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MICRO PROSE

HARDIDRIVE?

PC Zone pounds the highways and byways of the UK, discovering what the beautiful people of Britain like to plug into their PCs

WORDS/PHOTOS Philip Fisch CAMERA Casio QV5000SX



TIM 36, news broadcast specialist

What's on your hard drive? "Doom, Hexen, Quake II."

So you spend most of your time in front of a violent screen of one sort or another then?

"I'm used to being behind a camera in war zones, and after a while, you accept what is going on around you and just get on with your job. Suffice to say, once I get into a session of network *Quake II* with my mates, I get on with the job in hand and turn into a bloodcrazed, gun-toting menace!"



KERRY WALTERS 32, marketing manager, llford

What's on your hard drive?
"I don't really play games - I'm

pretty busy at the moment. But I am partial to a game of *Solitaire* and I'm pretty good at *Minefield*. **Don't you play 'proper' games?** "As my boyfriend [Tim] is away a lot filming, I don't really like him playing games when we can spend time together. One day I'll catch him out playing *Quake II* and show him a whole new world of pain, macro zoom lenses and a vicious arsenal of weaponry."



DUNCAN BRINDLEY 35, used-computer salesman

spreadsheets?

What's on your hard drive? "Dbase and Office 97 at work." How about at home? No Excel

"Are you mad? Once the bell to go home has rung, I change into an axe-wielding, homicidal maniac with a capacity for death and destruction rarely seen outside of horror films. Just give me a copy of Warhammer and come and see what making a dwarf kebab is all about!"



JIM BARRITT 26, software engineer, 0xford

What's on your hard drive?
"Office 97, Visual Studio, Access."
Eh? What? No games at all?!

"Working with computers all day kinda reduces the desire to play. However, I was looking for a copy of Battlezone. It's great – far superior to Command & Conquer. Battlezone allows me to get straight into the action and live purely on reflexes. For relaxation, I want to be totally maxed out on adrenaline. Now, where can I get a strong coffee around here..."



BETH HUFFORD 20, barmaid, London

When you're not serving beers, what do you play?

"Crash Bandicoot, G-Loc."
"On what machine?"

"I was hoping that you wouldn't ask that! I play most of my games on my trusty Game Gear and Game Boy. There are lots of games about that I would like to play if anyone would let me share their PC. I like games where you collect things, like Sonic and Mario. And I hear that Crash Bandicoot is out on PC – I'd love to get my hands on that."



ROB BEE 23, record producer, Oxford What's on your hard drive?

"Actually, I don't have one yet."

"I'm about to spend a small fortune on a PC as I'm moving into digital recording — I need the fastest, shit-kicking, datagobbling bastard of a PC ever. So instead of using my mate's steam-powered P90, I'll be blasting along with a 333 PII. I'll be able to play 3Dfx-only games like Forsaken or even Unreal. And won't he be sorry when I'm the most popular kid on the block!"



MIANNA 31, computer services analyst, Sweden

What's on your hard drive "Sim City."

Hmm, girls really do seem to prefer more cerebral games.

"Before Sim City, I'd only played the games you get with Windows — Solitaire, Minesweeper and the like — so I thought all games had poor graphics and shitty sound. I've since realised that they're not all shallow or shooting-based. Is Starship Titanic out yet?"

Yes. By Zablec Entertainment, and it's £44.99.



ALISTAIR SADDLER 32, salsa teacher

What's on your hard drive?

"Descent II."

No dancing games then?

"There aren't any, but I do use the PC to catalogue my rather extensive music collection and to play my favourite game, *Descent II.* It's an easy game to get into, unlike *Air Warriors* or *Abraham's II* where you have to learn how to fly a plane or drive a tank before you can start shooting large holes in things. With *Descent II* it's just wham, bam, eat my gran!"



MARIA PTOHIDUS 39, fashion outlet manager, Barnet

What's on your hard drive?
"I think it's called Quake."
Don't you know?

"Well, my kids are the computer experts, although there is a game I play sometimes when I'm on my own. The idea is to walk around corridors and shoot things.

Is it called *Doom* or *Quake*?

"That's it! My son loves it, and he doesn't seem to have turned into a psychopath just yet. He wants Duke Nukem next. Is it any good?" Er... yes.



KEITH CAINE 39, IT manager, Birmingham

is there a lot on your hard drive? "Yes. But only one game — Civ II." Why only the one?

"My wife Imelda recently gave birth to twin daughters, so I had to give up some of my life to help her cope, and so the games went! But I kept *Civilization II* because I've spent an immense amount of time on it so far – I can't turn my back on a game where I'm currently beginning to colonise space itself. I suppose all this comes back to me sowing my seeds across the cosmos..."

From the creator of HITCHHIKER'S GUIDE TO THE GALAXY

DOUGLAS ADAMS

"the result is a piece of software that not only shatters several long-held illusions about what's possible in this genre, but innovates and is filled with everything that's right with adventure gaming." 91% PC Zone Classic Award

"Imaginative graphics and crazy characters create a brilliant atmosphere and the puzzles are weird and wonderful" 5/5 PC Gaming World

"Huge in storyline and eye-popping graphics"

9/10 Loaded Magazine

"an engaging, amusing, intelligently written and flawlessly executed game." 85% PC Format

"is a hugely enjoyable graphic adventure, full of humour and silliness" 88% Ultimate PC

"The sheer scale of this king-of-all games only becomes apparent after you have been playing for some time."

5/5 ComputerAct!ve

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Official Strategy Guide Out Now













UPRISING 2 Why 3D support and improved difficulty levels mean this JIMMY WHITE'S 2 Pool so real you'll action/strategy fest promises to be a real heart-stopper. invite your mates round for a pint.



We take an early look at the games that you'll be playing this Christmas

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

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It's the first game to use the Unreal engine, and it's even better than Unreal!

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Bizarre arcade fun where you get to try on celebrity heads to see how they fit

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Take on the responsibilities of parenthood

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Rallying action that has you on the edge of your seat - now there's a first

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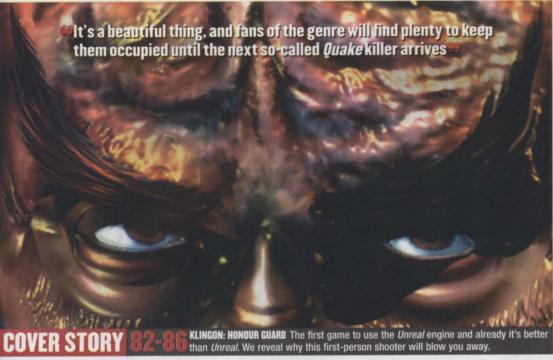
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Your views on the games we reviewed in the last issue of Zone





ON THE CD That silvery thing on the cover is loaded with great demos, patches and helpful files guaranteed to ensure you get more out of your PC DON'T MISS CARMAGEDDON II VIRUS 2000 NEED FOR SPEED III: HOT PURSUIT KKND: KROSSFIRE MICROSOFT GOLF 98 MICROSOFT BASEBALL 30 AND MORE! **PLUS** New Slave Zero, Heavy Gear II and The latest Netscape and

BULLETIN

Quite literally the best games news section in the universe

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END ZONE

Just when you thought the mag had ended... blimey, a whole lot more!

oh, just go to page 148 and see

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Are you 'ard enough to write in?



THE COMPO NO ONE FINDS Correctly answer this month's cover question and you could win a box full of PC goodles. Send your entry on the back of a postcard (or probably something a bit bigger) addressed to: The Compo No One Finds, PC Zone, 19 Bolsover Street, London W1P 7HJ. The first entry with the most correct answers plucked out of the hat wins. The Ed's ecision is final. Closing date: Wednesday 14 October. The winner of our August cover compo was Paul Troth from Solihull who correctly med all the games on the cover. Paul wins copies of Turok, StarCraft and a load of rubbish from our cupboard.

SOME GAMES ARE BORN GREAT

ell, what can we say? As you can probably guess from this month's cover and five-page review (don't tell me vou haven't flicked there already), Klingon: Honour Guard bowled all of us over. It's the first game to use the Unreal engine, and already it's better than Unreal (PCZ #65, 93%). Even if you're not a Star Trek fan, you can't fail to be impressed by Klingon's engrossing gameplay and storyline.

As Steve Hill admits in his review on page 82, it's the first-person shooter we've all been waiting for. Which isn't bad considering Steve was never a Trekkie until he encountered Klingon: Honour Guard. Now it's all we can do to keep him from wearing his red spandex catsuit and Blue Peter tri-quarter into the office. Be prepared to risk a similar fate if you invest in this cracking release. Of course, you don't need to take our word for it, because next issue we've got the Klingon: Honour Guard demo on our cover CD-ROM - and it's an exclusive, so you won't find it anywhere else. Make sure you get back here on Thursday 24 September.

This is the time of year that we in the Zone office love most. This issue of PC Zone contains a myriad of great games, but these are just the start of a veritable avalanche of tremendous titles which are set to land on these hallowed pages over the next few issues. On the horizon we've got Half-Life, Championship Manager 3, Tomb Raider 3, Dungeon Keeper 2 and Populous 2, among many more. Next issue we're expecting Carmageddon II and SiN (finally) for review, and you can start forming your

own opinion by checking out demos of both these games on this month's cover CD - see page 148.

Meanwhile, the alert among you may already have noticed that this issue has gone on sale slightly early. We've had a bit of juggle around to do to try and get our Christmas issue on sale a few days earlier. With so much great stuff looming on the horizon, we wouldn't want you to miss any of it, now would we?

> All the best. Mark Higham, Editor-in-Chief

GET IN TOUCH

I want to know what you think of PC Zone so that we can make it even better. Send your thoughts and opinions to me at: PC Zone, 19 Bolsover Street, London W1P 7HJ. Alternatively, e-mail me at mhigham@dennis. co.uk. I'm waiting to hear from you.

MEETTHE 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



Jeremy Wells What's on your hard drive? CM 97/98, SiN demo, Actua Tennis, Age Of **Empires**

Best games ever: Championship Manager 2. Age Of Empires and Gran

Turismo (PSX) Favourite genres: Sports and racino

Star Trek character you most resemble: Worf same hairdresse



Chris Anderson

What's on your hard drive? X-COM Interceptor, Civ 2 and Age Of Empires Best games ever: X-COM Apocalypse, Final Fantasy VII (PSX), Ultima VII and Midwinter

Favourite genres: RPGs. strategy and adventure Star Trek character you

most resemble: None of them (despite recent reports that I look like Data)



Paul Mallinson

What's on your hard drive? Quake II. The Reckoning, Motocross Madness. SiN demo and Quake II

Best games ever: Resident Evil II, Super Tennis (SNES) and Quake II

Favourite genres: I'll play owt, me

Star Trek character you most resemble: Kirk hard but fair



Richie Shoemaker

What's on your hard drive? Quake II, FF VII and tons of Spectrum games Best games ever: Elite (BBC) and Doom

Favourite genres: Realtime strategy and 3D shoot

Star Trek character you most resemble: I've got saggy breasts like William Shatner and I keep Tribbles in my underpants



David McCandless

What's on your hard drive? X-Files, SiN. Klingon: Honour Guard Best games ever: Ultima Underworld, Doom (first episode) and Resident Evil II **Favourite genres:** 3D shooters

Star Trek character you most resemble: Lore, Data's fat brother



What's on your hard drive? Deer Hunter.

Best games ever: and Tekken 3 (PSX)

Favourite genres: Action, adventures

Star Trek character you most resemble: Dr McCoy



Charlie Brooker

Creatures 2, Carmageddon II

Quake II, Puzzle Bobble

strategy and point-and-click



NEXT ISSUE: PCZ#69 (November) goes on sale on Thursday 24 September. Don't miss it

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WINI Who won last year's Zone award for Game of the Year? Send your entry on the back of a postcard to: I've read the small print, PC Zone, 19 Bolsover Street, London, W1P 71L by Tivesdy 8 September. Winner and prize announcedsame place next issue.

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PC ZONE is published 13 times a year by Dennis Publishing Ltd.



nber 1138891 Entire contents @1998

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Paul Presley What's on your hard drive? Commandos, Total

Air War and GTA Best games ever: Minder (Spectrum), Ultima IV and The Secret Of Monkey Island Favourite genres: RPGs, adventures and flight sims and anything that's good Star Trek character you most resemble: An anonymous red-shirt who



Keith Pullin

What's on your hard drive? Unreal MechCommander and Sentinel Returns Best games ever: Starquake, Sentinel Returns

Favourite genres: Strategy

Star Trek character you most resemble: A tribble



Phil Wand

What's on your hard drive? Carmageddon, Unreal, TA: Core Contingency and Incoming Best games ever: Total Annihilation and Doom v.1 Favourite genres: Realtime strategy and driving

Star Trek character you

most resemble: Q



Steve Hill

What's on your hard drive? Forsaken, Caesar III (alpha), Klingon: Honour

Best games ever: Sensible World Of Soccer, ISS 64 (N64) and Manic Miner (Spectrum)

Favourite genres: Football, driving and 3D shoot 'em ups

Star Trek character you most resemble: Klingon



Warren Chrismas

What's on your hard drive? Motocross Madness Urban Assault, Virtual Pool 2. Norton Anti Virus

Best games ever: Tetris (Gameboy), CM2 and ISS '98 (N64)

Favourite genres: Football and other sports titles, driving sims and real-time strategy games

Star Trek character you most resemble: Deanna



Andrew Wright

What's on your hard drive? Commandos. M1 Tank Platoon 2 and a blast from the past Empire Deluxe

> Dungeon Master, Civ II, Doom, Incubation and C&C Favourite genres: War games (by a neck), strategy, and Quake clones

> > Star Trek character you most resemble: Dr Zimmerman from Voyager 2

Best games ever:

gets killed in every episode



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ANSWERED BY The Zone crew

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If your letter is selected as 'Letter of the Month' we'll send you some promotional goodies, a game and maybe even some hardware!

WRITE TO Mailbox, *PC Zone*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

E-MAIL letters.pczone@dennis.co.uk

CHAT FORUM if you've got something
pressing to say, check out the 'lively' chat
forum on our website. Point your browser
at www.pczone.co.uk for further info.

STRANGE FICTION

I'd like to point out to
Jimbob (page 12, PCZ #66)
that Channel 4's Killer Net
was actually fiction (or
"fecking fiction" to put it in
language that he's more
accustomed to). It was not
real. The reason the actors
did not realise the CD-ROM
was accessing or the modem
was dialling was mainly
due to the fact that they
were surrounded by a film
crew which must have put
them off.

Yes, I agree that Killer Net was a bit of a dodgy programme, but it was something a bit different to watch during the week. The reason TV programmes and films portray computers in such an unreal way is because it would be boring otherwise. Just imagine the new box office thriller, *Windows – GPF*, in which a spotty, geeky teenager installs a bit of shareware on his dad's computer and it makes his accounts software stop working because it replaced a DLL with an older version.

Mike Parker, Whitstable

★ You liked it. He didn't.
That's life, eh?



We'd been planning to buy a P-300 with 128Mb RAM.
We've been planning it for ages. After we'd got it, I was going to nip out and get a second-hand 3Dfx card, but as I went round the shops one day I spotted a

I find Lara Croft's breasts highly

disturbing (I wish I could get a support

Voodoo2 compared to
Voodoo1, they just go
faster. This will change as
developers get to grips
with the technology, but
in the meantime your
'old' card will stand you in
good stead.
As to your other point,
to ask developers not to

Ye gods! What cave have you been living in? This is Messiah.

As to your other point, to ask developers not to release their new games until their previous ones have become old hat is frankly ridiculous.

FROM THE GODS

What exactly is Messiah? I've heard a lot about it but I have no idea what it exactly is. What kind of game is it and why does everyone keep going on and on about the engine? I've only seen a few screenshots of it, and that was a long time ago, and they

brain desperately tried to take in the 'ONLY £2.99' sticker on the cover. I couldn't believe it! A-monthly PC mag for only £2.99!

And this was just the tip of

mouth dropped open as my

And this was just the tip of the iceberg. The demo disc on the front had an amazing 20 games on it. I had to buy it. Rushing out of the shop I flung open the front page and passers-by gaped at all the contents of this super-mag.

So, in short, all I'm saying is: I LOVE THIS MAG.

Jonathan Williams, e-mail
It's comments like
vours which make it all

worthwhile. Cheers. TALKING BULL

I'm sure this must have been suggested before (but I'm going to say it anyway) – why don't you include a list of all the games you've reviewed and their scores on your cover CD? Maybe you could even copy your reviews section from your website to the cover CD? Maybe I'm just talking bollocks?

Nope, you're not talking bollocks at all. We recently got together a full list of every score ever dished out in the hallowed pages of PC Zone, but we've never run it on our CD. As a result of

Damian, e-mail

in the hallowed pages of PC Zone, but we've never run it on our CD. As a result of your enquiry though, we'll be putting the list on next month's cover CD. The entire database of reviews is just too big to cram on our CD, though.

NOTTHE TOP 100

I was glad to hear that *Zone* was getting a facelift, as I think that recently it's gone a little downhill. It looks better, but please could you improve your Top 100 section? Please, *PC Zone*, we can't go on thinking *Ultima Underworld II*

FROM THE ZONE WEBSITE

Here are a selection of quotes and comments from the Zone website. If you want to have your say, jump online now and point your browser at www.pczone.co.uk

Didn't ION Storm play Dominion?
When developers are creating a
game, at what point do they decide
"This is shit"? I mean, Romero (I am
guessing he knows a good game
when he sees one) must know
when a game is a pile of cack!
Gungadiera

You know this N64 thang? Why oh why are all the games mainly aimed at the primary school age range? Apart from *Goldeneye*, there are no games that remotely interest me.

Robbo

I reckon that's why the PlayStation has done so well – because it has adult games and attracts 20-somethings into gaming. They work but have no wife or kids or mortgage, and therefore have loads of money to spend. Do you think Nintendo would ever even dream of having something like Resident Evil 2 on the N64? Forkhead

I don't know if it's just my humour, but I can't think of anything to write for this month's caption competition.

Grype

Charlie Brooker's quite funny – just do what he always seems to do and put in something really borderline tasteless about small orphans getting limbs blown off or something. Anyone remember the thing about the minefield cereal? That one had me in stitches. Nevada

I think CB is about as funny as Chubby Brown – ie not very. Strange how they both have the same initials. Greyhawk

You are all idiots! They ask for your most wanted and you want GK3?
FFVIII? Where's your originality? What we want is a new genre. We're sick of first-person shooters and flight sims. We want an original game for once. Quake was good, as was Jedi Knight, but weren't they the same sort of game? Grim Fandango looks good, but it's nothing new. I'll tell you what looks good – that game Driver. If that's made properly it'll be cool.

Gungadiera

The latest *Zone* is a worry. What's with the Lara Croft obsession?
Couldn't give a stuff, personally. A golden opportunity was missed. The interviewers should have addressed the creators of the websites and the programmers of the 'nudie' codes and asked them: "Have you ever had sex with a real person?" I'd be very interested in the results. *Trappist*

Has anyone on this site managed to play *QII* using a SideWinder gamepad? If you have, how the hell did you get it to work? *Borodin*

PC demonstrating a Creative Labs 12Mb Voodoo2 card.

bra that good) 99

As soon as I'd playtested it on the new superbikes title and had watched shadows flicker on the shining helmet of my racer, I realised that this was soon going to be sitting in everyone's PC except mine within the next few months. People shouldn't just keep shelling out £200 for a new card every few months. They should tell the companies that they want them to hold the release so that they get more value out of their old card. I think that hardware developers should just hold on and wait for the likes of me. Surely not everyone can keep up.

M Pickup, e-mail

☑ If it makes you feel any better, games don't look

much different under

all feature a flying woman that looks like an angel. When do we get to hear more about it?

MISS TAMARA, E-MAIL

Zulfikar Sadikot, e-mail
Where have you been?
We ran three pages on
Messiah in our August
issue. Due in December, it's
an action game where you
play an angel, nicknamed
Bob. You must seek out
Satan by possessing
different characters
through the game. Got
that? Good.

GOLDEN RAYS

As I strolled past the magazine stall in WHSmiths, a golden ray came from over by the PC area. I walked over to investigate and saw that the source of this light came from a certain PC Zone.

Looking at the cover, my

12 PCZONE #68 OCT 1998

(PCZ #1, 94%) is the best RPG in the world!

Danyal, London
You're absolutely right,
which is why we've put
Richie in charge of the
section from now on.
Expect him to perform
miracles with our Top 100
section next issue, out
Thursday, 24 September.

UP CLOSE

Today I decided to subscribe to your magazine and thought I'd do so via your website, only to find that every time I clicked on a feature, I was presented with a screen requesting personal information. On completing the info I then had to click on a button to submit it. However, nothing then seemed to happen. I waited five minutes for my computer to contact the server, but to no avail.

Gary Pringle, e-mail That'll be because you sent the wrong kind of personal information (I'd visit a clinic if the condition doesn't clear up soon). No one else has reported problems online so we can only suggest that it's your machine or ISP at fault. Get back in touch and try it again. Failing that, you could always call our subs hotline on 01454 620070 or if that's not hi-tech enough for you, e-mail them at cihotline@aol.com.

GOOD OLD DAYS

Right, having been a subscriber since 1994, I thought it about time to have a gander through a few old issues. Boy, did I chuckle.

I refer to an article in issue 25 of PC Zone entitled 'The ultimate PC' (April 1995). We all know that the PC hardware market moves like vindaloo through a weasel, but spooge polyps were as turgid as can be at the thought of the 'Nutter bastard' P90 with 16Mb - yes! a whole 16Mb! - of RAM and a veritably gargantuan 1Gb hard drive ... I'd have sold my granny for that back then, and probably still would have had to stump up a few quid for the 'massive' 4Mb STB graphics card. Jesus! 469 quid! Were we really all that soft? Well, I know I was.

Still, good to see that as well as reporting the progress

of the PC market, *Zone* has moved with the times (even though a few of the haircuts may have changed a bit). What are your views on the ever-altering PC hardware market prices? And is it only a matter of time until software prices behave in the same way?

By the way, this isn't a piss take. The article in question is cracking, but I thought a few of your non-regulars, especially those who don't fall into the typical 'late 20s' PC owner market, might be interested to see how easy they've had it as far as upgrading is concerned.

Paul Mulroy, e-mail

Upgrading is always
going to be a pain in the
arse, and it just gets worse
as technology advances at
an ever-faster rate.

Software prices have tended to stay pretty steady. The money made from games tends to be put back into developing more complex and extreme titles. We envisage game prices staying the same for many years to come. Of course, you'll probably throw that back at us in ten years time when we can pick up Quake 56 for the cost of a penny chew.

PERFECT SCORE

What, in your opinion, would a game require to achieve a rating of 100%? Or is this simply not possible? I believe the highest rating I've seen in Zone was something like 97% (I think it was Alone In The Dark 2). Although this is extremely high, what is it these top games lack to allow them a rating of 100%?

Robert Smith, e-mail

Alone In The Dark 2 did indeed score the highest at 97% way back in issue 12. The budget version was then re-rated in issue 21 and given 93%.

You can be sure that any game that scores anywhere near the 100 mark is an essential purchase. But no one and nothing is ever perfect. Not even us!

THE LOVELY NELL

Please put a poster of your September front cover (no words) in the next issue. Nell McAndrew has to be the best *Tomb Raider* model ever and I wouldn't mind a nice poster

LETTER OF THE MONTH

CHICKS AND GAMES

After reading the letters page in the August issue of PC Zone, and then referring back to your Christmas 1997 issue, I was inspired to write and tell you my story.

Why do women play computer games? Why don't women play computer games? Well, I can't speak for all women, but I can certainly speak for myself. My gaming experience began in the early 1980s. Between my brother's Atari and our Apple IIe, the opportunity was certainly there. To tell you the truth, it was a method of communicating with certain boys I liked. They'd come over and I'd watch them play. I must admit, I did get pretty good at *Space Invaders* (and that was also about the time when I learned that most boys don't like getting beaten).

Then I went off to college. I didn't have time to play games, although I must admit I did chat a bit with strangers over the college network. During the early years after college I didn't play many games either. Mostly it was because my partner wasn't interested in showing me how. That's one major reason that I believe causes women to not be interested in gaming. Men – they sit you down, say: "Let me show you how to play," and you never get the chance to touch a key.

Over the past couple of years, I've got involved with someone new, and now I'm a games fanatic! I'll admit that I still find a DOS set-up scary, but hey, I rarely encounter one.

I don't like strategy games much, but everyone has their own tastes. Mostly we play games together. Lately, we've been playing *Diablo* online. We take turns steering the character and chatting with the other players. Occasionally, a friend brings his computer over and we play network *Quake II*. I get obsessed. My dreams have been filled with visions of *Abe's Oddysee*. Maybe it isn't the norm for a female, but, hey, I'm human, and we're all individual.

I have to tell you I was a bit insulted by that article in your Christmas issue. What a lousy way to fact-find. I was embarrassed for the female half of the human race.

In any case, to recap: I do play computer games. Why? Because they are fun. I don't think about the social consequences of it. I don't try to learn something from it. Personally, I prefer adventure and RPG games, and I appreciate good graphics and storyline. I don't care if the hero is female or not (when I play *Diablo*, I do tend to be the Rogue), although I find Lara Croft's breasts highly disturbing (I wish I could get a support bra that good).

Why don't more women play games?

Maybe the men in their lives won't let them?

Miss Tamara, e-mail

We're always pleased to hear from our female readers, especially when their letters are as articulate and well-constructed as yours. We're sorry if you found the Girls in Games article embarrassing. We tried very hard to give an unbiased point of view, and for a large part of the feature we let the girls do the talking. The conclusion we came to was girls generally have better things to do than play games, but there are always exceptions to the rule, as your letter clearly shows.

to go on my blank, desolate wall. I'd try and paint the picture on my wall but I can't paint and by placing a crap picture of her on my wall I'd be disgracing the wonder that is Nell McAndrew.

Ben Campbell, e-mail

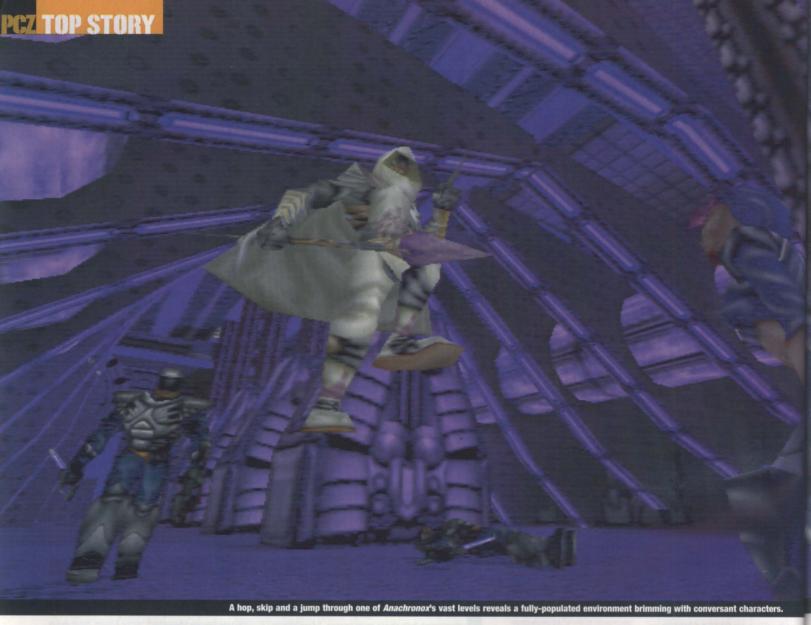
Try the pic on the rightit's a bit small so stick it on your headboard, instead. We don't splash out on freebie posters here at Zone. We'd have, like, no money left for beer.

LARA, LARA, LARA

Surely the next step for Tomb Raider would be to use digitised characters (like in Mortal Kombat 4 and Goldeneye)? Surely that would make all the Lara Croft fans blind...

Noel Wallace, East Kilbride PS Not only did 80% of America not realise the World Cup was on, but 30% of adult





Anachronox pushes

ALL YOU NEED TO KNOW

DEVELOPER ION Storm
PUBLISHER Eidos
EXPECTED RELEASE DATE Spring '99

IN SUMMARY

A sprawling magnum opus in the rich Japanese role-playing/tactical battling vein, with heavy doses of *Blade Runner, Gateway* and *Quake* thrown in. Already looking good and, more importantly, different than the other *Quake*-powered games out there.

WHAT'S THE BIG DEAL?

A large chunk of your social life will be lost. You know how good a good RPG can be, and one with sci-fi and galactic exploration is already good.

POTENTIAL PITFALLS

The huge scope may prove difficult to keep consistent. RPGs are difficult beasts, made of many moving parts. If one goes wrong it can bring the whole thing down with it. Also, it's a tough market to break in the aftermath of the glorious Final Fantasy VII.

It's Star Wars meets The Usual Suspects meets Blade Runner meets Quake. ION Storm sci-fi epic Anachronox is a mishmash of the best from the best

REPORT David McCandless

guess I'd categorise the look as a graphic novel, with a sense of coolness and a combination of realistic grittiness and outrageous visual hyperbole that come together in a unique universe."

So says ION Storm president and game designer extraordinaire Tom Hall of his current masterplan, Anachronox. The aim: to produce a richly textured, story-telling role-playing game using the – eek! – Quake II engine.

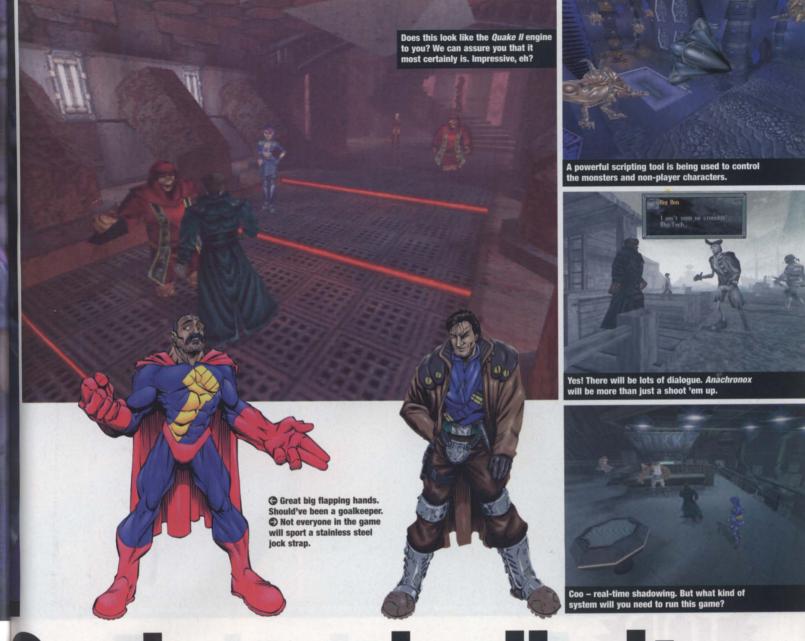
This is not an RPG as in that oftquoted homosexual allegory of swarthy men with beards, wielding Broadswords Of Fierce Gashing, teaming up with dress-wearing archmages, and gambolling through the countryside on a quest for 'rings'. In the words of designer/project leader/guru/mentor Hall: "Imagine Final Fantasy VII. Now imagine it constantly in 3D. Add Blade Runner feeling, a touch of Battlefield: Earth, some Gateway coolness, some Usual Suspects mystery, a bit of Hitchhiker's humour, some Mario 'new-things-todo' fun, and then stir it up, add some garlic and a little basil, simmer at 350°F for 30 minutes, pour over your computer and you've got Anachronox."

Except this sprawling space opera has taken – if we may amusingly

extend the recipe metaphor – rather more than 30 minutes to put together. The 24-strong team has already been in production for a good 18 months. The 900-page design document sits

We're working to make spaces in *Anachronox* that are very un-*Quake-like*. When people say: 'That's the *Quake* engine?' I know we're doing our job well

TIM HALL, PRESIDENT OF ION STORM AND DESIGNER OF ANACHRONOX



Quake to the limit

on a specially reinforced plinth in ION Storm's palatial offices. Hall has a George Lucas-sized vision.

"There are over a hundred levels, ranging in size from a room, to the biggest you can make a *Quake II* map," Hall says. "There are over 400 non-player characters to talk to, and over 150 monsters to battle against. You travel across the galaxy and through three different dimensions. There are seven characters you can eventually choose from, having three in your party at a time."

They've enhanced the *Quake II* engine substantially. "It uses 24-bit textures," says Hall, "with 256 levels of translucency. There's coloured volumetric fog, levels of detail, and loads more."

It's interesting to see that in a sea – nay, an ocean – of *Quake*-powered first-person shooters, *Anachronox* looks different. It has a disturbing un *Quakey* ness about its visuals.

"Our level designers and artists are working to make spaces in Anachronox that are very un-Quakelike. People often say: 'That's the Quake engine?' When I hear that, I know we're doing our job well."

The visuals are intended to produce a cinematic look. All cut-scenes are 'in engine' and use dynamic dollying and panning cameras. Your conversations between characters will often be in two-shot, or even 'full-blown cinematic'. The turn-based combat will also use camera sweeps and directorial effects to maintain drama. And to look very nice as well.

There's still a way to go on the opus, but early signs indicate the emergence of a unique and intricate role-player which may spawn a new

genre limb on the sprawling game octopus that is the *Quake* engine.

Or, as the excited Hall eloquently





T()P?

Argonaut's first

ALL YOU NEED TO KNOW

DEVELOPER Argonaut **PUBLISHER** Ubi Soft **EXPECTED RELEASE DATE** Early '99

IN SUMMARY

Cross Quake II, Mysteries Of The Sith, Unreal, SiN, Half-Life, Turok, GoldenEye and Star Wing (for its use of furry canine characters) and you get something resembling Kanaan.

WHAT'S THE BIG DEAL?

Argonaut have a proven track record in the 3D field, and seem to understand that the key to a good shoot 'em up is a riveting storyline and plenty of action.

POTENTIAL PITFALLS

As long as the scriptwriters come up with a decent plot and the programmers the bells and whistles, there shouldn't be a great deal to worry about.

Sounding like the sort of thing you order with a Jalfrezi and pilau rice, Argonaut's forthcoming *Kanaan* appears to be far more than a simple side dish

REPORT Paul Mallinson

espite the ridiculous name, we can look forward to good things from *Kanaan*. Argonaut, the game's developers, are well known on the gaming scene. Jez San, founder of the company and the man responsible for such classics as *Starglider* and *Star Wing*, is a dab hand at this 3D malarkey, and it was only a matter of time before he decided to cut his teeth in the first-person shoot 'em up genre and amaze everyone in the process.

