will eventually open. Jump onto the green pressure pad to clear the way ahead.

### LEVEL 4: GARDENS OF THEED

This level is divided into three main sections: the gardens (reasonably safe and easily navigable), the approach to the Palace (heavily guarded and protected by a difficult maze), and finally the Palace itself (which consists of a series of button pushing/water lowering problems). Only two situations really test the grey matter.



Initial progress is rapid until you meet an apparent dead end. Looking across the chasm, notice the black and silver device mounted on a concrete block. Either deflect the incoming flak to destroy the object, or shoot it with your gun to extend the bridge across the water.



At the Palace gates, talk to the soldier and tell him that the password is 'J-154'.

### LEVEL 5: CITY OF THEED

This would be an easy level were it not for the baggage that you're forced to take with you (it's actually the old bag herself – the Queen). Unfortunately, although her Royal Highness slows you down, her survival is necessary to complete the level. Here's how to keep her alive:



Push this statue some considerable distance, otherwise, her Royal Largeness won't squeeze through the gap.



Deep into the city complex a Battletank blocks the locked gate. Work your way round to the rear of the tank and shoot the droid. This gunfire will cause the tank to move off, revealing the switch that opens the gate.



You'll arrive at a set of closed blast doors. Backtrack to these stairs by the star logo and go up and through the room with the nagging wench in.



Climb out through the window and along this vine. Locate the door switch in a side room and rejoin the Queen to continue onward.

**LEVEL 6: MOS ESPA**



Here the game offers a change of pace. Put your weapon away, because it's time to go shopping. Using the little cash you have and your Jedi powers of persuasion, you need to acquire two fuel converters, a servo control and a mass coupler.

**LEVEL 7: MOS ESPA ARENA**

This is another sedate level where the aim is to fix Anakin's podracer so that he can win the race, and his freedom.



The first obstacle is Jabba's champion. Keep moving, and use your weapon of choice – your lightsaber – to slay the slovenly beast.



Watto holds the key to completing this level, but the locals won't tell you where he is. Loosen their tongues by buying drinks.



To find the ignition capacitor to start Anakin's podracer, push this false wall in the room overlooking the race Arena. Kill the monster guarding the device and return it to Anakin to complete the level.

**LEVEL 8: ENCOUNTER IN THE DESERT**



This level looks and plays like an afterthought and is by far the easiest in the whole adventure. You'll fight Darth Maul twice in the desert, but don't waste your time trying to kill him – it's impossible.

**LEVEL 9: CORUSCANT**

This is a long and taxing level that contains a tricky 3D crate moving puzzle that causes major aggravation.



You'll arrive at a pit containing a lowered lift and two crates (although one is behind a force field). Jump into the pit and move one crate to the corner (by the broken railing). Jump up and enter the control room. Use the left lever to raise the lift and close down the force field. After a few seconds push the lever again to lower the lift.



Push the box that was behind the force field onto the lift and use the lever to raise it. Then push the first crate to the lift and climb up onto it.



Push the box from the lift to the edge of the precipice and flick the call button for the floating platform. Use the crate as a springboard to climb aboard.

**LEVEL 10: ASSAULT ON THEED**

You switch repeatedly between the Queen and Obi-Wan. As the Queen, you'll be battling against legions of battledroids, and as Obi-Wan you have to take on Darth Maul again with your lightsaber.



As the Queen, you encounter an

impregnable blast door. Go off to the right and speak to the soldier and the R2 unit. R2 will then open the door by the wounded soldier. Blow up the power generator inside to force the door open.

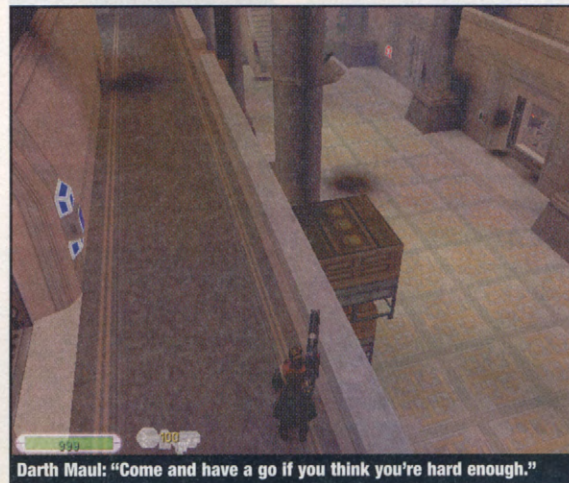
**LEVEL 11: THE FINAL BATTLE**

This is the longest level, which sees you controlling the Queen and Obi-Wan again. Tasked with collecting all the hidden key passes, it's finding and collecting the red key that proves the most taxing problem.

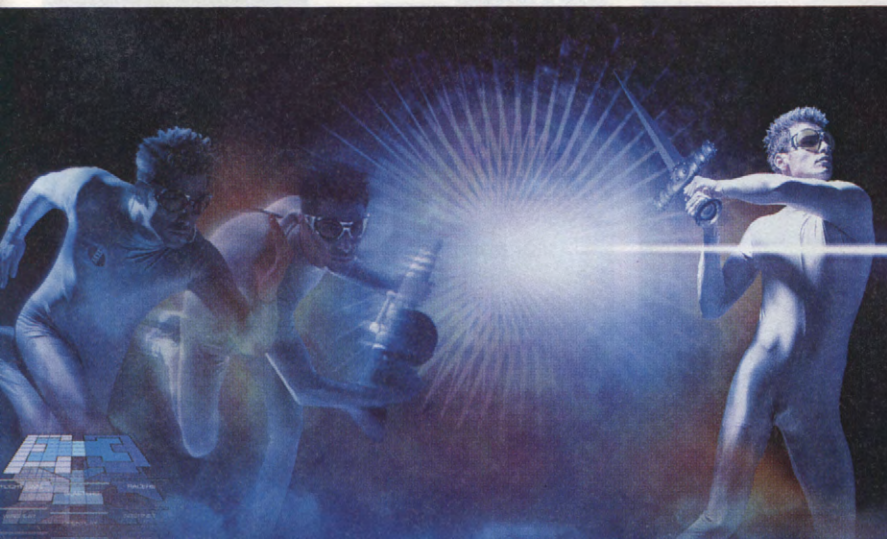


Move the box by the elevator onto it. Go upstairs and drag the other crate to the ledge above the elevator and drop it off.

Now push both crates to the pillar and run onto the balcony above. You can then jump down onto the crates to collect the red pass and use it on the door at the end of the corridor. The final confrontation with Darth Maul beckons... [PCZ]



Darth Maul: "Come and have a go if you think you're hard enough."



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# ALIEN VS PREDATOR

## STRATEGY GUIDE

Marine, Alien, Predator or clean underpants? All your questions are answered as *Keith Pullin* goes bug hunting...

★ REVIEWED PCZ#76 SCORE 91%

**T**his guide's been written to help you grasp the basic functions of each character. Hopefully, it will help you cope with the many bowel-loosening encounters you'll face during your AvP experience. Enjoy!

### THE MARINE

The slowest character in the game, and probably the weakest. He is protected only by his armour (and guns). If you learn each level and move quickly to reach the armour power-ups and health, you stand a better chance of survival.

### WEAPONS

The biggest array of weaponry available – use them wisely

**Pulse rifle**  
Use short, controlled bursts, and aim for the head. A reliable weapon with a grenade launcher for when you're in a rush.

#### Smartgun

Similar to the pulse rifle but auto-aiming. Great against Facehuggers.

#### Flamethrower

Another handy weapon against Facehuggers. Always run backwards while firing and never let a burning enemy touch you – you'll go up in flames, too.

#### Sadar

Big one-shot rocket launcher. Effective against Alien Queens and Predators, not so effective in confined spaces.

#### Grenade launcher

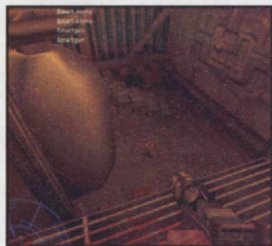
More powerful than the pulse rifle's launcher. Comes with three different types of grenade: basic, fragmentation and proximity.

### Minigun

The nastiest gun in a Marine's arsenal. The only problem is you can't move when you're using it. So, make sure you find a save spot to mow down your prey. Especially effective against Alien Queens and Predators.



Ⓛ The quickest and easiest way to dispose of an alien is by shooting it in the head.



Ⓛ If you want to wipe out those pesky Facehuggers, always go for a smartgun, the weapon of choice.

### STANDARD ISSUE

Marines carry a lot of baggage. Here's some of the more useful stuff

#### Motion tracker

Not as handy as you first think. It cannot detect movement behind you, and it cannot specify whether an enemy is above or below you. It also detects mangled body parts. Not one to rely on.

#### Image intensifier

Enhances vision in darkened areas. To use it effectively, knock out any lights that may blind you.

#### Flares

Use them to light your way if you don't want to use the image intensifier. Remember, you can only activate four at a time.



Ⓛ Things can get messy on the tracker, so don't take it as gospel.

### STANDARD ISSUE IMAGE INTENSIFIER



Knocking out the lights ensures no Aliens creep up on you unawares.

### WEAPONS FLAMETHROWER



Never let a burning enemy touch you, you'll get caught in the flames.

### MULTIPLAYER HINTS

The Marine is probably the most popular character because it's the closest to what we're used to in first-person shooters. But, as we said earlier, he is slow and death can come quickly. The key to succeeding with the Marine is to not waste your ammo, and to not hang about. When attacking Aliens try and run backwards. Shooting them point-blank is asking for a whole lot of acid in your face.

### THE ALIEN

You need patience and cunning to play as the Alien. You can take advantage of its incredible speed, but use it wisely; leaping down a corridor towards a Marine with a minigun is futile – he'll just pop you like a water balloon. Use the ceilings and walls, and remain in the shadows for as long as possible. And remember: using the jaw attack on a head not only kills fast, but it also earns you health, too.

### WEAPONS

The Alien has no 'techie' weaponry on it's side and instead must rely purely on what nature gave it

#### Claws

Great to use against Marines, not so good against Predators. You can also claw a dead-being to gain a small amount of health.

#### Tail

Perfect against Marines and Sentry Guns; Predators can also be killed using this attack method, just hit it once to knock them down and a second time to kill them.

### Jaws

Line up your prey's head so it's in the middle of the screen and hit the primary attack button.



Ⓛ Line up the jaws correctly for a hearty human feast.

### HIDE & SEEK

The Alien's default view is hunting vision. Humans are highlighted in blue, Predators in green, and other Aliens in red. Also has a 120-degree field of view as opposed to 90-degree. To see in the dark, the Alien must use its navigation sense. Unfortunately, the alien loses the ability to differentiate between different species in this mode.



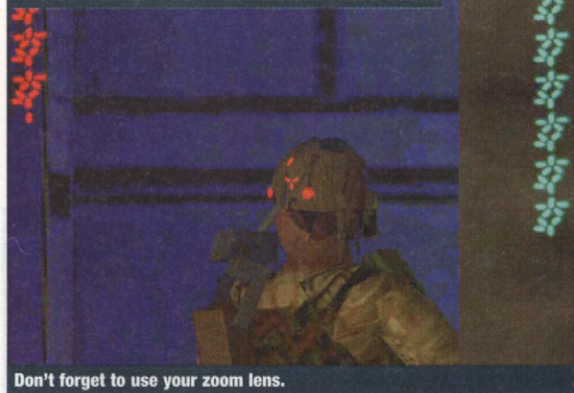
Ⓛ Different species have different auras. Here we see a few humans oblivious to the danger that stalks them.

### MULTIPLAYER HINTS

The Alien is a real bitch to control, but if you manage to get to grips with the interface and retain your bearings it's probably the deadliest character in the game. The Alien has two



WHO'S A CLEVER BOY THEN? LONG-RANGE ZOOM



Don't forget to use your zoom lens.

advantages: its speed and the ability to see everything including cloaked Predators.

**THE PREDATOR**

The Predator is the ultimate hunting machine with deadly weapons, the ability to cloak and heal itself, and four vision modes. The only disadvantage is its constant need for field energy – fuel; without this, Mr Predator is virtually useless.

**WEAPONS & EQUIPMENT**

**Ammo is limited, so a good Predator should wait for the right moment to attack**  
**Wristblades**

For really close encounters, the primary attack kills Marines in seconds. The secondary attack (holding down the right mouse button) can kill instantly. The Predator also collects trophies by performing a secondary attack on the head of a dead, non-decapitated body.

**Speargun**

This baby is able to take a Marine's head clean off and pin it to a wall – also useful when attempting to keep aliens at bay. Without doubt the perfect sniping weapon.

**Shoulder cannon**

Auto-targeting weapon that can kill a Marine instantly. It can also be charged up for bigger bolts by holding down the fire button.

**Medicomp**

Primary button which heals you completely. The secondary button puts out flames. Takes between 15 and 20 energy units to use.

**Pistol**

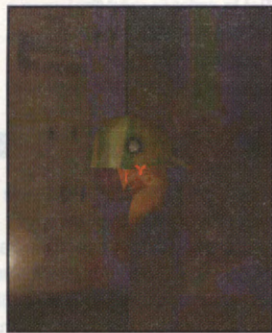
The best weapon to use against Aliens, especially Facehuggers.

**Disc**

Capable of destroying a Xenoborg with one hit. It's also lethal against most other creatures bar the Alien Queen. Auto-targeting and auto-return.



Some levels demand you collect a certain amount of trophies before the level can be completed.

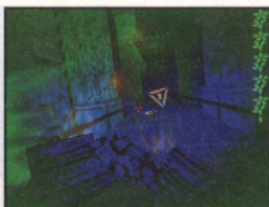


This is not fun you know – it's a necessity. Kind of...

WEAPONS & EQUIPMENT MEDICOMP



The Predator can heal himself when enough field energy is available.



Thermal vision mode and the shoulder cannon make a deadly pairing.



...And this is the field energy that'll do it.

**WHO'S A CLEVER BOY THEN?**

The Predator carries more than formidable firepower in his quest for trophies

**Cloak**

Only really effective when used against Marines.

**Long-range zoom**

Kills enemies from a distance. Very effective when used with the speargun or shoulder cannon.

**Grappling hook**

Only available in a certain bonus stage.

**VISION EXPRESS**

The Predator has four different vision modes

**Normal**

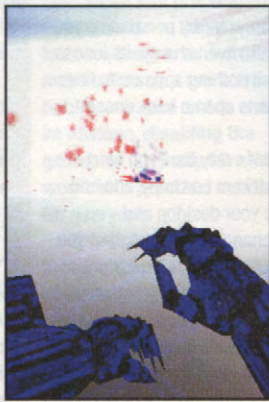
Same as human.



Different colours indicate the predators' vision mode.