As the pundits eyed *Unreal*, *Daikatana*, *Half-Life*, *SiN*, *Prey* and all the rest of them, Jez was baking his own 'Quake cake' away from the glare of attention. His game would be different. Not only would it be different, but it would also have dogs in it. Not just any kind of dog, mind you, but the sort capable of taking

drops), discover a way of breaking this stalemate and finally winning the war.

Enter the idyllic planet Camrose, the inhabitants of which have striven to eliminate warfare and violence

Argonaut plan to break new ground. Utilising the latest in 3D acceleration, Kanaan already looks the business

over entire planets. Er, yes. Rrrright. Let us explain...

The galaxy is at war. Two powerful races have come to a stalemate after 700 years of fighting. One of these races, a vicious dog-like breed called the Kanaan (ahhhh! The penny

from their society and have more or less succeeded. Unfortunately for the people of Camrose, their planet is of huge strategic importance to the Kanaan, and a brutal invasion ensues.

You play the part of Agent Gabriel Cain, a member of Camrose's last line



dog-headed monsters and embark (no pun intended) upon an ambitious mission of sabotage and survival ultimately freeing your planet from the grip of this unwelcome menace.

As a story-driven 3D action game, Kanaan draws on influences from a number of key titles that came before it, in an attempt to bypass them all. Twenty gigantic single-player missions are currently planned, some with vast exteriors ranging from sprawling urban environments to rolling hills and mountains. Virtually every building will be explorable most of them populated with NPCs, not to mention marauding nasties

more than ten context-sensitive weapons to find, a good proportion of which can be enhanced with telescopic sights and silencers as the story progresses.

Graphically, Argonaut plan to break new ground. Utilising the latest in 3D acceleration, Kanaan already looks the business, with its beautiful, organically designed weaponry and brilliantly subtle use of fog and lighting effects. Let's just say that if Kanaan turns out to play as well as it looks, a certain UK-based development team could well end up displacing iD from the top of the shoot 'em up tree.



















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WHAT PC, Best Buy (dan Home Plus/233), Oct'97

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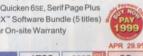
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PCW, Editor's Choice (dan Xplora Plus/166XT), Sept'97

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"We judged the PCs in this month's group

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ually quite a bit of hand-wringing over our

Editor's Choice award, but not this month.

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REST IN Peace

REPORT Paul Mallinson, News Ed.



Why do some gamesplayers preoccupy themselves so much with one particular

genre? Alex from
Basingstoke plays RPGs;
Martin from Sheffield likes
his driving games; Quentin
from London only buys
adventure games... It's a
strange state of affairs,
and one that can only be
explained by examining
the lifestyles of the
individuals themselves.

But what kind of person do you have to be to want to play adventure games all the time? Our Special Report on page 30 seems to indicate two things: that most adventure game fans are a) living in the past, b) predominantly German. Why pine for the loss of a game (WarCraft: Lord Of The Clans) that, in my mind at least, should never have been made in the first place? For starters, the characters in the WarCraft series were simply not strong enough to warrant an adventure game of their own (you saw what happened when they gave Shane Richie his own show); and the story, from what we saw, looked trite and clichéd. Sure, there have been some good adventures made in the past (personal favourites: Day Of The Tentacle, Sam 'N' Max Hit The Road), but on the whole they are a dying breed in light of the current 3D revolution. Adventure games will live on - of course they will - but in a different guise to the traditional flat-drawn examples we've all become so bored with.

Blizzard have made the right decision to dump WarCraft: Lord Of The Clans, and it is going to take more than a few Germans armed with a website and a petition to make them change their minds.

RPGs also seem to be on a similar decline (decent ones, anyway), but hardly anyone seems to be squalking about that. I suppose we should be thankful for small mercies.

TECH HEAD

The first review of Microsoft's Force Feedback steering wheel.

27

THE PCZONE CHARTS
What's hot and what's not.

P.28

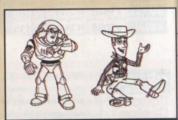
by Story: great film, lousy game. Can Activision save Disney's gaming reputation?

DISNEY AND FA SELL OUT

Two more announcements in the world of big licensing: Disney have just signed a six-game deal with the ubiquitous Activision (see pages 23, 26, 47 and 54 if you're looking for proof of that), which should hopefully give us some decent Disney games at long bloody last (let's face it, their previous efforts have been 'base' to say the least). And with a licence as strong as *Toy Story 2* to start off with, we can't see how they could possibly fail...

Just in case you thought this megabucks licensing roller-coaster was drawing to an end, we can also report that EA Sports have acquired exclusive use of the FA Premier League licence, starting with FA

Premier League Manager '99 later this year.



Licence to print money: Disney's characters.



EA snap up Premiership licence from FA.

SIN TO SLIP?

Activision's "end of September" release date for SiN now looks precarious, in light of a recent press demonstration that showed only the first two levels of the game (ie the demo). They deny the game has slipped, although they obviously want to "get it right" rather than rush it out unfinished.

◆ Don't miss our CD demo – see page 148.



Girls, guns and ultra-violence: that's 3



NEW STAR WARS FILM BECOME GAMES

Exclusive news of a host of Star Wars titles based on the new film, and Larry Holland's X-Wing 2. Plus: why

Force Commander is being held over for a year

DIEDI MASTER Paul Mallinson

he rumour mill has been on overtime recently, with news of impending changes to LucasArts' winter line-up, plus news of two games based on George Lucas' new Star Wars film.

Apparently, Force Commander is being put back a whole year so that LucasArts can incorporate units, ships and locations from the new trilogy. From what we know, the plan is to keep the basic graphics engine and the real-time

strategy elements, although enhancements will

obviously be made to accommodate some of the new technology available come next September. On top of this,

we know that LucasArts are also working on two other Star Wars: Episode One games, at least one of which will be released at the same time as the first film (May 1999). Details are scarce, as you would imagine, but we'll bring you more when our scouts unearth more secrets.

Finally, we can also confirm that Larry Holland is working on X-Wing 2 and a deluxe version of X-Wing Versus TIE Fighter. The long-awaited sequel to X-Wing will almost certainly be the last 'classic' Star Wars game to come from LucasArts once the new films exert their grip on popular youth culture. Let's just hope they're as good as the originals.

For more details about the forthcoming movie, head to: www.starwars.com

The gorgeous Natalie Portman (Leon) will play a young queen in the new film.



Should LucasArts release Force Commander first, then follow it up with an updated ed on the new movie at a later date? Write in and tell us what you think



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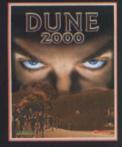
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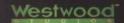


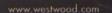
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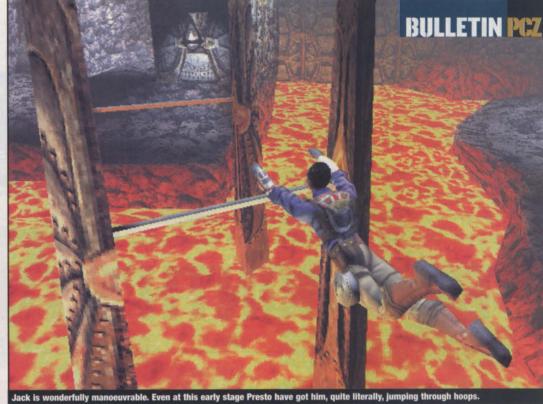
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PC CD-ROM







ACTIVISION READY FOR 1999

Presto Studios and Redline Games unveil Beneath and Third World respectively

Hard as nails:

the gangs in

Third World.

REPORT Paul Mallinson

BENEATH

San Diego-based Presto Studios are probably better known for their *Journeyman Project* series of adventures than anything else. This is no doubt great if you're American or German (both easily pleased), but not so good if you're more discerning (like us Brits). We prefer our adventures more open-ended, more flexible... just plain *more*. So it is with great relief that we find Presto's forthcoming 3D adventure game *Beneath* to be something of a departure from their usual fare.

Described as a "navigation exploration game", *Beneath* puts you in the role of Jack, a supple, Doug McClure-type of bloke who goes in search of his lost father at the site of an archaeological dig deep within the Arctic Circle. The game has a distinctly Jules Verne flavour to its design, and much effort is being put into the way Jack moves. Early demos look very impressive, although we're sure the best is yet to come.

We'll have to wait until April for Activision to release Beneath.

lot just a shoot 'em up: Third World will have a strong story and RPG

THIRD WORLD

When Ron Millar (WarCraft II, Diablo) and James Anholt (Muppet Treasure Island, Dark Reign, MechWarrior 2) formed Redline Games in March 1997, they envisaged Third World as a strategy purist's dream. It even had a 2D isometric engine, and used sprites instead of polygons. After working with this concept for around five to six months they then completely changed tack, overhauling the project and altering how it played in the process.

Sporting an all-new, super-fast 3D engine (their own work), *Third World* is now Activision and Redline Games' first foray into the real-time action genre, but with RPG elements to help distance it from the norm. Citing Beam

Software's classic Super Nintendo adventure *Shadowrun* as their benchmark, Redline's designers are currently dabbling with a point-and-click interface, coupled with plenty of violent gang warfare.

Activision plan to release Third World early in the new year.



Because the landscape is fully modelled in 3D, you will be able to use it as cover.



Smoke, steam and coloured lighting effects add to the foreboding atmosphere.

Did you buy the Number One game this month? Or the Number One game a year ago? How about two years ago? Or five? The most comprehensive charts page in the history of the universe has all the answers...



THIS MONTH'S TOP2

AUG	SEP	TITLE	LABEL	GROUP	WKS IN CHART	PCZ SCORE
-	1	X-FILES	FOX INTERACTIVE	ELECTRONIC ARTS	2	40%
1	2	COMMANDOS: BEHIND ENEMY LINES	EIDOS INTERACTIVE	EIDOS INTERACTIVE	8	87%
7	3	WORLD CUP 98	EA SPORTS	ELECTRONIC ARTS	12	91%
2	4	PREMIER MANAGER 98	GREMLIN INTERACTIVE	GREMLIN INTERACTIVE	5	55%
8	5	INTERNATIONAL CRICKET CAPTAIN	EMPIRE	ENTERTAINMENT INT.	6	68%
6	6	UNREAL	GT/EPIC MEGAGAMES	GT INTERACTIVE	9	93%
-/	7	MECHCOMMANDER	MICROPROSE	MICROPROSE	4	85%
9	8	TITANIC: ADVENTURE OUT OF TIME	EUROPRESS SOFTWARE	EUROPRESS SOFTWAR	E 9	Not reviewed
5	9	FINAL FANTASY VII	EIDOS INTERACTIVE	EIDOS INTERACTIVE	7	93%
4	10	MICROSOFT PLUS! W98	MICROSOFT	MICROSOFT	7	Not reviewed
10	11	CHAMPIONSHIP MANAGER 97/98	EIDOS INTERACTIVE	EIDOS INTERACTIVE	41	90%
-	12	DUNGEON KEEPER	BULLFROG	ELECTRONIC ARTS	30	96%
16	13	ULTIMATE SOCCER MANAGER 98	SIERRA ONLINE	CENDANT	16	60%
14	14	WORMS 2	TEAM 17	MICROPROSE	37	82%
-	15	GRAND THEFT AUTO	DMA	TAKE 2	37	92%
11	16	MICROSOFT FLIGHT SIMULATOR 98	MICROSOFT	MICROSOFT	46	94%
-	17	STARCRAFT	BLIZZARD	CENDANT	18	88%
12	18	QUAKE II	ACTIVISION	ACTIVISION	35	97%
13	19	AGE OF EMPIRES	MICROSOFT	MICROSOFT	42	94%
15	20	TOMB RAIDER II	EIDOS INTERACTIVE	EIDOS INTERACTIVE	37	94%

We suppose it was inevitable that Fox Interactive's new TX-Files game would top the charts this month. Nothing to do with the quality of the game itself, mind you (see review on page 98), more the name surrounding it. Still, enough of you went out and bought the game before (most of) the reviews came out, so there must be something to it. As predicted (only a month later than expected), EA Sports' World Cup 98 has crept back up the chart, and could possibly reclaim the Number One slot if The X-Files and Commandos suddenly drop off in sales. There have also been a couple of curious re-entries this month: **Dungeon Keeper** and Grand Theft Auto, for example, which is good to see, although this is undoubtedly due to some of the excellent value-formoney deals available on older PC titles.

Paul Mallinson

PC Zone and Virgin have teamed up to give you the chance to win every game in the current Top 20. All you have to do to enter the draw is answer this simple question:

Q. In which London borough did Gillian Anderson grow up?

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 / E-mail / 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 entry to: PC Zone Chart Compo CPCZ89B, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, UK. (Closing date: Thursday, 24 September 1998)

Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition MEGASTORES rules, conditions and restrictions apply. Savvy? Capiche? Et cetera.

(compiled by Chart Track © ELSPA 1998)

|**Chart**Track



THE BUZZ ON THE STREETS

"How did X-Files get to number one? Looks like Fox's tactic of not sending out the game for review has duped enough people into buying a rather short and uninspiring FMV-fest (with hardly any Mulder and Scully to boot). And all because of a big licence." **Bill Payment, Newcastle**

"X-Files at number one? No way. I would have bought it if Gillian had got her kit off though." **Davina McCormack, London**

"A cricket game at number five?! Who the f**k wants to buy a cricket game? Bejesus, it's a sport spawned from the devil's pimply arse." **Robert Edwards, South Wales**

"The charts look a bit dead, really. Hopefully they'll spark to life in the run-up to Christmas." Hardini, PC Zone chat forum

YEAR AGO

- **Dungeon Keeper EA** Carmageddon SCi
- Theme Hospital EA
- X-COM: Apocalypse
- MicroProse **FIFA Soccer Manager**
- EA Sports

2 YEARS AGO... F1GP MicroProse

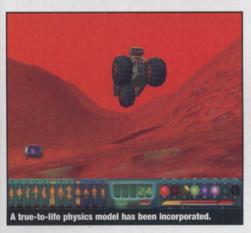
- **Duke Nukem 3D** US Gold
- Theme Park EA Civilization II MicroProse
- 5 CM2 Domark

5 YEARS AGO...

- The 7th Guest Virgin
- 2 Dune Virgin Day of the Tentacle
- US Gold King's Quest V Sierra
- **Eye of the Beholder** US Gold

WILD TIMES FOR TANK FANS







Wild Metal Country – too warped even for the MoD

REPORT Paul Mallinson

fter Marconi employees Chris Stamp and Bill Henderson created the Challenger II simulator for the army, *Wild Metal Country* was next on their 'to do' list. Unfortunately for them, the Ministry of Defence didn't seem that keen to pursue the idea ("A *Battlezone*-influenced action game with a 'big game hunter' feel? What the heck would our boys think?") so they were forced to take their warped ideas elsewhere. DMA Design, on the other hand, saw the game's potential and jumped at the chance to get involved.

Now nurturing Wild Metal Country to fruition for a pre-Christmas release, DMA are rightly proud of Chris and Bill's achievements. Simplistic in nature but wicked by design, it's billed by its creators "a next-generation first-person fighting game", and will mix an original and intuitive control system (tank/turret move separately) with their revolutionary new 3DMA graphics engine. Every tank will have its own characteristics based on 'real-life' animals ie the Bull will be heavily armoured, and Budgies will swarm and scatter when disturbed - plus its own set of defensive/offensive criteria. A true physics model and precarious landscapes will be in evidence. It all sounds impressive, but we'll reserve judgement until the review.







ESCAPE...
..ORDIETRYING





QUAKE II REACHES GROUND ZERO

New Rogue add-on pack does to Quake II what iD Software should have done to it

CANNON FODDER Paul Mallinson







ue in for review next issue, *Ground Zero*, the second official mission pack from Activision, seemingly has a great deal to offer the average *Quake II* fan. For starters, developers Rogue are adding 14 new single-player levels, and ten new deathmatch arenas of varying sizes. There'll be "at least" four new monsters and four new weapons, including a powerful chainsaw-like device (paying homage to the original *Doom*?) called the ripsaw that never seems to run out of petrol.

By far the biggest enhancement, though, has to be the new AI routines that Rogue's programmers have implemented. Now, rather than hovering Spider-like Stalkers can leap down from the ceiling at you. helplessly on a higher ledge waiting for you to meet them, *Ground Zero*'s monsters will jump down to meet you. Some duck and hide,

using the scenery as cover, and some set off traps in the hope of stopping your advance; they will even use lifts intelligently and will not run headlong into danger. In short, *Quake II*'s AI has now been brought to a level far and away above anything else seen in the genre. *Ground Zero* is due for release in September.

Check out www.activision.com, or www.rogue.stomped.com for more info.

SHORTS

COMMANDOS ADD-ON AND SEQUEL

With surprise strategy hit Commandos grabbing the Number One spot in the chart, and Saving Private Ryan traumatising everyone who's seen it in the States, Eidos have made the timely announcement of a sequel for the second half of 1999. Spanish developers Pyro will also be working on a mission disk for the first game, to be released at the start of the new year.



MANAGE AN F1 TEAM

F1 Manager Professional, the sequel to F1 Manager, is due to hit the shelves in time for Christmas. F1 nutters will no doubt go ape over the scope and flexibility of this sim, and apparently beginners will like it too because everyone will be able to tailor the complexity to suit their own preferences. A UK distributor has yet to be decided upon.





FIGHTERS Due for release through GT Interactive on Friday 25 September, Bio Franks is a 30 heat 'em un conversion of the N64 name of the same





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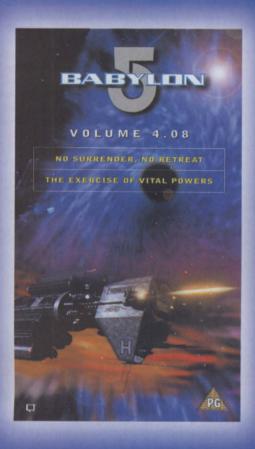
*1 Promotional pack including mousemat, stickers, playing cards, T-shirt and three Lara postcards. *2 Second-hand. *3 Get second game free.

All prices correct as of August 12 1998.

26 PCZONE #68 OCT 1998

Some of the unsavoury combatants from Midway's Bio Freaks.

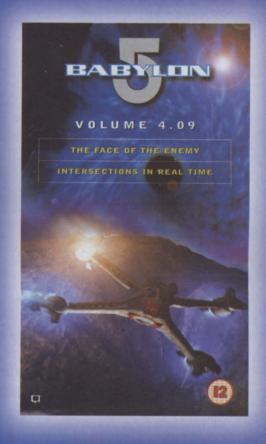
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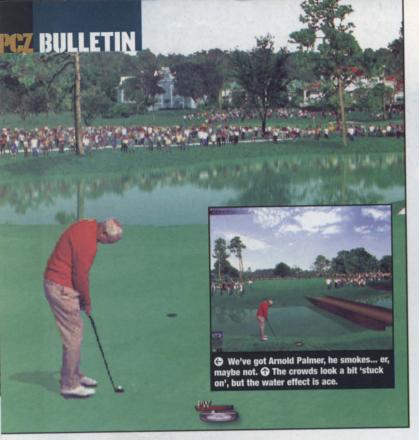


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LINKS GOLF?

Everyone's favourite slow-loading golfing series goes up against its long-time PGA rival this autumn

TEEING OFF Paul Presley

hile EA have harnessed the power of Tiger, Access are employing golfing veteran Arnold Palmer to give Links LS 1999 a smell of authority and Dentucream. Features include photorealistic graphics depicting the St Andrews and Bay Hill courses in all their hacked-up glory, and badly dressed crowds lining each hole.

Also included is the now obligatory 'mouse-swing' control method, and Internet options such as voice chat and spectator modes.

If Demis Hassabis, 'child prodigy', creator of Theme Park and founder of Elixir Studios, was stuck on a desert island with nothing but a PC, an unlimited power supply and five games of his choice, what would those games be?



had the required six months it takes to try!"

- Civilization (MicroProse) *
- Quake (GT)
- Total Annihilation (GT)
- The X-COM series (MicroProse)
- Master Of Orion 2 (MicroProse)
- * Choice if allowed only one

Comment "I tend to like games with a lot of depth and a lot to discover, which would be an especially useful trait on a desert island. Most of the games are also multiplayer, so hopefully when I get off this blasted island I'll be able to whip everyone's butt. I would take Civilization if I was allowed only one, because, firstly, it is my favourite PC game, and secondly, I've always wanted to see if it was possible to get a 200 per cent score - I've just never

SHORTS

SIN ADD-ON ANNOUNCED

2015 Inc have been announced as the official developers of the first ever mission pack for Ritual Entertainment's forthcoming SiN. To be published through Activision early next year, this new add-on is expected to feature 13 new levels, a freshly created storyline and a slew of original new weapons and monsters

FLY A SAUCER



Step into the shoes of a 'little green man' and fly cigarshaped vehicles around the desert in Software 2000's forthcoming Flying Saucer, due out this Christmas. Touted as a 'simulation' rather than a dodgy Incoming clone with awful graphics', Flying Saucer will undoubtedly find its niche with the kind of people who pray for abduction or liked Independence Day.

SWINGERS UNITE



The name may be awful, but the idea behind Swing is an intriguing take on the concept of Tetris, but using weights instead of mis-shaped blocks. Software 2000 released the game in Germany to rapturous applause last month, and the same could happen here if they price it cheaply enough. The game is currently due out before Christmas.

HARD-CORE WWII STRATEGY

Over half a million multiplayer games of C&C and Red Alert Continuing Empire's are played every Campaign series, wargame developers Talonsoft are working on Western Front, a depiction of WWII's most famous battles. Playing either pre-set 'all-star scenarios or using the random battle generator, you command over 500 different types of units, across terrain that includes Normandy, North Africa and downtown Stevenage. Out October.

Week

YOURMOSTWANTED

A look at the games you most want to see over the next few months, and when they're expected

- Duke Nukem 4 Ever (GT) November '98
- 2 Half-Life (Cendant) September '98
- 3 Carmageddon II (SCi) September '98
- Driver (Reflections) November '98
- Championship Manager 3 (Eidos) October '98
- Quake III/Arena (Activision) spring '99
- Grim Fandango (LucasArts) September '98
- Aliens Versus Predator (Fox) November '98
- **C&C Tiberian Sun** (Westwood) October '98
- 10 Daikatana (Eidos) October '98

Tell us what you think and get your voice heard in next month's Reader Chart. Use your vote - e-mail us at letters.pczone@dennis.co.uk



Due for launch in mid-autumn, X is an Elite-style space caper that sees you fighting and trading your way across a universe of over 30,000 locations. Explosions are plentiful, and everything is rendered in 3Dfx.

The basic idea behind the game should be familiar: make money by taking on missions, running successful businesses, bumping off the competition, or all three. Sadly, there are no networking or online features, although developers Ergosoft haven't ruled them out

for a later version. Funsoft are to publish the game in this country. My alien's got no nose. How does he smell? Awful.

BETACAL Why buy when you can beta? Le

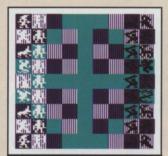
Go shopping, go hang-gliding, download commercial software and insult someone you've never met. Do you need any more reasons to get online?

WORLDWIDE WEBSLINGER Phil Wand

If you're in the mood for capers with your credit card, Netgames at www.netgames.co.uk is a UKbased games club that has opted for web presence rather than high street outlets with no car parking and a strong smell of pee in the doorway. Membership is free, and every subscriber has access to the secure online store full of discount PC and console games. Other site sections deal with shareware, games, jokes, screensavers and reviews.

As a prudent punter you will, of course, compare the new boys with old hands Special Reserve at http://special.reserve.co.uk, who provide a similar service but require a small annual fee.

Genre nuts will be pleased to know that FlightSim Dot Com at www.flightsim.com have just posted new reviews of several shareware titles,



The first PC game Phil bought, now enjoying a new life as abandonware

including the first and only hang-glider simulator.

MultiPlayer Online Gaming at www.mpog.com are worth a bookmark for their regular online game updates, while Reality-X play host to one of the more popular Diablo II sites at http://diablo2.reality-x.co.uk.

Check out The Cheater's Guild at www.thecheatersguild.com,

where they've recently added new codes for games such as Deathtrap Dungeon, Incubation, Sub Culture and SiN (ie the demo). Other sites with notable cheat archives include Happy Puppy at www.happypuppy.com and GamePeak at www.gamepeak.com.

One of the many new abandonware sites popping up is The Abandonware Planet at http://members.xoom.com/Abn dnwr507/AW.html.

Abandonware refers to the growing number of games that are over four years old and no longer on the shelves - titles like Crystal Caves, Archon, Pharoah's Tomb and Paperboy can be downloaded for free. No doubt some huge and senseless copyright issue will surface in the near future, so enjoy the old gems while you still can.

Why buy when you can beta? Leave your wallet at home and trot along to these sites

Mankind is a real-time action, strategy and trading game set in a living universe of 900 million planets, seasons, cities and space stations.

Website: www.mankind.net E-mail: info@mankind.net

Lineage is a real-time multiplayer RPG, currently in open beta. Includes a choice of characters, intelligent NPCs, day and night effects, alpha blending and realistic animations.

Website: http://lineage.ncsoft.co.kr/en.htm

E-mail: gamemaster@ncsoft.co.kr

NOW PLAYING



EVERQUEST www.everguest.com

EverQuest is an online role-playing game that supports more than a thousand simultaneous players at any one time. Choose from 12 races and 14 classes, and become proficient in over 40 skills and abilities. The EverQuest world is an enormous virtual environment of economics. dungeons, castles, towers and quests to rescue fair maidens. The interface is rather fetching, with multiple camera views and full-colour scenery. It also boasts full support for the latest graphics cards and Direct3D.



RAGE OF MAGES www.lith.com/ROM

Developed in Russia, Rage Of Mages is another online RPG featuring stunning artwork, an isometric 3D landscape, real-time lighting and realistic physics. Up to 16 players will be able to play over a network or online, with over 50 enemies, 300 weapons and armour, plus the essential brace of spells and potions. The game looks set to satisfy the growing thirst for top-quality RPGs.

SPESH SITE OF THE MONTH



ROBOSAURS VERSUS THE SPACE BASTARDS

www.spacebastards.com

"Imagine if Mr Kick-Ass Gameplay was having unprotected sex with Ms Top-Quality Entertainment and he didn't pull it out in time and she got pregnant - their child would be Robosaurs Versus The Space Bastards™."

An enchanting portrait, I'm sure you'll agree, but one that gets straight to the point. Only trouble is, the game in question is a pie-fed 30Mb and thus beyond the patience of most modem users. The website, however, is not. Its humour is uniquely British, the swearing profuse, and you can even send people anonymous hate mail if you like.

FREE ONLINE GAME OF THE MONTH



What used to take five minutes to load from tape now takes five seconds. Eee – technology, eh?

JAVA ZX SPECTRUM EMULATOR

www.spectrum.lovely.net

Jasper is a web-based Spectrum emulator that runs in your browser. We've mentioned it before, but since that time the code has been tweaked to give faster screen updating, smaller downloads and smoother scrolling.

And it works. The games fire up in seconds, and you can't help but wonder at how programmers of old managed to cram an entire game into a space no larger than the average Word document. So if names such as Ant Attack, Chuckie Egg, Elite and the ever-wonderful Chaos make you come over all misty eyed, pay a visit.





ADVENTURE FANS URGE CHANGE OF HEART

Is there life left in the adventure game? Recent fan pressure aims at keeping the genre alive

OHOLDING THE QUILL Paul Presley

our months ago we suggested that adventure games were approaching a terminal condition. Recent events, such as Blizzard cancelling the almost completed WarCraft Adventures, and LucasArts announcing that the fourth Indiana Jones title would be a 3D Tomb Raider-style romp, have just added fuel to the fire.

Not everyone is willing to say die though. Two German gamers recently filed a heavily signed petition to Blizzard asking for *WarCraft* to be released. "At first we were shocked," says Christian Giegerich, co-author of the petition. "Is the future of computer gaming to be only 3D action and real-time strategy?"

The two gamers set up a website

(http://members.aol.com/Pschneid50/Warcraft.html) voicing their disapproval of the situation, and invited others to comment. And comment they surely did. Over 1700 people put their names on the petition pleading for the game's release.

But why go to such lengths for a game they've never seen and that Blizzard themselves described as not being of sufficient quality to release?

"The adventure genre is dying out," says Christian. "We want to show the guys who cancel these games that there are people out there who say no to 3D action games, no to strategy games, but who are *adventure* gamers."



On one level this is a fair concern. But the truth is that, aside from freaks like *Myst*, adventure games aren't selling in the kind of numbers that make publishers happy. Not that publishers admit to this side of things. Blizzard have maintained all along that their reason for cancelling was one of quality. "We believed we couldn't release a title that didn't meet our exceptionally high standards," says Bill Roper, producer at Blizzard. "Although I haven't seen the petition myself, we're aware that there's a call to release whatever's been completed, and we're honoured that people have such a high level of interest."

But WarCraft is still not going to be released. The general feeling in development circles is that the adventure genre, for better or worse, is heading towards 3D. LucasArts' Grim Fandango and Cavedog's Good & Evil (designed by Monkey Island's Ron Gilbert) are the oft-quoted examples of the direction we're heading, which raises questions of

its own. Is the graphic style of the game really the most important factor?

Cryogen are a small
European games developer who
recently started a 'Save 2D Adventure Games'
campaign on their website (www.cryogen.ch/
support_2d/). Of course, it would only be the
most cynical of cynics who would suggest Cryogen
started this campaign because they have Immanis,
a forthcoming 2D adventure game of their own, to
support, but the campaign still garnered a healthy
response, gathering a similar amount of support to
the Blizzard petition.

The problem here is that it isn't the 2D aspect of the genre that needs to be saved. The amount of 'D' a game contains is secondary to the quality of storyline and game design. Everyone expects *Grim Fandango* to be a critical hit because of the quality of its storyline; from a graphical standpoint it's closer to *Alone In The Dark* than *Monkey Island*.

When Zone saw the nearly completed WarCraft Adventures several months ago, we had concerns over the quality of the actual game ourselves. Graphically, it looked wonderful, but still we had our doubts. Perhaps Blizzard have done the right thing after all? Is it better to have a medium respected for quality over quantity, or to have one bursting at the seams but filled with dross?







Greetings from Titan:

Please fasten your seatbelt The exits are situated nowhere

"The game has an epic tone that is hard to resist."

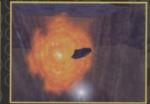
EDGE

Lhe Fullure is alreedly

C4UGHT 8ETWEEN THE POWERPLAYS OF NEO-FEUD4L CORPORATIONS AND THERE IS ONLY ONE ESCAPE.

OFF-PLANET









デザイナーズリパブリック

big beats by Warp records









Gremlin Interactive Limited. The Green House. 33 Bowdon Street. Sheffield. S1 4HA. Tel: 0114 279 9020 Fax: 0114 273 8601

THE SCIENCE OF POOL

Hot on the heels of Jimmy White's 2: Cueball comes a new 3D pool game from Psygnosis

RESIDENT HUSTLER Phil Wand



ith 160 animated characters, ten specially composed music tracks, and realistic physics, Psygnosis' new Expert Pool looks, sounds and plays the part. The tables themselves are rendered amid rich 3D environments, complete with lighting and background noise from neighbouring games. There's full support for both Direct3D and A3D, which help create that authentic feel. Importantly, Expert Pool features a throng of client/server networking features, and is the first title to use ViSOS

technology which permits global tournaments and non-player spectators. Developed by Visual Sciences, Expert Pool will

(See review of Jimmy White's 2: Cueball on page 96.)



PIZZA TYCOON SEQU

Pizzas and gangsters - now there's an idea. Why not make a game out of it? Ooh, look, someone has! And that game is called Pizza Syndicate, from Software 2000. Previously, in the MicroProse-backed prequel, Pizza Tycoon, you played the part of an entrepreneurial pizza chain manager trying to eke out a living tossing dough into the air while chopping up spicy sausages. Which was great. But Pizza Syndicate is subtly different. You still play the role of an entrepreneurial pizza chain manager trying to eke out a living tossing dough into the air while chopping up spicy sausages, only this time you have the chance to get involved with the local Mafia. Sounds charming.

Pizza Tycoon is reviewed on page 112.







SHORTS

WIRED NAME CHANGE

SCI have changed the name of their forthcoming arcade puzzle game Wired to the rather snappier, happier and far less crappier (cough) Live Wire. This Amidar (aka Painter clone, with luridly colourful 3Dfx graphics and a plethora of whizz-bang-type console effects, looks like being a fair bit of fun when it comes out in late October

HONG KONG FLEW-Y

Expanding the Flight Simulato 98 world ever further, Instant Access have released Hong Kong 99, a scenery disk bringing you the most modern airport ever built. The brandnew Chek Lap Kok terminal is faithfully reproduced (presumably with all the bugs that plagued it), along with the older - and more perilous -Kai Tak. Fan-errrific! As Penry would no doubt exclaim.

WORLD GONE UNDEAD

A new Unreal add-on has been announced from US dev outfit Creative Carnage. World Gone Dead features ten new zombie-strewn levels, eight new weapons (including chainsaw, Uzi, M-16, grenades, plastique, mortar launcher and, rather strangely a lawnmower). The game also uses a new system that adjusts gameplay according to player skill levels. A UK publisher is now being sought



MOTION-CAPTURE

Motion-capture involves a sequence of frames being performed live instead of being drawn by an animator. The limb, joint and body movements are stored, manipulated and recreated by computers. Motioncapture produces far more realistic results, as the movement model is effectively 'alive'.

Who created it?

There is no one acknowledged creator, but the US Department of Defence is often credited with the pioneering techniques that are used in modern games.

O How is it done?

There are two principal methods of motion-capture. The first involves mirrored spheres being attached to a performer's body at limb joints and on major body parts such as the head and torso. Infrared cameras track the path of the spheres; when an individual sphere moves out of sight of the camera, its position is calculated. The second method involves electronic sensors that pick up every action. The downside with this is that complex movements are somewhat restricted by a tangle of wires and the number of infrared cameras available.

Where can I find out more about it? The best place to go is http://ktx.com/3DSMAX.