**Thermal (Blue)**

Excellent for hunting humans. Use the shoulder cannon in this mode to auto-target.



Use blue to track humans.

**Electrical (Red)**

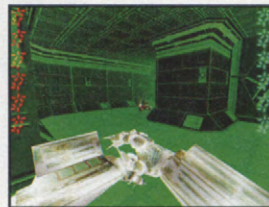
Aliens, Facehuggers, Androids, Sentry Guns and Xenoborgs, all show up in this mode.



Think red when tracking aliens.

**PredTech (Green)**

Perfect for seeing in the dark.



Green-eyed monsters see in the dark.

**MULTIPLAYER HINTS**

Master the Predator's strange weapons and he becomes a very satisfying character. The cloaking device is useful (except against Aliens) and the two homing weapons can be highly effective if used from cover. The perfect character for campers.

**DEADLY MENAGERIE...**

You've probably seen a few other creatures on your travels, here's how to kill them

**Facehugger**

A total nightmare: if they get on your face, you're dead. Marines should go for the flamethrower or smartgun, and grenades if desperate. Predators can blow them away with the pistol.

**Android**

Look like civilians, but handle weapons better and show no fear. Easy to kill as Alien or Predator.

**Sentry Gun**

Aliens should destroy these with their tail. Predators should use their secondary wristblade.



Get up beside these beasts and they're no problem.

**Xenoborg**

A hybrid robot and Alien. Marines should use SADAR or the minigun to kill them, and the Predator either the disc or speargun.

**Predalien**

Flamethrower, grenades and SADAR are all good to use. Predators should use the speargun and aim for the head.

**Praetorian**

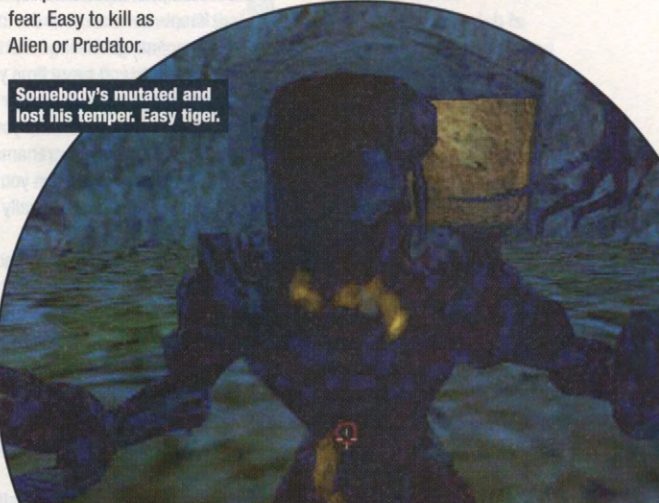
Slightly tougher than normal Aliens but can be despatched in the same way. Watch out though, these things actively seek out and eat power-ups.



Generally used to guard the Queens, but can still crop up anywhere.

**Queen Alien**

There are various ways to kill a Queen depending on which level you're on. Only one thing is constant though – explosives always work best. [E]



Somebody's mutated and lost his temper. Easy tiger.

**DEADLY MENAGERIE PREDALIEN**

# DEAR WAZZA

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★ IN THE SURGERY Dr Warren Christmas

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Please note: while we can assure you that we read every techie query sent to us, we are unable to offer personal replies. Also, please do not phone, as you're unlikely to reach someone who can help. Thanks.

## PATCH IT UP

**Q** This may sound like a stupid request, but there must be others out there like me – I don't know how to use software patches! Yup, it's true. At first I thought they were a .DLL file that you placed in your game's directory. Then I installed the *Resident Evil 2* Voodoo2 patch. Is it the same with all games? Do you just place the .exe in your game's directory and run the game from there?

Also, let's say I bought a game called *Destrier*. A patch comes out for version 1.1. I miss it and a patch for version 1.2 comes out. I miss that as well and another comes out for 1.3. Can I upgrade straight to 1.3, or do I have to install the previous versions first? This was the case with *Creatures*, but is it the same for every game, such as *Quake II*?

Ryan English

**A** Something tells us that the example game name you mention, "Destrier", means something rude in a foreign language, but we'll let it pass. The simple answer to both parts of the question is... 'it depends'.

Game patches sometimes take the form of a single .exe file which should either be executed or manually placed in the directory where the game is installed (overwriting the original .exe file).

Often, however, as you'll find with many of the patches supplied on our cover CD, they come with their own set-up program which puts everything in the right location automatically.

Updated hardware drivers, incidentally, should always be installed via the Device Manager (under System Properties in the Control Panel), unless a dedicated set-up program is supplied.

As for skipping certain game patches when upgrading, again it's entirely dependent on the title in question.

Sometimes you have to upgrade patch by patch, and sometimes you don't. Occasionally, publishers supply two separate new patches for those upgrading from an original game and those upgrading from a version which has already been



Resident Evil 2: patch those zombies up.

patched, which confuses everyone.

The solution to all this is to read – and follow – the supplied instructions (usually a readme.txt file). Anyone who has been forced to download an entire 10Mb zip file from the Net in order to read the embedded instructions only to find that it's the wrong file version definitely has our

sympathies. That is *sooo* annoying, isn't it?

## FOREIGN BODIES

**Q** A very strange problem here. Whenever I boot up my computer I get an error message saying that CMOS data cannot be found, defaults loaded. Also, the clock in Windows resets to around 11am on 31 December 1996 and the language is set to French.



## GETTING HACKED OFF

**Q** In the June issue (PCZ #77) you printed a warning about the CiH virus. Well here's another warning, but on a subject no one seems to have covered yet: remote access, or hacking as it's better known.

People seem to have the impression that only governments get hacked, but this is a fallacy. It could be happening to you every time you're online and, unless the hacker is a lamer, you'll never even know.

These hackers get onto your computer by persuading you to run a program. They rename it and even change its icon to make it convincing. When you run it nothing appears to have happened but what it actually does is open a back door into your computer.

This program will then load itself every time you start your computer. Once set up, the hackers can copy, add and delete files, run programs, change your desktop and username, even your company – change everything that you do. They can even redirect which page you are browsing!

Most hackers aren't malicious – they're just into the freedom of information malarkey – but they can gain full access to your hard drive, which is a basic invasion of privacy.

The files they send are called 'servers' but are renamed and often sent via ICQ; this way they can also get your IP

number, which they'll need. As such, you should be careful about who you accept files from.

Only two out of the 12 server files I have come across can be spotted by the top-selling anti-virus packages, but there's a freeware program called *Jammer* (available from <http://jammer.comset.net>) which can prevent most hackers from getting onto your computer even if you are already 'infected' with the server. And if you are infected, you can get a shareware program called The Cleaner ([www.homestead.com/moosoft](http://www.homestead.com/moosoft)) to clean the infection from your computer.

All of this is based on my research on the topic after I got hit. I found that if you look for the tools the hackers use you can usually find a 'fix'. Any Joe can use these (malicious) programs nowadays as they come with user-friendly front ends. And that's why I think you should inform your readers of the threat.

"Matt"

**A** We really don't want to alarm readers – as far as we're aware this really isn't a widespread problem. It is, however, an interesting subject and we'd certainly like to hear from any other readers who have been "hit". Whatever, £50 is on its way to you, er, "Matt", which we trust you'll put towards a fake beard or a new passport. Regrettably, PC ZONE is unable to supply a safe house.



"I don't know how to use software patches. Can I upgrade to the most recent version or do I have to install previous versions first?"

RYAN ENGLISH COMES CLEAN ABOUT HIS INEXPERIENCE

Actually, last time it was German, it keeps changing! In the Windows Control Panel the language is set to English (British), so what the hell is wrong?

Matt Sinclair

**A** This is not a problem we've come across ourselves, but it sounds like you have a dead/faulty battery on your motherboard. This would explain the error message on start-up and the resetting of the clock, if not the random language change. Your local computer store should be able to supply you with, and fit, a new battery.

## PUTTING A SPIN ON THINGS

**Q** My CD-ROM drive (a Creative Labs 3630E 36-speed) has suddenly stopped working. About a week ago I turned on my computer, put in a disc and instead of the whirring of a healthy CD drive spinning up to speed it just made clicking noises as if it was trying to spin but couldn't.

I've opened up my PC and all the cables appear to be connected properly, and it had been working perfectly since April. Can I fix this myself, or do I need a new one?

Chris Sugg

**A** Tricky one this. In the past we've heard some pretty bizarre clicking and klonking noises from drives which are simply configured incorrectly (in some cases just because of device conflicts). As such, it may be worth double-checking the set-up.

However, the fact that your problem has occurred suddenly suggests that the drive has developed a hardware fault. CD-ROM drives aren't usually 'user serviceable' (as manufacturers are wont to say). If it's under guarantee you should obviously return it to the store (or Creative Labs). And if it's not...? Maybe other readers have some suggestions?

## PAINTSHOP AMATEUR

**Q** The PaintShop Pro 5 demo that I installed from your cover disc was really useful – until the evaluation expired. Although impressed, I'm happy using Internet Explorer to view images. But oh no, PSP5 really has it in for me.

After the evaluation period you can't get rid of the blasted program! I uninstalled it, only to

discover my image files remain PSP files. And they want to be opened using PSP.exe, which I can't use anymore because of the expired evaluation.

Are there any programs I could use to convert my files? The idea of buying PSP5 so I can open images is not appealing, as that's all I'd ever use it for! While it may be a remarkable and popular program, I have no intention of using the fancy tools, and I have finished evaluating their product. What can I do?!

Paul

**A** Hey Paul, calm down! When you install a Windows application it usually asks if you want any related files to become associated with it. Windows sets up these associations so it knows which application to open and use when you double-click on a file (be it a word processing document, picture or whatever). If you uninstall software correctly (using Add/Remove Programs from Control Panel) any related associations should be removed too. For some reason this hasn't happened on your system so that when you click on a standard graphic file (TIF, GIF, BMP, etc), Windows is still expecting to find and use PaintShop Pro. (Incidentally, it's probably worth pointing out that PaintShop Pro hasn't converted your graphic files to a proprietary format or anything. You can test this for yourself by dragging a picture file onto an Internet Explorer window.)

To change the associations, open My Computer (or any desktop folder) and select Folder Options from the View menu at the top. Click on the File Types tag and you'll see a full list of the file type associations. Go down the list and carefully remove any graphic file types connected with PaintShop Pro.

The easiest way to reassociate file types with your chosen application (Internet Explorer in your case), is to double-click on a file (say, a GIF) and then follow the instructions. You'll be given a list of applications and asked which program you want to use (select Iexplore in this case). Make sure that you check the "Always Use This Program To Open This File" (type) box so Windows uses the same app next time. You'll need to do this with each file type. Okay?

## READER REPLIES

### DVD protection issues, problems with Intellimouse, and Half-life



FIFA 99: "You didn't move." "Sorry, my standard gameport was disabled."

### GATE NO-WAY

**Q** Regarding Kane Simons' problem printed in your July issue (PCZ#79). I had the same problem with my Gateway PC where I couldn't run CM3, Brian Lara Cricket or FIFA 99. Gateway were useless and had no idea how to solve it, but the tech support for CM3 (Eidos) came up with a solution.

They said there was a copy protection conflict with some DVD-ROMs on new games and advised me to disable any game controller and CD writers (From Device Manager under System Properties in the Control Panel – Ed) and then reboot.

Low and behold, it worked! The only problem is I can't use my standard gameport, but fortunately I have a USB joypad so I can still kick ass. The DVD protection issue needs to be shouted from the hills as nobody seems to take it seriously and instead, seem to be brushing it under the carpet.

Martin Eaves

**A** We had a few replies about this problem – many thanks to those who took the trouble to write in. It may be fine as a work around but, for reasons which should be obvious, disabling the gameport (and any CD writer) won't be a practical solution for everyone.

We're planning to investigate this DVD-ROM problem further in a future issue, so if anyone else has suffered similar problems (with Gateway machines or any other), please let us know as soon as possible.

### READ.ME!

**Q** In your August issue (PCZ #70), you ran a letter from Matt O'Mahoney who had problems with his Intellimouse. I had similar but not identical problems and eventually found that I had made a mistake when installing the device.

When the Win98 Install New Hardware applet asked for a disk I, naturally enough, assumed I should use the one that came with the mouse. Not so! You must let Win98 use its own version (Win98 Intellimouse Pro on a PS/2 port) as explained in the readme.txt file.

Noel Money

**A** Hmm... this doesn't make a whole lot of sense to us, to be honest. Drivers supplied with brand new peripherals are usually more up to date than those supplied with an existing operating system.

Perhaps the lesson that can be learnt here is that it's a good idea to try all available drivers (including those supplied with Windows) if there's a problem. And, yes, it's a very good idea to view readme files before installing hardware.

With regard to the Microsoft Intellimouse series, readers should pay particular attention to the model you're attempting to set up, as there are several different versions.

### HALF-DEAD

**Q** I'm writing regarding Steve Lee's letter in your August issue (PCZ#79). Actually, he was quite correct – there is a first-

person perspective shooter with an uninstall problem as he describes. It's Half-Life.

Due to a quirk of Sierra's utility, the installation program is unable to delete everything in the Half-Life directory when you attempt to uninstall the game, but gets rid of everything in the level above it in the directory hierarchy.

So if you installed the game in C:\Games\Half-life then everything in C:\Games could also be deleted when you go to uninstall. However, this fault was quickly spotted, and was corrected in the first Half-Life patch.

Mark Blunden

**A** Oops, we stand corrected, please forgive us. It doesn't take too much to work out why we hadn't noticed this problem though – no one in this office has uninstalled Half-Life from their hard disks!

Readers who wish to remove an early/unpatched version of Half-Life (before v1.0.0.6) from a custom (ie not the default) directory, would be well advised to temporarily move any non-related files out of the parent directory before using the supplied install/uninstall program.

Alternatively, experienced users may want to skip using the uninstall program altogether, delete the Half-Life files and registry entries manually. Then again, you could just leave the game on your hard disk. It is quite good, you know?

# WATCHDOG

The software industry can sometimes be a closed shop when it comes to punters and their complaints. Let *PC ZONE* ramraid their premises for you and snatch some answers...

★ ANSWERED BY Adam Phillips

## LIVING IN A WORLD OF HURT?

We're here to help. If you've got a consumer issue that needs addressing then drop us a line. But please remember that technical issues are not covered by Watchdog – if you've got a techie problem, write to Dear Wazza (page 122).

WRITE TO Watchdog, *PC ZONE*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

EMAIL us at letters.pczzone@dennis.co.uk with the subject heading 'Watchdog'.

**"I uninstalled *Sierra Utilities* and the next thing I knew, my games directory was half deleted – only a couple of the files in it remained"**

RICHARD HALLOWS

## MORE BAD CARMA

**Q** I am writing on behalf of myself and several thousand other owners of *Carmageddon II*. I feel the community has been let down by the game's publisher, SCI. Back in November, when the game was released, there were several claims on the Web that a patch would be available by Christmas '98 which would enable *Carmageddon II* owners to play each other over the Net.

So far, I've seen no sign of the patch. I have emailed SCI twice on this subject, getting no reply each time. I've also posted this to the newsgroups – with the consensus being that it's never going to happen. It's now six months since *Stainless* and SCI said it would be out. I get the feeling they never intended to release it.

Normally, I wouldn't mind paying £30 for a title of this quality, but I bought it under the impression that I would be able to play it over the Net for many months after I finished the single-player game. I completed the game in March and now don't play it any more. I am very hacked off with SCI, who have seemingly sold a product under false pretences.

David Banks

**A** First off, SCI say they have no record of the emails you sent them. On the subject of a multiplayer version of *Carmageddon II*, SCI are adamant that there were never any plans for such a patch.

"Someone has misinformed David," stated David Ratcliffe, a top dog at the company. "SCI have never, to my knowledge, stated a patch would be available to play *Carmageddon I* or *II* over the Internet. This was never planned – the first *Carmageddon* to be playable over the Internet will be *Carmageddon: TDR2000*. Because of *Carmageddon's* physics model, the amount of data that has to be passed along in a multiplayer game means that, until *Carmageddon: TDR2000*, it was not practical to even attempt getting *Carmageddon* working over the Internet – and we dearly wished we could have done."

He went on to explain that he keeps a close watch on all the *Carmageddon* sites and forums, and claims that the issue is not "a topic under current discussion on any site or message board. What David may be getting confused with is the fact that some people



*Carmageddon II*: "Patch? What patch?"

with, I presume, very fast and stable Internet connections have played *Carmageddon* over the Internet through services such as Kali. Also, there have been recent postings from a site called *Carmageddon Online*, which discusses *Carmageddon* and online playing at considerable length."

If you disagree, David, send us your evidence and we'll happily go after SCI again.

## USELESS UTILITIES?

**Q** I just thought I'd warn you, and fellow readers, about a big fault with *Sierra Utilities*, the small program which is plonked on your PC when you install

*Half-Life*. I uninstalled it and the next thing I knew, my games directory was half deleted – only a couple of the files in it remained.

The following week, I mentioned what had happened to a friend. He told me that exactly the same thing had happened to him only a couple of days before. We both had our games installed on our secondary hard disk in the directories d:\games\ . I lost all my configs files and 12 saved games. Luckily, I had all my downloaded *Quake II* files backed-up in a different directory or else I would've been seriously pissed off. Could you possibly speak to Sierra about this and find out what's going on?

Richard Hallows

## MAD AT MICROSOFT

*Cinemanía* Web updates get the chop along with the series itself – much to the chagrin of one of its newer customers

**Q** I bought *Cinemanía '97* over a year ago and was extremely pleased with it – that is, until I got my Internet connection up and running and decided to check out the update site. I soon discovered that the links no longer existed, which meant the online features of *Cinemanía* were redundant.

No alternative Web page addresses were offered, and the email address given in the program's help file to address this problem was also no longer available. I sent an email but it was returned to me by my ISP administrator. Several weeks later, I tried to connect to the site again. This time a message from Microsoft appeared, which stated that the updates had been discontinued along with the *Cinemanía* series.

Are Microsoft within their rights to provide these services one minute and withdraw them the next after consumers have paid money for their products on the strength of these promises? Have you got any idea why Microsoft have discontinued this product, when it is obviously the only decent reference guide of its kind? Any information you could give me would be greatly appreciated.

Robert Moore

**A** You're right about *Cinemanía* – it is, or was, the best movie reference guide available offline. Watchdog asked Microsoft why such a top product was plucked away from the consumer and why the updates have dried up.

A spokesperson offered the following explanation: "As part of our *Microsoft Cinemanía* product offering, we provided 12 months of Web updates with each annual release – normally, the title would launch in October and Web updates were available for 12 months until October the following year. When a new edition was released, the Web updates were reset for that new release.

"*Microsoft Cinemanía* was withdrawn from the market more than 18 months ago, shortly after the 1997 release. Our reason for doing this was that although customers regularly updated information from our websites, the Microsoft Network (MSN) and the World Wide Web were becoming better sources of information. For customers who had recently purchased the product at the time, the online updates for that year's release through to October 1998 were continued, to ensure that customers derived the maximum value from that product. At the same time, we worked with our retail channel to help return any unsold stock of *Cinemanía '97*. Now, some 18 months later, Web updates for the title are no longer available."

It's a fair, if depressing, point – if only because *Cinemanía* was such a high calibre standalone package. Perhaps it's time you made your way to the Internet Movie Database ([www.imdb.com](http://www.imdb.com)) for your up-to-date flicks fix. *Cinemanía* RIP.

## COMING NEXT ISSUE AGE OF EMPIRES II: THE AGE OF KINGS



Has it really been two years since *Age Of Empires* first arrived? Mind you, we've been waiting even longer for *Tiberian Sun* than for Ensemble's sequel. However, after playing through a beta of the game, we are confident *Age Of Empires II* will deliver the goods. Find out next month, when we put the final game through its paces

### THE FINEST COVER CD DEMOS

We think you'll agree that this month's CD is a bit of a corker, even without the promised *TA: Kingdoms* demo (not our fault, honest). Next month, we've lined up an even better coverdisc. From Hasbro there'll be *Phoenix* and *GP500*. Sierra's *Extreme Biker* may well ride into view, as well as the soon-to-appear *Trickstyle* and *Player Manager 2000* - all exclusive to *PC ZONE*. We won't promise *TA: Kingdoms* will be on the CD, but we're eternally hopeful.

### HONEST REVIEWS

Something for everyone next issue. Along with *Age Of Empires II*, Origin's latest RPG, *Ultima: Ascension* should be nearing completion and be ready for review. The eagerly-awaited *Battlezone II* will also be with us, and we'll give our usual no-holds-barred views on *Cutthroats*, *Homeworld*, *Phoenix*, *X - Beyond The Frontier*, *GP500* and more.

### TIPS, CHEATS AND WALKTHROUGHS

*Hidden & Dangerous* has been keeping many people up at night ('Bloody hard,' Prezzer called it), so a full walkthrough is obviously in order. Also, we'll tell you how to get through *Dungeon Keeper 2* and we have a guide to upgrading your PC with more memory, better sound cards and faster video cards. Keith will be hosting more cheats and our resident watchdog, Adam Phillips, will be delving once again into the murky waters of gaming's dark side to come to your aid.

### INSIGHTFUL PREVIEWS

Not one, but two mammoth previews are heading your way next issue. Find out about 3D action adventure *The Nomad Soul* (starring David Bowie) and space strategy game *Imperium Galactica II*. Elsewhere, we'll be taking a probing jab at *Nocturne*, *Indiana Jones & The Infernal Machine*, *Extreme Biker*, *Trickstyle* and lots more besides.

# ON SALE THURSDAY 23 SEPT

\* Note: this is a guide only, content may change due to circumstances beyond our control

**A** Watchdog contacted Havas Interactive's tech department, who created the software. They were very apologetic and said it's a fault with the current version of *Sierra Utilities*. They also advised that players should always install Sierra games into the default folders. A fix is currently being worked on for a future version of the generic Sierra installer. You happy with that, Richard? Mmm... nor are we.

### FORCE FED

**Q** I am writing to you about the problems I'm having with disconnecting and getting a refund from Force9 ISP. At the start of April I decided to switch to a free ISP and stop using Force9, which charges £25 a quarter. I contacted Force9 by email about my intended cancellation and they emailed me back, stating that I should put it in writing. I did this and sent a letter on 11 April stating that I wanted to be disconnected by 18 April. As the quarterly payment had just been debited from my bank account, I also stated that I would like a refund for the unused months, which would amount to around £16.

I waited for a fortnight but received no reply and no money was credited to my account. At this time I sent an email asking what was happening and waited for a reply. None was forthcoming. On 23 May, while I was clearing clutter from my computer, I saw that the Force9 connection was still in the Dialup Networking folder. I clicked on it out of curiosity and, to my amazement, I was logged on to Force9.

I immediately rang their helpline to ask what was happening as I had asked for disconnection by 18 April. I was told that an email had been sent to me explaining that I would be disconnected at the end of the quarter and that no refund would be given. I had not received an email - I even checked my old Force9 account. I followed this up with a written letter to Force9 outlining my grievances and asked for a reply before 28 May.

Surprise, surprise... no reply. I would warn other readers to watch out for Force9's customer service policy - it stinks.

Michael McCrory

**A** Sounds like rough treatment to Watchdog but Plusnet, the company that runs Force9, answered our queries.

"On 11 April 1999, Mr McCrory requested in writing to cancel his Internet subscription with our company," offered Kevin Stone, a bod in their customer support department.

"However, upon processing his cancellation request, it became evident to us that he was in the middle of a quarterly subscription. Therefore, in full accordance with our terms and conditions, we were unable to refund the aforementioned two unused months he had requested in his letter."

Kevin continued: "To this effect, a confirmation email was sent to Mr McCrory, advising him that no refund would be given for the unused months and also notified him of when the account would be cancelled."

He then provided us with their small print regarding cancellation procedure, which backs up the above. Kevin didn't comment on your alleged ignored enquiries.

The lesson here is simple: always read the small print before buying/signing up to anything.

### STRESSED AT SAITEK?

**Q** I've been having some trouble with my Cyborg 3D joystick - or, rather, with getting Saitek to sort it out.

Something broke inside it a few months back while I was in the middle of an *X-Wing Vs TIE Fighter* mission, causing the stick to move around in the base and rendering it practically useless.

So I phoned Saitek and a receptionist said she'd "put me through" to someone. After being on hold for five minutes, all I got was an answering machine. I left a message but never received a reply.

A couple of weeks later, I sent

an email to their tech support, who promptly replied, saying they don't have a returns policy (I had thrown the receipt away so the shop doesn't want to know).

However, they said that if I opened the joystick up and told them what was broken, they'd send me replacements so I could fix it myself. The problem is that you can't take it apart because the fixings on the bottom are those funny star-shaped ones which don't fit hex-keys.

So I emailed them again and they told me to take it back to the shop - but I can't, of course. So I've got a joystick that doesn't work properly and a bunch of games gathering dust because I can't play them. Someone must be able to sort the problem out. I thought that was the point of sending off warranty registration cards. Do you have any ideas?

Paul Barker

**A** When Watchdog waved your letter under Saitek's nose, they apologised for what appeared to be a faulty product. They explained that as they supply thousands of such products a month, it's an inevitable consequence of "high volume manufacturing" that "one or two 'rogue' products" (ie crap ones) will slip through their quality assurance process.

"When a customer purchases a product," Saitek offered, "a contract is formed between the customer and the supplier (in this case the retailer). In the event of any dispute, we always refer the customer to the retailer. If the customer is unable to obtain satisfaction from the retailer, we will always try to resolve the matter ourselves."

Fortunately, Saitek have supplied Paul with a new joystick and "understand that he is now quite happy playing *X-Wing Vs TIE Fighter*".

Hurrah. [X]



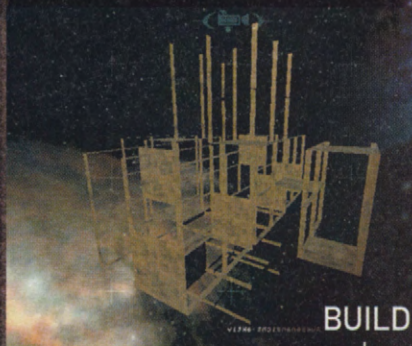
X-Wing Vs TIE Fighter: not easy with a broken joystick.



TRADE

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  - LASERS
  - MISSILES

- Over 150 types of operational spacecraft and stations.
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- ENEMY
  - ALLY
- RETURN HOME

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  - ATTACK

"It captures the epic Elite atmosphere perfectly."

**PC Gaming World**

"Easily the most exciting space-sim out there, successfully reviving Elite's inspirational gameplay!"

**5/5**

**Tom Mayo  
SFX Magazine**

*beyond words... beyond imagination...*

**beyond  
the frontier**



[www.beyondthefrontier.com](http://www.beyondthefrontier.com)

X: Beyond the Frontier © 1999 THQ and EgoSoft. All rights reserved. Developed by EgoSoft. Published by THQ. THQ and the THQ logo are trademarks of THQ Inc.

**09/99**

A purple comet streaks across a starry night sky, leaving a long, bright, yellowish-white trail that illuminates the surrounding space. The background is a deep blue and black, filled with numerous small, distant stars.