PLAYSTATION ZONE A COXO

Got a personal arcade in your bedroom? You can bet there's at least one PlayStation in there somewhere

CONSOLE KING Paul Mallinson



HE BIG GAME:

History: Originally slated for release last year, Apocalypse is Activision's first 'bit-time' foray into console territory. Developers Neversoft converted MDK to PlayStation. Which shows.

Smells like: MDK; Fade to Black; Konami's Contra series.

Storyline: Playing as Bruce Willis, you must eradicate the Four Horsemen of the Apocalypse and save the world from a shadowy figure called The Reverend. Big deal: Bruce Willis' personal

involvement has raised a fair few eyebrows. He does the voice-overs, has been rolling around in a motioncapture studio, and has also been throwing in his own ideas.

Low point: Been drumming our fingers for a while now...

Tech stuff: Apparently runs at 30 frames per second at a resolution of 512x240. Asynchronous loading, which enables information to be uploaded without disrupting play. Our impression: Everything Bruce touches turns to gold.



C: THE CONTRA ADVENTURE

(Konami)

Unlike the previous PlayStation Contra title, TCA mixes 3D and 2D gameplay and also mirrors the kind of gameplay and environments seen in the mid-90s classic Super Nintendo version. And anyone who played that game will know exactly why we're so much looking forward to this.



JACKIE CHAN'S STUNT

MASTER (Midway)

Stunt Master is a side-scrolling beat 'em up action game in the mould of Double Dragon (glurk!) and Fighting Force, but based on the set of one of Jackie's own films. You have to discern between on-set saboteurs and Jackie's loyal stuntmen as they hack their way through the many levels. Chan is doing the motion-capture for the game and is also vetoing design.

WELCOME TO THE DARKER SIDE



"The last thing vou will hear is my sighing at the sublime ecstasy of steel dancing through your flesh."

Rebate coupon for all owners of Warlords III: Reign of Heroes when you purchase this new edition.





WARLORDS 111 DARKLORDS

STAND ALONE PRODUCT You do not need Warlords III:







HE EPIC GAI

MANCHESTER

PC Zone dribbles through Football City, where (gulp!) consoles are the champions of the gaming league

ROVING REPORTER Andrew Martin





SO MUCH TO ANSWER FOR

Madchester. Gunchester. Whatever you want to call it, the place is currently undergoing something of a facelift to its scarred city centre, with a view to making it look something like London's Covent Garden.

James Crompton, manager of the shop Game, in the Arndale Centre, doesn't live in Manchester. Twentysix-year-old James is from Wrexham. And despite hating football, he still holds claim to the fact that his dad taught Ian Rush how to be a bricklayer. He agrees that the gamesbuying market in Manchester is primarily console-led, which explains the dearth of independent retailers: "HMV/Virgin, yeah. Electronics Boutique we don't really regard as a threat anyway because they're a bit off-spec. We've never said we compete directly with them as far as PC software is concerned, and I'm sure they'll agree."

This is true to the extent that Game's PC stock has more dedicated floor space than the consoles do, whereas EB, HMV and Virgin Megastore push the PlayStation and N64 at their customers like nothing on earth. It would seem the PC buyer's average age is to blame: "I would say PC games are selling to 20 to 35-year-olds by the shedload," reckons James. "They all come out of their offices in their suits and spend around £70 a week on a couple of games. They don't drink much, obviously. We also get a lot of students in who are content to whack a Voodoo1 into their machine and away they go. It's safe to say we dominate the PC market in terms of software sales."

Selling well this month then? "Unreal, Commando, Mech Commander, Premier Manager 98 all fly off the shelves, as well as old chestnuts like Quake, but in the last week alone we've sold 40 copies of X-Files. Everybody we've sold it to seems quite happy with it."

WHO LIVES IN A CITY LIKE THIS?



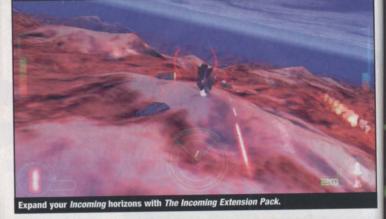
JASON WATSON-THORBORN

30, publican and Manchester City supporter

Which game are you looking for?
"Premier Manager 98. It's my ambition
to sit us atop the Premier League in
three hours, as opposed to three seasons."
What are you playing at the moment
when the pub's shut?

"Worms 2 or World Cup 98. I've avoided Unreal and suchlike because I'd never get around to opening the pub if it was tempting me."
What about the X-Files game?

"I'd rather walk down the M1 with a nail in my boot."



PLAY MORE INCOMING

Instant Access are currently developing an authorised add-on pack for Rage Software's *Incoming*. The new expansion pack, which will work with all versions of *Incoming* (including the one bundled with most 3D

cards), will feature a completely new storyline, new enemy and allied units, and 48 new missions spread over a number of brand new worlds. *The Incoming Extension Pack* is due in September, priced £14.99.



PRO PINBALL RACING

Mention computer pinball to most people and they'll think you're a bit strange. But put them in front of any game from the magnificent *Pro Pinball* series and you'll have to coax them away from the screen with a wad of fivers. *Big Race USA*, the latest addition, now features 16 American cities as play areas, improved dynamics, up to ten simultaneous balls, and head-to-head LAN and Internet play.

Single-player opponents range from the Police to a Monster Truck.

FOR THE RECORD



"Programming once seemed like the hardest activity ever, but now I

think screenwriting is harder."

Jordan Mechner wraps up the screenplay for the forthcoming movie version of *The Last Express*.

"Every engine has its share of strengths and weaknesses, and ours is no exception."

Jay Wilson, lead designer of *Monolith*, we salute you for your honesty.

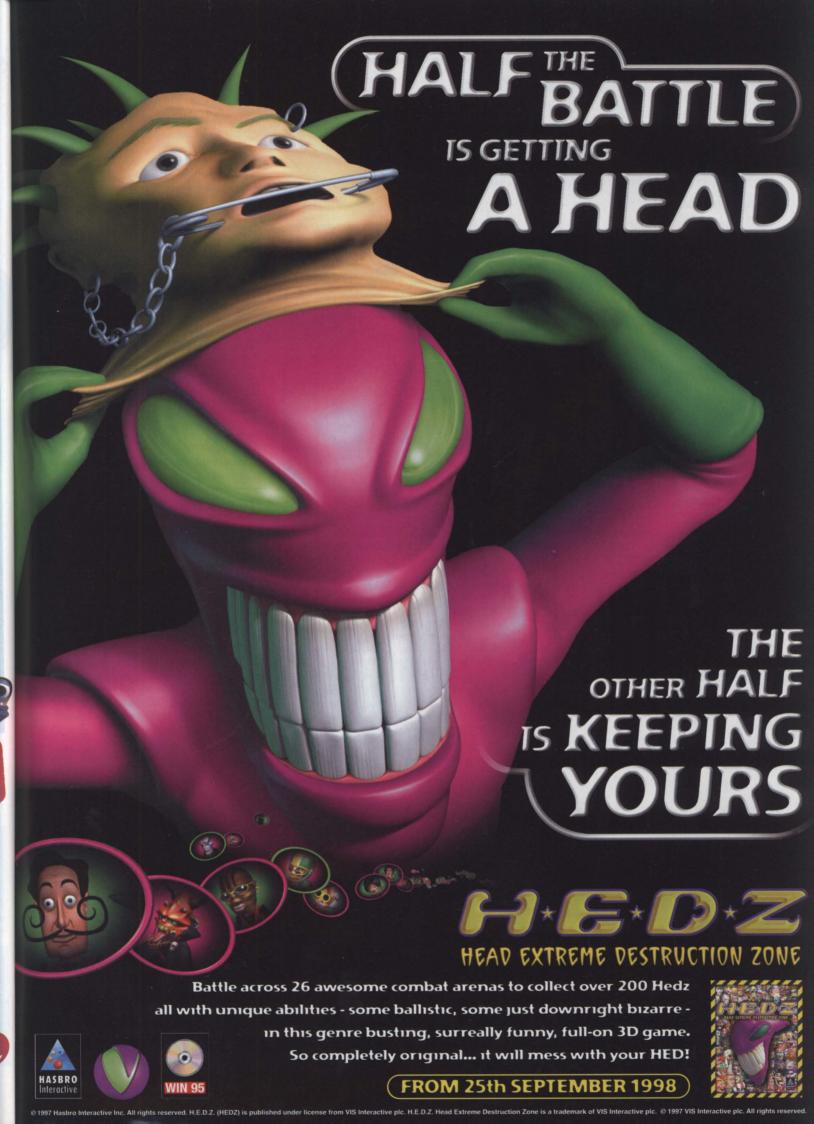
"Live action is a very versatile storytelling tool. The film industry has proved this for the last hundred years." Phil Quirke-Webster, producer of Psygnosis' Global Domination explains away the FMV sequences.

"it's amazing. It's totally, totally amazing. You know, we're just ordinary people, and here comes this extraordinary child. We were just a normal family and here he comes doing all these amazing things."

John Romero's mum, obviously amazed by her son's amazing achievements.

"Blizzard are afraid of shipping the game because of the genre. At least thats what it looks like."

Adventure fan Christian Giegerich's view the canning of *Warcraft Adventures*.





TECHHEAD

Oops! The deadly CIH virus has been unintentionally distributed via the Net. Careless...

WORDS Warren Chrismas

LIVING IN SIN

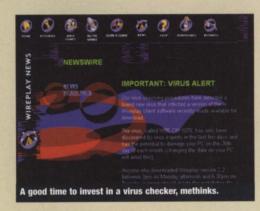
Deadly new virus sweeps through online gaming community

ith little coverage of viruses in the mainstream media, you'd be forgiven for thinking that the threat is as good as dead. Thousands of PC owners now know different, however, after a spate of reported infections throughout the late summer from a deadly new virus called CIH, which is known to have been distributed via at least three separate gaming-related Internet sites.

CIH infects 32-bit Win95/98 executable files. Once resident in the memory, it copies itself to new .exe files as they are opened and then, once triggered, is capable of corrupting a PC's Flash Bios, rendering the computer unbootable. Variants of the virus activate on either 26 April or 26 June, or on the 26th of every month.

Among those caught out was the online gaming service Wireplay, who inadvertently distributed CIH with version 2.2 of their client software via their website on 21 July. The problem was spotted a day later, however, and anyone who had downloaded the file was advised to call the company's helpdesk (0345 577 577) to claim a free virus removal disk.

Meanwhile, in a statement on their website, Activision cautiously admit to having "heard rumours" of the CIH virus "possibly" being attached to demo copies of their new *Quake* clone *SiN*, but deny that the original self-extracting executable file – released via C-Net (www.gamecenter.com),



Ritual (www.ritual.com) and Activision's own site (www.activision.com) – was infected. The demo on this month's cover CD (see page 148) has been fully checked.

Anyone who has downloaded files from the Internet in recent weeks would be wise to scan their hard disks with an anti-virus package such as Norton Anti-Virus or McAfee VirusScan, making sure that the latest updates are installed. Haven't got a virus checker? Prices start at around £20.

• For more information and trial virus software, check out www.symantec.co.uk, www.mcafee.com or www.drsolomon.com/home/home.cfm

FACTCANNON

- © DirectX 6.0 is finally finished and available for download from Microsoft's website at www.microsoft.com/directx/download.asp (the standard file is 1.6Mb). However, as mentioned in *PC Zone* last month, any forthcoming games which require the new set of drivers will be supplied with the necessary files.
- ☼ 3D accelerator manufacturer 3Dfx, unceremoniously dropped from the development team of Sega's 64-bit Dreamcast console in favour of PowerVR technology from NEC and VideoLogic, have reached an out-of-court settlement with the three companies after originally filing a lawsuit for breach of contract.

Rather boringly, the terms of the settlement are to remain confidential.

- ☼ PC owners awaiting news on the much-anticipated second-generation PowerVR accelerator boards from VideoLogic (01923 260511) should keep an eye on the company's website at www.videologic.co.uk or www.powervr.com. A full announcement on PowerVR SG is, we're told, due very soon, and the boards are expected to become available some time in "late summer".
- ∑ Yamaha (01908 369259) have launched a new DirectSound 3D-compatible PCI-based sound card. Primarily aimed at would-be musos, the Waveforce WF192XG features two sound synthesisers and three multi-effect processors. It's capable of playing up to 192 voices simultaneously and makes full use of Yamaha's own XG (extended General MIDI) format. It costs around £70. For more information, check out www.waveforce.com.

FIRST

FEEL THE FORCE

Around £150 ◆ Microsoft ◆ 0345 002000 ◆ www.microsoft.com ◆ Out autumn '98

Several leading peripheral manufacturers have plans to release force feedback-compatible steering wheels this autumn. But the first to get a working model into the *Zone*

offices are Microsoft with

Hold on tight:
the SideWinder
Force
Feedback
Wheel is
on its
way.

their SideWinder Force Feedback Wheel (due out in October). Pretty smart it is, too.

A simple but effective clamp system enables a pleasingly firm mounting on a table or desk, and the pedal unit, while very lightweight, remains firmly underfoot thanks to a large base. The buttons are sensibly mounted – six on the front and two for gear changes at the rear, all within easy reach.

The real magic button, though, is the big one on the front marked 'Force'. Load up a force feedback-compatible racing game (that means anything from the last few months and probably any driving game released from now on), hit the button and hold on tight. On the highest settings the steering becomes very, very heavy

and, while not quite enough to rip a baby's arm off, the feedback is nevertheless surprisingly powerful.

Various test options in the calibration software give you an idea of the range of possible effects, from a race car running idle (which judders the wheel from side to side), right up to a tyre blow-out (which throws the wheel about violently). Alternatively, you can get stuck in right away with the two supplied games, CART Precision Racing (PCZ#61, 72%) and Monster Truck Madness 2 (PCZ#65, 70%).

It's great fun to use, but the thing is, do you take your driving games seriously enough to spend £150? And if you're a real die-hard race enthusiast, wouldn't you prefer a more serious, realistic wheel and pedal set such as Digital Edge's superb F1 Sim (*PCZ* #55, 92%), which costs £150 but has no force feedback? Your call.

PCZVERDICT

86%

We'll have a full group test in two issues' time.

"IF I HAD £150"

Got 150 smackers and nothing decent to spend it on?
Why not try out *PC Zone*'s guide to alternative gaming?

3 Hasbro's HEDZ (see page 88)

is likely to spark a wave of schizophrenic anxiety when it finally hits the streets in September, so why not beat the rush and buy your own collection of bonces ready for the big occasion? Smiffy's do a great range of rubber masks including Cat (£8.50), Witch (£6.99), and Laurel & Hardy (£8.99 each), which would be a good place to start. Then you should add a Spiderman mask (£2.99), a Sylvester mask (£4.99), a Scouser Wig & Tach set (£7.99), a vampire wig (£7.00), a cowboy hat (£8.99), a double-horned Viking helmet (£5.00), a 'Bobby's helmet' (£2.99) and a rather fetching 'Rocker' wig (£17.99) to your shopping basket. To complete the collection you should then grab hold of a Masquerade 'Nightmare Hood' skeleton mask (£13.99), a Darth Vader suit and mask (£27.00 - with free lightsaber!) and a pair of silly 'Glow Hands' (£8.99). Finish things off with a Silly Slammer 'beanbag with attitude' which you can throw at the wall when swapping heads and playing the game all gets a bit too much for you.

All the items mentioned above are available from Hamley's, Regent Street, London (0171 734 3161 for more information).

SHORTS

IT'S AN OUTRAGE!



NMS Software (developers of Sega's Conflict Of Nations, Tilt and Risk), in conjunction with Inspired Publishing, have apparently achieved the impossible. They claim to have "mixed Sir Issac Newton with Arnold Schwarzenegger" and come up with the best, most outrageous racing game of all time: Outrage. We'll find out whether or not they're talking crap come November.

AIRBORNE RANGERS



Lead a squad of 18 crack paratroopers behind enemy lines during WWII in Empire Interactive's forthcoming 101 Airborne. Out in September, the game mixes action and strategy from an overhead perspective, and takes place in the run-up to the D-Day invasion on June 6, 1944.



Get a Lode of this.

LODE RUNNER RETURNS

GT announce '90s remix of '80s 'underground' classic

RUNNING MAN Paul Presley

According to GT Interactive, Lode Runner 2 retains all the elements that enabled the original to "transcend the lines of age, gender and genres", while adding enough modern features to bring the series up to date with a bang.

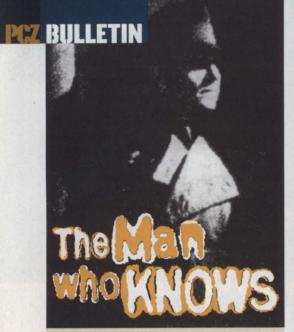
More than 75 isometric 3D levels, fast-paced platform action and worlds called Jungle, Gear and Wacky should help reinforce the positive nature of computer games when *Lode Runner 2* is eventually released this winter.

FUNNY WHO YOU BUMP INTO ON THE STREET



NOVEMBER

CARMAGEDDON CARPOCALYPSE



Toys, takeovers and tribulations

Gamers who've dreamed of playing with Lara Croft are set to have their wishes granted. It's possibly not quite how they imagined it though: rather than making her body available for sexual deviancy, she is to appear in the form of a toy. To coincide with Tomb Raider III, entertainment company Playmates Toys are launching a small figurine of Lara in traditional attire. Different costumes will follow, as well as some less interesting characters from the game. A similar deal has been struck for Turok: Seeds Of Evil, although Joshua Fireseed and his miniature dinosaurs may not have quite the same appeal.

Grizzled old boxer **George Foreman** will not be making an appearance in **EA**'s forthcoming punch-'emup **Knockout Kings**, apparently because he demanded too much money. Another high-profile pugilist who will be conspicuous by his absence is **Mike Tyson**. Nothing to do with financial concerns, but due to the fact that he is a convicted rapist — and an ear-biting one at that. **Michael Pole** of Electronic Arts mouthed: "Mike has done a great job of getting his life in order, but we felt that until he was reinstated we'd stay away."

Hollywood-based nonsense: a report in trade paper Variety claims that a senior Westwood producer has been looking for a partner to help produce a movie based on Command & Conquer. Apparently there's no script or story as such, although rumours suggest a post-apocalyptic future with two forces battling for control of the Earth. Not interested.

Canned games news sees **Sensible Software** finally pull the plug on their ambitious hedonism-'emup, **Sex & Drugs & Rock 'N' Roll**, following four years in development and a considerable drain on both the company and the personal finances of **Jon Hare**. The game – which was to come on 16 CDs – was turned down by some 20 publishers, with only one making an offer, and that was deemed risible. Hare is adamant that the game was snubbed because of its risqué nature rather than due to lack of interest. He ranted: "We put up with *Songs Of Praise*, we put up with politicians and their f**ked-up ideas that directly affect all our lives, yet apparently society can't tolerate a fun video game that no one has to play if they don't want to."

Corporate bollocks: toy giants **Hasbro** have bought troubled **MicroProse**, the latter having been on the lookout for a 'strategic partner' for some time. The MicroProse brand will remain intact, and it has already been announced that this year's titles – including *Klingon: Honour Guard* (see page 82) – will not be affected by the deal. On the down side, it can only be a matter of time before we see *Star Trek Monopoly*. Stick if.



QUAKING WITH HACX

Following on from the popular *HACX* add-on for *Doom II* is the ingeniously titled *HACX2* for *Quake II*. Danny Evanger, the central character, now finds himself travelling to Moscow, the Arctic, and to Mars and beyond. The game features more weapons, more mutants and more robots, all hell-bent on Mr Evanger's destruction. Look out for it later in the year.



FRAG MASTER REVEALED

Here's an exclusive first look at Thrustmaster's forthcoming *Frag Master*, a two-handed game controller specifically designed for first-person action games. The unique ergonomic design will apparently deliver unparalleled accuracy in your shooting, and will also help you pull off difficult manoeuvers such as 'circle-strafing' and rocket-jumping. A price has yet to be fixed, so watch out for updates and a full review soon.

TICKERTAPE

LAST-MINUTE NEWS, AS IT COMES IN...

START++James Earl Jones (the voice of Darth Vader) and Michael Biehn (Terminator, Aliens) are both to star in the hugely anticipated Tiberian Sun. Filming at Westwood's own studio in the Nevada desert took place in July ++STOP++ Activision have dropped UK-based Quickdraw as the developers of Asteroids ++STOP++Interactive Magic unveiled Dawn Of Aces, their brand new online WWI combat sim, at a Warbirds convention in Dallas recently ++STOP++Interplay have launched a competition to find the best home-grown mission for FreeSpace: The Great War. A bundled mission editor comes with the full game. Check out www. interplay.com for more details ++STOP++Apparently Epic have already got Unreal up and running on Sega's forthcoming Dreamcast PC-based console++STOP++In case you didn't already know, the new Wing Commander game, Secret Operations, is due to go up on the Internet free for download at the end of the summer. Check out www.secretops.com for further updates++ENDS

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HOTLINE

Here's our very own quasi-definitive listing of what is what, and what is not what, for the next couple of months. But beware: all dates are dangerously provisional

WORDS Paul Rose

WED 2ND

It being a Wednesday night, the kindly old *PC Zone* gentlemen once again challenge you to a variety of gaming pursuits known only as Wireplay. Why not pop along and

FRI 4™

Games hitting the shelves today include...

Creatures 2 (Mindscape) – The original was a pointless affair, the highlight of which was teaching the game's artificial lifeforms to swear. (See review on page 90.) HardWar (Gremlin) –



Another attempt at recapturing the essence of the classic *Elite*, in this instance set within the poisonous atmosphere of

Titan. Non-linear missions, the ability to leg it around on foot or ride on monorails, plus some stunning *Blade Runner*-esque graphics hint at big loveliness.
Opening today is the European Computer Trade Show, an annual get-together for the European games industry. Expect us to return to Zone towers with loads of exclusives and crippling liver failure.

2 3 4 5 6 7 8 9 10 11 12 13 14 15

FRI 11T

shame us?

Games released today include...

Alien Intelligence

(Interplay) – It's one of those real-time wargames again, but this time with a twist: battles occur simultaneously in space on a planet's surface. As a result, it boasts the largest playing area of any game of its type. Special Ops (Take 2 Interactive) – Covert soldier nonsense that's been delayed and delayed and delayed. Worth the wait, however. (PCZ#65, 88%)

The Fifth Element (Ubi Soft) – Billed as an interactive "director's cut", the game looks like a stylish sci-fi Tomb Raider. With Bruce Willis in it. Dominion: Storm Over Gift 3 (Eidos Interactive) — Yet more real-time strategy, but worth a look as it's been put together by ex-Quake team members. Whether these first-person shooter experts can turn their hand to wargaming



remains to be seen. Red Jack (T*HQ) – Prerendered adventure from the creators of Titanic: Adventure Out Of Time. Hey, it's got pirates and ghosts in it.

Space Bunnies Must Die!
(Take 2 Interactive) – A
tongue-in-cheek B-moviestyle third-person shoot
'em up-cum-platformer.
You Don't Know Jack
(Take 2 Interactive) –

Budget-priced quiz game re-release. (PCZ #57, 91%) Rainbow Six (Take 2 Interactive) — Zippy, George, Bungle and Geoffrey set out with Rod and Jane to find the kidnapped Freddy. If only. Total Annihilation: Battle Tactics (GT Interactive) — Long-awaited add-on pack to "The Game Which Killed Command & Conquer" TM. (See review on page 105.)

FRI 2ND

Among the games hitting the shelves today are... Jimmy White's 2: Cueball (Virgin Interactive) –

Snooker-loopy nuts are we, so the imminent release of Jimmy White's 2 makes our testicles swell. (See review on page 96.)

Magic And Mayhem

(Virgin Interactive) – As for any game featuring the word 'magic' in the title, this is some serious fantasy role-playing stuff.



(See preview on page 66.) **Quest For Glory 5** (Sierra)

- Oh no! The King of

Silmaria has been assassinated and a new ruler must be found.
Engage in the Seven Rites Of Rulership to see if you're worthy. Rites include: The Riding Of The Bike Without A Saddle and

The Wiping Of The Ass With Sandpaper. It's a real-time 3D RPG, in case you were wondering.

NFL Biltz (GT Interactive) — Wear your baseball cap on the top of your head, throw on a checked shirt and shove a hot dog in your mouth, you revolting, sweaty, lard-arsed lump of



white trash, as you whoop along to this American football game with repeated bursts of 'Another One Bites The Dust'.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

FRI 9TH

Games due out today include...

Newman Haas Racing

(Psygnosis) – It's not quite Formula One, but we're sure this will be a bumper bag of driving fun.

Screamer Sports Car Racing (Virgin

Interactive) – At one time the Screamer series was

your best bet for consolestyle racing on the PC. This latest game goes even further to replicating the experience, making the most of 3Daccelerated graphics.

Police Quest SWAT 2

(Sierra) – Be a policeman as you track down terrorists and see that no old

by your indiscriminate firing.

TUII 15TH

At last, the **Quakeadelica final**. Wireplay's long-running Quakeadelica Tournament comes to a

close today, with a public final held at a Central London location. The finalist will be required to go head-to-head with Thresh, the sad, lonely American who is widely regarded as the best Quake player in the world. For further details just 'tune in to' www. quakeadelica.com.

SAT 17TH

Games hitting the shelves today include...

F16 Aggressor (Virgin Interactive) – Playable warplane simulation



featuring some remarkably realistic visuals.

Grand Prix Legends

(Sierra) – Get to race cars as they used to be during the golden age of motor sports, and also on classic tracks, as classic drivers. Could be a biggie.



FRI 18™

Among today's game releases are...

SiN (Activision) - The next

contender enters the ring in the Worldwide First-Person Shoot 'Em Up Melee. Hoping to punch the Quake Clone crown off Unreal's head, SiN's convincing locations and hideous mutations are destined for big things.

Return Fire 2 (MGM Interactive) – Reportedly ambitious sequel to the

ambitious sequel to the cracking multiplayer capture-the-flag military shoot 'em up.

Missing In Action (GT Interactive) – Supposedly 'realistic' shoot 'em up with a scenario inspired by that hilarious Vietnam War. Lula Virtual Babe (Take 2 Interactive) – Sighinducing interactive Montezuma's Return

(Take 2 Interactive) –
Another sequel to another decades-old title, in this case *Montezuma's*Revenge. Expect some
Lara Croft-inspired gameplay.

new range of add-ons at a reasonable price, the **Destiny controllers** (Leda Media Products). The range encompasses two new steering wheels (one with force feedback), two new joysticks and three new console-style joypads. Nice.



TUE 22ND

Autumn officially begins. As if it ever ended.



16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

THU 24Th

Games hitting the shelves today include... **HEDZ** (Hasbro Interactive)

- Bizarre sort of cross between a beat 'em up and a virtual pets thing. But get this: the characters all have interchangeable *giant* heads! Didya ever hear such a crayzeee thing? (See review on page 88.)

FRI 25[™]

porno crap.

Games released today include...

Jetfiahter Full Burn (Take

2 Interactive) – Another Take 2 game, another delayed release. Expect major aeroplane nonsense – if it ever comes out. **Chessmaster 6000** (Mindscape) – Hard-core interracial nudity. Oh, wait... it says "pawn".



Nightlong (Team 17) – Sci-fi RPG from the firm which gave you Worms. Do you geddit? BioFreaks (GT Interactive) –

Beat 'em up in which the characters can fly. And shoot each other. With guns. **S.G.A.R.S** (Ubi Soft) – Stunning-looking follow-up to Vivid Image's *Street Racer*. Think *WipEout* meets *Sega Rally* meets *Unreal*.

WED 30TH

Among today's game releases is...

Tellurian Defence

(Psygnosis) – A 3D shoot 'em up with strategy elements, wrapped up in Psygnosis' trademark gob-widening visuals.



FRI 23RD

Among today's game releases are...

Half-Life (Sierra) – The other biggie Quake clone on the horizon. It's been a long time coming, but if it looks half as good now as it did when it was first revealed a year ago, then

we're in for an orgy of enchanting evisceration. **Pro 18: World Tour Golf** (Psygnosis) – We thought the golfers in this sim had joke names until we found out that Colin Woosnam, Dottie Pepper, Jesper Parnevik and Vijay Singh were real people.
Psygnosis are going big on

this game, with accurately recreated depictions of the courses at Royal County Down, Sun City and Coure D'Alene. With commentary by Peter Alliss.

Dark Vengeance (GT Interactive) – An adventure-cum-strategy game which GT Interactive are describing as

"beautiful". **War Of The Worlds** (GT

Interactive) – Developed by the UK's own Rage Software, and based on the classic HG Wells novel, the quirky scenario could make for a breath of minty fresh air in the stale and overcrowded real-time wargame market.

The Chosen: Blood 2
(GT Interactive) –
Using the new Lith engine, Blood 2 will hopefully improve on the awful original in every respect.
And for the sake of

its sales,
it had better. **Unreal Level Editor** (GT
Interactive) – Delayed on

Interactive) – Delayed once again, the full version of the *Unreal* Level Editor contains features not found in the version supplied with the game. Also, you get a manual this time. Which can only help.

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

FRI 30™

Games to look forward to today include...

ODT (Psygnosis) – A glossy arcade shoot 'em up with

subtle RPG overtones, which enables you to tweak the four selectable characters and watch their statistics improve as you progress. There are four



weapons in the game, which have nine levels of power, plus hand-to-hand combat, magic spells and 40 enemies boasting something wittily called "artificial stupidity".

Global Domination
(Psygnosis) – Blah-deblah... in 2015 the world will be in turmoil. Blah-deblah... political stability will be a thing of the past. As a new recruit to ULTRA, the Universal. Tactical Response Agency, you must take charge of missiles, fighters, subs, bombers, cruisers and spy satellites to protect the world from WOE – the World Order Enterprise. It's apparently part Risk, part Command & Conquer.

Glover (Hasbro) – The first game to date which lets you control a glove as it bounces a ball around a

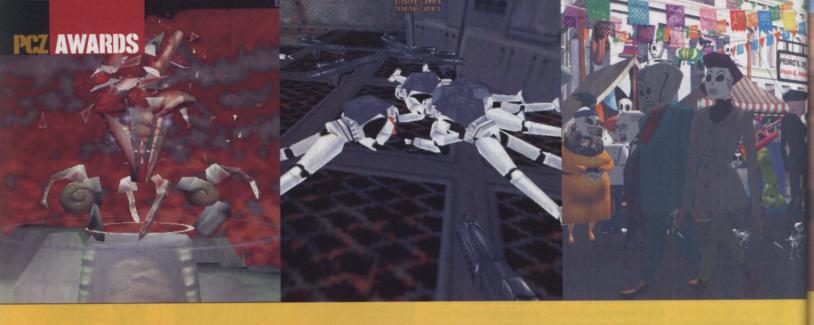


lush cartoon environment. It sounds quirky enough to be a potential hit. Or an obscure flop which you'll be digging out of the bargain bin in a month.

SAT 31ST

Tonight is *Halloween* – a night of zombies, witches, apple-bobbing, and getting drunk and threatening to smash some old bloke's teeth in because he won't give you any sweets when you Trick Or Treat his

house.



PCZONEREADER

In the galaxy of awards, there are giant supernovae and little dwarf stars. Supernovae like the Oscars. Little dwarf stars like the hay bale-tossing championship. The *PC Zone* Awards 98 are there at the top of the cosmic scale and, best of all, *you* decide who wins

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VideoLogic

our magazine needs you.
We could sit around in the office, casually picking our nails and laconically tossing around a piece of paper with a list of games released in the previous 12 months before pinning it up on the wall and throwing darts at it to choose the winners (I'm sure that's what some magazines do), Alternatively, we could ask you to do all the hard work for us! What an easy decision!

Then again, maybe it won't be.
There have been many corkers released since September 1997: Unreal (PCZ #65, 93%), Tomb Raider II (PCZ #57, 94%), Grand Theft Auto (PCZ #58, 92%), Final Fantasy VII (PCZ #66, 93%), Jane's F-15 (PCZ #64, 92%), Monkey Island 3: The Curse Of Monkey Island (PCZ #58, 92%), World Cup 98 (PCZ #65, 91%)... It won't be an easy decision for you, the gaming literati, to make.

In order to take part in the

THE CATEGORIES

Here are the voting categories and a reminder of some of our recommendations for the best games of 1998

BEST ACTION

Jedi Knight: Mysteries Of The Sith, SiN, Forsaken, Unreal, Quake II

BEST FLIGHT SIM

F-22 ADF, Jane's F-15, Jane's Longbow 2, Comanche 3

BEST DRIVING

Motorcross Madness, Grand Theft Auto, Motorhead, Ultim@te Race Pro

BEST ADVENTURE/RPG

Grim Fandango, Starship Titanic, Fallout, Final Fantasy VII, The Curse Of Monkey Island, Blade Runner

BEST SPORTS

World Cup 98, NHL 98, Virtual Pool 2, The Golf Pro

BEST PUBLISHER

Eidos, Electronic Arts, Gremlin Interactive, Microsoft, Psygnosis, MicroProse

BEST STRATEGY

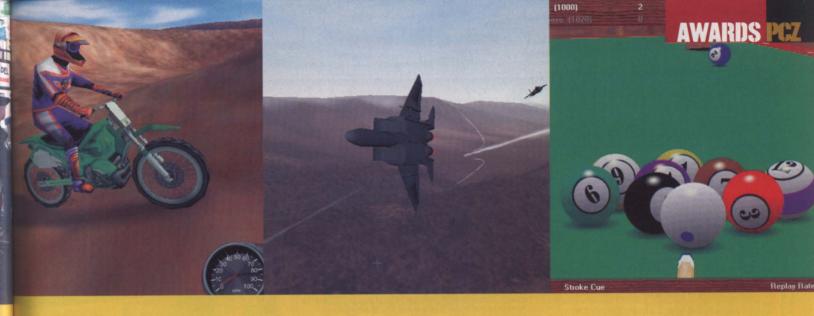
Age Of Empires, Total Annihilation, M1 Tank Platoon II, The Sentinel Returns, X-COM Interceptor

GAME OF THE YEAR

Final Fantasy VII, Jedi Knight: Mysteries of the Sith, Age Of Empires, Unreal, Quake II

BEST DEVELOPER

Bullfrog, Core Design, Stainless



AWARDS II



By submitting your vote you will be automatically entered into our competition to win a **Haves BT Modem V90 56K** standard and a year's FREE subscription to BT Wireplay.

proceedings, all you have to do is fill in the Voting Form and send it in to us. This form will also be printed in the November and December issues of PC Zone. To get the ball rolling, please vote as early as possible. We hope to issue hints as to how the voting's going as we go along, so we need your input now. The final results and a full report on the ceremony will be published in the January 1999 issue of PC Zone.