**"The Elite of the  
next millenium".**

PC ZONE

# TOP 100

Welcome to the **PC ZONE** Top 100. Here you'll find the titles that, in our expert opinion, are the current top PC games in their field, as well as a few extras you might like to consider if you're a big fan of the genre

## ACTION GAMES



### QUAKE II

**PCZ #59 • 97%**

★ The sequel to 'the most important PC game ever' turns out to be more than worth the wait. Despite the odd bit of slowdown, single-player and deathmatch games are in a league of their own. As Macca concluded in his review: "Quake II is pretty much perfect." Buy it now.  
**PUBLISHER** Activision • 01895 456700



### HALF-LIFE

**PCZ #71 • 95%**

★ Arriving a whole year late but definitely worth the wait, this has to be the 3D shooter of the year thanks to a superb single-player game. We'll have to wait and see whether it will beat *Quake II* in the deathmatch arena.  
**PUBLISHER** Sierra • 0118 9209100



### PRIVATEER 2: THE DARKENING

**PCZ #44 • 94%**

★ The ultimate mix of space combat, *Elite*-style trading and FMV action, *Privateer 2* was the first big budget release from Origin which used live action in a positive way. Absolutely packed with stars, this is pukka stuff.  
**PUBLISHER** Origin/EA • 01753 549442



### FORSAKEN

**PCZ #63 • 94%**

★ *Descent* is dead and *Forsaken* is now king of the tunnel-based shoot 'em ups. With huge, varied levels, heaps of graphical effects, weapons and a fantastic multiplayer LAN-based game, it's up there with the best of 'em.  
**PUBLISHER** Acclaim • 0171 344 5000



### WARGASM

**PCZ #71 • 93%**

★ Famed for their flight sims, DID finally deliver an action game only they could produce. With helicopters, APCs, and hapless infantry running about, this is as fast-paced as a tank game could be – and it's even better to share.  
**PUBLISHER** Infogrames • 0181 738 8199



### SHOGO: MOBILE ARMOUR DIVISION

**PCZ #71 • 92%**

★ Half *Quake*, half *MechWarrior*, this 3D action game breathes fresh air into a stale genre. With great graphical effects and an involving storyline, it's perhaps just a bit too easy for the *Quake* hard-core.  
**PUBLISHER** Microids • 00331 4601 5401



### KINGPIN: LIFE OF CRIME

**PCZ #77 • 92%**

★ This controversial title should be talked about for its excellent gameplay and graphics rather than its violence and swearing. And the multiplayer aspect should prove fiery opposition to any other game out there.  
**PUBLISHER** Interplay • 01628 423666



### HIDDEN & DANGEROUS

**PCZ #79 • 91%**

★ Strategic shoot 'em ups don't get any harder, or more compelling, than this. Command a troop of men through WWII missions and avoid getting killed. If you're after the next step in *Rainbow Six*-style gaming, this is it.  
**PUBLISHER** Take 2 Interactive • 01753 722900



### TOMB RAIDER III

**PCZ #72 • 91%**

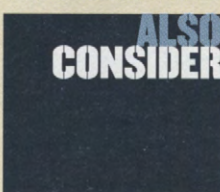
★ There's a good chance that in 20 years' time the *Tomb Raider* 'thingy' will be looked upon with as much fondness as *Star Wars* is today. This third outing may not be as ground-breaking as its predecessor, but it's the best so far.  
**PUBLISHER** Eidos Interactive • 0181 636 3000



### JEDI KNIGHT/ MYSTERIES OF THE SITH

**PCZ #74 • 90%**

★ As a double pack, this ageing 3D shooter and its expansion disc represents outstanding value for money. Dated graphics, but the level design is superb and the missions are some of the best ever made.  
**PUBLISHER** LucasArts/Activision • 01895 4567000



**THIEF: THE DARK PROJECT** Eidos Interactive • PCZ #72 • 90%

**TOM CLANCY'S RAINBOW SIX** Take 2 • PCZ #69 • 89%

**UNREAL** GT Interactive • PCZ #65 • 93%

**QUAKE** Activision • PCZ #43 • 96% **BUDGET**

**ALIENS VS PREDATOR** Fox Interactive • PCZ #77 • 91%

**REQUIEM: AVENGING ANGEL** Ubi Soft • PCZ #50 • 89%

**STARSIERGE UNIVERSE** Sierra • PCZ #76 • 88%

**SIN** Eidos Interactive • PCZ #70 • 91%



## RACING GAMES



### CARMAGEDDON II **PCZ #69 • 95%**

★ It's *that* game again, this time with full 3D pedestrians. More blood, more cars, more tracks – and now with added missions. If you liked the first one, you'll love this one. If you don't, you can just bog off.

**PUBLISHER** SCI • 0171 585 3308



### TOCA 2 **PCZ #76 • 93%**

★ Predictably, Codemasters have done it again. More cars, more tracks and the same stunning attention to detail make *TOCA 2* an essential purchase for petrol heads. Graphically it may not be a massive improvement, but gameplay-wise it most certainly is.

**PUBLISHER** Codemasters • 01926 814132



### COLIN MCRAE RALLY **PCZ #68 • 93%**

★ Sporting an updated *TOCA* engine, *Colin McRae* has become the new benchmark in rally simulations. With car customisability and a heap of multiplayer accessibility, this game should be top of everyone's rally games heap.

**PUBLISHER** Codemasters • 01926 814132



### MONACO GRAND PRIX **PCZ #69 • 92%**

★ Essentially this is *F1 Racing Simulation 2*, and an F1 fan's wet dream come true. It looks beautiful, plays even better, and the AI is second to none. You need a hefty machine to have it looking its best though.

**PUBLISHER** Ubi Soft • 081 944 9000



### GRAND THEFT AUTO **PCZ #58 • 92%**

★ This is the game that took over from *Carmageddon* as the media's favourite pet hate. Steal cars, dodge police, mow down pedestrians and cause mayhem in city streets in one of the most addictive driving games ever. *Micro Machines* on acid.

**PUBLISHER** BMG • 0171 973 0011



### NEED FOR SPEED III **PCZ #69 • 91%**

★ Some arcade racing games are fun, but if you like a bit more than just just racing around a few tracks then you should seriously consider *Need For Speed III*. Why? Because if avoiding the law isn't fun, what is?

**PUBLISHER** Electronic Arts • 01753 549442



### MOTOCROSS MADNESS **PCZ #67 • 91%**

★ An astoundingly addictive game. Loads of game and race options and tremendous fun, especially when played with a Microsoft Freestyle Pro pad over a network. Available with the pad for around 50 quid. A must-buy.

**PUBLISHER** Microsoft • 0345 002000



### MICRO MACHINES 3 **PCZ #64 • 90%**

★ The manic miniature racing game gets the 3D treatment and loses nothing along the way. The new power-ups might not please the purist, but *Micro Machines 3* is still one of the finest two-player games around.

**PUBLISHER** Codemasters • 01926 814132



### MIDTOWN MADNESS **PCZ #79 • 90%**

★ Drive around Chicago participating in races, annoying the police, or just cruising around. Not quite *Grand Theft Auto 3D*, but just as much fun, this should pull you through until *Driver* comes to the PC.

**PUBLISHER** Microsoft • 0345 002000



### BREAKNECK **PCZ #78 • 89%**

★ Not only is this the fastest driving game out there, it also has enough options, tracks and vehicles to keep even occasional racers enthralled. Add to this the superb graphics, and you can see why *Breakneck* is a winner.

**PUBLISHER** THQ • 01483 767656

## SPORTS GAMES



### LINKS LS **PCZ #43 • 94%**

★ The classic golf sim gets an update, and unsurprisingly it's fab. There's more options, luscious graphics, a redesigned menu and a view selection system. There's even a built-in upgrader for all the old data disk courses you splashed out on.

**PUBLISHER** Eidos Interactive • 0181 636 3000



### TIGER WOODS PGA TOUR GOLF **PCZ #69 • 93%**

★ Beautifully presented, as always, and sporting a speedy enhanced graphics engine, this latest in the *PGA* series also gets star endorsement by young Tiger Woods. Without question, this is the best golf game yet.

**PUBLISHER** EA Sports • 01753 549442



### NHL 99 **PCZ #70 • 92%**

★ The problem with all ice hockey games is the confusion that ensues after each ruck. *NHL 99* is no different in that respect, but updated graphics, enhanced AI and spiffy presentation make this game a must for fans of the sport.

**PUBLISHER** EA Sports • 01753 549442



### PETE SAMPRAS TENNIS 97 **PCZ #53 • 92%**

★ This game doesn't quite better *Super Tennis* on the SNES, but it's as close as you'll get on the PC. The simple control system means it's instantly playable, but we may as well tell you now that the women's skirts still don't fly up when they serve.

**PUBLISHER** Codemasters • 01926 814132



### FIFA 99 **PCZ #71 • 92%**

★ Another biannual release from EA Sports that, as per usual, is better than the last. You'll have to think long and hard before shelling out another £40, but if you love footie it's well worth it for the best football game available for the PC.

**PUBLISHER** EA Sports • 01753 549442



### SENSIBLE SOCCER EUROPEAN CLUB EDITION **PCZ #69 • 90%**

★ It's still top-down, and it's still simple, fast and fun. *World Cup '98* may be prettier, but it can only dream of being as instantly playable as *Sensible Soccer European Club Edition*.

**PUBLISHER** GT Interactive • 0171 258 3791



### VIRTUAL POOL 2 **PCZ #58 • 90%**

★ Okay, so *Virtual Pool 2* scored one per cent less than its predecessor, but this follow-up beats it hands down. 3Dfx support goes some way to pushing the series further, and the inclusion of English Pub rules make it a more essential purchase than before.

**PUBLISHER** Interplay • 01628 423666



### THE GOLF PRO **PCZ #62 • 90%**

★ If you're bored with either *PGA* or *Links*, then this is the best of the 'mouse-swing' bunch. Good course design and some excellent tuition means there's loads of gameplay, though the putting lets it down a tad.

**PUBLISHER** Empire Interactive • 0181 343 7337



### ACTUA SOCCER 3 **PCZ #72 • 89%**

★ Although better than last year's effort, *Actua 3* fails to snatch the title from EA this time around. Mind you, with a good range of options and a huge range of teams to play against, this certainly has a longer shelf life than *FIFA*.

**PUBLISHER** Gremlin Interactive • 0114 273 8601



### NBA LIVE 99 **PCZ #73 • 87%**

★ Being an EA Sports title, *NBA Live 99* is, unsurprisingly, the best game in its field. If you're a Sprite-drinking hoop fan, there's plenty here to justify shelling out for the annual upgrade. If you're not, you'll neither know nor care.

**PUBLISHER** EA Sports • 01753 549442

## ALSO CONSIDER

**FORMULA 1 GRAND PRIX 2** MicroProse • PCZ #36 • 95%

**SCREAMER 2** Virgin • PCZ #45 • 93% **BUDGET**

**DESTRUCTION DERBY 2** Psygnosis • PCZ #46 • 86% **BUDGET**

**MOTORHEAD** Gremlin Interactive • PCZ #63 • 90%

**TOCA: TOURING CAR CHAMPIONSHIP**

Europress • PCZ #59 • 86% **BUDGET**

**GRAND PRIX LEGENDS** Sierra • PCZ #69 • 90%

## ALSO CONSIDER

★ There's always a swell of different sports game types depending on the current sporting season. These are worth having a look at...

**JIMMY WHITE'S 2: CUEBALL** Virgin Interactive • PCZ #68 • 88%

**MADDEN NFL 99** EA Sports • PCZ #71 • 87%

**TRIPLE PLAY 99** Electronic Arts • PCZ #64 • 90%

**BRIAN LARA CRICKET** Codemasters • PCZ #75 • 85%

## ADVENTURE GAMES



**BIOFORGE** **PCZ #25 • 95%**  
 ✪ Futuristic *Alone In The Dark*-style game with impressive graphics, puzzles and soundtrack. Often preferred over *AITD* games as its unique blend of arcade combat is explosive. The only drag is EA's refusal to make a sequel for it.  
**PUBLISHER** Electronic Arts • 01753 549442



**SYSTEM SHOCK** **PCZ #20 • 95%**  
 ✪ This futuristic first-person cyberpunk adventure from the makers of *Ultima* was initially overlooked by many people. Now available on budget, this is a must-buy for those new to the genre. The graphics might be a little dated, but the atmosphere is still invigorating.  
**PUBLISHER** Electronic Arts • 01753 549442



**INDIANA JONES AND THE FATE OF ATLANTIS** **PCZ #37 • 93%**  
 ✪ Follow a post-*Raiders* Indy in his search for the submerged metropolis. Three ways to play make for a high replayability factor, and the inter-character banter is brilliant.  
**PUBLISHER** LucasArts/VE • 0171 368 2255



**LBA 2: TWINSEN'S ODYSSEY** **PCZ #54 • 93%**  
 ✪ Twinsen is back – this time to thwart those pesky Esmeres in this sumptuous sequel. The huge play area in *LBA 2*, coupled with seamlessly linked puzzles, creates a great-looking and hugely atmospheric adventure. A must for adventure fans.  
**PUBLISHER** Electronic Arts • 01753 549442



**SAM & MAX** **PCZ #11 • 93%**  
 ✪ The hilarious dog/rabbit duo's first and only PC outing, in which they need to solve a host of bizarre puzzles. An all-talkie adventure with a gag-laden script, this is an essential budget-priced purchase even if you're not a point-and-click fan.  
**PUBLISHER** LucasArts/VE • 0171 368 2255



**DISCWORLD NOIR** **PCZ #79 • 90%**  
 ✪ Although the adventure genre is almost dead, *Discworld Noir* is very much alive, throwing plot and gameplay surprises at you. Playing a washed-up private eye, you clear your name, find rare artifacts and get the girl.  
**PUBLISHER** GT Interactive • 0171 258 3791



**RESIDENT EVIL II** **PCZ #75 • 90%**  
 ✪ Not quite as attractive as it could have been, *Resident Evil II* remains one of the most tensely gripping adventure games of recent years. A modicum of simple puzzles, offset by liberal and gratuitous gore make for top entertainment. Be afraid. Be very afraid.  
**PUBLISHER** Virgin • 0171 368 2255



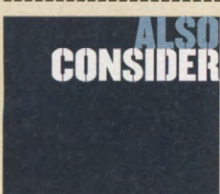
**MONKEY ISLAND ADVENTURE PACK** **PCZ #74 • 90%**  
 ✪ *Monkey Island 1* and *2* are perhaps the finest point-and-clickers ever to grace the PC. The third outing may have been disappointing, but it would be a sin to exclude it from this excellent triple pack.  
**PUBLISHER** LucasArts/Activision • 01985 4567000



**GRIM FANDANGO** **PCZ #71 • 90%**  
 ✪ LucasArts not only do the best adventure games, but have also recently been doing the only adventure games worth buying. This latest has style written all over it, and hopefully signals a rosy future for fans of the genre.  
**PUBLISHER** LucasArts • 0171 368 2255



**KING'S QUEST VIII: MASK OF ETERNITY** **PCZ #71 • 89%**  
 ✪ To mark the genre's transition from point-and-click to a full 3D interface, Sierra's eighth *King's Quest* adventure proves an engaging stopgap, even if it is a little too Americanised. Good but not great.  
**PUBLISHER** Sierra • 0118 920 9100



**FULL THROTTLE** Virgin • PCZ #27 • 92% **BUDGET**  
**THE PANDORA DIRECTIVE** Virgin • PCZ #43 • 92%  
**REDGUARD** Virgin • PCZ #75 • 89%  
**GABRIEL KNIGHT 2: THE BEAST WITHIN** Cendant • PCZ #36 • 88%  
**LITTLE BIG ADVENTURE** Electronic Arts • PCZ #21 • 93% **BUDGET**  
**DISCWORLD II** GT Psychosis • PCZ #44 • 93%

## ROLE-PLAYING GAMES



**SYSTEM SHOCK 2** **PCZ #80 • 95%**  
**NEWENTRY** One of the most compelling gaming experiences to hit the PC, *SS2* mixes heavy RPG and 3D action with adventure elements. Absolutely indispensable for any self-respecting gamer.  
**PUBLISHER** Electronic Arts • 01753 549442



**FINAL FANTASY VII** **PCZ #66 • 93%**  
 ✪ Fearsomely addictive gem of a game of truly epic proportions. Great graphics, plenty of hidden surprises and massive levels will keep you totally absorbed if you forgive the risible dialogue and turn-based combat.  
**PUBLISHER** Eidos Interactive • 0181 636 3000



**REALMS OF THE HAUNTING** **PCZ #47 • 93%**  
 ✪ Although overlooked by many fans of the genre, our Mallo gave it a whopping 93 per cent when he reviewed it back in issue 47. Still well worth a look if you happen to see it going cheap, *ROTH* is a well cool mix of adventure and RPG.  
**PUBLISHER** Gremlin Interactive • 0114 273 8601



**ONLINE ONLY ULTIMA ONLINE** **PCZ #80 • 92%**  
**NEWENTRY** In many ways an old-school RPG, but with amazing freedom, depth and open-endedness. So addictive that *ZONE* editor Chris has sold his car, his house and his soul to finance a permanent Web connection.  
**PUBLISHER** Electronic Arts • 01753 549442



**LANDS OF LORE III** **PCZ #74 • 90%**  
 ✪ Westwood know how to tell a good story, and this latest in the series is the best of the lot. Combine that with ease of use and some highly polished artwork, and you'll find *LOLIII* a great alternative to more traditional RPG efforts.  
**PUBLISHER** Westwood/EA • 01753 549442



**ULTIMA VII** **PCZ #3 • 89%**  
 ✪ Arguably the best of all the *Ultima* games, *Ultima VII* blends character interaction and the exploration of the world of Britannia. The last *Ultima* series to give complete party control. Check out the *Ultima Collection* for a real treat.  
**PUBLISHER** Origin/EA • 01753 549442



**DIABLO** **PCZ #48 • 88%**  
 ✪ Standard hack 'n' slash fare, but pulled off with such style that it's addictive. A great storyline compensates for repetitive arcade combat and supremely detailed animation makes it a superb coffee-table game.  
**PUBLISHER** Zablac/Blizzard • 01626 332233



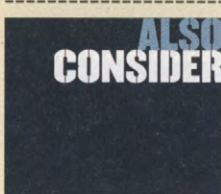
**FALLOUT 2** **PCZ #71 • 86%**  
 ✪ Does exactly what it says on the tin. Twice as big as the original, but utilising the exact same engine. If you like the first game, you'll love this – not twice as much, but certainly for twice as long. A real life-sapper.  
**PUBLISHER** Interplay • 01628 423666



**BALDUR'S GATE** **PCZ #73 • 85%**  
 ✪ With every developer 'going 3D' these days, it's refreshing to find an old-school RPG that combines traditional D&D role-playing with sumptuous 2D graphics. *Baldur's Gate* is intelligent and involving in equal measures.  
**PUBLISHER** Interplay • 01628 423666



**ONLINE ONLY EVERQUEST** **PCZ #80 • 85%**  
**NEWENTRY** If you find *Ultima Online* too vast, *EverQuest* may be the online RPG for you. It's far more combat-orientated than *Ultima*, with captivating monsters and loads of visual candy. Its graphics are 3D, but the gameplay is a bit linear.  
**PUBLISHER** Sony (sold at Electronic Boutique only • 0171 637 7911)



✪ These are the cream of the crop, largely because RPGs have taken a back seat in the past couple of years. But there's also...  
**ULTIMA UNDERWORLD: LABYRINTH OF WORLDS** Origin/EA • PCZ #1 • 94%  
**TERRIS** AOL • PCZ #44 • 88%  
**DIABLO: HELLFIRE** Cendant • PCZ #59 • 82%  
**ULTIMA COLLECTION** Electronic Arts • PCZ #62 • 90%  
**RAVENLOFT: STONE PROPHET** Mindscape • PCZ #25 • 78%

## STRATEGY GAMES



**DUNGEON KEEPER II** PCZ #79 • 94%  
 ★ *Dungeon Keeper* was a great idea. *DKII* takes the essence of the original game, corrects all the mistakes, vastly improves the graphics, and doses the myriad of features with a wise hand. And it keeps us very happy indeed.  
**PUBLISHER** Electronic Arts • 01753 549442



**TA: KINGDOMS** PCZ #78 • 94%  
 ★ *TA* puts on a pointy hat and grows a six-foot beard for this long-awaited sequel. Don't be put off by the fantasy setting, this is a real strategy masterpiece. From the gorgeous animation to the AI, *Kingdoms* exudes class.  
**PUBLISHER** GT Interactive • 0171 258 3791



**AGE OF EMPIRES** PCZ #54 • 94%  
 ★ Imagine *Civilization II*'s great empire-building gameplay improved with some excellent graphical touches and comprehensive multi and single-player options (all in real time). That's *Age Of Empires* in a nutshell.  
**PUBLISHER** Microsoft • 0345 002000



**CHAMPIONSHIP MANAGER 3** PCZ #73 • 93%  
 ★ No fancy graphics, no sound and no online multiplayer options do nothing to hide the fact that *Champ Manager 3* is one of the most addictive games you'll ever play. Forty quid for a season ticket to nirvana? Bloody bargain, mate.  
**PUBLISHER** Eidos Interactive • 0181 636 3000



**POPULOUS: THE BEGINNING** PCZ #70 • 92%  
 ★ The original *Populous* was the game that put Bullfrog into orbit and made Peter Molyneux one of the biggest names in the industry. Now Peterless, the new Bullfrog team show that they can do just as well without him.  
**PUBLISHER** Electronic Arts • 01753 549442



**MAGIC & MAYHEM** PCZ #70 • 92%  
 ★ Based on the old Spectrum game *Chaos*, *X-COM* creators Mythos deliver a diverse and original fantasy strategy game. A strong single-player element and a manic multiplayer game make this a well-deserving classic.  
**PUBLISHER** Virgin • 0171 368 2255



**SIMCITY 3000** PCZ #74 • 92%  
 ★ Ten years on, *SimCity* remains as addictive as it ever was. Little was broken, and little was fixed. With new buildings to try out and an enhanced transport system, *SimCity 3000* is a must for old-timers and newbies alike.  
**PUBLISHER** Maxis/EA • 01753 549442



**SID MEIER'S ALPHA CENTAURI** PCZ #74 • 92%  
 ★ *Civilization II* was, and still is, one of the greatest strategy games ever made, and *Alpha Centauri* is everything a true sequel should be. Rather than create another remake, Sid Meier has created the game *Civ* fans have been crying out for for years.  
**PUBLISHER** Firaxis/EA • 01753 549442



**WARZONE 2100** PCZ #75 • 90%  
 ★ Both Westwood and Cavedog have dismissed full 3D in strategy games on the grounds that AI would suffer as a result of incorporating it. *Warzone* proves them both wrong, looks gorgeous and plays as good as *Total Annihilation*.  
**PUBLISHER** Eidos • 0181 636 3000



**CIVILIZATION: CALL TO POWER** PCZ #75 • 89%  
 ★ Replacing *Civ II* in this list with this remake was a difficult decision. *Call To Power* may do more than *Civ II*, but it takes too long to get into the guts of the game. You'll still love it, but if you're skint get *Civ II* on budget.  
**PUBLISHER** Activision • 01895 4567000

## ALSO CONSIDER

**WARLORDS III: DARKLORDS RISING** Broderbund • PCZ #67 • 90%  
**BIRTH OF THE FEDERATION** MicroProse • PCZ #78 • 89%  
**COMMANDOS** Eidos Interactive • PCZ #66 • 87%  
**DUNGEON KEEPER** Electronic Arts • PCZ #53 • 96% **BUDGET**  
**X-COM 3: APOCALYPSE** MicroProse • PCZ #52 • 95%  
**COMMAND & CONQUER: RED ALERT VIE** • PCZ #47 • 94%  
**CAESAR III** Sierra • PCZ #70 • 92%  
**TOTAL ANNIHILATION** GT Interactive • PCZ #56 • 92%

## FLIGHT SIMULATION GAMES



**FALCON 4.0** PCZ #72 • 95%  
 ★ After waiting literally years for this, the wait was worth it. With 3D-accelerated graphics and a dynamic campaign structure, *Falcon 4.0* can fly against the best of them – and win. One of the best flight sims ever seen.  
**PUBLISHER** MicroProse • 01454 893893



**F-22 TOTAL AIR WAR** PCZ #68 • 95%  
 ★ This full-price new version of DID's masterpiece is perhaps a bit of a rip-off for anyone who already owns *F-22 ADF*, but those of you looking to buy one of the greatest combat sims of recent years should seriously consider this one.  
**PUBLISHER** Ocean/DID • 0161 832 6633



**FLIGHT SIM 98** PCZ #55 • 94%  
 ★ Another year, and yet another flight sim to come from the mighty Microsoft. However, this time, with two new aircraft, a helicopter, hundreds of new airports and hugely impressive 3D acceleration, it's really worth having.  
**PUBLISHER** Microsoft • 0345 002000



**APACHE HAVOC** PCZ #73 • 94%  
 ★ Of the three main chopper sims available, *Longbow 2* is the one if you're a hard-core sim head. *Team Apache* is the choice for fans whose preference swings the other way, and *Apache Havoc* straddles the gap. And the graphics are to die for.  
**PUBLISHER** Empire Interactive • 0181 343 7337



**LONGBOW 2** PCZ #59 • 92%  
 ★ "*Longbow 2* is challenging, beautiful, exciting and fun – if you're 3Dfx'd up," we said in our review. If you don't have any extra graphics hardware, there's only one thing to do – think 'upgrade', 'upgrade' and 'upgrade'. It'll be worth the investment.  
**PUBLISHER** Electronic Arts • 01753 549442



**JANE'S F-15** PCZ #64 • 92%  
 ★ A hard-core propeller-head's sim that can stand alongside the awesome *Longbow 2* as one of the most realistic flight sims available. Newbies to the genre might find it a bit overwhelming, but it's worth persevering with.  
**PUBLISHER** Electronic Arts • 01753 549442



**FLYING CORPS GOLD** PCZ #59 • 92%  
 ★ Action-packed WWI flight simulation with neat graphics. Some of you may recall *Red Baron* as one of the greatest WWI flight sims ever – this improves on the old classic to become the best PC WWI sim currently available.  
**PUBLISHER** Empire Interactive • 0181 343 7337



**A-10 CUBA!** PCZ #59 • 90%  
 ★ Functional graphics for a game that really does capture the imagination, mainly because the plane is an absolute joy to fly. Although it's slightly limited due to a lack of a fully-fledged campaign it's still great fun, as well as being pretty speedy on a modest Pentium.  
**PUBLISHER** Activision • 01895 4567000



**JANE'S WORLD WAR II FIGHTERS** PCZ #72 • 90%  
 ★ It's been a fierce dogfight to see who rules the WWII flight sim skies. *Jane's* combines realism with accessibility and ease, and although the game doesn't have a dynamic campaign feature its graphics make it a clear winner.  
**PUBLISHER** Electronic Arts • 01753 549442



**MIG ALLEY** PCZ #80 • 90%  
**NEWENTRY** *Mig Alley* gives hardcore flight-simmers' piloting skills a run for their money, but don't be put off. If you're willing to put in the work, it will repay you with excellent in-flight graphics and brilliant mission planning elements.  
**PUBLISHER** Empire Interactive • 0181 343 7337

## ALSO CONSIDER

★ If a flight sim is good, you can bet it'll stay on the shelves for a long time – *Total Air War* being a case in point. Some of the more recent releases worth considering include...  
**FLIGHT UNLIMITED II** Eidos Interactive • PCZ #60 • 84%  
**AIR WARRIOR III** Interactive Magic • PCZ #62 • 80%  
**F-16 AGGRESSOR** Virgin • PCZ #70 • 92%  
**COMANCHE GOLD** NovaLogic • PCZ #65 • 87%  
**F/A-18 KOREA** Empire Interactive • PCZ #61 • 90%

# ON THE CD

We've got the incredible *System Shock 2* exclusive, plus *Nocturne*, *Cutthroats* and *Shadow Man* demos

WORDS Mark Hill DISKMEISTER Daniel Emery

**HELP!**

CD trouble? Don't worry – phone our helpline and sort yourself out pronto!

**CD-ROM HELP** Phone ABT on 01708 250250 any weekday between 9.30am and 5pm, and Saturday from 10am to 2pm, or email [pczone@abt-net.demon.co.uk](mailto:pczone@abt-net.demon.co.uk). Please do NOT phone the PC ZONE office. Thanks.

**BEFORE YOU DIAL...** If you are calling the helpline, please take note of the following points:

- ✦ If possible, have your PC operating and near the phone when you call.
- ✦ If this is not possible, note down all relevant information – ie system type, sound card, RAM and so on – plus the nature of the fault.
- ✦ Make sure you have a pen and paper to hand when you call so you can jot down the relevant info.

**MINIMUM SPECIFICATION**

- ✦ You need at least a Pentium 133 with 16Mb RAM to run the software on this month's CD-ROM.
- ✦ Many of the programs on our cover CD-ROM are designed to run under Windows 95 and, as a result, some of them may require a Pentium 166 with 32Mb RAM to run satisfactorily. Please note that some games also require a 3D accelerator card to run.
- ✦ Use the browser and menu system to see which demos are Windows 95, DOS and 3D accelerator only.



## DEMOS + SHAREWARE



Some people take dieting to ridiculous extremes.

# SYSTEM SHOCK 2

Electronic Arts

If there is any justice in the world, *SS2* will not only become a cult classic, but will sweep the charts as well. This demo should go a long way to convince the sceptics among you of the sheer class and quality of the game. Don't expect to go around shooting everything in sight, though.

There's more thinking involved, with equal amounts of RPG, adventure and first-person 3D action. The demo lets you go through the training and starts you off with a Navy character who you can develop any way you want. You'll need a 3D card to play it – which isn't a surprise.

- Controls:** Mouse/keyboard
- LFTMOUSE Shoot/move object
  - RGHTMOUSE Use object
  - W/X Forward/backwards
  - A/D Turn left/right
  - Z/C Slide left/right
  - S Crouch
  - Q/E Lean left/right
  - SPACE Jump
  - TAB Inventory
  - R Reload
  - M Map



*System Shock's* eerie, tense atmosphere is reminiscent of *Alien*. And C3PO pops up.



Mutated humans, infected by alien worms infest the decks. So watch out.

# CUTTHROATS

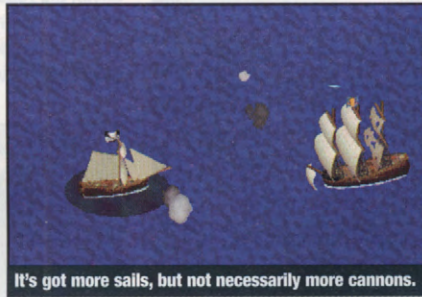
EIDOS INTERACTIVE

There's something inherently fascinating about the life of a pirate: the freedom of the high seas, the detachment from all laws, the fear instilled in everybody you meet and, of course, the obligatory drinking and whoring that comes with the job. *Cutthroats* allows you to live this fantasy through the magic of computer entertainment, although the whoring isn't quite part of the gameplay. On the bright side, there is plenty of *Elite*-style trading and *C&C* combat to look forward to.