The Awards event will once again be held at the renovated Camden Palace in London on Thursday 3rd December, following the stunning success of last year's event, attended by all the big-wigs (and good-time party-goers) of the interactive entertainment industry.

WIN A MODEM

All Voting Forms received from this issue will be analysed by a Crav Supercomputer (Mallo's old shagged-out 486, actually) and then entered into a draw to win a modem and Wireplay account (see above).

To help get you started on the voting process and identify which

types of games fall into which category, we've indicated a few of the titles we reckon will come fairly high on your list of 'must-wins'. Don't forget: your votes must be for games released since September 1997 - so no C&C: Red Alert - and your coupon needs to reach us by Wednesday 11 November 1998. If you have an Internet connection, you can also fill in our interactive voting form on the PC Zone website at www.pczone.co.uk. Alternatively, you can e-mail us your votes to paulm.pcz@dial.pipex.com with the subject line 'Awards 98'. Remember: if you e-mail your votes you will need to indicate the categories as well as the game names, and give your name, address and daytime telephone number, otherwise your entry cannot be accepted.

There will also be four additional special awards presented at the ceremony. Our sponsors, VideoLogic and Wireplay, will both be presenting their own Special Awards. Our sister publication, PC Zone Benelux, will also have their own award, voted for by their readers. And finally, there will also be a Special PC Zone Award, voted internally by the editorial team, because otherwise we'll feel a bit left out.

BEST ACTION GAME	
BEST ADVENTURE/RPG GAME	
BEST DRIVING GAME	
BEST PUZZLE GAME	
BEST FLIGHT SIMULATION GAME	
BEST SPORTS GAME	
BEST STRATEGY GAME	
GAME OF THE YEAR	
DEVELOPER OF THE YEAR	the half start of the later.
PUBLISHER OF THE YEAR	
Name	
Job title	
Address	

Postcode

Daytime Telephone

- Please tick if you do not wish to receive details of further special offers or new products from other comp
- Please tick if under 18 years of age (we need to ask this question so we don't send inappropriate material to minors).

TERMS AND CONDITIONS: Postal entries with all nominations filled out correctly will be entered into the prize draw and winners will be selected at random after the closing date. The Editor's decision is final. No correspondence will be entered into and all winners will be notified by post. This competition is not open to employees of Dennis Publishing or any other companies associated with the Awards. Only one entry per reader, No cash alternatives will be offered. Submission of entry

SEND YOUR VOTES TO: Reader Awards 98 Votes, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

All nominations must reach us by Wednesday 11th November 1998, so get thinking right away. A photocopy or postcard will do if you don't want to cut up your copy of Zone. Remember: you can also register your votes online at www.pczone.co.uk, or by e-mail as detailed above.



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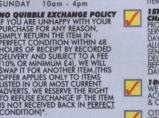
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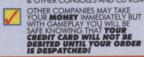
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WHAT'S IN IT FOR YOU?

- The original Uprising was the first action/strategy genre-buster, so these guys definitely know what they're doing
- It's had a massive graphical revamp, and now takes full advantage of 3D hardware support
- ★ There's an 'all-new' streamlined interface, which means you can do more — and quicker
- The addition of difficulty levels mean that wusses put off by the toughness of the first game will be able to enjoy it, too

he original *Uprising*(PCZ# 60, 79%) was the first game to mix action and strategy with any kind of success. Blending elements common to real-time strategy games and incorporating a first-person perspective interface, it was the first game of its type to immerse you in a real-time battle scenario.

It was by no means perfect – but then games that can truly be deemed 'revolutionary' rarely are. The interface was at times awkward, the 3D graphics were hardly what you'd consider pretty, and the artificial intelligence was sometimes erratic, to say the least.

It was also bloody hard. The fact that you couldn't always identify your own units didn't help matters, and once you reached the third mission it

The 3D0 team are back with the 'all-new' sequel to their genre-busting 3D action/strategy fest. *Jeremy Wells* is our man at the front line

was like hitting a rock in terms of difficulty. Had these guys ever heard of a learning curve?

"We've listened long and hard to what people had to say about *Uprising*," says Helmut Kobler, president of Cyclone Studios. "When we were developing the first game we were well aware that what we were doing was something new. We pretty much knew that we wouldn't get everything right first time."

So what's new? "Well, from the feedback we've had, people seemed to want more of the same – they really liked the game and the concept. So we've just gone out and tried to make it even better in as many ways as we can. We've simplified the interface, built in 3D accelerator support, focused on the action side of things and spun out more of a storyline."

"We looked long and hard at other games that could be compared to *Uprising* in terms of style and what they were trying to achieve, such as *Urban Assault (PCZ* #67, 85%) and *Battlezone (PCZ* #62, 81%)," chips in the game's producer, John Eberhardt. "Battlezone really focuses on the sim side of things; so we've gone in heavy on the action. Consequently, we've made it easier to get involved.

"For a game like this to be fun, it's got to be accessible otherwise the player feels alienated and just gets frustrated. *Urban Assault* is difficult to get into. *Uprising 2* is much easier to

control than before – you can play it using just five keys now."

So this time round you won't be fighting the control system as much as you are the enemy, which is good news for those people who were put off by the confusing control system found in the first game. What's more, in an effort to appeal to an even wider audience, Cyclone have included three levels of difficulty, so if you're getting twatted as you learn how to play the game, you can switch to pansy pants level and kick alien butt.

their top-down counterparts is that they immerse you in the heart of the action. When you play games such as Command & Conquer (PCZ #28, 95%) or Total Annihilation (PCZ #56, 92%) it's very much as if you're controlling the action from on high, like some ethereal armchair general. As a result it's difficult to get emotionally involved with the units under your control. Immersion is undoubtedly an important issue, so how have Cyclone made Uprising 2 more in-yer-face than before?

In the first game, the learning curve was all wrong. We want the sequel to be challenging for die-hard Uprising fans and more accessible to newcomers

JOHN EBERHARDT, PRODUCER, UPRISING 2

"In the first game the learning curve was all wrong," agrees Eberhardt. "You'd get through the first three missions and then hit a 90° angle. Now it's a much smoother ramp – and the storyline helps explain things – but it's still no pushover. Ultimately, we want the sequel to be both challenging for die-hard *Uprising* fans who completed the first game, and at the same time make it more accessible for people who have never played a game like *Uprising*."

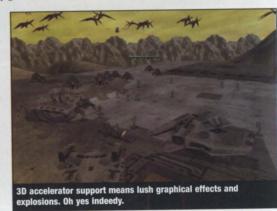
GET AMONG 'EM

Of course, the biggest edge these 3D first-person strategy games have over

"Well, for a start, the actual environments are much more detailed than before," explains Eberhardt. "We've got 3D accelerator support – Voodoo1 and 2 – for people who have got the hardware, and it looks heaps better than before. We've included loads more animated units and world objects, and they've all been rendered in 3D in 16-bit colour. We've also included new weapon effects, night missions, and weather effects such as snow, ice and fog."

It undoubtedly looks very pretty, and even without 3D hardware support the level of detail is quite acceptable, though there is still a fair







The graphics look great, and if you've got the hardware you'll be able to run it in 1024x768.

bit of pop-up. However, this is perhaps inevitable when you consider how many texture-mapped polygons are being thrown around the screen at any one time. "We've actually trebled the horizon," grimaces Eberhardt, "but there's undoubtedly a trade-off when you need to move so much around on-screen. You don't really notice it once you start playing - we thought it would be better to give the player detail close up, rather than spend valuable processor power on extending the perspective.'

He's right. After playing through the first mission (and getting totally thumped in the process) you just don't seem to notice. You find yourself concentrating so hard on what's going on in front of you, you don't have time to scan the horizon.

It's also a lot easier to distinguish who's on your side. If you haven't played Uprising you'll find it pretty accessible, and if you have you'll find the follow-up reassuringly familiar - but at the same time quite a different experience.

"This time round you're fighting aliens, not human rebels, so you're more emotionally involved from the start - it's them or you. You're fighting to save mankind and they're here to kick your ass!" says Eberhardt.

"We've also incorporated more of a storyline, and in an effort to draw the player in we've concentrated more on how each unit looks and behaves. The aliens are very much Giger-inspired some look like something out of Babylon 5 - while the humans are more akin to those in Star Wars.

They'll be little doubt as to who's fighting for whom. Your units are precious - you've only got so many and you'll want to look after them."

A CALL TO ARMS

If you're familiar with Uprising you'll know that you had a myriad of units and weapons at your fingertips. And the sequel is no different. "We've got a whole bunch of new weapons and units in Uprising 2 and we've included many of the original ones," confirms Eberhardt. "We've spent much longer trying to get the balance right. We've taken out the death ray weapon

that appeared in the first game because it was just too powerful; there was no real defence against it. But we've replaced it with a similar unit with similar capability and introduced another weapon - a sort of Patriot missile attack - that can knock it out.

"Working out which weapons to use is like a great big puzzle. The idea is to really get you thinking and developing different strategies to deal with new challenges. We've also got a ballistic missile launcher with a nuclear facility. Uprising 2 has got to be the only game that enables you to nuke your enemy. It's got a really cool graphical effect, too."

Other improvements include the facility to dictate the type and number of units you deploy for each mission,

and improved AI for both alien and allied units. "We're trying to make sure it's more rewarding," says Kobler. "Each mission is more cinematic, and the campaign is better structured; although you don't actually need to play your way through every level to finish the game.

"We've also tweaked the AI or should I say that we've done everything we can to make it better. It's as much about balancing as anything else. This time it's different for the enemy: this time they're aliens, so they behave differently;

before, because you were fighting humans, it was

basically the same."

WHEN TWO TRIBES **GO TO WAR**

As well as playing through the three campaigns and the quick-start missions, there will also be the facility to play against up to eight chums over a network or go head-to-head over the Internet.

"We've spent a lot of time getting the multiplayer game rocking," maintains Eberhardt. "Everybody here has been playing it in the office for some time now and we've been having a great time. It's great learning how to best use the new units and see how they face up to each other."

We're about to be inundated with real-time strategy games over the next couple of months in the run-up to Christmas, so what do Cyclone



strategy games

PCZ What was the first game you ever bought?

JOHN Rocket Ranger on the Amiga. PCZ What's the best game you've ever played?

JOHN Civilisation Worlds.

PCZ What was the last game you paid money for?

JOHN Warhammer: Dark Omen.

PCZ Have you ever been in a fight? JOHN I might have. Let's just say there's no one living who can prove otherwise.

think Uprising 2 has got that other games in the genre haven't?

"Well, it's not really like other realtime strategy games because it's 3D," says Eberhardt. "You're in the middle of a much hotter battlefield - you're actually closer to the action because you're right at the heart of it.

"In many ways there's more strategy, the action is definitely heavier, and you've got more decisions to make than before: 'What units do I take with me?' 'Where do I deploy them?' 'Do I go in guns blazing, or try stealth?' There are always two ways to play each mission; multiple paths to victory. But it's up to you. You're the guy at the front line. It's war, and you're stuck right in the middle of it all."

From what we've seen so far, fans of the original should not be disappointed come November. Uprising 2 certainly looks much better than its predecessor, it's more accessible, and there's a lot more going on than before. In a genre that's breaking new ground all the time, it's difficult to predict just how Uprising 2 will fare against the myriad of other real-time strategy games that are due to hit the shelves in the next few months. One thing's for certain, however: if you're looking for something to fill the gap between Quake and C&C, Uprising 2 may be just the game you're looking for.



The popular death ray weapon of the first game has been



PREVIEW EXPENDABLE















EXPENDABLE

Since hearing the title of this game, Paul Mallinson's had that Mel & Kim tune stuck in his head

THE DETAILS

DEVELOPER Rage Software **PUBLISHER** Rage Software **WEBSITE** www.rage.co.uk **OUT** February '99

WHAT'STHE BIG DEAL?

- ★ Commando gets an overhaul!
- Rage know how to push a 3D card
- ★ Fast action not for strategists
- Multiplayer team-up in single-player

ed up with the current glut of slow-moving 3D strategy games, Rage Software have taken it upon themselves to put a stop to this turn-based combat madness with a new action game of their own. Looking like a cross between Incubation and Incoming, but with gameplay that mirrors arcade classics Commando and Ikari Warriors, Expendable was initially due to brush the cobwebs off the shoot 'em up genre this November, but has now slipped back to early next year. Not that Rage

Software's Newcastle division (the team designing the game) have run into trouble with the project – just that they've realised how much potential the concept has, and what they can do with it given the time.

More cynical readers may question the depth of something so seemingly simple as a top-down shooter, but from what we've seen so far, *Expendable* will be much more than a vertically-scrolling turkey shoot. For starters, the camera will move around your soldier dynamically, emphasising targets and giving the best view of the on-screen carnage.

Secondly, with Expendable, Rage will be showing off the latest version of their revolutionary 3D engine. "We plan to squeeze as much as possible out of the current and next-generation 3D cards," they claim exuberantly. And – looking at the success they had with Incoming, and the screenshots on this page – you'd be mad not to put money on Expendable being the best-looking shoot 'em up around at the time of

release. Early versions we've had the opportunity to play show off some moody coloured lighting, not to mention a wide variety of tremendously huge explosions – currently something of a trademark of Rage and their games.

Although the storyline is still being worked on, *Expendable*'s designers have already decided their game will take place on a small, colonised planet, set in the year 2498. Therefore, you should expect lots of high-tech weapons and vehicles that

bigger and better the further into the game you go.

One interesting feature of *Expendable*'s design is that it enables more than one player to play traditionally 'single-player' missions on-screen at the same time. Instead of opting for a split-screen mode, the game keeps track of each player by tracking out as they get further apart – a technique 'borrowed' from 3D beat 'em ups such as *Tekken* and *Virtua Fighter*. And, because the levels are tightly constructed and the enemy

6-Looking at the success Rage had with Incoming, you'd be mad not to put money on Expendable being the best-looking shoot 'em up around **

'hover' in the game. In the version we played, your character was bestowed with whatever weapon they picked up last, although this is likely to be replaced with a system that enables browsing of your current, full arsenal. And, as you would expect from a game of this sort, the guns will get

attacks carefully choreographed, there's little chance of getting lost. Killed maybe, but not lost. Of course there'll also be all the deathmatch play you could hope for, but how that will work has yet to be nailed down.

Rest assured we'll be there first when there's more to show you.

Will the new millennium be a time of peace and love? wonders Patrick McCarthy. It seems unlikely

THE DETAILS

DEVELOPER Mucky Foot PUBLISHER Fidos WEBSITE www.eidosinteractive.com

WHAT'S THE BIG DEAL?

- A ground-breaking graphics engine
- Every object has been carefully constructed from 3D meshes. Everything works - and looks proper
- 3 You can shoot people. And beat them up
- S Freedom to explore the city: ride the subway, steal a motorbike, stamp on pigeons. Urban Chaos has it all

es, Eidos' new game is set at the end of the millennium. If a swift glance at the title isn't enough to hint at what's in store, take a gander at the main character in the screen grabs. She shows a distinct lack of a Peruvian, brightly coloured sweater. She doesn't appear to be wearing baggy surf pants with patterns based on healing herbs and Mojave Indian depictions of the human soul. She isn't wearing a pair of Birkenstocks. Not even ironically.

Those of you with more advanced visual reasoning skills will already have ruled out the possibility that, by the year 2000, western culture will have evolved into a gentler, more holistic approach to life. Which is a good job, really, because it would bore the arse off you as a computer game. The last thing anyone needs is a let's-all-stand-in-a-circle-holdinghands relate-'em-up.

What we have here is a thirdperson-viewed action adventure set in a turbulent futuristic cityscape. What we also have is another female lead character, by the way. It's not that long ago that heroic female computer games characters were rarer than a panda's erection. Now, post-Tomb Raider, they're all at it. The politically correct among you may be relieved to see that this particular character doesn't require two dragster parachutes to contain her ludicrously oversized breasts. She's also black. Both of these features are a good thing. That was a party political broadcast on behalf of the Sanctimonious Arsehole Party. Now let's move swiftly along.

So, turbulent urban cityscape; a lethal world of anarchy and confusion; shaven-headed gangs roaming the streets shooting pensioners for buying too much cat food - that sort of thing. In you come

- in your role as the aforementioned cool black chickster - to set the world to rights, sort out the gangs and get home in time for Old Men Behaving Badly. You find yourself in the middle of a revolutionary three-dimensional world - basically, it all takes place in a living city, with stuff going on around you in real time: slobs drop litter; leaves drift to the ground; pigeons wander about trying to give people psittacosis. And so on.

You have complete freedom to explore every area of the city, from buildings and rooftops right down into the sewers. You can even ride on the subway, steal a motorbike and, in later missions, make use of a hang glider. There are weather effects rain, fog and snow - and missions take place during the day and night.

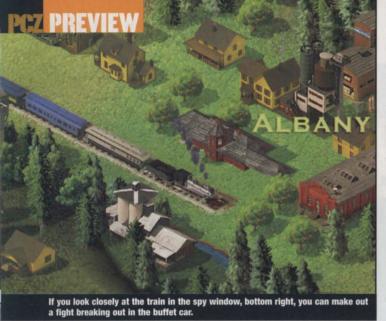
Gameplay is structured so that there's no one correct route through the game - or through the city - and neither is there any one way to complete missions. You can use stealth and planning, creeping about like a French secret serviceman in Ronaldo's bedroom before the big game; or you can go for all-out violence, using an array of devastating weaponry and even martial arts skills thanks to a fullyloaded beat 'em up facility.

And, of course, for technical here, it all looks rather lovely. It's not due for release until spring next year and at the moment the plot is still, apparently, a "closely guarded secret". But hey





"Do I look mysterious if I stand here?" asked Leonard. "What about if I half-close my eyes in a sinister way? Do I look like a pop star?" When he looked up, the others had gone.





If the demand is for passengers, don't send loads of fertiliser wagons instead – it'll get right up their nose. (Sorry...)









RAILROAD TYCOON II

At the mere mention of trains, *Nick Walkland* dons his favourite anorak and dashes down to Kings Cross muttering about choo-choos

THE DETAILS:

DEVELOPER PopTop Software
PUBLISHER Gathering of Developers/
Take 2 Interactive
WEBSITE www.poptop.com

WEBSITE www.poptop.com **OUT** November '98

WHAT'S THE BIG DEAL?

- Full-on business sim
- Pretty-looking update of a gaming classic
- Addictive challenge of global domination

s old duffers remember the original Railroad Tycoon – a wacky slant on that most perfect of gaming matter: trains. Who would have thought that controlling a transport network would be deemed a gaming classic? Admittedly, it looked like it was drawn with crayon on lard, but a fun-filled frolic of a game was had by all. Mysteriously.

Even more mysterious is its reappearance after a whopping eight years. And it isn't even that much different. Alright, it's been given a complete cosmetic makeover, some slinky silk pants and a shave, but the game's still the classic beast it was, with added extras for the latest hard-bastard PCs.

Railroad Tycoon II boasts about its 3D Studio-rendered buildings and its spanking high resolution, starting at a minimum 1024x768. Indeed, it does look like a bizarre hybrid of SimCity 2000 and a Talonsoft game, which can be quite strange. Some of the info boxes take up too much space and the animation can act up, with the trains jerking around akin to Ronaldo on a stressful evening. Hopefully, this will be fine-tuned for release. Mind you, the original suffered from about 20 colours in blocky resolution - but hey, it had that magical gameplay thang. Thankfully, this has been retained.

Spanning the years from 1804 through to the next millennium, you establish a transportation empire and outmanoeuvre fellow businessmen. Yep, the aim is to establish yourself

Union Pacific

Cough
Color

Price

Strice

Str

The beige effect is said to calm your nerves when totting up your cash.

as a Branson to be reckoned with throughout the railway industry.

Railroad Tycoon II is seriously 'supply and demand' orientated: offer an unwanted service and you won't make any wonga. Invest and manage funds in the stock market and blag cash off saps who should know better, then build your rail network across continents and viciously run your competitors out of town and off the rails. This sounds easier than it

The game's still the classic beast it was, with added extras for the latest hard-bastard PCs

actually is – the AI is a nasty piece of work and will do anything to halt your desire for global domination. Alternatively, up to 16 fellow trainspotters can compare notes or pick on you via the Net or a network.

Where Railroad Tycoon was designed by the wee design god, Sid Meier, of Civilization fame, Tycoon II is the first release by PopTop Software through GOD. (GOD being the unassuming name of the Gathering of Developers.) GOD's aim is for game developers to be recognised as the stars rather than the publishers. A fine point: you wouldn't pop into HMV and ask for the latest song on the Virgin label – it's the band you're after. Whatever, GOD have successfully captured the look and feel of the original game.

So when this hits the sidings in November you can be sure that hardcore trainspotters, management sim-heads and nostalgia fans will rush out to buy it A few graphical tweaks and a little burst of speed should make this a stayer. "All aboard," as someone tragic might say.

Buggy Boy for the nineties? Here's

"Take a look at this buggy game," said the *Zone* bods. "Well thanks a bunch,"

THE DETAILS

DEVELOPER Gremlin Studios **PUBLISHER** Gremlin Studios **WEBSITE** www.gremlin.co.uk **OUT** October '98

WHAT'S THE BIG DEAL?

- Buggy Boy for the nineties, anyone?Top graphical effects
- Puts the 'fun' element back into racers
- Fast and furious weaving action

es, it's yet another driving game, but this one's more than a little different from the rest. With car games coming out of the woodwork ten a penny – or something equally obscure in the metric age – it's a brave move on Gremlin's part to risk venturing into the driving genre. A quick look at *Buggy*, however, and their confidence in the game would appear to be justified.

Buggy gives you 16 vehicles to play with, but rather than use 'everyday' common or garden buggies, Gremlin thought it might be kind of fun to give you some remote-controlled buggies to play with.

Each of these overgrown Matchbox cars is painted in a number of bright colours and, as you would expect, has different speeds and handling characteristics – but to extremes.

Some nip around like mayflies – one gust of wind and you're all over the shop – while others drive more slowly but have better handling. And you get to drive them around 15 weird and wonderful circuits such as Bounty Bar beaches and Japanese gardens, plus the more mundane cave networks and damp woodlands.

Of course, there's more of a challenge to *Buggy* than simply winning the races. You also need to avoid the numerous obstacles littered around the tracks. You'll need your ridiculous ski hat on too, because *Buggy* requires top slalom control—

it pays to head through the tutti-frutti gates in a variety of colour sequences. Persevere with these combinations to receive special features, from bogstandard speed boosts through to time stops, mega-grip and various super-secret peculiarities.

mumbled a baffled Nick Walkland

With further combos – and without trying to make it sound like *Tekken* on wheels – you can pull stunts and use different routes off the beaten track. With its Time Attack option, Championship mode and head-to-head on a split screen, *Buggy* sounds very familiar (*Mario Kart* springs to mind, albeit without a lard-arse gorilla or a dodgy Italian plumber).

But that's not all. After you've got the hang of it, collected enough bonuses, won some races and pulled off a few cunning stunts, you'll then

Collect enough bonuses, win races, pull some cunning stunts and you get to control bigger, badder, faster buggies

get to control some bigger, badder, faster buggies.

So come the chilly moonlit nights of October when you decide to 'give it just one more go' and then end up missing out on the best night out in months or a chance with that dream date, don't blame us. If you miss out on the good times, blame it on *Buggy*.



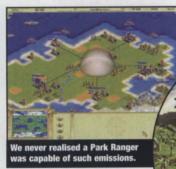






Sid Meier could never have foreseen...









se bloody beardy Ecoterrorists are at it again. Time to call in the French secret service?

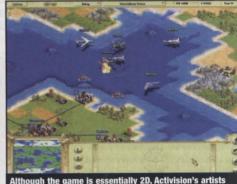


Build up a Theocracy and you can send out your Cleric to 'convert' the opposition. We



Classic *Civ* territory here. Friends, Romans, country Hold on: what's that bomber doing in there?





ugh the game is essentially 2D, Activision's artists have learnt a few lessons from the real-time strategists

THE DETAILS

DEVELOPER Activision PURI ISHER Activision WERSITE www.activision.com **OUT** Late November

WHAT'S THE BIG DEAL?

- A thousand more years to play around with
- Socially acceptable graphics
- ♠ Improved, optional, micro-management system
- Spread the pox among your mates, for fun

ithout doubt one of the greatest games of all time, Sid Meier's Civilization has built up one of the strongest, most recognisable

brands in the history of computer gaming. From the original Civ (as aficionados are wont to call it) in 1994, to the classic Civ II in 1996, gamers of all different age groups and backgrounds have learnt to spell the word civilisation incorrectly, as well as appreciate the work of a gaming genius at every click of the mouse.

It is for that reason alone that MicroProse and Activision/Avalon Hill (the owners of the original Civilization brand) recently locked horns over ownership of the name. One out-of-court settlement later and both MicroProse and Activision gain the right to publish their own game under the Civilization banner. Meaning potentially two Civ games for the price of one.

While most Civ fans will no doubt be sitting out there in consumerland thinking: "Mmm, dat is good, ja?" it will no doubt spark a buying dilemma when both games hit the streets. Which will be the best? Should I buy both? Will these games turn out to be remarkably similar, making it more difficult for you to choose between them? Well, we can't yet say in the case of MicroProse (we've not seen hide nor hair of their offering), but Activision seem to be on the right track, as the recent unveiling of Civilization: Call To Power quite clearly proves.

FANTASIES AND STRATEGIES

As many of you will already know, the whole concept of Civilization - that of growth, research, war and good breeding - is a magical slice of historical hokum and turn-based strategy, all wrapped-up in a deliciously addictive coating. Call To Power already shows signs of retaining that classic Civ depth and feel by sticking, pretty much, to the same tried-and-tested routine that we've all come to know and love.

And what is it exactly that makes the core of this game so good? Cecilia Barajas, Producer on Call To Power (and ex-criminal lawyer), explains: "We identified two critical things that

pretty much form the backbone of Civ's design. Number one is the essential fantasy of watching your civilisation go through time. It's a very simple concept, but it's a very powerful fantasy. In Civilization, as you know, you start off with a couple of settlers and by the end of the game you're huge. It's a big buzz after all that time vou've invested in it.

The second thing is that there are literally millions of strategies for winning and playing the game. Civilization is pretty much the most replayable game ever made. Every single person has a different way of playing the game - and winning for that matter.'

Which, with the benefit of hindsight, gives Cecilia and her team a firm base from which to start. A captive audience. With their mouths wide open, gagging for more. But what can you, Mr Joe Public Civ boy, expect by way of improvements?

OWN YOUR OWN FUTURE

"We're going much further into the future with this game," says Cecilia, "Civilization II was roughly 4000BC to 2000AD; Call To Power goes from 4000BC to 3000AD, adding a thousand more years of civilisation development to the game. What that means is that you get new units, new governments, new wonders and new technologies.

"Also, you get 'ownership' of the future. In games such as Alpha Centauri or StarCraft, you are presented with futures that are cool kind of given to you on a plate. In this game you create your own future. If your future is a Blade Runner future, where everyone is unhappy - there's

markets are now infiltrating governments in a way that we never anticipated in the past."

SUBVERSIVE TENDENCIES

Cecilia's experience as a criminal lawyer and hardcore gamer has helped her mould some of these new ideas and elements into a playable form. For example,



injunctions can be imposed on other players when a system of law has been implemented, halting production and disrupting growth. Religious freaks can even go 'head-hunting' in enemy territory, in order to embezzle cash from rivals. Anti-pollution units can raze whole cities to the ground in favour of grassland. Plagues can be released into rival towns in the hope that they will spread. Plus loads of other weird and wonderful subversive features that will only become apparent when the game is finished and properly balanced. And will no doubt scare Charlie Brooker half to death.

On top of all that there will also be da da! - multiplayer network and Internet support. Something sadly

6 think it was such an incredible compliment to Civilization II that it was able to sell so well, even shipping in 1996, without a multiplayer component

CECILIA BARAJAS, PRODUCER ON CALL TO POWER

pollution, crime - it's because you brought it about. If your future is a peaceful democracy - a Star Trek future, where everything is good and people are happy - then that will be your doing, too."

Cecilia continues: "The second thing we're doing is including more strategies. Generally, there are two kinds of Civ players. There's the militarist, who just wants to kill everyone, or the peaceful scientist, who nurtures a democracy and wants to max out and enter the space race. We've added more what we term 'unconventional warfare' - the recognition that not all wars are fought on the battlefield, which as we know, because we live in our world right now, is totally true. For example, McDonalds has done more for capitalism than any war has. Mass

lacking in the Civilization series until very recently.

Cecilia agrees: "I think it was such an incredible compliment to Civilization II that it was able to sell so well, even shipping in 1996, without a multiplayer component.

"Everyone on the Call To Power team is a big fan of multiplayer gaming. We play a variety of games most evenings after work for at least an hour. It's important to get the multiplayer aspects of Call To Power right, not only for us but for other people. So the game has very much been designed with multiplayer in mind. Not only will it cater for the kind of person who likes to play for 40 hours, but also for those who want to play for an hour, maybe in their lunchtime or after work.'

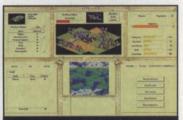
Bang goes Christmas then.

MICRO MANAGEMENT MINDED?

Are you a Civ control freak, or do you prefer to sit back and let the computer do all the donkey work for you? Call To Power's powerful micromanagement tools can be tailored to suit your needs

"Micro-management is fun," says Cecilia Barajas, "but too much, we think, fogs gameplay. So we had to figure out how to balance that out."

This new system relies heavily on the improved interface that Activision's designers have come up with. Pretty much everything - from unit production queuing to transporting and vectoring can be automated using a drag-anddrop menu on a single screen. This reduces the amount of menu-hopping. while increasing speed and smoothness of play. These, of course, can be switched on or off at the touch of a key.



You control the production of your units from the City screen – everything you need to build and balance your empire

ACTIVISION

Activision may not be known for their turn-based strategy games, but are for lots of other things. Here are the high points

1979 Activision open their doors as the first entertainment software

1980 Activision launch the first in a series of multimillion-selling Atari 2600 titles, including the Pitfall! series, followed by Kaboom! (1981) and River Raid (1982)

1982 The first officially published version of the text adventure game, Zork, is introduced by Infocom. This is followed by four textadventure sequels and two spin-offs, Enchanter and Sorcerer

1995 The first game in the Mechwarrior series is released, making Activision shitloads of dosh.

1997 Still no sign of a turn-based strategy game from Activision.

1998 Call To Power set to break Activision's turn-based strategy duck

Look out, stat fans, here comes... FAPREMIER LEAGUE FOOTBA

DEVELOPER EA Sports
PUBLISHER EA Sports
WEBSITE www.ea.com
OUT October '98

WHAT'S THE BIG DEAL?

- You can see each match played on-screen in 3D
- Extensive coaching and transfer options, with Virtual Managers to help you

MANAGER 99

After last year's abysmal effort, EA Sports come storming back with a feature-laden, FA Premier League-endorsed football management game. But, *Jeremy Wells* asks, will it be better than *Championship Manager 3?*





efore we go any further, let's just get one thing clear: FIFA Soccer Manager (PCZ #54, 74%) was no match for Championship Manager 97/98 (PCZ #57, 90%) last year. It never stood a chance, really. A meeting with one of the team a few months prior to FSM's release was enough to confirm that CM's Collyer brothers could sleep soundly in their beds. We were looking at the stats for different players and I asked if we could compare two players. The Canadian producer proudly took me to the search screen and asked which players I wanted to look at.

In an effort to keep things simple, I suggested two right-wingers – Steve Stone (he wasn't injured back then) and Darren Anderton (okay, so he's always injured, but who cares?). "Okay," he said, shifting in his seat a little. "Who does Darren Anderton play for again?" Blank looks of incredulity all round before the assembled journalists replied in unison: "Spurs."

"Right, yeah," said the producer, looking decidedly embarrassed at his massive faux pas. "They're a Scottish team, right?"

A FEW NEW SIGNINGS

But that was then, and this is now. You'll no doubt be pleased to hear that FA Premier League Football Manager 99 is being designed and coded here in good old Blighty, with an Englishman at the helm. Okay, he's a Man United fan, but you can't have

it all, can you? Oh, and the more eagle-eyed among you will already have noticed that EA Sports have managed to secure the official FA Premier League licence, which means that they (and only they) can include the official Premier League stuff – such as club badges, team kits, grounds etc – in their game. What's more, they've got it for the next three years. EA won't say exactly how much the licence cost them, but you can bet it was more than Chelsea's wages bill for a month. But then again...

The developers are well aware that they're up against it, going head to head with *Championship Manager 3* (due out in November). In an effort to be competitive they've decided to do

Another interesting touch is the introduction of YTS players that you can shape and mould into senior players

things a little differently. As you'd expect from an EA Sports title, it's all very slick and attractive. And as well as acting as a coach/manager, you can also take on the financial running of the club if it takes your fancy.

"It's for the German market, really," confirms producer Matt Webster. "They love all that stuff over there. It's got a workable financial model, so if you want to go in and play around with things then you can. It's up to you. Some people like that kind of stuff."

But before you turn the page in disgust, let's have a gander at the manager stuff on offer here - it's actually looking pretty promising.

IT'S A MANAGEMENT GAME

There are more than 13,000 players in the database, which has been collated from a massive worldwide fan base, and you can manage any team in the Premier League as well as the less 'sexy' three lower divisions. The formation and tactical editor is pretty comprehensive. You can give players specific instructions, instruct the team as a whole to spread it wide, play it through the middle etc, and assign set-piece and penalty takers.

There's also a risk factor bar, which is something we haven't seen before. "We thought it'd be a good idea to be able to give the player a wild card if they're a goal down and running out of time," explains Matt. "Basically, if you tell your team to take risks, they'll look for the longer pass, run at people, push up and take more chances. It could turn a game or could mean you go another goal down."

Each player has a preferred role or position, and 15 stats covering the basics such as pace, tackling, heading, passing and shooting. Although defined when the game starts, the stats will go up and down slightly as a player ages. Similarly, as a player gets older, his preferred position may change. Right-clicking on any player will bring up his stats (if they are available), as well as a concise profile that highlights his skills, aptitude, performance and current value. It's certainly very well-presented and easy to navigate considering there's often a lot of information on screen.