Controls: Mouse



Pirates go on picnics too, you know.



It's got more sails, but not necessarily more cannons.

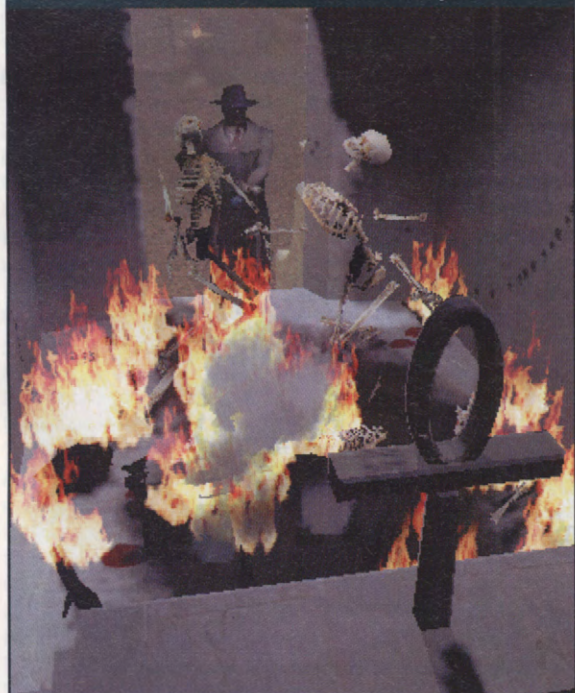


Be proud to fly the old skull and crossbones. Terrorise innocent sailors.



Pirate mayhem the *Command & Conquer* way.

Send those skeletons back to the hell from whence they came.



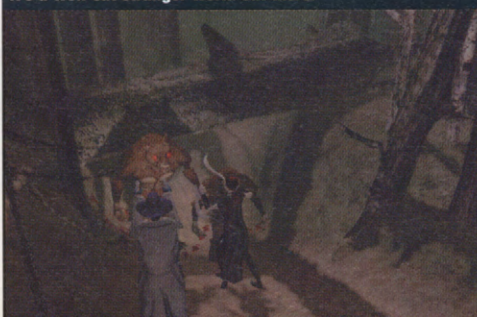
# NOCTURNE

TAKE 2

*Nocturne* is a fantastically good-looking action/adventure that mixes *Resident Evil 2*, *X-Files* investigations and a 1930s film noir-ish setting. The good news is that it features real-time shadows, realistic cloth simulation and trouser-filling gameplay. The bad news is that you'll need a monster of a PC to run the demo. We're talking NASA technology equipment here: a Pentium 2 with a recommended 128Mb of RAM (96 if you've got a P3), an AGP videoport and a 16Mb video card. Whether you can play it or not, *Nocturne* is a scary proposition indeed.

- Controls: Keyboard/gamepad
- ARROWS Turn left/right, forward/backward
  - Z/X Strafe left/right
  - SPACE Fire/action
  - D Draw
  - F Torchlight
  - ENTER Use item
  - Q/A Point up/down
  - G Jump
  - = Next weapon

It's a wolf eat stranger world out there.



Proving that there's more than one shock to your system this month.





**RE-VOLT**  
Acclaim

This funky little racer is a cross between *Super Mario Kart* and *Micro Machines*, featuring a host of radio-controlled cars with a will of their own. As

you'd expect from light vehicles, it's easy to go cartwheeling into a wall if you take a corner too fast, but you can stunt your way across the track using ramps. And don't forget to use all the power-ups and weapons you can find. 3D card needed.

Controls: Gamepad/keyboard  
**ARROWS** Left/right, accelerate/reverse  
**LCTRL** Fire  
**END** Flip car



**ARCADE POOL II**  
Hasbro

Line up your cue and let it rip. This is the place to practise all those tricky shots you haven't got the balls to attempt in front of your friends. There's plenty

of balls here, and a fair share of computer opponents too, but choose carefully or you'll get whipped. You can always invite a stupid friend round and make up for the humiliation.

Controls: Mouse



**WARHAMMER 40,000: RITES OF WAR**  
SSI

If you thought turn-based hex games were all about boring World War II camouflaged tanks and monochrome deserts, think again. *Rites of War* is a fantasy strategy with a massive section of futuristic monsters, robots, banshees and vehicles that remind us of the weird chess game R2D2 and Chewbacca played in the original *Star Wars*. Be sure to check the readme file for an in-depth explanation of how the game works.

Controls: Mouse



**FLEET COMMAND**  
Electronic Arts

*Fleet Command* is a naval strategy that won't necessarily appeal to the casual gamer but will draw hardcore tacticians into a world of modern warfare, filled with ships and aircraft. Send Cruise missiles across the seas, launch jet fighters and beware of sneaky submarines. 3D card only.

Controls: Mouse/keyboard  
**+/-** Zoom in/out of map  
**F** Flight deck  
**F4** Message screen



**SINISTAR: UNLEASHED**  
THQ

3D shooting in space has rarely looked so colourful, but don't play *Sinistar* expecting the usual space sim in the vein of the *X-Wing* series. To start with, the action is viewed from the third person and the emphasis is on action, rather than using up the whole keyboard with various commands. We've got two whole levels for you to explore and blast your way through, but only if you have a 3D card.

Controls: Gamepad/keyboard  
**ARROWS** Turn left/right, pitch up/down  
**A/D** Roll left/right  
**SHIFT** Throttle  
**CTRL** Fire  
**SPACE** Secondary fire  
**B** Target  
**F1** Help

# SHADOW MAN

Acclaim

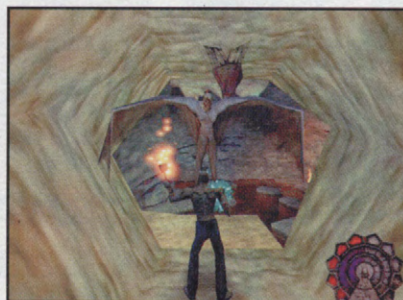
Platform/adventure games are a dime a dozen, but they rarely push the boundaries of the PC's capabilities or add original features. *Shadow Man* looks set to change all that, with a truly immersive atmosphere and a plot that involves moving from our world to the realm of the dead, collecting souls, using objects and interacting with different characters. And yes, you'll need a 3D card for this demo, too.

Controls: Gamepad/keyboard  
**LSHIFT** Snipe  
**LCTRL** Lock strafe  
**RCTRL** Crouch  
**SPACE** Jump

**Z/X** Left/right hand  
**RETURN** Action  
**LALT** Holster  
**C** Camera  
**TAB** Inventory



This skinny fellow is not a shadow of the man he once was.



Shadow Man runs into trouble on his way to the next Olympics.



Jump, shoot, climb and do a bit of voodoo.



*Panzer General*: blow up British tanks, but don't let Granddad catch you.

## ON THE CD PATCHES

Don't miss out on all the new patches that have been released. See our CD browser for explanations of what they do

**ALIEN VS PREDATOR SAVE GAME PATCH**  
**ARCADE'S GREATEST HITS 2**  
**SPY HUNTER PATCH**  
**DELTA FORCE**  
**FALCON 4.0 V1.07**  
**FIGHTING STEEL**  
**GRAND PRIX LEGENDS**  
**HIDDEN & DANGEROUS**  
**KINGPIN**  
**MECHWARRIOR 3 V1.1**  
**MYTH II: SOULBLIGHTER V1.3**  
**OUTCAST**  
**QUAKE 3 TEST**

**RAILROAD TYCOON II: THE SECOND CENTURY**  
**S.C.A.R.S. SID MEIER'S ALPHA CENTAURI**  
**STARSIERGE: TRIBES**  
**STAR WARS: ROGUE SQUADRON**  
**TA: KINGDOMS**  
**THE SETTLERS III**  
**THRUST, TWIST 'N' TURN**  
**TOCA 2 TOURING CARS**  
**WARBIRDS**  
**X-BEYOND THE FRONTIER DEMO**

## ON THE CD TRAINERS

Each month *PC ZONE* will be bringing you the Top Ten trainers available. However, Trainers are unofficial third-party programs and there is a chance they could screw up your games, mess up your PC, etc... Always back up any savegames you might have, and remember that you use these at your own risk.

**FINAL FANTASY VII**  
**STREET WARS: CONSTRUCTOR**  
**X-WING ALLIANCE**  
**MIGHT & MAGIC VII**  
**DARKSTONE**

**REQUIEM: AVENGING ANGEL**  
**ROLLERCOASTER TYCOON**  
**SPEED BUSTERS**  
**TOTAL ANNIHILATION**  
**POLARIS REBELLION**

## ON THE CD ADDED EXTRAS

Check out this month's selection of tools and utilities

### DirectX 6.1

Microsoft's latest drivers for most Windows 95/98 games.

### DirectX Media 6.0 Patch

Fixes two problems in the original release of DirectX Media 6.0.

### Voodoo3 drivers

We recommend you use the drivers provided by your board manufacturer.

### MiniGL 1.48 drivers

For use with games requiring OpenGL on Voodoo3 systems.

### TreeSize Professional v2.2

A powerful and flexible hard disk manager.

### EZDesk 1.8

Saves the position of your Windows 95/98 desktop shortcuts and folders.

### FileView v2.1

Hex/ASCII viewer for binary files.

### Hypersnap-DX Pro v3.41.00

The latest screen-capture utility, which

can cope with DirectX/Direct 3D and 3Dfx modes. If it's good enough for us, it should be good enough for you.

Remember to register it to get rid of the label that appears in the top-left hand corner of your very own grabs.

### Scitech Display Doctor v6.53

The latest release of the universal graphics card utility.

### Winzip 7.0

The ultimate zip utility for Windows.

### Ameol v2.50

Brand new software for the excellent online service that is CIX.

### Kali95 1.63

Latest version of the client software for playing games over the Internet.

### TimeOnline v1.10e

Simple and effective way to track your Net time.

### GetRight 3.3.4

Fix broken downloads. New version.

### ICQ 99a beta v 2.13 Build #1700

Client software for the best online chat service in the world.

### GameSpy 2.08

Find all the latest servers playing your favourite games. Just start it up, let it do its Web-sniffing and choose the server you want.

### AOLpress

Website-building utility that's simple to use and very powerful.

### Quick Time 3

The standard in digital video.

### Windows Media Player

Play the Web's coolest audio and video.

### MPlayer

Excellent free online gaming software.

### DUN Manager 1.1f

Simplify and enhance Dial-Up Networking and Remote Access Terminal.

### Decode Shell Extension v 4.1

Decode email attachments by right-clicking on a saved message file.

### FTP Explorer 1.0010

Explorer-type FTP interface.

### NavEx 2.0.1

Converts *Navigator* Bookmarks into *Internet Explorer* Favourites and vice-versa.

### Roger Wilco

A virtual walkie-talkie app that runs alongside your favourite multiplayer online games.

### Hyper Terminal Private Edition 4.0

A more powerful version of *Windows Hyper Terminal*.

### Wireplay Client 2.3

The latest software that connects you to *Wireplay*, plus the games *Air Attack*, *Rumble In The Void*, *Legal Crime* and *Settlers III* to play on it. Who says it's difficult to play online?

## ON THE CD EXTENDED PLAY

Get more out of the games you already own (see *Extended Play* on page 137)

### ROLLERCOASTER TYCOON

There's nothing like creating your own little babies of steel nausea, but if it all seems like too much hard work, we've got a great collection of rollercoasters already designed, built and tested. From laid back rides you could invite your granny on, to stomach-turning nightmares, there are over 30 rollercoasters for you to choose

from, so keeping all those visitors happy shouldn't be a problem.

### STEEL PANTHERS II & III

These classic turn-based strategy titles may be a bit long in the tooth, but there are still legions of dedicated fans ensuring that they live on. We have some editors for you to play about with.

## ON THE CD EDITORIAL

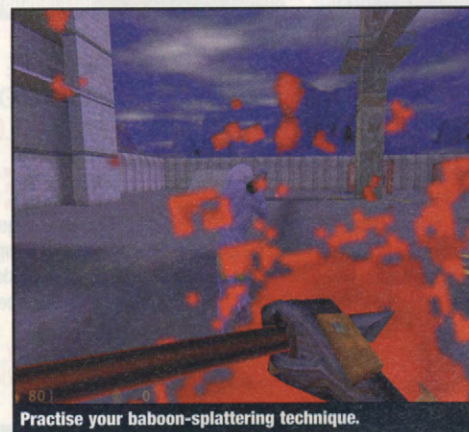
We couldn't fit this stuff anywhere else, so we've put it here

**Tips and Solutions** *PC ZONE*'s massive hints and cheats database continues to grow.

### How to be a god at 3D shooters

Here's all the files you'll need to get the most out

of this month's *How To* on page 112, including demos of some useful *Quake II*, *Team Fortress Classic* and *Half-Life* stunts to confuse your opponents.



Practise your baboon-splattering technique.



Find out where players respawn and Ice 'em.

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# LARA TRADED IN FOR BALD PSYCHO!

ANOTHER  
CEX  
SHOCKAAH!



KINGPIN

A bald psycho, yesterday



DRIVER



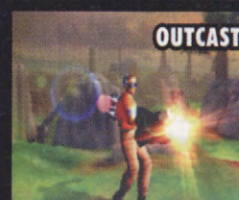
DESCENT



DRAKAN



PM RACE



OUTCAST



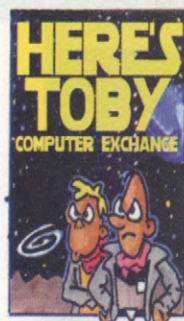
QUAKE



STAR WARS 1



HIDDEN & DANGEROUS



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# COMPUTER exchange

## THE COMPUTER GAMES SPECIALISTS!



# EXTENDED PLAY



Lots of new vomit-inducing track layouts for Chris Sawyer's *RollerCoaster Tycoon*, plus a World War II add-on and several utilities for *Steel Panthers II* and *III*

★ WORDS Phil Wand

## TRY IT YOURSELF

**ON THE CD** On this month's cover CD we've got all the official patches, bug fixes, utilities and map editors we could find, including all the ones mentioned in these pages. To track them down, use the CD browser to go to the Patches section. All the patches are listed with a brief description and any relevant documentation. Make sure you read any associated README files for information on how to install individual patches. For further help, turn to our CD pages, starting on page 132.



Forget Chessington – come to Regurgitatington!

## ROLLERCOASTER TYCOON

★ Over 30 rollercoasters for your collection

**ON THE CD** There are only two forms of transport that panic me – aeroplanes, and rollercoasters, because they make me alarmingly unwell. Last time, I got off feeling like I'd swallowed a bottle of Domestos. My face was avocado green, my legs weren't doing their job properly and the diced carrots in my stomach were making a bid to launch themselves into the nearest litter bin. And I'd queued for two bloody hours to get on.

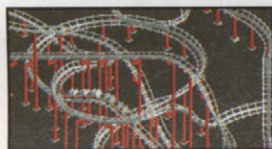
Unlike me, *RollerCoaster Tycoon* author Chris Sawyer must be a complete nut for the things. Check out his homepage – it's listed in the Bookmarks section – for a bunch of photos from theme parks around the globe.

★ **ASH** (*ash.zip*)



A large and imposing rollercoaster with tight wooden latticework and top sections higher than the average plane. Several long inclines are followed by steep drops and fast banked turns. Even though there are no inversions, it's the kind of coaster that turns up in nightmares.

★ **BROOKE** (*brooke.zip*)



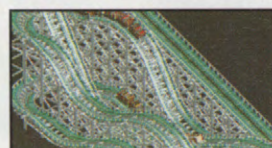
A large steel corkscrew design with no inversions. A very steep and twisted first drop is followed by more gentle hills and descents, interspersed with fast, banked turns and a final tight helix.

★ **BUMBLE BEE** (*bumble\_bee.zip*)



This is an innocuous-looking ride with a twist – a section opposite the platform where the train ducks twice through a hoop of track. Other than that, fast curves and gentle slopes make this one a bit on the tame side.

★ **DRIFTWOOD** (*driftwood.zip*)



A simple, medium-sized layout with a long platform section and numerous bunny hops. Banks are slight, descents are gentle and turns made slowly. A switchback ride you could take your grandma on.

★ **EMBERS** (*embers.zip*)



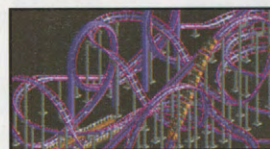
A complex ride for a wooden construction, the Embers design looks like a giant plate of spaghetti. It features banked curves following fast turns, with the track diving underneath and looping through itself on several occasions to provide a high thrill factor.

★ **FERRET** (*ferret.zip*)



A knot of purple arteries, Ferret is more than likely to loosen your lunch before you get the chance to ask for a bucket. There are countless twists, curves, banks, ducks, dives and steep curves to make your last meal come up and dance in front of your eyes halfway round.

★ **GLOW WORM** (*glow\_worm.zip*)



Another mad layout, this time in lurid colours to hide the vomit stains. Steep inclines are backed

## EXTENDED PLAY BOOKMARKS

**RollerCoaster Tycoon Central** [www.rtc.gagames.com](http://www.rtc.gagames.com)

**RollerCoaster Tycoon UK** [www.rctuk.freeserve.co.uk](http://www.rctuk.freeserve.co.uk)

**Official RollerCoaster Tycoon site** [www.rollercoastertycoon.com](http://www.rollercoastertycoon.com)

**Chris 'Iron Stomach' Sawyer's Home Page** [www.chrissawyer.demon.co.uk](http://www.chrissawyer.demon.co.uk)

**Steel Panthers Camo Workshop** [www.thegamers.net/wildbillsraiders/spcamo](http://www.thegamers.net/wildbillsraiders/spcamo)

**Official Steel Panthers site** [www.steelpanthers.com](http://www.steelpanthers.com)

up immediately by coils, corkscrews and hoops. Fast and frenetic, we strongly advise that pregnant women and those with a heart condition keep well away from this one.

★ **HEDGEHOG** (*hedgehog.zip*)



Perhaps the most elegant looking layout of the bunch, Hedgehog thrills passengers and spectators alike with two loops around the central platform. Speed is built up gradually around the track, with the top section providing the thrust to take the coaster around the hoops.

★ **INGRID** (*ingrid.zip*)



A very large steel corkscrew rollercoaster which can only be constructed when the half-loop special track element has been researched. After the long lift hill and two initial drops, the train dives down under the station, and up through the two inversions back over the station.

★ **JELLYFISH** (*jellyfish.zip*)



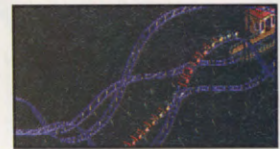
A small ride which is suitable for tight build space. Steep inclines raise and lower the speed dramatically, providing a thrilling ride. An accentuated camber on the furthestmost curve makes passengers feel as though they're about to be ejected from their seats.

★ **KAREN** (*karen.zip*)



A large wooden construction which looks impressive and rides well. The long lift hill leads into two long drops, followed by a series of banked zigzag turns through the wooden structure, finishing off with a gentle helix.

★ **KATHRYN** (*kathryn.zip*)



A steel mini-rollercoaster which would fit into a long but narrow strip of land. A spiral lift hill leads to a first drop of 55 feet, and is followed by seven more drops and fast unbanked turnarounds.

★ **KATIE** (*katie.zip*)



A very simple, compact design. Starts off with a very short drop off the lift hill, followed by several gentle sweeping bends, before the finale of two sharp drops and a final hairpin turn.

★ **KELLIE** (*kellie.zip*)



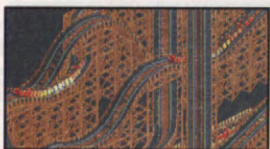
A very compact steel construction with no inversions. The lift hill is split into two sections, increasing the running cost, but enabling the ride to be packed into a very small area. Designed to appeal to less enthusiastic riders.

**MARGARET** (margaret.zip)



A suspended (swinging) rollercoaster. With the station built above ground level, the highlight of this ride is when the train dives under the station after the second drop and does a large 'S' bend at speed, swinging the cars while close to the ground.

**MATCHSTICK** (matchstick.zip)



Matchstick requires a lot of build space, but the convoluted bumps, twists and turns make it an enjoyable – but not imposing – ride for all. The platform straight banks round on a steep camber, twists under a hop and then curves over to a quick drop and steep bank on the other side.

**MELANIE** (melanie.zip)



An inverted rollercoaster which can only be constructed when loop, half-loop and corkscrew special track elements have been researched. A very steep and twisted first drop leads to a second straight drop and banked turnaround.

**PANTHER** (panther.zip)



Notable for its two sections, fore and aft. One is more open, the other a tight knot of curves, hoops and banks. The joining section of track, a long straight slope, passes through a hoop before banking steeply into the curves.

**POLAR BEAR** (polar\_bear.zip)



A simple, fast-riding design with steeply angled banks that pull

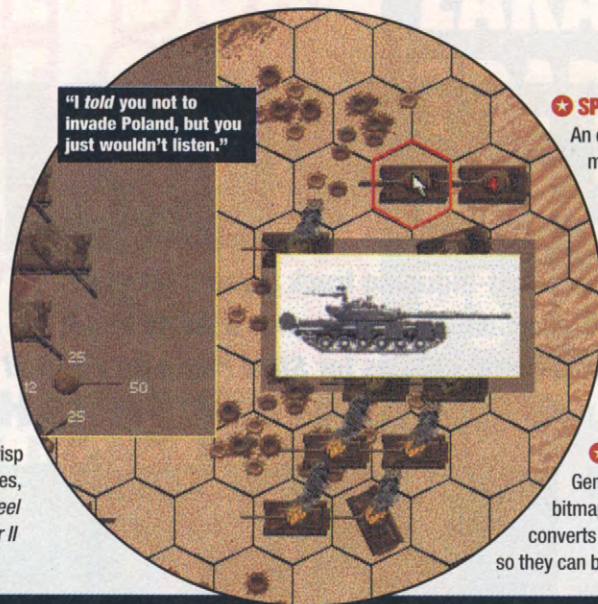
**STEEL PANTHERS II AND III**

**A complete new game for Steel Panthers fans**



Strategic Simulations' old turn-based strategy game still has a huge number of fans. Unlike its many rivals, it manages to feel authentic without being overwhelming, the AI is adequate and the graphics are crisp and clear. If you're a fan of wargames, you'll already have a full suite of *Steel Panthers* games, and the *World War II* add-on is an absolute must.

"I told you not to invade Poland, but you just wouldn't listen."



**SP2Ed** (sp23ed21.zip)

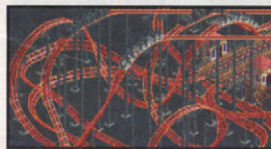
An editor designed to help you make *Steel Panthers II* and *III* custom scenarios. The utility works with saved games and scenarios from all versions. It features the rapid assignment of experience, morale, rally and other command skills, plus easy customisation of unit weapons and other statistics.

**ShpEd** (shped05.zip)

Generates standard Windows bitmaps from SSI .shp files and converts .bmp files back to .shp format so they can be used in the game.

your face off and wrestle with your stomach contents. After the start incline, the track gathers speed gently, knotting in and out of itself on the way.

**RAT RACE** (rat\_race.zip)



Orange track and darting grey cars give this rollercoaster its name. An intestinal lump of track loops, bends and turns in all directions. Two platforms feed the beast with up to four simultaneous rides. Possibly the biggest thrill of the lot.

**RATTLESNAKE** (rattlesnake.zip)



A simple and relatively compact ride with twin hoops and tight coiled sections providing the majority of the thrills. The platform leads away to a high section and immediately dips into a curve and loop. The track then passes through another loop and races towards the back straight, round double-decker curves and back to base.

**SHONA** (shona.zip)



A very compact mini-steel rollercoaster. Instead of using a full circuit, the train on this ride is pulled backwards up the initial lift

hill, then drops to accelerate forwards through the station and along the rest of the track, reversing when it reaches the incline at the other end.

**SARAH** (sarah.zip)



A compact mine train design. The station is raised above ground level so the train can drop straight out of the station into the first tight-banked turn and bunny hops. After the lift hill, the trains go through further larger drops and high-banked turns, finishing with a fast upward helix.

**SAWDUST** (sawdust.zip)



One where the platform is central to the entire layout, with the track dipping under and skipping over the queuing trains – thrill is high, nausea low. Several hops and dips help gather momentum, although the overall speed is low. Two high sections that scoot under the ticket booth give an enjoyable but short-lived buzz.

**SPLINTER** (splinter.zip)



A real snake of a ride, Splinter boasts a knot at one end with a coil at the other, with the track diving and ducking between the latticework. After the long climb,

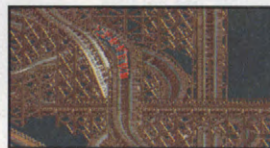
the train curves round to the right and into the first series of curves. A dip and a hump propel the train to the other end and a series of fast cambered bends.

**STINGRAY** (stingray.zip)



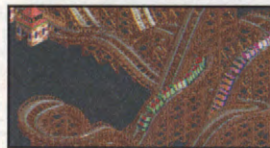
A short ride, but one that passes at warp nine. A massive, steep ramp leads terrified passengers round a sharp curve and down to the single loop. The train then passes round a back twist at high speed, thunders back through the loop and finally comes to rest.

**TAMSEN** (tamsen.zip)



A large wooden construction which looks impressive and rides well. The long lift hill leads into two long drops, followed by a series of banked zigzag turns through the wooden structure, finishing off with a gentle helix.

**TINDER** (tinder.zip)



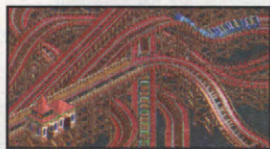
A simple layout, most notable for the tall section close to the platform and the double-decker curves at the opposite end. The transfer from one section to the other is done at high speed, with a banked curve followed by a small bump, yielding plenty of shrieks.

**VICTORIA** (victoria.zip)



A highly compact steel rollercoaster without inversions. The lift hill is split into two sections, increasing the running cost, but enabling the ride to be packed into a very small area. There are no sharp drops, but plenty of smooth, curved and banked track.

**WOODWIND** (woodwind.zip)



A medium-sized design which is formed from a web of track that threads itself in and out of the supports. A high platform permits views across the entire layout, with the train thundering underneath around a steeply banked curve. A gentle bend followed by a monster incline at the start gives most passengers a heart attack.

**WOODWORM** (woodworm.zip)



Looking like a tapeworm rather than a woodworm, this layout doesn't require a great deal of build space but looks good, nonetheless. A long hill projects the train into a double coil section, followed by a hefty bump. The track snakes back on itself on three or four occasions. [X]

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**“There was a period when I was literally known as Lord British and not at all as Richard Garriott”**

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# THE WORLD ACCORDING TO...

PCZ

## RICHARD GARRIOTT

**R**ichard Garriott once tried to kill me. At least that's what it seemed like at the time. One of the *Ultima* creator's more interesting pastimes is hosting a biannual haunted house affair at his spacious mansion in the heart of Texas every other Halloween. We're not talking cheap and cheerful, gypsy-infested, funfair-style haunted houses here, but lavish productions with teams of actors, production artists, special effects, set designers and pyrotechnics. To this day I still remember being chased in a blind panic down a spiral staircase by a giant spiderwoman, fleeing from a mad butcher who'd just eviscerated a screaming punter, taking part in a bizarre monastic ceremony involving huge fireballs, and flailing helplessly as I was ushered towards a fake exit only to have the walls close in on me from either side until just before the final crushing moment when I was spat out of the top and back into reality. Then, to top it all, at the after-show party Garriott tried to suffocate me with a plastic bin-liner. I couldn't wait to go back to the next party.

Do you still run those spook houses?

I haven't done one in a few years, but I intend to do them again. Interestingly, I've been doing the haunted houses longer than the *Ultimas*. When I was a kid, I always used to build these things in my back yard and bring the kids through it. After I started *Origin* and built my first home, I'd do them every Halloween and use the whole house. We'd usually take the neighbourhood kids through them - well, them and their drunken parents, usually. When I moved to Texas I was living much further out from the city and had a much bigger home, so I'd put on these much more elaborate shows. Instead of trick-or-treating kids, we'd do it for adults. That's when they became impressive. They were so big we could only do them every two years though. They just kept getting bigger and bigger. The last one took me nearly a full year of planning and construction.

**With *Ultima IX: Ascension* about to rock RPG bells around the world, the *Origin* founder and head of all things Britannic pays us a quick visit. Paul Presley revisits the past**

Are you thinking of doing any more?

Well, now I'm building a new house, a big stone castle down in Texas. A 20,000 square foot complex with three main buildings, underground passageways that connect them all together... So as soon as I finish building that place, in its inaugural year, we're gonna do the next one.

What's the new house going to be like?

The place I'm currently living in was built on the understanding that it could be resold. It's relatively normal - other than things like waterfalls and secret passages and so on. But, to look at, it's fairly normal. The new place I'm building couldn't possibly be resold. It's so... extreme in its strangeness. It has things like a dome over the master bedroom that peels back to let the bed rise up out of the house to sleep under the stars. The guest bedrooms have their beds attached to the same wall that rotates, so you go to sleep in one room and wake up in another. There's a great hall that serves 200 people that's three stories tall, three stories of terraces, and at the end of it there's a room-sized elevator that goes up and down the three floors. It's got an observatory and a planetarium. It's not only got underground passageways, but also underwater passageways. And that just scratches the surface. It's good to be the king. I'm having a good time with it.