"Our main aim is to make it really accessible," says Matt. "It's a datadriven game, so the user interface is very important. The heart of the game is the database. But it can be a bit overwhelming, so we've introduced 'Virtual Managers' to help out."

When it comes to surfing the transfer market for bargain buys, it's a pretty simple process - and you've got four scouts to help you. You can either type in the name of a player you're interested in, and if he's represented his profile screen will appear. If you want to do a more general search say you need an experienced centrehalf, for instance - you can search through the 15,000 players and then instruct one of your scouts to go and check him out. After a few weeks he'll come back with a report, and only then will you get to see his stats and see how good (or bad) he really is. It's a new way of doing things, but when you think about it, a manager wouldn't necessarily know exactly how good a player is in the air or at set pieces, so it really does make sense to do it this way. What's more,

your scouts have different personalities and will look for different things, which means that two scouts won't necessarily find the same players.

Another interesting innovation is the introduction of YTS players that you can shape and mould into senior players. "At the beginning of every season you get a certain number of youth team players," explains Matt. "They have a bank of stats, but you don't really know what position best suits their skill set, so you either instruct the Virtual Manager to put them through their paces in training so you can see where they perform best on the pitch, or you can look after their development yourself. If they show an aptitude for tackling and heading, let's say, you could train them as defenders and see how they get on. Once you've got an idea of where they play best you can begin, if they're good enough, to integrate them into your squad. Or if you don't need them you can sell them on."

A GAME OF TWO HALVES

There's obviously a lot to be done before the game is ready for release. From what we've been privy to so far however, FA Premier League Football Manager 99 certainly doesn't lack potential. The fact that you can see each match played on-screen, that EA Sports have secured the official Premier League licence, included numerous options - such as the Virtual Manager - to help the beginner, introduced 'blank' YTS players and have included the option to delve into the intricacies of financial club management, make the game a strong pretender to Championship Manager's throne. Will it be better than CM3? Who knows? It's certainly very different.





Producer, FA Premiership League Football Manager 99

PCZ What was the first game you bought?

MATT Uridium on the C64. I played it recently on an emulator and it's still cool! PCZ What was the last game you paid money for?

MATT Unreal.

PCZ What is your favourite game of all time?

MATT Duke Nukem and LBA.

PCZ What games are you playing at the moment?

MATT Commandos.

PCZ Have you ever been in a fight? MATT Yeah, but I was only aged about ten at the time and it was at school. Does that count?











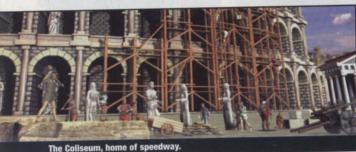


You can watch each game as it happens in 3D. Each game lasts around eight minutes. If you don't want to wait that long you can watch it in 2D or just look at the results.

Veni, Vidi, Vici: it's daggers out

Beware the Ides of March, Caesar is back. Steve Hill burns while Rome fiddles





uld appear to have everything covered, with the possible

THE DETAILS

DEVELOPER Impressions **PUBLISHER** Sierra WEBSITE www.sierra.com OUT October '98

WHAT'S THE BIG DEAL?

Decent pedigree

Historically accurate

❸ Intuitive interface

aintaining their sinister three-year cycle, Impressions are currently in the closing stages of Caesar III, the latest instalment of their in-depth Roman resource 'em up. Their inaugural effort first saw the light of day way back in 1992, and compared to the games of today, it looks about as appealing as a pound of raw pork, with primitive graphics deterring all but the most committed would-be emperor.

The second effort was a vast improvement, proving revolutionary for the time and paving the way for the likes of Microsoft's universally acclaimed Age Of Empires. Intricate buildings were available, and

elaborate cities could be fashioned as the player strove to ascend the ranks of the Roman government, with the ultimate goal of taking the position of Caesar himself.

In principle, Caesar III doesn't differ drastically from its predecessor. Starting with nothing but shrubbery, the idea is to construct a majestic Roman city and ensure a harmonious existence for its citizens. The player begins as a lowly citizen and is set certain tasks in order to achieve promotion, be it increasing the population, gaining prosperity or currying favour with the emperor.

In the previous game, combat involved convening to a field and playing at war like backward children. In Caesar III it is more realistic, taking place within your city as you attempt to repel hostile pillagers. There will also be far more variety of gameplay, with new buildings and so forth brought in at regular stages. Furthermore, Caesar veterans will no longer be haunted by the irritating cry of "More plebs needed!" which was barked with tooth-grinding regularity, having been erroneously recorded too loud. Mercifully, it has now been dropped.

That's a start, at least.

NAVID LESTER



Designer, founder and ex-managing director of **Impressions**

PCZ What was the first game you ever played?

BAVID Risk, Space Invaders, Break Out and the BBC Micro's Kingdom.

PCZ What is the best game you've ever played?

DAVID Mmm, a tough question. Multiplayer, it would have to be Command & Conquer. Single-player, my bias shows through with a tie between Ultimate Soccer Manager 98 and (now) Caesar III.

PCZ What game are you playing at the moment?

DAVID Well, Caesar III is pretty much my life right now.

PCZ What was the last game you paid money for?

DAVID MechCommander, I wanted to buy Commandos, but the interface on the demo was so poor I gave it a miss.

PCZ Have you ever been in a fight? If so, when and why?

DAVID Plenty of verbal fights! My last physical fight goes back to school days; too long ago for my liking...



ore graphical interface will allow



the resolution has much the same effect.



nes demonstrate the action. Some Life Of Brian-style clips liven things up

I HAVE AN ENORMOUS TANK BATTALION.

I'VE TELEPORTED INTO MY SATELLITE.

I HAVE AN ARSENAL OF WEAPONS AT MY FINGERTIPS.

I'VE DRIVEN MY VEHICLES LIKE A MANIAC.

SO WHY AM I DEAD?

I AM ONE WITH THE CROSSHAIRS.

I TORCHED A TAERKAST BIPLANE.

I KNOW HOW TO DEFEND MY HOST STATION.

I AM A FORCE TO BE RECKONED WITH.

BESSESS N

Gyobalaabo 1

MH00000000 5U

I'VE DESTROYED BUILDINGS IN MY WAY.

I HAVE THE FIERCE AIR FORCE.



Hey hot shot, you're dead because you didn't think.

To save the Earth in Urban Assault™ you must manage your resources, upgrade your technologies, control your squadrons, and deploy your troops using an interactive map. All this at the same time you're shooting everything in sight.

It's the perfect blend of action and strategy that you can make even more challenging with multiplayer capabilities. So use that gray matter. Or you'll lose it. Think yourself over to www.microsoft.com/uk/gameszone/

URBAN ASSAULT

Available at Dixons, Electronics Boutique, Game, HMV, PC World, Software Warehouse, Virgin and other leading retailers.

TER ATOOLS

Where do you want to go today? Microsoft

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ACTUA SOCCER 3

EA Sports' World Cup 98 is the new benchmark football game on the PC. Gremlin have lost their trophy – and they're desperate to get it back. Jeremy Wells reports

THE DETAILS

DEVELOPER Gremlin Interactive **PUBLISHER** Gremlin Interactive **WEBSITE** September '98 **OUT** www.gremlin.co.uk

WHAT'S THE BIG DEAL

- & It's smoother and faster than ever
- You can adjust the speed of play
- Seven greater tactical options and improved control
- Pronounced AI with different team playing styles

t's a well-known fact that until World Cup 98 (PCZ #65, 91%) appeared, the football game of choice in the Zone office was Gremlin's Actua Soccer 2 (PCZ #59, 90%). Actua was extremely quick, easy to pick up and play, and great fun with two-players. Sure, it wasn't perfect, but then which football game is?

And then World Cup 98 came out. Previous EA football games had failed to deliver, the main criticisms from Zone being the lack of speed and a user-definable tournament option.

World Cup 98 sorted out the speed issue by giving you the option of three settings, and we became so wrapped up in the presentation, unprecedented control and whole World Cup thang that we almost forgot about the fact that you couldn't set up your own tournaments.

Gremlin have obviously looked long and hard at what EA Canada have done, and are currently in the process of extending the number of now 2000 moves in the game, which translates to over 10,000 frames of motion-captured data. Player detail has been improved too, with each player now benefiting from 30 per cent more polygons than before, and they now have a skin that prevents tearing at the joints (ouch).

A lot of effort has also gone into improving the stadiums. There are now 30 on offer, and they are pre-lit and feature light-and-shadow maps,

The general idea is to make the game as userdefinable as possible, and give you unprecedented control over how you set up the game

moves and control options you have over each player, which they admit was lacking in the last game. They've also added even more motion-captured animations, and once again called upon Sheffield United captain David Holdsworth to do the honours.

The results need to be seen to be believed. Suffice to say that there are

all of which help to boost the atmosphere significantly. As before, there are loads of weather options to contend with, and floodlit night games, too.

As far as the control system goes, you'll now have the option to adjust the speed of play, and pull off more complicated player moves using the

shoulder pad buttons on your gamepad. They've kept the basics, though – speed burst, pass, shoot, lob, etc – so the game still retains that unique pick-up-and-play factor. The general idea is to make the game as user-definable as possible, and give you unprecedented control over how you set up the game so you can play the way you want to play.

Tactically it's been given a revamp, too. Player AI has been worked on, and teams will now visibly play in a certain way – which means that Liverpool will pass to feet, and Wimbledon will hoof it up into the area.

All this, plus Barry Davies on the mic, numerous practice options, 25 leagues to choose from and nearly 500 teams to play as should go a long way to ensuring that Gremlin give EA Sports a run for their money.

I DEPLOYED MY GUYS USING THE TRANSPARENT MAP.

TOLD MY GUYS TO ATTACK FROM BOTH FLANKS.

KNOW WHERE THE TECH UPGRADE SECTOR IS.

I KNOW WHERE TO PLACE MY HOST STATION.

I KNOW WHERE THE POWER STATIONS ARE.

I SAW A MYKONIAN CUBOID FORMATION.

SOWHY AM I STILL DEAD?

I KNOW WHICH SECTORS ARE SECURE.

I'M BEING SMART ABOUT MY MOVES.



Use your map to deploy your troops and jump into any of 15 different types of vehicles.



Create your squadrons and set their level of aggressiveness to defend, attack, or raid.



Battle 5 unique alien and human enemy races.

Hey mastermind, you're dead because you didn't get your hands dirty.

In Urban Assault you have to battle on the frenzied front lines at the same time you're strategizing the entire war. Of course, your years studying at military school will come in handy, but to win, you better warm up that trigger finger. Shoot your browser over to www.microsoft.com/uk/gameszone/

URBAN ASSAULT

Available at Dixons, Electronics Boutique, Game, HMV, PC World, Software Warehouse, Virgin and other leading retailers.



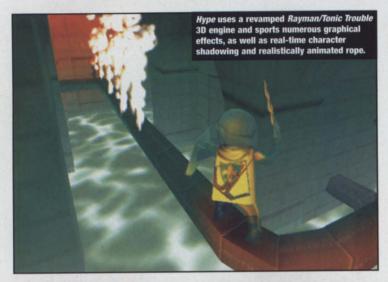


Where do you want to go today? **Microsoft**

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PE-THETIME QUE

It was never quite as good as Lego, but Ubi Soft's new Playmobil game could turn out to be the action/adventure game we've been waiting for. Jeremy Wells is our man in the sandpit





Action/adventure-cum-RPG with a dash of dialogue-driven plot. And about time, too



res as jewellery to clubs. The tits



ten end-of-level bosses to talk to. And kill.



There are 14 different worlds in the game and 40 different environments.



THE DETAILS

DEVELOPER: Ubi Soft Canada **PUBLISHER: Ubi Soft OUT:** November '98 WERSITE: www.ubisoft.com

WHAT'S THE BIG DEAL?

- driven plot
- (a) It's the first game to feature realistic/dynamic rope
- ◆ The levels are huge and there's loads of 'em
- You can lop the limbs off your favourite Playmobil characters, just like you did when you were a kid

ou might think that Ubi Soft's new 3D action/adventure game is aimed squarely at kids and that you should ignore it. But you'd be making a big mistake. Okay, the larger, plastic Playmobil figures never had as much charm as the Lego characters and it's probably a while since you've played mummies and daddies with their smooth, shiny little bodies under the bed clothes. However, don't turn the page just yet - you could be in for a surprise.

Since Tomb Raider burst onto our screens a couple of years ago, there have been more Lara clones than you can shake a disproportionate Barbie doll at. Hype may be very much an action/adventure game in the Tomb Raider mould, in that you must guide your character around a 3D environment, jumping ravines, running rings around various nasties and engaging in a bit of combat and simplistic puzzle solving, but unlike the countless other games of this ilk, Hype actually goes one step further and introduces some subtle RPG influences.

Not only does the lead character, Hype, have spells and an 'intelligent' inventory at his disposal, but he actually gets to talk to other characters as well as kill them. He can also buy equipment and armour from traders. What's more, unlike Tomb Raider which is completely actionoriented, and the forthcoming Drakan from Psygnosis which uses pre-set dialogue to further the plot, in Hype what you say to the various characters you meet actually has a bearing on how the story develops, as well as how you progress through each level and how other characters react to you.

In many ways, it's quite ironic that a game that many would automatically ignore because the lead character is based

on a child's plastic toy should be the first to take the

genre a step further by introducing a dynamic storyline and dialogue. It's also one of the first games to feature realistic, real-time dynamic rope animation and accurate real-time character shadowing.

We deliberately decided not to be limited by the image of the toy," maintains the game's producer Benoit Galarneau. "We knew we had a great licence with Playmobil, but we chose to do a game that, as gamers, we would enjoy playing ourselves - not just kids. We've paid special attention to the lighting effects, which play an important part in creating the right atmosphere. Plus there's real-time dynamic character shading and realistic rope animation.

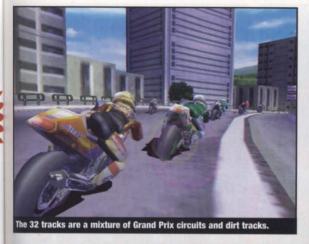
"We've introduced some pretty refined riddle scenarios, and Hype

4 Hype takes the genre a step further, by introducing a dynamic storyline and dialogue

will have to learn how to use time travel and interact with other characters to be successful in the game. He can also ride a dragon, which the player controls. There's quite a sophisticated inventory system in operation and he'll have to go to certain traders to have his armour repaired or buy new weapons. And our 3D game engine is state of the art. Hype is definitely not just for kids."

Okay, so maybe you're still not convinced, but just because the lead character has got a flat, plastic chest doesn't mean you should ignore it. If Ubi Soft manage to sort out the rather cumbersome camera and beef up the hand-to-hand combat, we could all be in for a treat come Christmas.

> Hype: definitely not one just for the kids.











MOTO RACER 2

The developers risked life and limb in the Sahara Desert to create Moto 2. Keith Pullin finds out why

THE DETAILS:

DEVELOPER Delphine Software
PUBLISHER Electronic Arts
WEBSITE www.ea.com
OUT Mid September

WHAT'S THE BIG DEAL?

- Various weather conditions that really affect handling
- Speed or dirt bikes to choose fromUltra-superb 3D-accelerated graphics
- Choice of eight-player Internet/serial link-up, or four-player split-screen

ucked snugly into a compact, bijou conference room,
Thierry Gaerthner, project co-ordinator of Paris-based developers Delphine
Software, projects their latest moto-incarnation onto a giant screen covering an entire wall. Running on a P333 with Voodoo2 3D acceleration in 1024x768 mode, Moto Racer 2 looks magnificent.

All the latest reflection algorithms have been implemented to guarantee the bike looks the part, replete with working speedo and pressure gauges.

The original animations have been reworked, and attention to detail goes so far as to ensure that effects such as crashes, speed wobble, running on kerbs and suspension movement are convincingly portrayed. The 3Dfx-only tag means clever use of ambient and local colour with effective real-time lighting and shading.

Our French host recalls how the team was sent on a reconnaissance mission to take photographs of backgrounds. Sounds great if you're peacefully meandering through a forest snapping a few oaks and firs, but not so appealing if you end up in the Sahara Desert photographing sand. Still, the intrepid explorers returned carrying hearty spoils for the graphics boys to play around with, and the resulting photo-realistic, high-resolution textures must be truly satisfying to behold for Delphine's foreign legion. The desert stages are especially impressive.

However, what's more important is how *Moto Racer 2* differs from its predecessor when it comes to gameplay. Again, Monsieur

Gaerthner's emphasis is on realism as he reveals how Philippe Monneret, French 24-hour motorbike endurance champion, helped with the technical and bike mechanics kind of stuff. Apparently, the programmers weren't too sure which way the wheels should point when going round a corner – clearly a knotty problem and best left to the professional.

What's more important is how *Moto Racer 2* differs from its predecessor when it comes to gameplay?

Moto Racer 2 features 32 circuits from around the globe, including the heavily forested Amazon jungle, a dune-infested Sahara Desert, and scenic Brittany racetracks. There are various weather conditions to contend with, ranging from heat-haze sunshine to driving blizzards – oh, and races can take place during the day or night.

A choice of the latest Yamaha dirt or speed bikes lends further depth to

the cause, giving
you the chance to
compete in championships on either
beast, or attempt a mixed tournament
where both have their part to play.
Races against other humans can be
fought out over the Internet or with
a serial link, with up to eight players
on each. Alternatively, you can try
out the four-player, split-screen
option, but be warned: you'll need
a PC with a decent engine to pull
that one off

Curiously, *Moto Racer 2* also boasts a track editor. Now, the thing with track editors is that they have to be user-friendly to work, and this one, with its intuitive drag-and-click interface, is almost too easy. In a matter of seconds you can create a circuit that would make Barry Sheen gasp. All tracks are fully saveable, of course, so you can do all that track swapping malarkey and watch your mates crash and burn on your own devilish creation. Wahay!

Moto Racer 2 is due to make the trip across the channel in September. The engine's running.

Buff your helmets, it's... TOCA 2: TOURING CAR CHAMPIONSH

Bigger, better, faster, more. Steve Hill dons the driving gloves

THE DETAILS

DEVELOPER Codemasters **PUBLISHER** Codemasters WEBSITE www.codemasters.com

WHAT'S THE BIG DEAL?

- ★ Totally remodelled cars
- Strategic pit stops

verybody loved the first TOCA game. A sweeping generalisation? Maybe, but tearing round authentic tracks in highpowered touring cars was largely deemed a right old laugh, with the game proving to be one of the successes of the year. Gavin Raeburn produced the first TOCA, so was he happy with the finished result?

"Very. We set out with the intention of creating the greatest motor sport game of the time and, because of the wide variety of people interested in the sport of Touring Car racing, it had to offer a significant challenge to hardcore gamers and still be an entertaining game with massmarket appeal. The fact that, since TOCA's launch in December 1997, it hasn't really left the charts and is still selling at its original retail price is testament to that."

If there was one criticism, it was perhaps that it fell between the two stools of sim and arcade game. Gavin?



game. There was no real target to be either a simulation or an arcade action title - just a damn fine game.

"However, it's easy to understand your viewpoint. The real-life sport of Touring Car racing is almost arcade action itself, with hugely competitive events and aggressive 16-car pack racing. The look and detail of the game was very realistic - with all the season's cars, drivers and new racing features. These include all front-wheel drive cars and the introduction of pit stops, adding strategy and planning to the frenetic action. Pit stops are taken in the middle third of a BTCC race and the player's viewpoint switches to in-car as tyres are changed and repairs are carried out against the clock.

Top Gear presenter Tiff Needell provided us with some wonderful out-takes - we may bleep out the many swear words and throw them in for a cheat mode!

GAVIN RAEBURN, PRODUCER OF TOCA AND TOCA 2

the TOCA licence gave us access to real team, real driver, real car and real track data. Combine those two together and, I guess, you could say you've got a sim of action racing."

Gavin is also producing the followup, and explains the major differences between the two games: "The heart of TOCA 2 is the complete 1998 British

"Visually, there's an advanced and enhanced graphics engine driving TOCA 2 at an exhilarating speed and ensuring that the visuals are sharper, grittier and superbly detailed to provide a refined sense of realism. We've totally remodelled every car and, for the first time, car windows are transparent, enabling players to

see each car's interior - complete with the driver steering the car and being thrown about from highspeed manoeuvres.

"We've also made the driving boundaries on each circuit tighter, keeping players' cars in the heart of the 16-car pack. Trackside features, such as crowds and buildings, are closer to the circuit's edges, giving a greater sense of speed. And on-track C hazards - such as flocks of pigeons that disperse in a flying panic as cars c approach - add to the game's tense driving atmosphere."

DOUBLE TROUBLE

So can TOCA 2 justify itself as an all-new game, or is it yet another cynical money-grabbing exercise?

"I'm not in the games business for the money. I like what I do, and I don't have to do any project I don't want to. I believed we could put enough changes and updates in TOCA 2 to make it one of the greatest r











driving games around, even for people who own the original game. Compare the two games side by side and you'll see, and hear, what I mean. TOCA 2 is so much more than an annual update - TOCA 2 is TOCA x 2, if you like!

"We're doubling the number of tracks, with a whole load of international ones, and Support Car races which also take place at Touring Car weekend meets. Support Car Championships enable players to compete in specialised races against cars of the same make and model.

"The new tracks take you to France, Germany and the USA. We've created the tracks especially for the game; while they'll all look thoroughly authentic and realistic, they're designed especially to offer gamers a real challenging drive."

Top Gear presenter Tiff Needell provides the game's commentary. So what's he like?

"Tiff's a top bloke, and has a real understanding of how to voice the recorded pre-race commentary to

sound very natural. We've also got some wonderful out-takes - we may bleep out the many swear words and throw them in for a cheat mode!"

ASPIRIN AT THE READY

Tell us some more about the game.

"On the special effects front, TOCA 2 replicates car damage better than ever before: car wings are ripped off, bonnets are crumpled and fly off at speed, and windscreens not only shatter and smash but feature rain splash effects and bug splats.

"The roaring sound effects are designed to leave players with a headache from the gritty, realistic noise of engine roars and tyre screeches. Each tyre generates an individual noise against the road surface, which combines to create totally authentic sound. A drum and bass soundtrack complements the action perfectly."

If Codemasters can walk it like they talk it, chances are they're going to be looking at another massive Christmas hit.

RAEBURN



The producer of both TOCA games gets the spotlight treatment

PCZ What was the first game you ever played?

GAVIN Pong over at my mate's place when I was about nine.

PCZ What is the best game you've ever played?

GAVIN Arcade-wise, it'd have to be Robotron. Home computer-wise, my faves are Tomb Raider I, Die Hard Trilogy and Boulderdash!

PCZ What games are you playing at the moment?

GAVIN Unreal, Mame, and Point Blank on the PlayStation.

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

GAVIN StarCraft - good game!

PCZ Have you ever been in a fight? If so, when and why?

GAVIN I'm not a violent person.

Codemasters 6

CODEMASTERS

The Codies' success with driving games goes back further than the original TOCA

1994 Codemasters introduce the world to the delights of miniature racing with Micro Machines.

1995 ... and again a year later with Micro Machines 2 (ker-ching!).

1997 Pete Sampras Tennis, one of the best tennis games on PC, appears. The Codies also try their hand at rugby and succeed, to some extent, with Jonah Lomu Rugby. The highly successful and popular TOCA also makes



Think Chaos for the 1990s. Think...



MAGIG &

THE DETAILS

DEVELOPER Mythos Games
PUBLISHER Virgin
WEBSITE www.mythosgames.com
OUT October '98

WHAT'S THE BIG DEAL?

- You know those people who did X-COM? Well, they've gone and updated their old 8-bit classic. Chaos
- The multiplayer aspect is very promising, especially if they get it to work on Westwood Chat

agic & Mayhem, the latest strategy game from Mythos, has a distinct retro feel to it. Hardly surprising when you look at the Gollop brothers' extensive back catalogue. Old-timers out there may well view M&M as a real-time reworking of Lords Of Chaos on the old Atari ST, itself an adaptation of Chaos – a Spectrum game where up to eight players





THE GOLLOP BROTHERS

Gollop games have always had a very distinctive feel to them, with gameplay that puts many other games in the shade

1983 Time Lords (BBC B – with Andy Greene)

1983 Nebula (Spectrum)

1984 Islandia (BBC B - with Andy Greene)

1984 Rebelstar Raiders, Chaos (Spectrum)

1986 Rebelstar (Spectrum)

1988 Rebelstar II, Laser Squad (Spectrum)

1989 Formed Mythos games

1989 Lords Of Chaos (Spectrum, Amstrad, C64)

1990 Lords Of Chaos (Atari, Amiga)

1990 Laser Squad comes out for the PC

1994 UFO: Enemy Unknown

1995 X-COM Terror From The Deep

1997 X-COM Apocalypse, left MicroProse and the X-COM licence behind

1998 Magic & Mayhem unleashed

controlled a wizard, casting spells and summoning beasts to defeat the other players. *Chaos* was perhaps one of the first true multiplayer games.

"Chaos is, perhaps, my personal favourite of all the games I've done," says Julian Gollop, Lead Designer at Mythos. "It was quick-playing and fun, especially with a few human opponents. Lords Of Chaos was more of an RPG and quite sophisticated for its time, but lacked the accessibility and fun factor of its predecessor.

"With M&M, I wanted to get back to the essence of the original Chaos – basically a fast, chaotic strategy game with plenty of twists and turns. Another factor was our fondness for myths and folklore."

Some may see *M&M* as a fantasy *C&C* clone, but the game has the unmistakable Gollop feel to it: their graphics have never been state-of-theart, but the gameplay has always towered over everything else. And this title looks likely to follow the same trend. You won't need a 3D accelerator, but if you've ever played *X-COM* you won't be worried about such things. Resource management and squad-level strategy is something the Gollops alone have excelled at.

"Players familiar with real-time strategy games will find the interface immediately understandable," says Julian. "C&C vastly widened the appeal of strategy games because it was so accessible. We've followed the same principle with M&M, but have made sure it's challenging enough for the most experienced players."

KINDS OF MAGIC

In M&M you control a young wizard, and your quest is to battle through three realms, collecting items that

will help you to defeat the baron wizards who control each region. Alone you are weak, but your strength lies in your magical abilities, which range from basic fireballs and healing spells to summoning knights, zombies and dragons.

You're a wizard battling for control of regions, with magic spells including creating

fireballs and summoning zombies. Richie Shoemaker dons the cape and pointy hat

There are three types of magic: neutral, law and downright nasty. Before going into battle you have to decide which spells to take with you. After each 'mission' you get to do the same, as well as spending experience points on increasing your health and extending your spell-casting arsenal.

"There are 63 spells in total, of which 22 are creature-summoning spells," says Julian. "Some of the old

Wanted to get back to the essence of Chaos – a fast, chaotic strategy game with lots of twists and turns

favourites are there from *Chaos* – such as the Gooey Blob, which grows rapidly to engulf your enemies.

"Many of the creatures have different abilities: the dragon can breath fire and can fly; the vampire can morph into a bat; the hellhound has a gaze which stuns; and so on. There are some spectacular spells such as 'judgement', which can shatter any number of creatures within its range.

"Some of the more subtle spells are just as much fun. Illusion, for instance, enables you to make illusory copies of your own wizard which are effective decoys to distract your opponents. There are also 'totems', which are like giant statues. Although

they are static they have an effect over the surrounding area. A good example of a totem is 'pestilence', which infects nearby creatures with the plague, which can then spread."

BACK TO THE FUTURE

In keeping with the pre-Mythos games, *M&M* has been developed with multiplayer gaming in mind. The turn-based play that enabled a small army of friends to play on the one computer, pretending to look away as other players made their moves, has now gone for good. In some ways the *X-COM* series was a bit disappointing in that it didn't incorporate the multiplayer aspect that worked so well in *Laser Squad*. Now, though, it's a different story.

"Deathmatches are a fundamentally important aspect of the game," says Julian. "We are also supporting the new Westwood Online multiplayer lobby system so that it is very easy to play games over the Internet. The multiplayer options include a deathmatch mode with multiple lives and a set time limit – which again is ideal for Internet play. It is definitely great fun as a multiplayer game, and doesn't get bogged down in some defensive stand-off like many other RTS games."

So what next for the Gollops? They can't go back to *X-COM*, having left MicroProse to do with the licence whatever they wish. Will they start off another comic book sci-fi series?

"It's possible, and it has not been decided what our next game will be yet," says Julian. "I love the grand strategy game idea, where you manage overall strategy but at the same time get involved in smaller tactical situations. This was the

fundamental idea behind the original *X-COM* and could certainly be applied to other game designs."

Asked about what he thinks of how MicroProse have developed the *X-COM* series, it's obvious that had Mythos been involved, things could have turned out differently.

"I haven't played X-COM Interceptor (PCZ #65, 87%) vet, but it sounds appealing. Although it involves first-person space combat, they have retained the strategy of base development, character progression and research. I'm not sure about X-COM Alliance (due Feb '99), but they seem to be doing something different from other first-person shooters. I'm surprised they didn't keep it as a strategy series, which is probably what most X-COM fans would want. I am certainly sad to leave it behind, because I think we created something quite original with the first X-COM game."

Originality is something we can certainly equate with Mythos games. It's true that practically every game they've released has been a remake of an earlier title (you try naming one of their games that doesn't have either a Marsec rifle or a Gooey Blob spell), but next to everything else that's been on the shelf, Mythos games have always been discernably... er, Mythos.

"M&M is great fun to play, keeps you playing for a long time, and there's no other game like it," says Julian. "It really has been designed as a game that we would like to play ourselves, and it is a game you can get into very quickly. The huge variety of spell combinations means that you can play the same mission completely differently; it does not descend into a mere puzzle-solving exercise where you have to do exactly the right thing at each stage."



JULIAN GOLLOP

Lead Designer at Mythos

PCZ Which was the first computer game you ever played? JULIAN 3D Monster Maze on the

Sinclair ZX81.

PCZ Which is the best game you ever played?

JULIAN Civilisation.

PCZ Which game are you playing at the moment?

JULIAN Final Fantasy Tactics.

PCZ Which was the last game you paid money for?

JULIAN Battlezone.

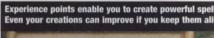
PCZ Have you ever been in a fight? If so, when and why?

JULIAN When I was about seven, I think, but I can't remember anything about it.











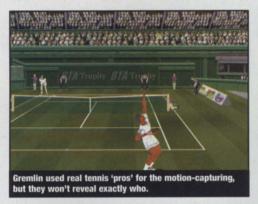
If you're in a building when the fireballs start falling, roof will set alight. Time to leave.



There will be three different realms to fight through, all with fey girly names.



Anyone for... ACTUATENNIS













They claim it's got the gameplay of Pong and better legs than Tomb Raider. We sent Jeremy Wells to look at Gremlin's latest net game

THE DETAILS

DEVELOPER Gremlin Interactive PUBLISHER Gremlin Interactive WEBSITE www.gremlin.co.uk OUT September '98

WHAT'S THE BIG DEAL?

- ★ The PC is crying out for a good, up-to-date tennis game
- It uses the latest Actua Sports 3D engine, which is even better than before
- Everyone in the game is motion-captured for super-realistic animation.
- You can alter your player's appearance and make him look like Joe Pesci

e didn't win the World Cup, and our brave Tim sadly crashed out at this year's Wimbledon to Pistol Pete – although not before progressing farther into the tournament than any other Brit for the last 30-odd years (despite his efforts to convince us otherwise, Greg Rusedski is and always will be Canadian).

But let's face it – when it comes to tennis we're still pretty poor as a nation, despite having grown up with Pong, losing days playing Super Tennis on the SNES and more recently laughing out loud at the hidden characters in the rather tasty Pete Sampras Tennis '97 (PCZ #53, 92%) on the PC. With the exception of football games (obviously), tennis games are quite possibly the most fun you and a mate can have after closing time without getting arrested.

Everybody knows the rules (well, most people know that the objective is to hit the ball over the net), the controls are usually pretty simple and

the satisfaction of smashing one past your chum after a double-figure rally is arguably one of the greatest gamepad-assisted highs you can experience. Unless, you're into... well, we'll leave it there, shall we?

Okay, so tennis games are great, but do we really need another one?

"I love tennis games and I think that Super Tennis is the best there's been, so it's definitely in my top ten," maintains Peter Cook, Producer of Actua Tennis. "Tennis games are so much fun, especially two-player games and doubles. The game of tennis transfers really well into computer games and if you can get the gameplay right you're onto a winner. No-one's really come close to Super Tennis on the PC."

So what's going to make Actua Tennis stand out from the crowd? Is it going to make use of that motioncapture malarkey, I wonder?

Paul gives a wry grin. "It certainly does, as does the whole *Actua* range. We are the pioneers of motion capture and like to think we're still ahead of the pack when it comes to sports animations. In fact, the player

animation in *Actua Tennis* is the best we've seen in a tennis game."

Enough corporate ranting. So who did the honours? Anyone we know? "It was a young, up-and-coming player who's very well thought of in the tennis world," grimaces Peter. "He isn't famous though." Which presumably means he's English.

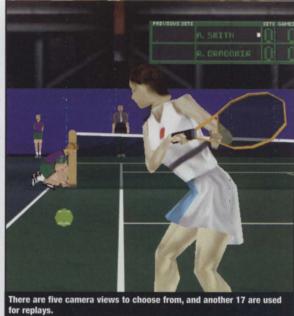
Okay, so motion capture undoubtedly makes the animation look more realistic, but there's always

Yes, it has got ball boys and girls in it. But as regards hitting them, er... no, you can't. This is Actua Tennis, not Rollerball on grass!

the danger of it taking over the control from the player as the CPU completes each animation cycle, a bit like FIFA used to. So why bother?

"Because it really is so much better than traditional animation," argues Peter. "Basically, it's a much longer, more drawn out process. Scripts need





All the usual options are here: professional and amateur tournaments, tours, singles, doubles and mixed doubles (if you're a fan of the laydees).



Thanks to 32-bit Z buffering, we can expect smooth shading, translucency and bi-linear filtering which eliminates pixellation, apparently.

to be written, people and locations need to be booked, and time set-aside for the actual capturing. We then need to clean them up and get them all to fit together. It's a lot of work, but it really is worth it. And the way we do it, the player always remains in control. You just keep your cycles short."

CONTROL FREAK

Okay, so tennis games are fun, and motion-captured graphics look better than traditional animation, but as anyone who's played one will tell you -control is everything. Have Gremlin come up with any new features to make Actua Tennis more playable?