Message to Bill Gates - that's how you build a house.  
Exactly!

How close did the Lord British persona come to taking over your own life?

For a time it very nearly did. It originally came, years ago, from my gaming character, and when I made a game that I never intended to be published I'd sign it from Richard Garriott and Lord British. Which I thought was cool when I was 17 years old. I explained all this to my first publisher and he said: "Well Richard Garriott's not very memorable, so let's use Lord British." That's how it all began, and it's only really been in the last five years or so that Richard Garriott's been able to take some credit for the work. So there was a period there in the middle when I was literally known as Lord British and not at all as Richard Garriott. Which was very interesting psychologically.

I remember years ago coming over to an ECTS, my very first, and our distributor at the time said I had to come as Lord British, in costume and everything. In the States, that goes over really well at events, but Chris Roberts (an ex-pat) was telling me not to do it. They convinced me anyway. So I arrived in my costume and went up to the press room, and as soon as the journalists saw me it was like, "So what the hell are you supposed to be?" I felt so small. And this went on for days. No one over here got it, no one appreciated it, I was like, "Ohhhhhh, what a tragic mistake".

### RED TAPE... OF DEATH

*Ultima IX* has been a long time in coming, mainly down to the sheer effort that's gone into creating *Ultima Online*, a series that's been prone to more than its fair share of controversy. It also means that Garriott's original ten-game plan has been altered ahead of time.

What's going to happen to the *Ultima* series from now on? Is this the end?

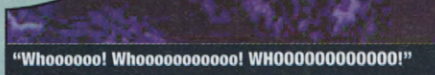




Scenes from Garriott's biannual spook house event.



"Right - who's got the marshmallows?"



"Whoooooo! Whoooooo! WHOOOOOOOOOO!"



The Worlds Of Ultima series - *Savage Empire* and *Martian Dreams* - took the *Ultima* range into new areas and enabled Garriott to explore other RPG genres. He's expressed an interest in furthering the line some day.



Garriott has always created games of an epic nature.

After *IX* I was going to make a radical change for *Ultima X* and do some stuff that I've actually moved forward into *Ascension*. But yeah, this is where we're going to take a break and start a whole new game series.

**How much was *Ultima Online* to blame for the scheduling changes?**

Well, it's been four years since the last solo *Ultima* game... It's been a long, long time. And yeah, mostly that's been because of *Ultima Online*.

We have two development teams: the online team and the single-player team. We spent the first year and a half developing both lines concurrently, which is about as long as you really want a game to take.

At that time it was felt that *Ultima Online* was both the most strategic title for us to be working on and the one that was furthest from being finished, so all but about four people moved over to the *UO* team and brought that team up to about 45 people and carried on. It still took another year to ship it, and then a further year to really get on top of it, to stop chasing all the issues we discovered after the launch.

**Had you been doing any work on *Ultima IX* in the meantime?**

Prior to *UO*, no, not much. Now that the team's been rebuilt it's been my number one focus. Unlike previous *Ultimas*, numbers seven and eight, I've also been programming again. When we moved on to the IBMs years ago, my role as programmer became defunct. Now I'm starting to actually write some of the code again. Not a ton of it, but more than zero, which is what it used to be. I've built numerous maps myself and written conversations within the game, so not only am I directing it, which is what I'd always done, I'm now in the thick of it again. Back at the front line on pretty much everything - except the art.

**How much of a leap has that been?**

It's not been so bad. I don't take on any of the really tough programming such as the art or anything, only the simple things - stuff I can't really mess up by writing sloppy code. But it's been nice for me to exercise in that area again.

**What did you learn from the *Ultima Online* experience? There's been a lot of controversy since the launch.**



"I don't take on any of the really tough programming - only the stuff I can't really mess up by writing sloppy code."

Absolutely. The lessons have been many and are still coming. I now have a very healthy respect for governmental bureaucracy. *UO* has 125,000 citizens, and that's the size of a pretty good city. Most cities have a pretty sizeable governmental infrastructure to manage everything - which most of us think of in fairly negative terms. However, when we launched we had over 100,000 citizens who all had an opinion on how things should be

run. A lot of those are obvious things like bugs, but a lot more were much more subtle, like, "What's the punishment for murder or thievery?" "What are the taxation rates and costs of things?" Of course, everyone has an opinion on what we should be doing, and therefore they want to tell the government what they're thinking. And who do people think of as the government? Me. So the problem is that when thousands and thousands of people email us and we can't even read, much less respond to the vast majority of them, most thought we weren't listening or didn't care or had moved on to a different project. And that caused feelings of negativity.

**What have you done to solve that?**

It's taken us literally a year to build the bureaucracy - Lord British as the King, and the development team as the primary leadership. Then there's all the internal gamemasters at Origin and the volunteer game councillors around the world. Then all the guildmasters that have a very close contact with those councillors. Then the party or group leaders and people who have businesses and establishments that are well known within the world and can help communicate information to the masses.

**What kind of numbers are we talking here?**

Let's see... If you count the whole hierarchy, that's probably a few per cent of the whole world's population. So from a total of over 100,000, that's probably two or three thousand people who make up the formal and informal bureaucracy that really manages the world.

**How many of those work for Origin?**

About the first 50 of those are employees. It's interesting to see how it's all evolved. People who are good role-players, who, for example, own and operate a tavern and do it consistently and play



With the push towards online-only gaming, could the *Privateer* series be the next major release for Garriott?

*Ultima IX: Ascension* is perhaps the last of Origin's single-player titles.



*Ultima Online*: the first truly successful online RPG.



"Got any letters you want opening?"

regularly, are very well known to the players as a repository of information. Since they play regularly and are highly visible to the councillors, they're also very visible to the government structure working down from the top. They're like the highest level of players and the lowest level of bureaucracy, and are very heavily tied in to the whole management of the game.

Doesn't all this bureaucracy prevent you from just enjoying the game?

Oh no. Unlike the real world, where this sort of thing is generally seen as something painful, in the virtual world, since people are role-playing it, it's actually a lot of fun.

**That last sentence summed up the entire games-playing experience in a single line. Real-world bureaucracy is something hideous, an Orwellian nightmare to be avoided and eliminated at all costs. But simulate it in a computer game and it becomes something enjoyable. Something entertaining. Food for thought. Anyway, back to Garriott...**

What about people who want adventure and excitement?

We can break up the world into four basic types of players. There are the achievers – the people who want to win, who want to be the best at things, who want to feel big in some way. The second group are what we call the explorers – the people who want to see everything, know every magic spell, find every magic weapon. When people want to ask an expert about the game, they're the ones to go to. Those make up the majority of the players. The next biggest group are the role-players – the people who just want to live and exist in this world and just be a part of it in some meaningful way. They open shops and get involved in the politics and bureaucracy of the world. The fourth group are the ones who are the most interesting to talk about – the dissidents.

They include everyone from the PKillers (*UO's* unofficial player murderers – *Ultima Online*-obsessed *Ed*) to the people who try to crash the servers and hack into the system or harass people. They get their jollies out of just bucking the system. They're a small but vocal percentage of the players.

**SHOOTING STARS**

**Although Origin is hardly a one-trick pony, there has been a distinct lack of titles in any of the other 'worlds' created by the company – most noticeably the *Wing Commander* series. How much of this was down to the departure of *WC's* creator, Chris Roberts, to Microsoft and Digital Anvil?**

**“I now have a respect for government bureaucracy. *UO* has 125,000 citizens, and that's the size of a pretty good city”**

How did you feel when Chris Roberts left Origin?

It's interesting that whenever people leave it's not usually a surprise, there are usually issues. Chris, in my mind, is one of the few brilliant game visionaries. I think very highly of Chris. But on the flipside, Chris at Origin... We had very strained business relationships. Chris wasn't particularly pleased with how our executive group operated and they weren't too pleased with him. So on the one hand it was very tragic losing such a visionary, but on the other our exec group got on a lot better afterwards.

How does that affect your approach to the *Wing Commander* series?

Any time a principal creator like that departs it's hard. EA would have a hard time doing *Ultima* without me, and we'll have a hard time having to reinvent *Wing Commander* around another principal creative leader.

Did you see the *Wing Commander* film?

Yes, I thought it was, you know, okay. Being really *Wing Commander*-familiar, I appreciated it. My girlfriend, who's not so familiar with it, was more confused and more critical. But honestly, it's like, I'm a huge *Star Wars* fan, but I didn't like the new *Star Wars* film. I mean, I really did not like it. So as I compare the two, I'm like, "Well, *Star Wars* had a lot better visuals and special effects, but the storyline wasn't any better than *Wing Commander*."

It's a shame, because Roberts always fancied himself as a film-maker, didn't he?

That was one of the other reasons he left Origin. Chris's drive to make movies is very strong, and we didn't want to back him financially to do that. Personally, I think he's one of the great game makers. He grew up making games. It's statistically unlikely that he'll beat Steven Spielberg in Steven Spielberg's industry, just as it's unlikely that Spielberg would beat Chris in the games industry.

**Fair point – stick to what you know. Which is probably why Garriott's been producing nothing but *Ultimas* for the past 200 years.**

**Before we left, he did indicate that his desire to start a whole new game series was stronger than ever. And Origin's recent announcement that they'll be concentrating only on online gaming fills you with a certain curiosity. He's remaining tight-lipped for now, but we can hazard a guess that *Wing Commander* or *Privateer* must feature in there somewhere. As he said, whatever he does, it'll be on an epic scale. [E]**

# COMMENT



**So why aren't all the TV channels oozing shows about PC gaming? Because watching some gimp wagging a joystick on the fool's lantern isn't half as much fun as doing it yourself, that's why, matey**

★ MISERABLE AS SIN Charlie Brooker

## IT'S REALLY HARD PLAYING GAMES FOR A LIVING

Games journalists (if you can bear to call us journalists, even though it's a bit like calling prostitutes 'escorts') are always whining. For people who can often be seen in photographs wearing a sideways baseball cap, holding both thumbs aloft and grinning, their sheer scowling-faced bitterness is a heck of an eye-opener.

Don't believe me? Take one for a drink and start asking questions about work. You'll be treated to an entire pageant of complaints covering individual games, software houses, PR skunks, money – and, if you're talking to someone rapidly approaching or overtaking 30, the fact that they're just not taken seriously.

Sheesh. Look in the mirror, you grey-haired joystick-puncher. Doctors and firemen deserve to be taken seriously. Games journalists play technologically assisted games of "let's pretend" for a living – in a sane world, we'd be viewed with the same kind of contempt normally reserved for people who manipulate their privates in exchange for small coins down the docks. Games journalists? Games chimps, more like.

Until very recently, a standard games chimp pub-whinge at the local watering hole concerned the lack of decent games coverage on the telly. "They're ignoring a huge chunk of the audience," we cried. "You play games, I play games, we all play games – why doesn't TV reflect this? Why? WHY?" And then, shoulders heaving, we'd weep into our beer until closing time.

Now, of course, the situation's changed, and camera crews circle the gaming industry like fat,

Cyclopean sharks. You've got *Gamers* and *Movies Games And Videos* on ITV, *Bits* on Channel Four, and about 15 trillion games-related things on cable, satellite and digital. Even BBC News 24 covers the games chart, fer chrissakes.

But the games chimps still aren't happy. The moan has simply mutated into a cry of "but all the games coverage on telly is useless!"

Why? Because they reckon they could do better. And, of course, because they don't want to see *games* on telly as much as they want to see *themselves* on telly – grinning like a monkey, with a satisfied smile that reads: "Respect me! Respect me now! I have a valid career!"

## THAT THAR MAGIC RECTANGLE

The trouble is, it's incredibly hard to get a programme – any programme – about computer games on to the telly. For one thing, you've got to get it commissioned, and that could mean trying to persuade some sour-faced suit who thinks games are the single most inane thing in the universe (and as intellectually valid a pursuit as clapping your hands together like a seal while blowing raspberries) to sign away thousands and thousands of pounds to cover the screen with polygonal nonsense. In order to do that, you'll have to prove that the show will appeal to a mass audience – and any programme that *really* takes a studied, in-depth look at the world of computer games is going to have a hard time doing so without alienating about 90 per cent of the slack-jawed masses at home.

You're reading these words in a computer games magazine, so it's safe to assume you're a true enthusiast (and that you can

read). But the fact is that most people who *buy* games aren't enthusiasts at all. They haven't pored over the reviews or eagerly followed the coverage leading up to release. They just liked the look of it. Or they're going by what their mate said. Or how the advert looked. Or by the fact that it's the sequel to such-and-such-a-thing and they enjoyed the previous one.

To a puritanical games evangelist, this attitude is infuriating – but it's exactly what happens in every other form of media. The cud-chewing, glassy-eyed masses dumbly plod towards the

**“The question is not whether games are suitable for television but whether television is suitable for games”**

cash register clutching whatever they've been told to buy, and hey presto – it's a hit. Glance at the top 40 singles chart and ask yourself how many dedicated music fans are buying that Steps cover version of *Eye Of The Tiger* (or whatever it is they're doing this week). Or look at the cinema charts – do you think the studious readers of *Sight And Sound* queued round the block to catch a third showing of *The Spy Who Shagged Me*? Did the *Times Literary Supplement* implore the nation's literary eggheads to snap up a copy of *The Little Book Of Calm*? Perhaps not.

## A NATION OF IMBECILES HOLDS US BACK

The sorry truth is that a great many people – the majority, in fact – simply don't take that great an interest in the cultural artefacts they're paying for. That's why there aren't many proper, adult *review* shows on television – and why the ones that *do* exist are either shunted to a

late-night slot or appear on minority channels. Or both (like *Bits*, for example).

And that's not all. Music and movies still get a lot of non-judgmental coverage, of course, but that's because they're more easily suited to the medium of television. To cover something on the box, you need to be able to *show* it to a passive audience. With movies, a brief clip or trailer does the trick. Or you can interview the star. Record companies spend a fortune making videos and sending bands round the world for on-air appearances. How can the software industry compete? Whenever you



Is talking about games as much fun as playing them? No.

The question is not whether games are suitable for television but whether television is suitable for games.

And it isn't, really. Not yet. The Internet, on the other hand, is ideal. Only when television and the Internet (currently chalk and cheese) nudge warily closer together – and you've got true 'interactivity' in the home – will we see truly satisfying gaming coverage. Such as live, interactive, televised *Quake* tournaments with running commentary from Buster Rhymes. Or Brian Sewell. Or Dot Cotton. Or whoever it was you chose from that drop-down menu.

And what will us games chimps be moaning about then? The price of beer, probably. ☹

☹ A television set gets told in no uncertain terms.





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