"We've gone for a very easy to pick up and play control method," says Peter. "It's a very natural method and the different shots are obtained by timing - how early or late you get to the ball."

How many different shots can you perform? Any trick shots?

"There are about 54 different types of shot, but like I said, these all come under the same umbrella and are achieved with the timings and your position when you hit the ball. There

is one trick shot, which is known as the super shot."

But let's get to the interesting stuff. Has it got ball boys and girls in it? Can you hit them? "It has got ball boys and girls in it," smiles Peter. "But as regards hitting them, er... no, you can't! This is Actua Tennis not Rollerball on grass!"

Well then, can you argue with the umpire?

"Are you some kind of weirdo? Do you have a problem with authority or something? Beating up ball girls and arguing with umpires - this is tennis not WWF!"

Okay, will there be chalk dust? Or procedural textures for that matter?

"Yep," smiles Peter, looking relieved. "There is chalkdust - and the ball leaves a mark on the ground. Chalk will also come off the ball when it's hit if it has just landed on the line previous to the shot."

Sounds impressive, so who's doing the commentary for Actua Tennis? Anyone we know?

'The commentary will be done by Barry Davies, Sue Barker and Pat Cash. We think that's an

unprecedented collection as regards any tennis game."

ADVANTAGE ACTUA TENNIS

From what we've been privy to so far, Gremlin are putting together a very playable little number indeed. After being thrashed by Peter 6-0, 6-1, we can assure you that the speed, range of shots and control system is indeed impressive.

It also looks pretty smart too, with ten stadiums from around the globe. each modelled in 'true' 3D; 32 male and 32 female players to play against; real-time shadows; and bilinear filtering to help eliminate pixellation. You can also customise the look of your player and even select their clothing, height and build. And these are not just visual tweaks - the latter two factors actually affect how quickly your player moves around the court and how powerful their shots are. There's also the usual array of tournament and multi-player options, world tours and mixed doubles.

Maybe it's time to hang up that SNES after all. Just a shame you can't hit the ball boys.

PETER COOK

No, not that Peter Cook - this is the bloke responsible for making Actua Tennis as addictive as Super Tennis on the SNES

PCZ Which was the first game you ever bought?

PC Ninja Warrior on the Dragon 32 (top machine).

PCZ Which was the last game you paid money for?

PC: Erh, Goldeneye, about a month ago.

PCZ What's on your hard drive at the moment?

PC Commandos and we've recently had some playable code of Tanktics sent down from our colleagues at DMA - at the moment I'm totally, utterly and completely addicted.

PCZ Enough corporate brown tonguing. Which is your favourite game of all time? PC Spin The Bottle, Postman's Knock and, er... Elite.

PCZ Have you ever been in a fight? PC Yeah, but only when people call my pint a puff [sic].

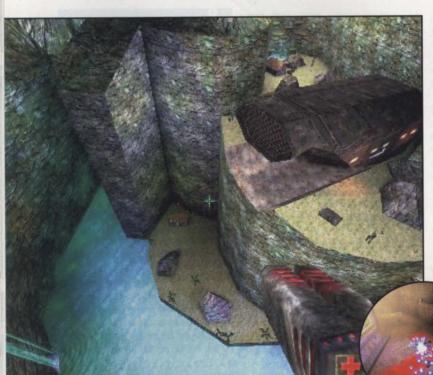


You enter codes for *Grand Theft Auto* in the Name screen. Name yourself 'iamthelaw' and shred innocent civilians without fear of police reprisal. Also try 'iamgarypenn' for an extra sweary mode.



...or munch on some grass by entering 'impulse 14' and turning into a sheep. Typing in 'impulse 43' gives you all weapons, mana and items.

GOPOUT.



O Dunreal: Get a bird's-eye view of a level's layout. Open Unreal's console

(TAB key) and type in 'FLY'. Use the direction keys to glide round. Highly useful.

When a programmer makes his game too difficult, you can always let the Net ease your frustration with a cheat or two. But is cheating on such a global scale good for games? asks Chief Constable Adam Phillips

hey can be such smug gits. Like a bible-basher beating you into a stupefied coma with the unrelenting word of the Lord, or an anti-smoking evangelist who wants to ban 'those hairs plucked straight from Satan's own buttocks' – the demon weed tobacco – the puritanical gamesplayer can be just as obnoxious and overbearing: "No using the easy setting; no skipping levels; and no use whatsoever of cheat codes in any shape or form – it's bad for the soul, you see."

Fortunately, like any form of Puritanism, the rest of the world generally hates it. Try and spread the gospel of 'true and enlightened' gamesplaying in, let's say, a games newsgroup online and it's like putting the cat among the pigeons – only to discover that the pigeons shit acid. Nine times out of ten, you'll witness the pompous imposter being flamed alive at the stake for being so arrogant.

ONLY HUMAN NATURE?

While excessive code usage is money down the toilet, the bottom line is that everyone cheats – whether you're having a sordid fling behind the back of your 'trouble and strife', or punching in the latest *Quake II* code because you've hit a dead end, it's human nature, pure and simple.

Cheat codes and their use (and abuse) have been around for a long time. At first, the public relied on magazines such as PC Zone to





provide the magic codes and various hints 'n' tips books. However, the last few years have seen the Internet coming to the fore. There are numerous sites and newsgroups dedicated to walkthroughs, cheat codes, hints and tips spanning every title imaginable, from the latest PC releases to ancient gaming relics.

The Net's main strength is its immediacy - there's no need to wait for a mag to come out if you're well and truly stuck, plus you're almost certain to find the cheats you want (see You Little Cheat panel, page 72). You might think that games developers, having spent months designing the perfect game, slaving over it day and night, would be more than a little put out to see less resilient gamers caving in at the first hurdle and heading straight for the Internet in search of hacks. Fortunately, not all developers take it personally. The general opinion is that once a player has bought a game, they should enjoy it in any way they choose.

There are some exceptions though, such as Scott Johnson, head of design at Rage - of Incoming (PCZ #63, 90%) fame - who has his reservations about dipping into the Net for an instant fix. "I don't believe in cheating," Scott says. "I can't see the logic of purchasing a game for X amount of pounds, cheating and then completing it in an evening. What's the point? It's like buying a book and just reading the last pages.'

So why bother including cheat codes on the CD? There seems to be two trains of thought on this. Scott Johnson highlights the first: "Cheat codes make it easier to test our



If cheat codes are available [in multiplayer games]. people will discover them and then the whole game

becomes unbalanced, with everyone cheating simply to compete

MATT SULLIVAN, DEVELOPMENT MANAGER, CARMAGEDDON

games. When a title is going through Quality Assurance, it's great to be able to jump to any point or level, and it saves you having to go through the game sequentially."

The other reason is illustrated by George Broussard, head honcho at Apogee, developers of Duke Nukem (PCZ #63, 83%), "We've included cheat codes in every one of our games since Apogee was founded," George says proudly. "We did so because we were tired of paying for games and being unable to finish them, all because the developer put something in that was too hard, or too unfair."

With cheats already in place within the game code on

→ Hidden codes in games don't just help with cheating – Easter Eggs are hidden routines within the game code which open joke sequences or new areas of gameplay. For instance, in *Incoming*, type in 'numberonebakerstreet' at the Title menu. A level selector will open up and select Extra Level 0 - and you find yourself defending an abattoir from flying mad cows





Turok is crammed with special effects and cheats – go to the handy Enter Cheat Code option and slap in 'PRMSHN' to give enemies bigger heads for easier targeting or...



...alternatively, enter 'HFLLTHSH' to shrink your adversaries and make life even more difficult.



The Show Enemy code 'TRNTNNQ' ensures you won't meet an unexpected nasty surprise lurking round a corner. Some other useful codes: all weapons 'MGRLSGTM', and invincibility - 'LLSNMRTN'.

A NECESSARY EVIL?

PC Zone ventures online to find out what Net folks think about cheat codes

"Cheat codes should be removed from games before they go 'gold'. They take the game out of the game. Along with the challenge goes any sense of pride or accomplishment. They turn play into an exercise. In their place, I'd like to see more (and better use of) tutorials and training levels. They teach you how to play games better without ruining them."

Peter Roo

"The purpose of playing a game - any game - is enjoyment. I use cheats when I'm no longer having fun, when the game is making me feel stupid and frustrated. But there are times, usually in the best games, when I wish that I had toughed it out and been more patient, because I feel as if I've cheated myself by finishing the game too soon."

Harold Rollins

"I don't like cheats for two reasons. First of all, I don't feel as though I've won the game if I use them. Second, you lose the essence of the game by refusing to learn the nuances and techniques of it. Can you imagine missing out on the genius of Sid Meier because you skirted through all of his personal touches with cheats?" Nate Penny

"I use cheat codes all the time. I have a wife, two kids and a full-time job so I just don't have much time for playing games. I want to see what a game has to offer, but I rarely have the chance to play it through in the proper way. And there are always so many new games coming out - you'd have to be a kid living at home with your folks or a perpetual welfare recipient to have the time to play even a fraction of them

normally. Cheat codes help me get the most out of what little gaming time I have."

Jim Barber

"Sometimes, I just like to goof around with the cheats to see all the weapons without having to put in 50 hours of play to get to weapon #9. Also, If I feel the game is a little too hard for me. I might want to grab the rocket launcher a little earlier on. I just want to have the choice."

Jeff Jones

"With an action game such as Duke Nukem 3D, I play both with and without the cheats, depending upon my mood. If I've had a hard day at the office and feel like wiping out a load of nasties, I'll go into God mode and just blast everything in sight. It's great for getting rid of your aggression."

Dave Wadler



While playing Carmageddon, type in slowly 'IBETYOUCANTPRINTC**T' (we're sure you can work out what the deleted letters are). Then press F4 to flick between the various modes until you hit the Cheat option. Then use the number and function keys (F9-F12) to select the various cheats, including self-inflicted body damage (top right), camera jumping between cars and (bottom right) giant pedestrians in need of immediate body/bumper interface.

at a certain point

[in a game], the

tendency is to go

BRIAN BAGLOW, DMA DESIGN

and try and find a cheat - and the

Internet makes it so easy 99

its release, who decides when to make them public knowledge? The consensus is to officially issue them two to four weeks after the game's been released in the shops, and either circulate the cheats among gaming magazines or put them on a game's official Web page.

But, as Apogee's George Broussard points out, this rarely happens. "We don't really even release the codes. People hack the *exe* files and typically find all the cheats in a matter of days, if not hours. So the codes are always available on the Internet."

inserting patches into characters. This new ringing in the develop (PCZ #65, 95%) development of the internet.

A REAL THREAT ON THE HORIZON

With the Net's popularity among gamers swelling by the month, is it encouraging a generation of gaming slackers, people who find readily available cheat codes too tempting? "Yes!" fires back Brian Baglow, head of 'Propaganda & Indoctrination' at *Grand Theft Auto*'s (PCZ #58, 92%)

coders DMA. "It definitely promotes a certain laziness. If people get stuck at a certain point, the tendency is to go and try and find a cheat, and the Net makes it so easy. For instance, it took me about two and a half years to finish Infocom's *The Hitchhiker's Guide To The Galaxy* adventure because there was one bit I couldn't get past. But could I be arsed to write into a magazine? No. So I persevered. I wouldn't have cheated even if the Net had been available, but for some people the temptation is too great."

While the Net offers ample opportunities to take the easy route, at the end of the day it does no more harm than

making the persevering players among us shake our heads in disbelief. However, there's a very real threat on the horizon – that of online multiplayer cheating.

Take Blizzard's *Diablo* (*PCZ* #48, 88%) – a great slice of multiplayer hokum. When it was launched, people began inserting patches into the code and beefing up their characters. This new form of cheating has set alarm bells ringing in the development community. *Carmageddon*'s (*PCZ* #65, 95%) development manager Matt Sullivan

explains: "If cheat codes are available, people will discover them and the whole game becomes unbalanced, with everyone cheating simply to compete. Stopping people patching versions of the game so they can cheat poses a lot of problems about how much to store on the host machine/server and how much to store on the

player's machine. So long as the program is kept on the player's PC, it will be possible to send false information to other gamers. I can see multiplayer cheating becoming more advanced over the next five years, but methods of detecting cheats will get more advanced, too."

It's hardly a pleasant scenario to look forward to, whichever way you look at it. When you're cheating others out of gameplay (and, as a result, money), perhaps in the future we won't be shaking our heads in disbelief but shaking our fists in fury. The Net's effect on cheating could have just got serious.

YOU LITTLE CHEAT

Still have the urge to throw in the towel and succumb to the temptation of cheating? Here's a handy list of websites to help dig you out of that pit of frustration

WEBSITES

CHEATS.NET www.cheats.net/

HAPPY PUPPY www.happypuppy.com/cheats/
puppy com/cheats/
index.html Two of the best sites for
cheats for most PC games – and if you
own a console as well, you'll find
cheats for them too

GAME POWER

www.gamepower.com Superb stuff. As well as the usual cheats, there's also a wide selection of hints and

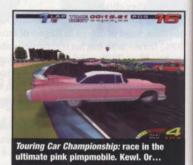
very handy downloadable walkthroughs, ranging from Black Dahlia to Final Fantasy VII.

PC ZONE www.pczone.co.uk/ Awesome. The dog's bollocks. The cat's whiskers. Call us self-congratulating (and you'd be right), but our homepage offers the latest cheats and an archive of classic cheats from the last few years.

NEWSGROUPS

If the above sites still haven't solved your problems, don't forget that newsgroups are filled with people just waiting to help you. If you ask nicely, that is. **comp.sys.ibm.pc.games.strategic**

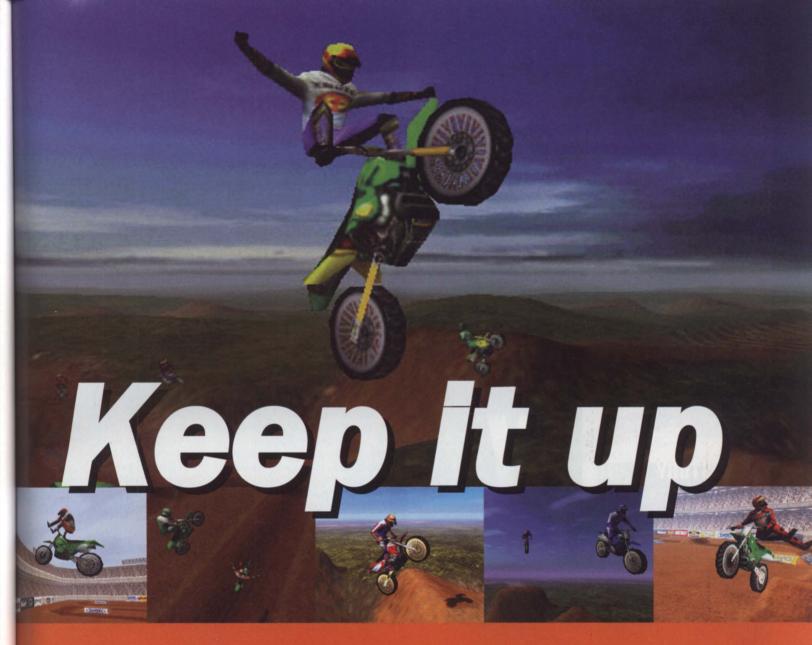
comp.sys.lbm.pc.games.flight-sim comp.sys.lbm.pc.games.action comp.sys.lbm.pc.games.adventure comp.sys.lbm.pc.games.rpg comp.sys.lbm.pc.games.sports comp.sys.lbm.pc.games.misc





@ Use the following codes in StarCraft to kick ass, as overillustrated by the picture above. Hit Enter and type in: 'show me the money' – for free minerals and vespene; 'operation cwal' – allows faster building; 'modify the phase variance' – lets you build any structure; 'medieval man' – gives your units free upgrades; and 'something for nothing' – gives you all available upgrades.







Start the madness at www.microsoft.com/uk/gameszone/

Slick stunts and sick crashes. 16 get-some-serious-air stunts, like the outrageous Heel Clicker and insane Nac-Nac. Loads of notifyyour-next-of-kin wipeouts. Anyway you land it, you'll be a crowd favourite. What makes a phat ride? Physics. Separate physics models for rider and bike mean you can pull wheelies out of the gate, dive into hairpin turns, and showboat during your Big Kahuna stunt.

Choose a track. Or not. Over 30 tracks, including Supercross, Nationals, Baja, and the dreaded Stunt Quarry, plus off-track terrain that's so hairy you may find yourself saying, "Track? What track?"

Boredom is a four-letter word. You'll constantly admire the mindmessingly photorealistic environment, whether you're face-down in the dirt or 20 feet in the air. And keep it all fresh with a built-in track editor and 8-person multiplayer capability.

Available at Dixons, Electronics Boutique, Game, HMV, PC World, Software Warehouse, Virgin and other leading retailers.

Motocross Madness™ requires a 3-D card.



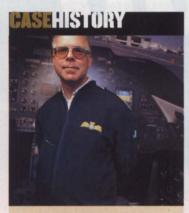


Where do you want to go today? Microsoft

OBSESS

Twisted metal. Pulverised corpses. Bereaved families sobbing into camera. Investigation teams scouring the crash site for clues. Oh, the joys of modern aviation

WORDS Adam Phillips



#4THE FLIGHT SIM ENTHUSIAST

NAME Bob Sidwick

AGE 47

LOCATION Bristol

OCCUPATION MD of RC Simulations, a company specialising in everything flight sim

OBSESSION Working, living and breathing flight and flight sims

CONDITION BEGAN Back in the 1980s when Bob bought *Flight Simulator* by Sublogic for his Commodore 64 and was instantly hooked

HISTORY OF CONDITION Upgraded to an Amiga and fuelled his plane passion further by indulging in the likes of Flight Simulator 2 and Interceptor. Created his own company in 1989, selling a model helicopter simulator which allowed punters to learn the basics of model helicopter flying so they wouldn't trash their expensive kit on the very first flight

OUTLOOK With his own full-blown, PC-based flight cockpit at Bristol Airport, there's no turning back. The condition appears to have spread to both his wife and daughter, who also help run the company

hile corporate types love to choke us with stats on why flying is the safest form of travel, many punters may still feel a certain fear-induced sphincter twitch when greeted by the robotic-like saccharine smile of a chic-but-plastique stewardess, and the large lump of metal that's allegedly going to fly to 37,000 feet and stay there without shedding a wing.

The bottom line, though, is that the experience of flight can be genuinely exhilarating for those who don't immediately reach for a double whisky and a triple Valium chaser whenever the word 747 is uttered. Any initial fears are often replaced with a fleeting sense of quiet awe when the aforementioned lump of metal lifts off the ground without automatically nose-diving into the M25.

Like all healthy obsessions, this sense of awe has been turned into rampant techno lust by a niche market who, at best, are rarely written about and, at worst, are merely ridiculed. Regarded by many as only one rung up on the evolutionary ladder from trainspotters, the flight fanatic is a dedicated animal. With the arrival of flight simulators, this obsession for all things avionic has exploded, taking aviation out of the cockpit and landing it in the living room.

"About 20,000 in Britain alone," Bob Sidwick offers when asked for a ballpark figure on the number of people with their heads buried in virtual clouds. And he should know – with a business specialising in furnishing flight sim fans with anything from rudders to the latest add-on packages, he's something of an expert.

A qualified private pilot as well, Bob has been enraptured by flight since he was a young sprog, building model planes, flying in Chipmunk aircraft, and even helping with the wiring of the first Concorde.

LABOUR OF LOVE

Got a spare 15 million quid? No? Bob has built a PC-driven simulator available for public use at a me fra



We've all witnessed those drop-dead gorgeous flight sims used to train real pilots – über-realistic graphics and spot-on sound effects, all wrapped up in a cockpit 'pod' built on towering hydraulic systems designed to rattle and roll the pilot as he simulates crashing into the Eiffel Tower.

Unfortunately, for most of us there's not a cat-in-hell's chance of actually getting anywhere near one – they cost in the region of ten to 15 million quid and won't be found in your local arcade nestled snugly between *Virtua Fighter* and a bunch of arsey teenagers.

Not to be outdone, our Bob has been ploughing a substantial amount of cash into building a PC-driven

simulator of his own. As well as clocking up a fair few hours on it himself, Bob's also making it available to us, the humble public.

And if you thought you had a ninja PC, think again – check this spec out:

- A ThrustMaster F16 cockpit with a CH Force FX joystick onto which Bob has grafted a ThrustMaster F16 joystick
- Modified ThrustMaster pedals and a Suncom twin-throttle quadrant with CH Pro Throttle electronics
- ♦ Visuals are generated from an Epsom projection system, and generally run at 800x600 16-bit colours on a 6ftx4ft screen
- The computer running the Microsoft

C PHOTOGRAPHY Simon Clay





Not a bad résumé. But after experiencing the real thing, what's the attraction of sims for Bob and fellow enthusiasts? To your typical gamer, the appeal of mutilating Iraqi forces with an Apache helicopter is crystal clear. But flying a Cessna across miles of empty sky seems to be a tad on the dull side and, to be blunt, about as involving as Dale Winton. Just 'plane boring' in other words. (Oh, how we laughed – Ed)

"It's like trying to explain the appeal of angling," ponders Bob. "It's very difficult to figure out why

Some commercial pilots use programs such as 747 Precision or Airline Simulator prior to their six-monthly base check.

BOB SIDWICK, MD OF RC SIMULATIONS

somebody would want to sit on a river bank staring at a float all day, hoping to catch fish which they ultimately let go anyway!"

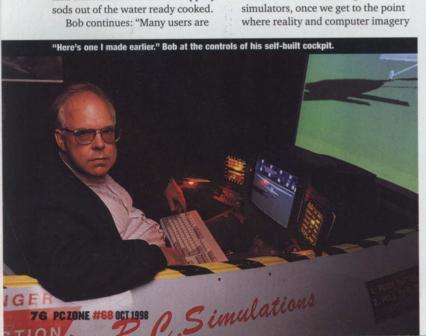
Perfectly true – unless you're using anti-tank mines to blow the slippery sods out of the water ready cooked.

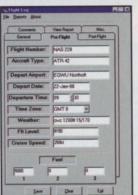
simply frustrated pilots. Perhaps they're never going to be able to do the real thing; maybe they're too old or are disabled. Also, with civil flight sims, a lot of the flight procedures consist of very complex mental exercises and many people get a kick out of doing them properly. If you talk to spectators at flight displays, all they really want to do is get in the cockpit. A flight sim gives them a chance to see if they can do it or not."

Indeed, becoming a virtual propellerhead has lead many people to take up real-world flying as a direct result of their PC playing experiences. This phenomena also cuts both ways.

Bob explains: "Some commercial pilots use programs such as 747 Precision or Airline Simulator prior to their six-monthly base check. These programs allow them to review procedures and emergency actions on which they may be tested in a professional simulator. Is it as good as the real thing? No, but it helps. These people are not doing it just for fun."

With flight sims becoming more realistic both in technical and graphical detail, how does he see sims evolving? For such a dedicated flight fan, Bob's answer is surprisingly downbeat: "With civil flight simulators, once we get to the point where reality and computer imagery





The captain's log – toilet roll not included.

COME FLY WITH ME

Does a virtual airline sound like fun? Well, as Saber Alr demonstrates, it can also mean a great deal of commitment

Did you hear the story about the plane captain who behaved like an over-bearing schoolmaster when he discovered that a passenger had dared to smoke in the plane's toilets? On landing, he wouldn't let any of the passengers off until the culprit owned up. After 45 minutes, the pilot himself was detained by authorities. With any luck, he was ordered to write: "I'm as popular as David Beckham," on a blackboard 500 times and will hopefully be slung in jail for being a right jobsworth.

With such draconian attitudes sweeping through

the industry, perhaps it goes some way to explaining another part of the flight sim phenomenon – the virtual airline. Flight fans have gathered together from all over the planet and created their own airlines boasting rosters of captains and crew.

Out go British Airways and in step the likes of Saber Air, complete with downloadable plane "liveries". According to Mike Read, president of Saber, virtual airlines (VAs) were created to offer purpose to an otherwise open-ended environment, and to add yet another level of realism. "We allow our pilots to get a taste of flying and airline operations without regard to age or experience," Read comments. "VAs also act as a gathering place for flight sim pilots where they can exchange ideas and tips."

Saber Air has 120 pilots on its books, consisting of flight buffs, several private pilots, and even the odd commercial pilot or two for whom the phrase "not only married to the job but still shagging it on a nightly basis" was obviously invented.

Some airlines require their pilots to commit a certain amount of flight time each month, and also demand full flight reports to be submitted after each journey. As for joining up in the first place, some virtual airlines, such as AeroAmerica, require pilots to take an official Federal Aviation Administration test.

With such stringent rules in place, have pilots ever been struck off, so to speak? "I had to expel one pilot from our virtual airline for using abusive language against another VA," offers Saber Air's Mike Read.

Bad mouthing the competition, eh? Virtual aviation just keeps on getting more and more realistic...

VIRTUAL AIRLINES

- ◆ AeroAmerica www.geocities.com/CapeCanaveral/6266/
- ☼ International Airways www.international-airways.com/
- Saber Air www.international-airways.com/

GETTING AIRBORNE

PC Zone and Bob Sidwick present a recommended list of goodies for immersing yourself in the flight sim scene

- **② Yoke: Virtual Pilot Pro £99.95**
- Rudder pedals: ThrustMaster Elite £59.95
- O Joystick: Throttle Combo Saitek X36 £99.95
- Control panel: Aerosoft's ACP £300
- Military-style control panel: Quickshot

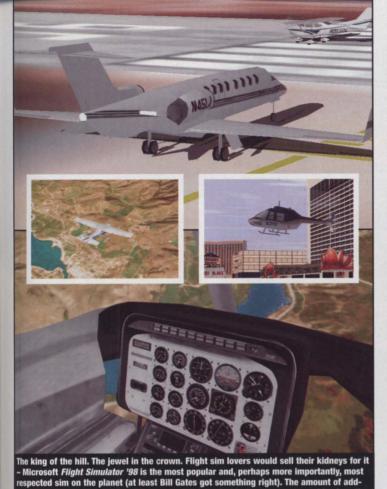
 Master Pilot with programmable chip £69.95
- Flight sim for beginners: Microsoft Flight Simulator £39.95
- ♥ Private pilot licence trainer: Light Aircraft Simulator £79.95
- ◆ All the above items can be bought from RC Simulations (among others). It can be an expensive hobby, so shop around for the best bargains.



Ruddy hell! Rudder pedals! (You're fired – Ed) Combined with a joystick and throttle control, the likes of ThrustMaster Elite add further authenticity to Flight Simulator '98.



More suited to military sim cockpits, the Quickshot Master Pilot with programmable chip also enables you to create and save game settings.



ons available verges on the ludicrous, ranging from flight planners to user guides boasting

are indistinguishable, coupled with all the functionality of flight such as air traffic control, there's not a great deal more you can do."

some 1,004 pages of adoring copy.

If his prediction turns out to be true, what's to stop sim fans growing tired of the same old take-off/fly/land routine and trading in their flight jackets and Raybans for a fishing rod and thermos? Is there anything on the horizon which could take sims to the next level?

"The Internet is the next step," answers Bob adamantly. "It basically takes the individual who normally operates by himself and places him with other like-minded people."

The likes of Microsoft's Flight
Simulator '98 already have
multiplayer options, and there are
various sites online that enable
punters to spread their wings with
other virtual pilots – check out
www.zone.com for an example. Bob
himself has already put Internet
technology into practice at a recent
show where he asked attendees to fly
scheduled flights between London
and Dublin.

He explains: "First, people had to agree on flight plans. Then another guy had to effectively act as the air traffic controller. Strangely enough, it's quite like real flying, and you're aware that other people are watching and assessing you all the time".

With virtual airlines (see Come Fly With Me panel), emerging Net-based play, dozens of packages designed to tweak and hone that copy of *Flight Simulator* to personalised perfection,

and a stack of peripherals begging for your waller's attention, perhaps one day the flight sim scene will move out of its busy niche and achieve the frenzied popularity usually reserved for the *Quakes* of this world.

FELLOW FANATICS

You don't have to be alone in your obsession

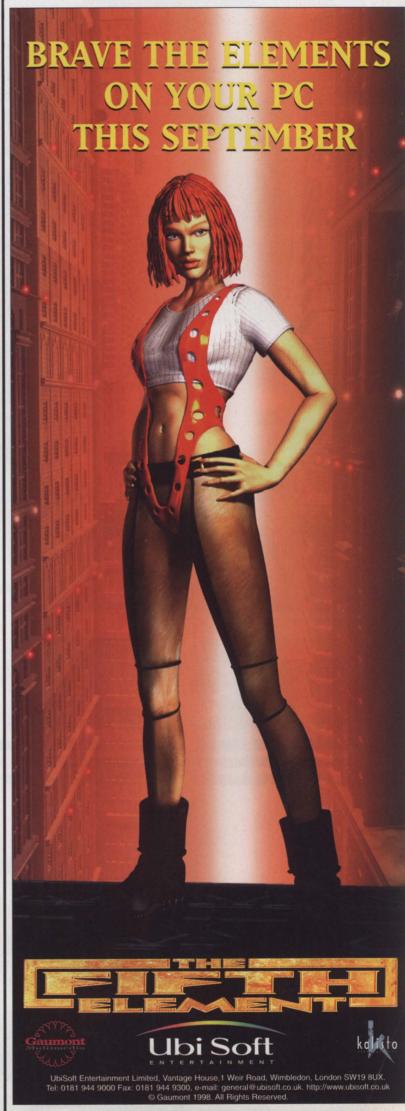
Scary? Seem a bit exclusive? Maybe, but joining a specialist club can help wring every last drop of value out of a software package. The

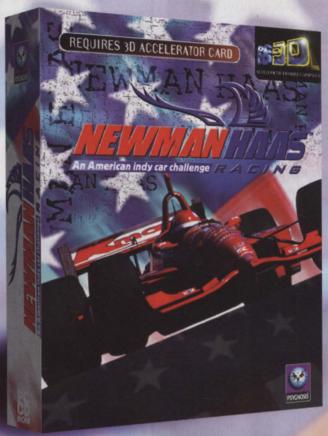


Flight Simulator User Group UK, created by antique clock restorer Tony Volante, is the only flight sim club available to the dedicated British player.

With a website and its own bi-monthly journal, Micro Aviator, hooked aeronauts can read perturbingly insightful articles on every aspect of the flight sim scene. Not bad for a poxy £12.50 a year.

For more details, visit their site at http://ourworld.compuserve.com/homepages/fitsim_grp_uk or phone Phil Pattinson, the club's membership secretary, on 01422 205 415.





MAL-MERICAN RESERVATEDA



Realistic collisions and crashes send car parts flying on to the track.



Compete split-screen agains a friend and six other computer-controlled cars.



Motion-captured pit crews adjust the wings, change the tyres, and level off your fuel.

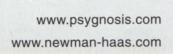


unctional cockpit view with rearview mirrors.











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RIGHT ON CUE! WIND 20 PERSONALISED SNOKER CUES

Win Jimmy White's cue and play like him. Or not

ancy yourself as a bit of a hustler? Are you one of those guys who spends all Saturday afternoon down at the local pool/snooker hall (usually one and the same) drinking high-strength lager in an attempt to improve your chance of ripping the baize with a mistimed stroke? You are? Then you should drink less and concentrate more on your game.

Anyway, Jimmy White's 2: Cueball (reviewed on page 96) is one good way to get some practice in, especially if you've got no friends. If you have got friends, however, and are itching to pot a few balls for real, then you may want to enter this fantastic Cueball compo and win yourself a personalised Jimmy White cue, complete with case, chalk and everything. It's a brand new line, and you'll be one of the first people to own one.

All you have to do is answer the following question correctly and complete the tie-breaker. Then wait. If you're one of the 20 names picked out randomly from the *PC Zone* competition dustbin, then you'll get a cue. Ten runners up will get a copy of the game.

QUESTION: Jimmy White's snooker nickname is:

A. Whitewash

B. Whirlwind

C. Whiplash

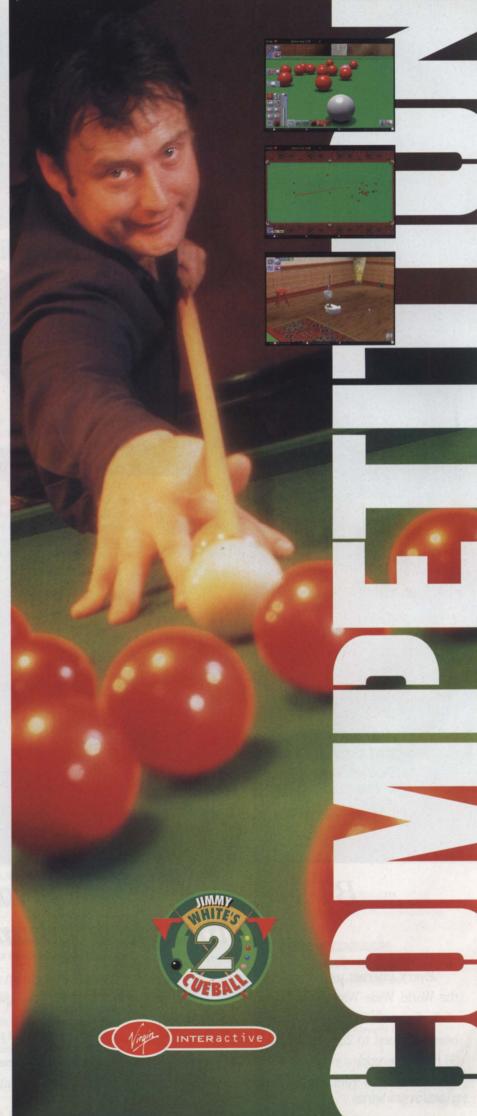
TIE-BREAKER: Complete the following in no more than 20 words: I like to chalk the tip of my cue because...

Just answer the question(s) and send them on a postcard, along with with all the information requested, to the address below

- Name / Address / Postcode / Daytine phone number / E-mail / 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 entry to: Jimmy's Cueball Competition CPCZ9810A, PC Zone, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, UK. (Closing date: Thursday 24 September 1998)

- ◆ Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions apply. And all that. Phew!
- Note: it is not necessary to have friends in order to enter this competition.





BT's Highway connects you to the internet four times faster than a modem.

Every internet user knows all about the World Wide Wait. Unless you're one of the few with a digital ISDN line, you've been confined to 28.8 or, if you're lucky, 56 Kb per second.

But soon a remarkable innovation

called BT Highway will turn an ordinary phone line into a digital line, giving you speeds of 128 Kb per second.

And because the line is split into two lines, you can even use one line for the phone or fax while surfing on the other at a still-impressive 64Kb per second

BT Highway will be available from September 15th. Visit our web site at www.highway.bt.com, and find out how you could soon

out how you could soon avoid the wait.



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

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 BMG Interactive 0171 973 0011 Blue Byte 01604 232200 Core Design 01332 297797 Cryo 01926 315559 Crystal Dynamics/Ubi Soft Empire Interactive 0181 343 7337 **Electronic Arts** 01753 549442 Eidos Interactive 0181 636 3000 Electronic Arts 01753 549442 Empire Interactive 0181 343 7337 Funsoft 01322 292513 Gremlin Interactive 0114 2639900 GT Interactive 0171 258 3791 Interactive Magic 01344 409399 Infogrames 0161 827 8000

Microsoft 0345 002000 Mindscape 01444 246333 NovaLogic 0171 405 1777 Ocean 0161 832 6633 Sierra 0118 920 9100

LiveMedia 01865 247714

MicroProse 01454 893893

Sold Out 0171 721 8767 **Take 2 Interactive** 01753 854444

Virgin 0171 368 2255 **ZABLAC** 01626 332233

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 hall of shame comprises... **POWERBOAT RACING Interplay** STREETS OF SIMCITY

LIGHT AND DARNESS Interplay **BUST-A-MOVE 2** Acclaim **UBIK** Cryo

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 122. 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?

NE 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 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.

-**750**/6 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.

40-69% 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.



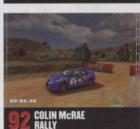
EZONE 0-39% Games that score under 40% should be avoided. They offer little in the way of long-term appeal, can be frustrating, and definitely

aren't much fun. If a game is seriously bugged then it will also fall into this category. You have been warned.

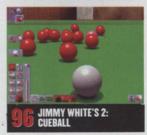












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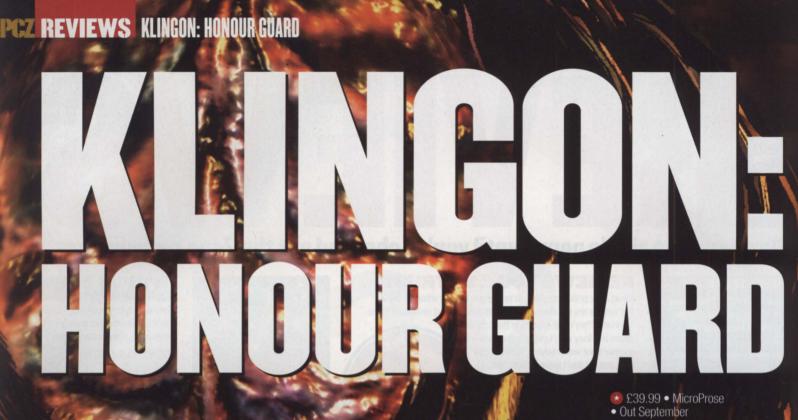
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This little lot are tooled up to the nines and ready for a row.



The Assault Disruptor flays your victim's skin then totally vapourises him.



Clear your throats and furrow your brows. Steve Hill talks Klingon

TECH SPECS

MINIMUM SYSTEM Processor P166 with MMX, Windows 95 Memory 32Mb RAM SUPPORTED 3Dfx or PowerVR card, 4x CD-ROM drive, DirectX-compatible sound card, multiplay over LAN or Internet WE SAY P200 with 3D card essential



ALSUCONSIDER

UNREAL (GT Interactive, £39.99)

The game that made *Klingon: Honour Guard* possible, thanks to the licensing of the engine. A handsome example of the constant evolution of the 3D action game. *PCZ* #65, 93%

QUAKE II (Activision, £44.99)

Apparently, this is the best game ever, although you should really have made up your own minds by now.

PCZ #59, 97%

y now. *PCZ* #59, 9

JEDI KNIGHT (Virgin, £19.99)
If you prefer your Star to be of the
Wars variety, then this can't fail to
light your sabre.

PCZ #62, 95%

month, so for now let's concentrate on the game (for the hard of thinking, it's a 3D action game based around *Star Trek: The Next Generation*). Fact: all 3D action games are the same, and only a liar, a charlatan or a cheat would claim otherwise. *Doom, Duke, Quake...* it's all the same meat, different gravy, ad infinitum. But as long as people buy them they will continue to be

e did the

Star Trek

comedy last

As technology improves, and ideas are continually stolen and tweaked, it provides a perpetual evolution of what is basically the same idea. Generally, it becomes a case of throwing in a token storyline and dressing it up in increasingly flamboyant trousers.

churned out at pace, constantly

it eventually implodes.

pushing the envelope further until

For the time being, *Klingon* is sporting the finest pair of kecks in town, thanks in no small part to the all-singing, all-dancing *Unreal* engine, which has been further enhanced.

The game is also boasting a hefty label in the form of the *Star Trek* licence. This has to be one of the most ideally suited tie-ins available, the two 'activities' of PC gaming and *Star Trek* proving far from mutually exclusive (along with an insatiable appetite for pornography and the complexion of a pepperoni deep pan pizza).

So how have MicroProse gone about making their 3D action game stand out from the crowd? Well, the *Unreal* engine is as good a start as any. *Klingon:*Honour Guard is the first external game to utilise it, although the developers of *Duke Nukem*

Forever recently made a late switch to it (allegedly after a representative spent two hours solidly playing Klingon at a recent trade show).

The engine is undeniably state of the art, and allied with MicroProse's tweaks it provides Klingon with all the graphical bells and whistles anyone could

reasonably hope for. The prerequisite pyrotechnics are all present and correct, with the game featuring all manner of elaborate explosions as well as more coloured lighting than the inside of a madman's head.

Realistic smoke effects, impressive underwater tomfoolery, and intricate architecture all add up to a graphical feast. It looks great. And smart. And ace.

MONKINESS

But what game doesn't look fab these days? With the advent of 3D acceleration, any old monkey can What it comes down to is cunning design, novel features, innovative implementation and good old-fashioned story telling. Reading between the lines of

Klingon also boasts a hefty label in the form of the Star Trek licence. This is an ideal tie-in, the 'activities' of PC gaming and Star Trek proving far from mutually exclusive

toss out an outstanding-looking game, and extravagant eye candy is increasingly taken for granted. Although *Klingon* is definitely one of the best-looking games yet, it is still only one example of many varying degrees of excellence. So what makes it so good (seeing as you've clearly already checked the score, you idle scum)?

most plots, they generally revolve around legging it round some improbable locations, picking up carelessly discarded keys and letting yourself in. If anyone challenges you, shoot them in the face with a dangerous weapon – also left lying around – carve them to ribbons with a sharp instrument, or bludgeon them

















Vapourising the enemy leaves no trace of them, thus avoiding any undue attention from patrolling guards.

really does feel as though you are part of an ongoing saga, and to all intents and purposes it is an interactive movie, although without the tedious pre-rendered Dennis Hopperness that this usually entails. The cut-scenes are presented either through video clips from the Holodeck, or

Klingon: Honour Guard is far more than a glorified fairytale.

trying to shoot them.

The Lethians have an annoying habit of disappearing when you're

The action is on a par with any of the recent 3D shoot 'em ups, and the combat can be incredibly fierce, as well as extremely realistic. Different characters have applicable Al traits, so some will simply lunge wildly at you

Different characters have applicable Al traits. Some will lunge at you with no concern for their personal well-being, others will duck, raise the alarm or run away screaming like a virgin

locations. encompassing seven different types of environment. There are 19 missions in total, spread over 26 different maps. But rather than simply throwing you into the action without warning, high

production value cut-scenes

detail, while uncovering further

elements of the unfolding story. It

describe the task ahead in

repeatedly about the head and

to validate it.

neck with either an impromptu

Klingon doesn't deviate wildly

Thanks to the heritage

afforded by the well-established

Star Trek universe, the action is

entwined around an elaborate

story, taking you to a

variety of disparate

club or your bare fists. Of course,

from this template, but it does at

least attempt to make some effort

that if you want a story, you

with seemingly no concern for their personal well-being, whereas others will duck for cover, raise the alarm, or - if they've got any sense - run away screaming like a virgin. It all adds up to some involving skirmishes. with the close-combat stuff

proving particularly effective, imparting a real sense of violence.

Stealth also plays a crucial part: sneaking up behind someone and plunging a dagger into their back is at least as effective as a volley of gunfire, and furthermore it doesn't attract unwanted attention.

As for the locations, they clearly rule, and also fail to suck. The detail and variety is impressive, encompassing such tackle as the bleak ice world of Rure Penthe, a Klingon Bird-of-Prey and a fully working city, replete with a railway station, a shop, a nightclub and even a whorehouse. It all adds to the impression that you are inhabiting a real world, with people going about their daily business. The dirty, filthy Klingon scum can be observed getting pissed up and generally doing Klingon nonsense, quite happily carrying on with



BOOGIE NIGHTS

A nightclub and a handy pair of combat goggles. Cue tomfoolery...



Welcome to Krypto's Melcome to Royald of nightclub, and I'm in the mood for dancing...



...but it would appear that the two remaining members of the Village People have got



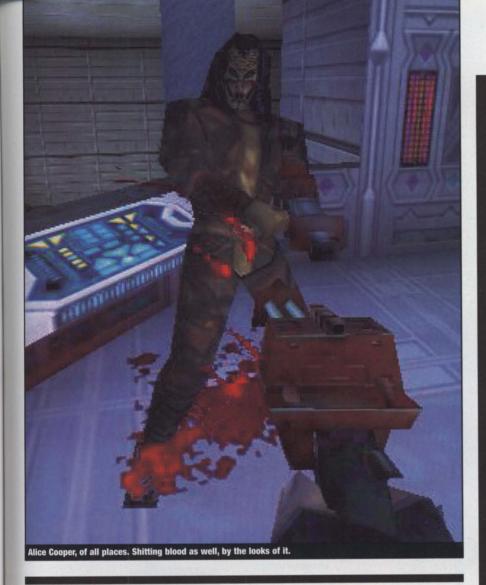
They won't be interested in this Andorian babe then, who looks as though she could suck the colour out of a marble.



with both methods seamlessly

melding the action to the story.

using the game engine,



AIN'T NUFFIN' LIKE THE REAL THING

The Star Trek licence has enabled MicroProse to utilise authentic material. including video footage of the Klingon Bird-of-Prey and of course some actors in silly wigs. Fans will recognise the voices of veteran Klingon actors from the series, including Tony Todd (Captain Kurn), Robert O'Reilly (Gowron), Barbara March (Lursa) and Gwynyth Walsh (B'Etor)











(Top)Space Station tomfoolery. (Centre) Laugh-a-minute Korek. (Bottom) Kurn, cracking a gag (Top) A Klingon Bird-of-Prey in full effect. (Bottom) A Battle Cruiser. which makes up one of the levels.

CHARACTER WITNESS

Your enemies in Klingon: Honour Guard? Well, they ain't pretty. Or nice. Or reasonable

In total, there are some 22 different creatures in the game, including all manner of mutants, crabs, dogs and pigs, or Rure Penthe ice beasts, if you will. Some of these are made up. but the humanoid enemies will be immediately recognisable to aficionados of the Star Trek series, and indeed are probably considered close friends. They're fairly hostile in the game. though, and will kill you as soon as look at you. Most come in either Grunt or Guard flava, displaying varying degrees of intelligence and aggression. Here are some. No, here.



DURAS WARRIOR CAPTAIN

Primary weapon: Assault Disruptor Secondary weapon: Bat' leth Fairly intelligent, these guys pack a powerful punch and are adept at handto-hand combat, thanks to the Bat' leth.



RURE PENTHE GUARD CAPTAIN

Primary weapon: Disruptor Rifle These guys are always pleased to see you, and even more pleased to end your sorry life via the business end of a Disruptor Rifle.



RURE PENTHE GUARD GRUNT

Primary weapon: Disruptor Pistol Secondary weapon: Dak' tahg Officers of the Rure Penthe correctional facility - screws - and as such are particularly unpleasant.



LETHIAN

Primary weapon: Hand Beam Creatures of stealth, the Lethian can paralyse an enemy with a psychic probe. They have a natural camouflage ability, and use energy from their hands to drain the life from their prey.



NAUSICAN

Primary weapon: Grenade Launcher Secondary weapon: Very Ugly Knife Big, tough and foul-tempered, the Nausicans are always gagging for a scrap. Very quick for their size, they're best not messed with.



HONOUR GUARD CAPTAIN

Primary weapon: Grenade Launcher Secondary weapon: Bat' leth The élite of the élite, these are few in number but great in power. You'll need to be on your toes to take 'em on.



LURSA AND B' ETOR

Lursa's primary weapon: Disruptor Rifle

B' etor's primary weapon:

Grenade Launcher

De facto leaders of the Duras clan, this pair of grim sisters are part of the

elaborate plot to overthrow Gowron, and make an appearance late in the game. They are also, as it happens, as ugly as sin, as this shot of Lursa shows. Cue some bitch slappin'.



PCZ REVIEWS KLINGON: HONOUR GUARD

their lives until they are alerted of your presence.

On the novelty front, a lot of very cool touches make for some interesting action. For instance, if you inadvertently throw your dagger into a wall out of reach, shooting it with a pistol will knock it to the floor, enabling you to retrieve it. This won't necessarily endear you to the opposite sex, but is a nice touch nevertheless. Also, wingmen are included in the form of Bot-style reinforcements, which can be called in for a limited time to help you out of particularly tricky situations.

Gadget-wise, a Tricorder enables you to detect enemies through walls and floors, buying a few crucial seconds. Also, some handy combat goggles provide three levels of zoom, facilitating some nifty sniping action. The anti-gravity boots are another rare treat, enabling you to perfect your Lionel Richie impression. Conversely, if you're not wearing mag-boots when strolling around the outside of the space station, you'll get sucked into the black void of space and die.

Throughout the game, your character displays plenty of Klingon attitude, laughing maniacally and barking all manner of nonsensical phrases. Ultimately, though, what makes the game is the tension. Your

heart beats like a mother as your health reaches worryingly low levels, in the knowledge that trouble is always around the corner and death is never more than a slap away.

The Star Trek series has spawned some shit games, and a first-person shooter is the one everybody has been waiting for. It's a beautiful thing, and fans of the genre will find plenty to keep them occupied until the next so-called Quake-killer arrives.

For the Star Trek devotee, Christmas has come early and Klingon: Honour Guard will have you making like a chimp for the foreseeable future. As for normal people, it's almost enough to make you watch an episode of Star Trek. Almost. [EE]

❖ We've got the Klingon: Honour Guard demo on next issue's CD, out Thursday 24 September.

PCZVERDICT

OUPPERS Better than Unreal

• The best use of the Star Trek licence to date

DOWNERS None to speak of

Next Generation
Unreal tomfoolery.
Chicks love it







WHERE'S YOUR TOOL, MATE?

All the weapons in Klingon are more than capable of having your eye out

Klingon: Honour Guard comes with a selection of ten nicely varied weapons. They each have primary and secondary functions which drain ammo resources to lesser and greater degrees, consequently causing varying amounts of damage to those evil twats with the scary voices and shit hair.



DAK' TAHG

The default closecombat weapon, this handy little dagger is ideal if it

all goes off at closing time. A stabbing and slashing motion – including random backhand – does the business, generally leaving your foes in a pool of applicably coloured blood. If you don't fancy getting claret on your strides, it can be thrown from a distance, with a direct hit often resulting in instant death for the recipient. Which is nice.



SITHHAR BLASTER

An instant hit weapon, this fires an energy pulse in

someone's face before they can clear their throat and bark gibberish. The secondary fire results in a total discharge, which causes all manner of damage and mayhem.



DISRUPTOR RIFLE

Bigger, better, faster, more. This is the older brother of

the pistol (not literally, that would be impractical) and performs the same actions but in a far more effective fashion, delivering a satisfying bit of recoil as you shoot pasties from their owners' heads.



ASSAULT DISRUPTOR

More beam-based shenanigans, this primarily hurls

electric blue energy bolts all over the shop with gay abandon, stinging anyone foolish enough to step into their path. The secondary function is more of the same, but again in a far more dangerous and more energy-sapping fashion.



ROCKET LAUNCHER

Again, it does what it says on the tin, incorporating some

particularly impressive explosive effects. The secondary treat is a heat-seeking rocket, which is very useful until you discover that you're the only warm being around and it doubles back and explodes in your face.



SPIN CLAW

A rather tasty piece of merchandise, working on the same principle as

a boomerang, except completely different. A detachable bladed disc flies off the end and spins about indefinitely, bouncing off walls and shredding anyone in the way. When the mayhem has subsided, it can be called back to the weapon, enabling you to pick your way through the mutilated corpses.



GRENADE LAUNCHER

Functionally named, this tosses some fairly powerful

grenades about, although naturally it is a good idea to keep out of the way of the blast yourself. The cunning secondary function is a flash grenade that temporarily blinds your enemies, enabling you to either slay them or make good your escape.



PARTICLE DISPERSAL CANNON

Klingon: Honour Guard's answer

to the BFG, this charges up dramatically, shaking like a dog shitting glass before unleashing the equivalent of a small nuclear explosion. The secondary equivalent is particularly cunning, forming a mini black hole, sucking everything into it whether dead or alive (including, if you're not darned careful, your good self).



DISRUPTOR PISTOL

The default gun, which you keep on you at all times.

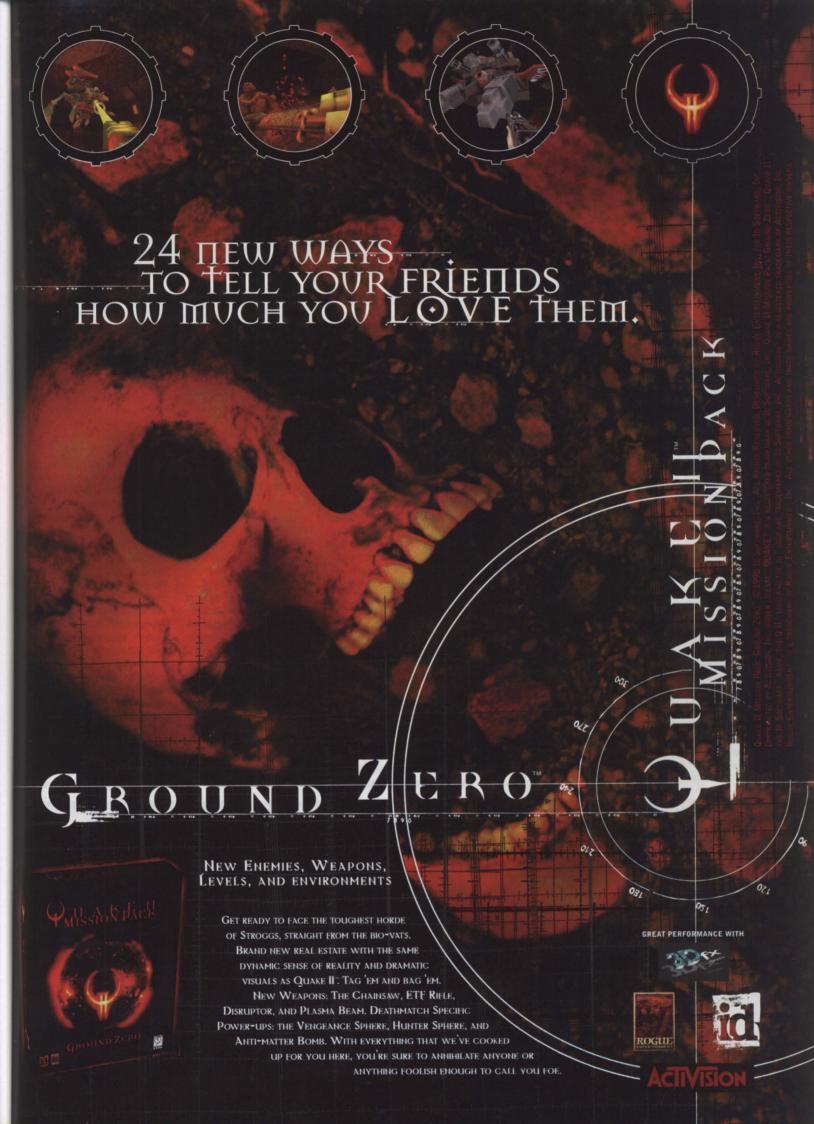
Primarily fires green energy projectiles, which hurt, but not much. Secondary pain is administered in the form of orange disrupt particles, which hurt more, but also drain considerably more of your energy. Cunningly, shooting the floor or walls will energise them, causing damage to enemies on contact, which is ideal for death matches.



BAT' LETH

The traditional Klingon sword of honour, you'd probably struggle

to get this into Stamford Bridge without being stopped by a steward. For hand-to-hand combat, it doesn't get much better, and a few jabs to the throat or temple usually takes care of business. It can also be thrown at people, which is probably illegal.



PCZ REVIEWS HEDZ

₱ £39.99 • Hasbro Interactive • Out now

An arcade action game that defies description is not something you see every day. Chris Anderson strokes his chin

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb ALSO REQUIRES Sound Blaster-compatible sound card SUPPORTED All major 3D cards WE SAY You must have a 3D card to get the most out of this game

ALSOCONSIDER

There are no games on PC you could safely compare Hedz to, as it mixes so many genres in one game. However, each one of the games below has elements similar to Hedz. You'll have to buy them all and play them all at once to recreate the Hedz experience.

ATOMIC BOMBERMAN (Interplay, £19.99) Similar to Hedz so far as it's an arcade puzzle game with cartoony characters.

(PCZ#53, 90%)

CROC (EA/Fox Interactive, £34.99) The closest thing you'll get to Mario 64 on PC, except for Hedz, of course. (PCZ#63, 79%)

PLANE CRAZY (Europress, £39.99) Little planes that fly around and that's about it. The airborne characters you find in Hedz are (PCZ#62, 70%) much more fun.



t's true. Hedz is one of those annoying games that simply refuses to fall neatly into any established genre. It's a bit like Mario 64 inasmuch as it's very colourful, it's 3D, and it has platform elements. It's not dissimilar to the N64's Pilot Wings 64 in certain areas (some Hedz can fly), but unlike PW64 you get to shoot things. Lots of things. So it's also a shoot 'em up. And there are a mind-boggling number of Hedz to choose from (200, in fact) which can be customised in different ways.

Right, we're going to have to come back to this (we haven't been able to decide on a genre to put this in all day, so there's no

reason to think we will now. God knows where Richie's going to put this in the Top 100). For the time being, let's catch up on the story so far.

HEDZ: THE FULL STORY

In the beginning, The Hedz were a highly advanced alien civilisation, while humans were, well, just as bad at everything as they are now. The Hedz had a problem, however: on their home planet, everyone was equal and looked exactly the same. Then, one historic day, a particularly inquisitive Hed ventured inside the head of a human and discovered he could penetrate the human's head and take it over. along with the personality and assets of the previous owner. Word soon got around, and adventurous Hedz made their way to Earth in search of 'trophies' to bring back to their home planet.

So began the great head collection craze, which was enormous fun for all the Hedz involved, but less pleasing to the humans whose heads ended up in trophy cabinets on the Hedz' homeworld. The humans complained to the appropriate Hedz authorities, obviously, and a compromise was reached. Nappa Flux, an asteroid belt near the

Hedz planet, was completely redesigned, with each asteroid made to look like an Earth environment Fach Hed could take five of his 'trophies' (customised human heads) onto the asteroid belt and battle it out with other Hedz, and so the Hedz were largely kept amused and Earth was left more or less alone.

You traverse huge. colourful levels. disposing of enemies, activating switches, solving puzzles and leaping up and down platforms 99

This is where you come in. Your mission, as an alien headhunter, is to duke it out with the aliens on Nappa Flux using your own set of five Hedz which you got from, er, a kindly passing Hed you met in the pub the other day. Well / don't know, they don't tell you everything in the manual. Anyway the scene, as they say, is set. Let the battle commence.

TALKING HEDZ

You start the game with five

heads and a couple of asteroids to choose from. Upon entering the initial training asteroid, you are immediately set upon by a group of headhunting aliens. As soon as this happens, two other things also occur: a) you die very quickly because you haven't read the manual, and so don't have a clue what's going on; and b) you look at the screen thinking you've seen games like this before, but not on your PC. And you'd be right.

Hedz does in fact look exactly like the kind of game that would be at home on a Nintendo 64. Indeed, eyebrows would not be raised if someone who purports to know about these things explained that the game had been developed by Nintendo (although they would be wrong, of course). There are a number of reasons for this. To start with, consider the gameplay on offer here: you're invited to traverse huge, colourful levels, disposing of enemies, activating switches, solving puzzles and leaping up and down lots of platforms. Then consider the graphics: immensely colourful backgrounds with detailed, quirky, larger-than-life characters. Finally, here we have the amalgamation of game genres: platform, flight sim (well, sort of), shoot 'em up, puzzlers, and even

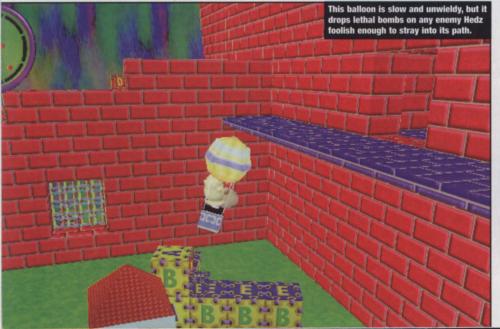
HE THINKS HE'S ELVIS

Many of the Hedz in the game are based on real-life counterparts. Elvis makes an appearance in the form of a rock'n'roller who overcomes his opponents by chucking records at them. Other charicatures include Muhammad Ali, who quite literally floats like a butterfly and of course stings like a bee, along with Sylvester Stallone as Rambo, Groucho Marx as, er, himself, and many other recognisable figures.



Elvis takes out his enemies by throwing records at them









Flying Hedz are fantastic. There's much fun to be had just flying around admiring the scenery.



the traditional one-on-one beat 'em up gets a look in. You could also argue that the high 'cutesy' factor of the graphics hints at a game that could conceivably be aimed at the younger gamer. All these points lead to a title that has all the traditional Nintendo hallmarks of quality. Is this a good thing? Well that's a matter of opinion. In *our* opinion, it's a very good thing indeed.

HEDZ OR TAILS?

And so we come to the crux of the matter. How will a (reasonably) mature PC audience take to a game like this? It's difficult to tell. PC gamers brought up on a diet of Quake clones and real-time strategy games will look at Hedz and think: "Er, yes, but what exactly is the point?" Well, the

point, if there is one, is that *Hedz* is a very refreshing change to the PC gaming 'norm'. For once we have a game that relies heavily on gameplay as opposed to flash graphics (although the graphics are pretty damn good).

If you're willing to accept this game for what it is — which is a highly playable if unsurprising diversion from the endless stream of *Quake* and *Red Alert* wannabe's that have plagued the PC games platform in recent times — you may be pleasantly surprised at how addictive it can be. It's not as enduring or delightfully inventive as Nintendo's efforts, but it's a reasonably good substitution on PC. If you're still unconvinced, wait for the demo next month and make up your own mind.

Oh, there was something else,

wasn't there? Something about genres, I think it was. Can't remember, really (Anderson cops out yet again – Ed.)

☼ The exclusive demo is on our next CD – buy it on Thursday 24 September.

PC7VERDICT

- UPPERS Brilliant mix of several game genres • Tons of characters to choose from • Easy to pick up and play • Great graphics
- DOWNERS Cartoony graphics may put off older gamers Arguably more suited to console than PC

A reminder of how much fun games used to be

HEDZ: A GUIDED TOUR

'Cos we're sooo nice here's... an annotation



- 1 This is the Hed you're currently controlling. Obviously.
- 2 These are the Hedz you currently have available for selection. You can have up to five 'readled' at once. A simple right-click on the mouse toggles selection of the currently controlled Hed.

 3 These are the Hedz in your
- 3 These are the Hedz in your backpack. You get these from killing allen Hedz and taking them over. When one of your available Hedz dies (see point 2) you can replace it with one from your backpack.
- 4 This shows how many 'Zedz' (the currency used in the game) you currently own. You need a varying amount of Zedz for each Hed in your backpack before you can bring them to life. (Don't worry, it will all make sense when you play the game.)
 5 This is your radar. You
- knew that, of course, but we're so kind and considerate we went to the trouble to tell you anyway. Enemy Hedz appear

- here, as do tokens you can collect, and the outer rim will sometimes light up red to show you which direction you should go in to complete the level.
- G Red dots are bad news.
 They show enemies. Scum.
 Ne'er do wells etc.
 Unfortunately you can't tell
 from this screen whether
 they're cowering behind
 something at ground level or
 waiting to drop things on you
 from up on high, so approach
 with caution.
- Tokens. These will give you money 'Zedz' or extra Hedz. It's worth scouting about for these, particularly if your head count is running a bit low.
- 8 This is the game environment. The levels vary wildly in both colour scheme and design. Which is of course a good thing.



GREATURES 2

\$239.99 • Mindscape • Out now

Wanted: a teacher, a doctor, a parent and a mad scientist – preferably all four. Enter *Nick Walkland*, who ticks 'none of the above'

TECH SPECS

MINIMUM SYSTEM Processor P166 Memory 16Mb RAM WE SAY P166 is fine with 4Mb graphics and at least 32Mb RAM



reatures 2 is a game. of sorts, but not in the usual sense Think of it as a very clever piece of software which creates 'virtual' Tamogotchis on your PC and then puts you in charge of them. There is no ultimate goal but, as with Creatures (PCZ#45, 94%), the prospect of raising your very own computer pets proves an entertaining enough diversion in itself. Verily, it is a labour of love. That's not to say Creatures 2 is a walk in the 'digital' park; there's a challenge to be had here alright. And that challenge is the creation and maintenance of life itself. And life, as we all know, is a bitch.

Gameplay consists of hatching eggs, which produce creatures

which you must then raise from birth to adulthood. This is achieved through interaction with a thankfully friendly and intuitive interface: simply scroll around the game world, clicking on icons, pressing hot keys and persuading your creatures to learn basic words from a computer.

The creatures directly under your control are called norns. You

have to teach them how to talk and understand things; nurturing them to comprehend what's right and wrong, differentiate between pain and pleasure, and then how to deal with it is an essential part of the game. If,

they get a little
peckish but
haven't learnt how
to feed themselves
yet, they'll simply curl up and
die. Sad, maybe, but it's up to you
to make sure this doesn't happen.

THE BRAIN GAME

for example,

As you might have guessed, the Al in *Creatures 2* is of NASA proportions, and therefore a little scary. It urinates on just about any

claims suddenly start to ring true.

Not that you'll notice all this background cleverness to start with. Your first hour or two in the game will be spent getting your norns to a point where they can

just about look after themselves. In later stages though, you'll have the opportunity to

mess about with the Genetic Splicing Machine which enables you to create your own creatures. Mix the genes from the loveable norns with the evil grendels, add a couple of genes from anything else you find lying around, and there's a distinct possibility you could end up 'inventing' your very own living, breathing nightmare.

Perhaps the most emphatic proof of the appeal of this type of game is the phenomenal following *Creatures* has on the Internet. Since its release, over 400 dedicated sites have appeared. On these you can find and download thousands of new creatures, plants, animals, toys and tools. The newsgroup alt.games.creatures is one of the busiest on the Net, and recently set up a petition to close a site for advocating cruelty to norns. Only in America.

Anyway, *Creatures 2* is here and I'm terrified. Why? Because I

can't help loving my creations. Whether they're thick or clever, independent or docile, or even annoying, I care for them. I'm normally a bloke who likes beer and fags and farting, so what the blazes is going on?! The norns are taking over my life. Is that a risk you're prepared to take?

ALSOCONSIDER

CREATURES (Replay, £9.99) You can get a taste of *Creatures 2* by trying the original first, which is now on budget.

PCZ#45, 94%

CATZ II/D0GZ II (Mindscape, £19.99 each) Amusing, but not nearly as involving as the *Creatures* games. *PCZ*#60, 65%

PCZVERDICT

- UPPERS Totally engrossing and innovative • Artificial Intelligence which, for once, works • You never know what's going to happen • 'Cute' factor: 10
- DOWNERS Annoying sounds which grate in seconds • Won't appeal to fast-action gamers • 'Cute' factor: 10

It's alive! And everything

Boffins consider the game engine to be the world's most advanced artificial life simulator commercially available

can check what your norns are looking at with the Creature's-Eye View, and there are handy kits available to tell you how your little ones are feeling: you have kits which monitor everything from health, breeding and ecology, through to family trees and individual chemistry.

While your immediate objective is to keep your norns alive and well, you eventually

Al routine we've seen in any PC game to date. Boffins worldwide have got all excited over the game engine, which is considered to be the world's most advanced artificial life simulator commercially available. This is quite a claim, but when you consider that the creatures in the game are the only digital pets that we've come across that can live and think on their own, these

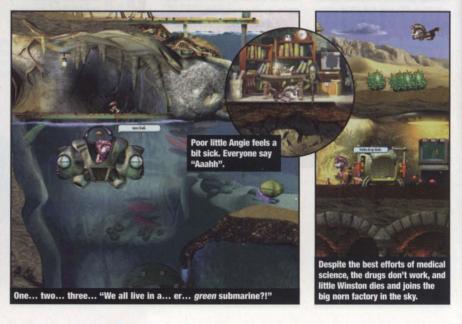
WHAT'S NEW, PUSSYCAT?

So you know the original Creatures.
You want to know what's new? Well, the
world in Creatures 2 is twice as big and is
a full ecosystem, with a volcano, a swamp,
desert, waterfalls and the Genetic Splicing

Machine (to enable crossbreeds). It's now 16-bit colour, so the environment looks grand, especially with the new weather and seasonal effects and the effects of gravity and momentum on the norms.

The norms are now more varied in looks and biology, and also smarter.
There are over 550 individual genes, body chemicals and brain systems which can be tinkered with, providing you find the right kits, which now include Science, Ecology and Neuroscience. There are allnew objects and toys, and you can import your norms from the original *Creatures*.





♥ WALKTHROUGH

THE EARLY DAYS

Think you'd make a good dad? Try bringing up norns first and then change your mind



First of all, choose your egg – go for a female and a male to start with. Two norns may be a handful, but

hey, be a man - consider it a challenge.



While one egg is messing about, discovering the joys of munching on toadstools, the other

is cooking away in the incubator.



Now named Lily and Nobby, they move on to basic language. Point to the computer to teach

them basic concepts such as eating, running, walking left and right, and saying yes and no. It doesn't help that they both have a lisp, though.



Education can become a little dull, so encourage them to explore and give them some toys

to play with - no, not a box of matches.



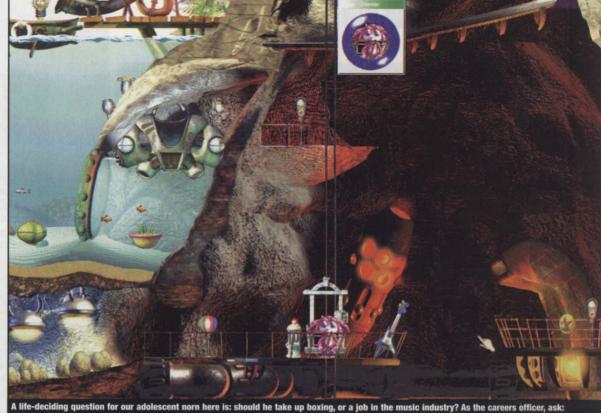
As they get older they become more confident and get to explore further and further afield.

Nobby here has found the control room. All he needs to do is collect this implement and he'll have mastered a new skill.



After an hour or so they blossom into adolescence. This means only one thing: they're going to get

urges. Lily's sex drive is high and she's at the peak of fertility. Unfortunately, Nobby's gone walkabout. Too bad.

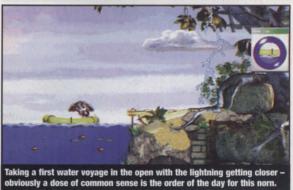


"Choose: punchbag or guitar. Otherwise we're cutting your benefits."









COLIN MCRAE RALLY

€39.99 • Codemasters • Due September

From the mountains of Monaco to the dusty lanes of Greece, *Phil Wand* takes you for a ride in his knobbly-tyred Skoda

TECH SPECS

MINIMUM SYSTEM Processor P166 Memory 16Mb RAM SUPPORTED Windows 95 sound cards, Direct3D cards WE SAY Passable on regular SVGA, but you'll need a Pll with an accelerated 3D card before you can max all the settings



long with Formula One, the FIA World Rally Championship has not aged well over the years. Sure, there are the gaggles of dedicated ninnies who hang around in damp forests waiting for a nanosecond glimpse of a flying Volkswagen, but the rest of us simply don't find it as exciting as it used to be. These days, with the emphasis on safety rather than speed, it's all become a little too restrained.

Codemasters' new Colin
McRae Rally gives you the chance
to redress the balance. It enables
you to choose any one of eight
factory-prepared rally cars – all
laser modelled for the ultimate in
authenticity – and wreak havoc in
the grime and dust of over 50 FIA
World Championship stages.

Alongside you all the way is Colin's long-suffering co-driver, Nicky Grist, who stays impossibly calm throughout his ordeal. Turn the car on its roof, drop it off a 300ft precipice and flatten a crowd of bystanders at the bottom, and Nicky will patiently deliver instructions for the bend you missed. What a nice chap.

LET'S GET GOING THEN

Before you jump into a car and pelt off into the distance, it's a good idea to brush up your driving skills. The game includes an entire Rally School with different courses, several levels of difficulty, and a detailed commentary by the 1995 World Champion himself. Unlike the PlayStation's *Gran Turismo*, this educational section is unrelated to the main game and is there simply as a diversion.

Moving out and onto the track, the game is instantly impressive.

Each stage is set in a rich 3Dfx landscape packed with towns, trees, woods and forests – and you can even see the odd castle, lake and derelict mansion in the distance. Not that you have much time to enjoy them; the pace is always fraught and your eyes are glued to the tortuous route of dips, bends, hairpins, banks and jumps ahead of you.

Prior to starting each stage, you can alter the set-up of your car. All the usual options are laid out for you in a single intuitive screen, including changes to the tyres, suspension, brakes and gear ratios. To be honest, sticking with and getting used to the default configuration is your best option, although the odd tweak on more challenging tracks – for example, the drifting snow of Monte Carlo or the thick mud of England – can often help shave valuable seconds off your time.

On the move, the car's handling is impeccable and very easy to settle down with. Use a couple of early stages for practice and you'll soon be completing

levels in what feels like one fast, flowing movement — an infinitely more satisfying experience than two dozen laps in a straight-line racer. It all feels very genuine, too, and Colin's involvement at the development stage no doubt had something to do with it; the only downside is that his 'real world' rally skills — left-foot braking, heel and toe, and so on — are beyond the realms of a computer game.

NON-STOP FRANTIC

Codemasters have recognised the inherent loneliness in rallying and, rather than disguising it with other cars à la Screamer or Sega Rally, have instead exploited it. So while you remain alone every inch of the way, the game has a simple timing system enabling you to gauge your position in relation to other drivers. Pass a checkpoint and the adrenaline pumps away as you glance at the top of the screen and see you're a couple of seconds down on the guy in front. It should be said that you rarely find yourself on a hiding to nothing and, as long as you don't make any stupid mistakes, there's always a heart-stoppingly close finish ahead of you.

As you move through each level, you can actually watch your sponsors' logos disappear beneath a thickening coat of dirt – a strangely fulfilling experience. Importantly, your progress is rewarded not only by filthy

bodywork but by a handsome number of bonus tracks and cars. The inimitable Lancia Delta Integrale is one such motor, replete with its distinctive boxed arches, tilted roof spoiler and Martini Racing decals.

AND THERE'S MORE

In the event of an accident, the individual panels of each car have been designed to crumple and fall off. While this is nothing new (TOCA shares the same software engine and thus the same ability to deform its cars), it certainly adds to the atmosphere when you watch the replay.

There are, however, a couple of small niggles that present themselves. First, cars don't seem to weigh quite enough, meaning it's a little too easy to tip them over and lose time. Second. it can be very difficult for you to regain composure of the car if you clip a bank, even at slow speed - it lurches over onto its side and, instead of being able to steer into the skid and put all four of your wheels back down on terra firma, the recurrent scene is of trees where the clouds should be and of you and Mr Grist dangling ignominiously from your seat belts.

Small niggles aside, there's little doubt that Colin McRae Rally has just become the benchmark for rally games on the PC. While it's a dedicated simulation and

ALSOCONSIDER

NETWORK Q RAC RALLY (Europress, £39.99) The old benchmark for PC rally games, now a bit long in the tooth and with half the

SCREAMER RALLY (Virgin, £24.99)
Looks good and plays good, with
bags of long-term appeal. Not so hot

tracks of Colin McRae PCZ #44, 94%

bags of long-term appeal. Not so hot on the realism front. *PCZ* #57, 91%

TOCA TOURING CAR

CHAMPIONSHIP (Codemasters, £29.99) The same graphics engine as Colin McRae Rally, but twitchy handling spoils it. PCZ #59, 86%

not an arcade blast – which, it could be argued, will limit its appeal – an entertaining split-screen mode, network options and TV-style replays should keep every motorsport fan interested for a long time to come.

PCZVERDICT

 UPPERS Instantly accessible, hugely enjoyable and hopelessly addictive • Forgiving controls • Lots and lots of tracks • Fast and furious

Downers Engine note can become
a bit tiresome

A tensely energetic and ultimately satisfying experience

THE MOST FUN YOU CAN HAVE ON FOUR WHEELS



SUBARU IMPREZA TURBO
Our Colin's favoured method of
transport. Need we say more?
Power: 300BHP • Transmission: FE4



VW GOLF GTT
If only everything in life was as psychotic as this Volkswagen.
Power; 250BHP • Transmission: FF



FORD ESCORT WRC
Pure Essex vulgarity, but what the heck – it goes like stink.
Power: 290BHP • Transmission: FF4



RENAULT MAXI MEGANE
Nasty, tacky, and the dashboard
rattles. That's a Renault for you.
Power: 250BHP • Transmission: FF



MITSUBISHI LANCER
Top all-rounder, not sold in this country any more. Boo!

Power: 300BHP • Transmission: FF4



SEAT IBIZA
The Morris Minor of the bunch,

and perfect for learning the ropes Power: 230BHP • Transmission: FF



TOYOTA COROLLA

Deranged version of the world's best-selling car.

Power: 290BHP • Transmission: FF4

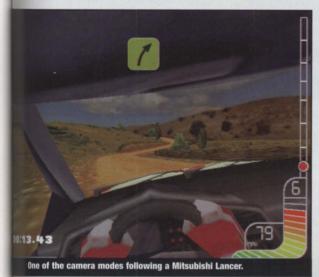


SKODA FELICIA

Don't laugh, the Skoda stuffs the competition to win in its class.

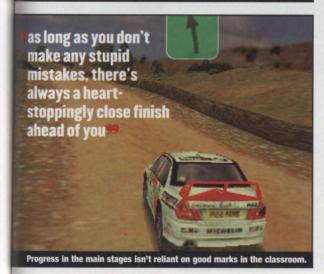
Power: 240BHP • Transmission: FF







The two-player split-screen mode is as cramped as it looks.



≫ WALKTHROUGH

CHOCKS AWAY WITH COLIN

To get you in the mood, here's a quick tour of the first stage of the New Zealand rally. As it's also the first stage in the championship, there aren't many frights in store – just small bushes and a lot of dust. So hang on to your handkerchiefs



It's yellow and it's named after a budget holiday destination in the Balearics, but its power output and top-notch handling combine to make the Seat lbiza an ideal car for newbies. Maximum revs, maximum wheelspin, pebbledash the spectators and you're off!



The first thing you'll notice when hurtling along the track is a distinct lack of other vehicles – it's just you, your co-driver, a lot of earth and an awful lot of trees. Look ahead, listen carefully to the navigation and make sure you remember to turn early.



A rally game wouldn't be a rally game without its hills, jumps and crests. The faster you go, the more fun they are – so put your foot down, don't touch that brake and over you go!



Kersploosh! Water hazards don't tend to have much of an effect on the ride, and appear to be there for visual effect only. Mind you, the car can get noticeably dirtier towards the end of each stage, so a quick dip in the wet stuff can't do any harm.



Every metre of every stage requires maximum concentration, and the finish line is always a welcome site. What's more, there's invariably a gaggle of people just aching to be run over just behind it. *Colin McArmageddon*, anyone?



Now check the leader board to see that you're trailing the nearest car by 17 seconds. Eek. It's back to Rally School for me, I'm afraid to say.



F-22 TOTAL AIR WAR

£39.99 • Ocean/Infogrames • Out October

Have DID done the right thing by releasing their second F-22 title as a standalone game? *Paul Presley* takes you through the ups and downs of the best flight simulation of all

TECH SPECS

MINIMUM SYSTEM Processor P166 Memory 32Mb RAM SUPPORTED All major 3D cards WE SAY Very processor and memory intensive – try at least a P200 with 32Mb RAM. Plus, 3D acceleration cards are *highly* recommended



he one overriding memory I have of the Gulf War is the mass of confusion that was the aerial campaign. It would seem, from watching the constant CNN reports from the front, that there were dozens of planes constantly in the air at any one time, day or night. A nightmare of organisation for the field commanders. That's what Total Air War, from DID, recreates. And it does it superbly.

Your role is twofold. As an F-22 pilot you get to choose from currently available missions in each campaign (missions that get harder and more important the better you get), to plan them out in exacting detail and then fly them. And not to crash. As an AWACS commander you have to take more overall control of your forces, guiding them into trouble spots, intercepting the enemy and generally keeping things afloat.

When I first started with TAW
I thought DID had made a serious
error in not letting you take
overall control of everything that
takes place in a campaign. The
computer takes charge of tactical
planning, of deciding which
missions to enable, which
targets to destroy,
and so on. Now,
however, thanks

Ethiopia, the Sudan and Egypt, I realise that it would be almost impossible for any one person to co-ordinate such a massive undertaking, and that your role as an individual flight controller is exactly the right one for a balance of gameplay and realism. The AWACS missions are there for control freaks, but thankfully they're smaller scale patrols with limited objectives, and enable the main war to be fought by the computer, as all future wars will be – one day!!!

Fotal Air War's graphics are first-rate, and the flight model feels authentic and detailed enough to be believable

UP IN THE AIR

There's no point going into too much detail about the actual simulation side of *TAW*, since it hasn't really changed much since *ADF*. Put simply: it's superb. It's one of the best flight sims available. The graphics are firstrate, and the flight model feels authentic and detailed enough to be believable. The amount of detail on offer is without parallel.

The main difference that *TAW* makes to the simulation side of the game is that it takes this flight model, the world engine and the attention to detail, and puts it into

a world that really feels as though it's at war. Watch the radar displays on your HUD to see the war blazing around you; listen to



Different missions are made available as the computer runs through its strategies. As your pilot gets better, more dangerous – and more important – missions are made available to you.

the comms chatter over the radio to hear allied flights and other missions going through their paces.

ADP's only weak spot in the air was that everything felt very self-contained: the world appeared real enough, but everything in it seemed as though it was there for your convenience. TAW feels like a real war is going on and that your plane is just a small part of it.

GEAR STOP, FINALS

TAW is a phenomenal game, make no bones about it. Testimony to how good ADF was is that in the six to seven months since it was released, there still hasn't been a better flight simulation. TAW is now that simulation, with one of the best campaign engines ever designed added to it.

Quite, quite superb.

TAW contains a lot of code from DID's previous F-22 game, Air Dominance Fighter (PCZ #60, 93%). If you own ADF, you should check out the panel on the far right, as it deals with the value-for-money issue. This review is based purely on TAW's own merits, and is intended for those of you who haven't already got ADF.



The War Room: the nerve centre for each battle. Here you can check on targe flights, troops, damage and just about anything else.

PCZVERDICT

UPPERS Incredibly complex campaign engine ◆ Astonishing levels of detail ◆ An immensely playable simulation

O DOWNERS Er... Um...

The best combat flight simulator there is. Bar none

ALSO CONSIDER

Jane's F15 (EA, £39.99) A different plane, but more hi-tech, highly detailed war nonsense. Not as totally fulfilling as *TAW*. but still good.

(PCZ#64, 92%)

F-22 Raptor (NovaLogic, £39.99) More arcade than authenticity. It does score with its very playable online game though.

(PCZ #60, 79%)

to many weeks

of flying over







ADF VERSUS TAW

If you've got ADF, is TAW worth the asking price?

There is an issue of value here. About 60 per cent of *Total Air War* already exists in the shape of *F-22: Air Dominance Fighter*. Consequently, whether or not you own the previous title makes a difference to the whole situation. When *TAW* was first announced by DID, it was to be an add-on pack. It was to take the existing game and add a campaign engine to it. But somewhere along the line things got complicated. The programmers presented DID with a 300-page design document, the scope of the engine went beyond anything anyone was expecting, and an extensive campaign engine was born. And like Cain to Abel, the decision to go full-price and standalone was also born.

DID have said that they were always pushing to get Infogrames to offer existing owners of *ADF* a discount or rebate – which is admirable. At the time of writing, however, Infogrames have stated that there will be no discount in the UK. Which stinks. What makes it even worse is that the reason given for this is that it would be too much of a hassle for Infogrames to set up a system for doing it. The bottom line: a corporation's laziness is going to cost you and is going to make them even more money.

No one is arguing about the quality of the game. TAW is an amazing simulation. The problem is that ADF was also an amazing simulation. So the question is: does TAW offer 40 pounds' worth of new material? Is the campaign engine (which, many have argued, should have been included in the first place) worth all that extra money on your part?

Certainly it's powerful. And yes, it does make a difference to the atmosphere when you fly a mission. A significant one. Unlike before, with ADPs standalone missions, you do get the feeling there is a whole war going on around you. Beyond this, what else is there? A Custom Combat screen. Nice, but hardly essential. What about the simulation – what's new there? Fluffier clouds. A slightly better communications system. Some different targets... Nothing beyond the scope of a simple add-on pack or upgrade patch.

The question simply centres around the campaign engine. Is that alone worth 40 of your pounds? It depends how desperate you are to experience the sensation of flying in a 'real' war.

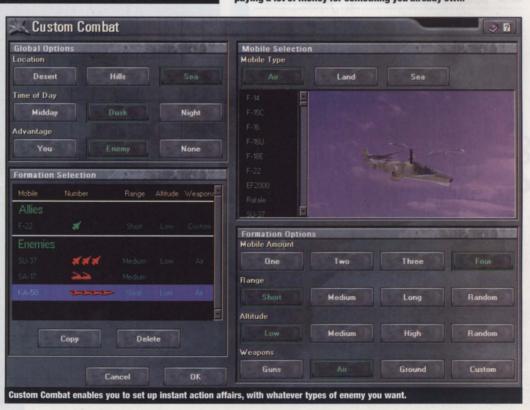
All we can say is, if you own ADF you should think long and hard before you decide to buy TAW, because essentially you'll be paying a lot of money for something you already own.



Hindsight's a wonderful thing. And thanks to the ACMI section, you can analyse all your cock-ups in wonderful detail.



AWACS missions are where you guide your side's aircraft around the battlefield. You still have specific objectives, but a greater feeling of control.



JIMMY WHITE'S 2: CUEBALL

€34.99 • Virgin Interactive • Out mid-October

Looks like *Richie Shoemaker* will never have to endure another smoky loutinfested drink-up ever again. Which is nice

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb RAM, 2Mb video card, DirectX-compatible sound card **SUPPORTED** All major 3D accelerator cards **WE SAY** Those minimum specs are a joke! P166, 32Mb RAM and a 3D card is mandatory



here do you live? And I don't mean in terms of geography. For instance, Mallo lives in a meat pie, which he shares with three others. Charlie Brooker lives in a cartoon world of ceaseless paranoia, which he can't seem to move out of. Chris lives in a smoky haze, Prezzer in Bag End with his cousin Frodo, and Macca resides in a homemade Quake level where the toilets don't flush (hence the brown walls). Steve Hill just exists (being a vegetarian and all) and I, as you should know from childhood stories, live with my mum, brothers and sisters in a giant shoe.

The point is that none of us have room for a pool table and we certainly don't have the space to fit in a snooker table as well. Now though, thanks to the wonders of modern technology, we can all consider our homes extended.

Buying a copy of Jimmy White's 2: Cueball will add two new tastefully decorated games rooms and a sumptuous hall connecting them. You can bring your mates along, drink beer, smoke tabs and generally while away the wee small hours shooting pool and throwing arrows. You'll never need to go to the pub ever again. Unless

you want beer. Or to pull some old slapper.

BACK TO REALITY

What Cueball gives you is a whole compendium of pub sports; the most important of which are pool, snooker and darts. For completeness you also get a onearm bandit and a draughts board, all perfectly rendered in 3D. And there's Dropzone (one of Archer

through the high-score tables or wander around, *Quake*-style. You can dim the lights if you're feeling romantic, which helps with frame rates if your computer's a bit crap. If you go into the snooker room you can ogle the Renaissance paintings. In the poolroom, which is decorated with 1950s Americana, you can catch baseball on TV, or even take a look at the potted plants... like, wow.

wander around again. Where you start is up to you. Draughts is just draughts and the one-arm bandit is a mild diversion, though both look and sound incredibly authentic. Apart from the odd *Dropzone* sesh, you'll spend most of your time on the oche or around one of the two tables, and these games are, as you'd expect, rather good.

What makes Jimmy White's 2: Cueball so good is the attention to detail. It's the best snooker game and the second-best pool game all rolled into one.

Maclean's early C64 classics). You also get a basic CD player into the bargain, so you can slip in some Chas & Dave classics while you go snooker loopy. Being a game, there are no urinals to get splashback from, no graffiti for you to read and no people for you to buy drinks for. For the price of a night out you'll get a few good nights in, and you can't ask fairer than that, can you?

The game starts in the lobby where you can either read

Suffice to say, details are everywhere – you'll even find a mousehole tucked behind one of the chairs. Leave your PC for a couple of minutes and bees will appear and take you on a flyby of the room, showing you more detail than you would probably care to see.

Once the novelty factor wears off, which it does pretty quickly, you'll soon have to decide on which game to play. From this point on in you'll probably never

POWER ARRANGERS

For anyone familiar with Archer Maclean's previous baize 'em ups, the control method will be second nature. Direction is controlled by holding down the left mouse button. Then you can line up your shot with accuracy using a combination of the various icons and right mouse button. You control the power of your shot either by how fast you push the mouse, or by a slider on the left, which takes a bit more getting used to.

A 'help' line shows where your shot will end up, depending on the power you've selected. For the beginner, this is something you can't afford to play without – especially against the computer.

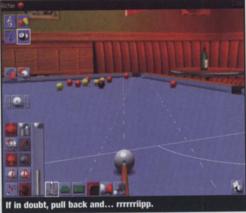
BY YOUR COMMAND

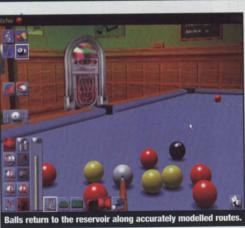


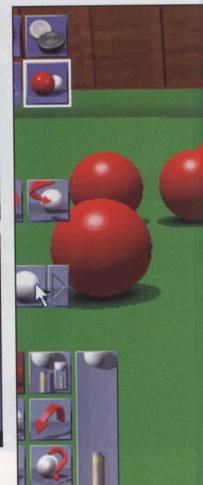
- A If you get bored with snooker – which, let's face it, could happen – then click here to try something else. You can always come back later.
- B Keep your cue well chalked or you could fire off a limp
- Fine-tune and make your shot here, or use the mouse – hey, at least you have a choice.
- D Either set the power of the shot with the slider bar or just use the mouse, Golf Pro-style.

 E White lines? If you need a
- bit of help lining up the shot, click here.
- Zoom in, zoom out, shake it all about... etc.

- Q A 45%-power shot will travel as far as the white line shows, unless you hit another ball along the way.
- H In practice mode you can ask the computer to suggest your next shot. Take the advice - it's good.
- Top-down view this is useful for planning your next
- J Here's where you set up camera modes. You can go for TV or chase cam, among others.
- K If it all goes horribly wrong, start again. Or watch a demo and see if the computer can do any better.







Compared to Virtual Pool 2, the controls are a little cumbersome. Using the mouse, the game lacks the control over power compared to Interplay's classic. On the other hand, you can put more thought into your shots with Cueball, and more strategy is required, especially on the snooker front.

For darts, the controls are bloody difficult to get the hang of. Your first two-player games will take an age and will be a great laugh - especially over a network or the Internet, where you can put your opponents off by sending a chat message just before they throw their darts (though this gets pretty tedious once all the Bullseye references have been exhausted). No such luck against the computer however, where it's simply a case of practise, practise, practise.

Graphically, everything in Cueball is as impressive as you'd expect when run under 3D acceleration. The little details add heaps to the ambience. The motion-captured gloves in the snooker room add character to the game and the chrome siding on the pool table is so realistic vou can almost see your face in it. Shadows help create depth, and because nothing is wasted on texturing the table surface, it's easy to see where your next shot will be coming from. Compared to Virtual, the animation isn't quite

as smooth, although if you haven't played that game, you'll hardly care. Anyway, all you have to do is dim the lights and things will speed up - it's good like that.

NO COMPETITION

The important thing to note is that home alone. Cueball isn't one of those games that will keep you up all night. For that you'll also need a stack of beers and a couple of mates. But it's certainly one of those games that you could just jump in for a quick frame or two when you've had enough of Quake or Puzzle Bobble.

The computer players range from impossible to beat, to one who is pretty crap most of the time then turns on bursts of impossible fluke when losing. A complete lack of any structured competitions also makes the game feel empty after long periods of time.

What makes Cueball so good is the attention to detail. It's the best snooker game and the second-best pool game all rolled into one. If you just want a pool game then go for Virtual, if you want a little extra then Cueball is the one to spend your money on. With the darts, draughts, Dropzone and a spot of gambling chucked in, it's a game that every virtual pub fan should have. And it'll add thousands to the value of your home, virtually anyway.

ALSOCONSIDER

VIRTUAL POOL 2 (Interplay, £29.99) Perhaps a bit more immediate in the pool department, but Cueball wins everywhere else. PCZ #58, 90%

SNOOKER (Sold Out, £4.99) Very old but still pretty good if you just want to play snooker. PCZ#67.62%

DUKE NUKEM 3D (Eidos Premier, £12.99) Fancy some first-person blood 'n' guts with your pool? Why not try the first few levels of this.

PC7#63, 83%

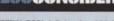
- **OUPPERS** Stunning attention to detail
- . The best snooker sim available and loads more besides . Especially good for two players . Choice of control methods
- O DOWNERS Lacks the immediacy or intuitive controls of Virtual Pool 2
 - · No competition mode · Needs lots of practice

Stunning attention to detail in every respect









JIMMY WHITE'S WHIRLWIND

particularly in multiplayer mode.

A DECENT PUB If you've got the right friends and a stack of pound coins you just can't beat the real thing.

WALKABOUT

There's more than just snooker in Jimmy White's



POOL

Choose from either UK or US eight-ball pool or try some nine-ball with, er... an extra ball. Hey, and check out the bar - no-one there. Go and pull yourself a pint - on the house.



SNOOKER

With a spooky pair of white gloves floating about, the snooker room is the place to go if vou've more time on your hands. Don't take on Jimmy vet though he's a bit good.



DARTS

The control system requires lots of practice but is all the better for it. The dartboard even retains all the marks from previous games. And you'll never run out of chalk.



DROPZONE

This is perhaps the only bar where you'll find a working version of Archer Maclean's Commodore 64 arcade classic. It's a Defender clone and it's a gem (10p not required).



FRUITY

Something more modern might have been more fun, but this retro fruit machine offers you the chance to indulge in some petty gambling. An old-style pinball game would've been better.



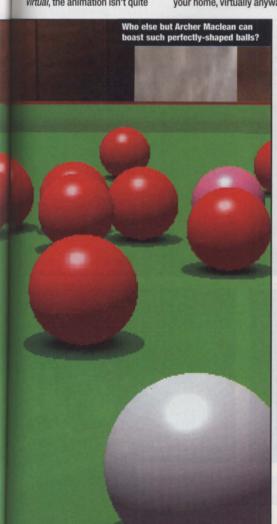
DRAUGHTS

A poor man's chess? Perhaps, but at least you can play with or without the controversial 'huffing' rule - where you have to expel huge sighs of air between moves.



RADIOHEAD

Rather than ask bearded duo Chas & Dave to provide some crappy soundtrack, take out the game CD and put in your own audio one. Radiohead works very well (if you're losing).



THE X-FILES

\$239.99 • Fox Interactive • Out now

e like The X-Files.

At long last, the multi-CD opus that is the X-Files game is finally upon us. Oh dear, says Special Agent David McCandless

TECH SPECS

MINIMUM SYSTEM Processor P120 Memory 16Mb WE SAY You need 32Mb RAM at least, P166 or better, and a fast CD drive

We like the all-spanning voluptuousness of Gillian Anderson.
We like how she's fatter and blotchier in the early series. We like the predictability that when Mulder and Scully split up like the Scooby Doo gang, Mulder gets to see something cool and convincing while La Anderson

ALSOCONSIDER

THE PANDORA DIRECTIVE (Access, £9.99) This is another game that puts you in the role of a detective investigating sinister paranormal goings on, except it's a 'proper' adventure in the normal sense.

PCZ#43. 92%

BLACK DAHLIA (Take 2, £39.99)

Yet more detective shenanigans, this time it's deranged Nazis under suspicion. **PCZ #63, 79%** gets to shine her torch around and show off her puckered questioning lips in the half-light at the wrong end of the warehouse.

We like its hokey and – let's face it – its monumentally crap title sequence (Mulder and Scully burst into a room at one frame per second, some geezer gets to fall crappily into a maelstrom, and somebody dicks around with an electro-static ball). We like the 'wacky episodes' when M&S find some 'whacked out' characters and make jokes and that. We even like the way that every location – be it Russia, Texas or Belize – looks like a particularly woody bit of Vancouver.

We like lots of things about The X-Files. But, unfortunately, we don't like this – The X-Files game.

To describe it, you could use the phrase 'arcade adventure', but it's actually more of an interactive movie with all the signs and portents that description brings. You play Agent Craig Wilmour, a YTS trainee working at the Seattle field office of the FBI. You're in the *X-Files* universe (somewhere around 1996), so everywhere is smoky, like too many irons have been left on. Everyone wears a very grim expression and speaks in a violent whisper, preferably without opening their mouths very much.

Mulder and Scully visited this rainy blister of a city on the north-western seaboard to investigate something (not sure what). They disappeared (not sure where) and haven't been heard of since (not sure why). All you have is a piece of paper with their last known address, accoutrements like guns, mobile phones and torches, and the resources of the FBI behind you. Your mission is to find M&S and maybe get dragged into a vortex of intrigue en route.

The whole game has been shot and directed by the film crew and talent behind the TV series, so every locale has that glorious *X-Files* sheen to it. Every character's face looks like a leather sandal. The locations and the frequent FMV sequences are perfectly shot. Authenticity is paramount.

The game underneath, however, is the most rudimentary,

basic, mind-numbingly ponderous adventure we've seen in a long time. It's like the last 20 years never happened and we're back to Zork-level complexity. 'GO NORTH' you might as well type as you click the mouse. 'EXAMINE PICTURE' you could've tapped as you clicked on the irrelevant picture. Some conversations allow you to chose a mood, be it stroppy, funny or elusive. Some conversations simply appear as a list of questions to which the response is always the same, no matter how many times the

linear, pushed on in a predictable, slow-loading, episodic manner (if you fancy it, you can do a full install, but only if you've got 3.5Gb of spare hard disk).

Someone, who's maybe seen the end of one of the bad X-Files episodes, has been handed a pamphlet called What X-Files Fans Want And Like In A Computer Game: A Statistical Survey, where focus groups and marketing people have 'got down' with some low-foreheaded, six-fingered X-Files fans from some greasy outback town. They've said: "We

It's like the last 20 years never happened. We're back to Zork-level of complexity

question is asked. We went back to the same motel over and over again and asked the same clerk the same question and she gave the same reply. Not a blink.

Of course, Gillian and David and Mitch (Pileggi, scary slaphead FBI boss man Skinner) are in it, as well as Cancer Man, X (black guy informant from series four) and a bunch of other actors from the roster. But Skinner appears early in the game then quickly disappears, and M&S only appear towards the end. By then you're on CD eight and you'd rather be involved in their untimely and violent deaths than saving them.

But, of course, you can't kill them. The whole game gives you the illusion of freedom: you can open most drawers, examine most pictures, even talk to seemingly irrelevant characters. But the storyline is completely want to guide a totally unknown character in a straight line through *The X-Files* universe and be teased with the expectation of interacting with major cast members, only to find that the well-shot visuals are just a cover for a shabby, primary school attempt at an adventure game."

And that's what they got. EF3

PCZVERDICT

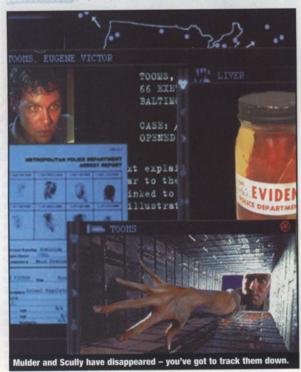
O UPPERS Looks and sounds good

• Has Gillian Anderson in it

 DOWNERS Piss-poor interactive movie • Boring and linear plotline

 TV cast's appearances are little more than cameos

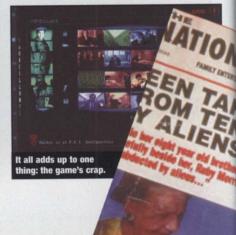
The truth? It sucks

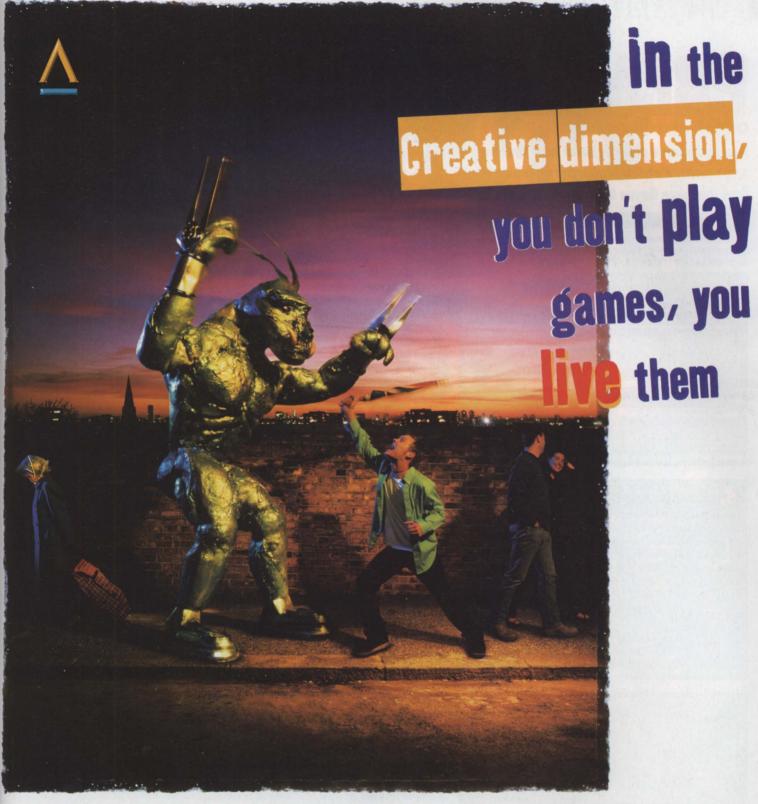












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PREMIER MANAGER 98/99

£39.99 • Gremlin • Out now

Footie updates usually have new features and teams. *Patrick McCarthy* wonders why Gremlin have flown in the face of tradition

TECH SPECS

MINIMUM SYSTEM Processor P75 Memory 8Mb RAM SUPPORTED All major sound cards WE SAY Who cares? You'd be mad to buy the bloody thing anyway







his is a weird one. Why would Gremlin choose to bring out a football management game update in July, when much of the pre-season buying and selling still isn't concluded? Surely the point of a season update is that you get the team squads as accurate as possible for the start of the season? And even if you don't care about that, you'd try to get the teams in the right divisions, wouldn't you? As opposed to, say, having South London neighbours Crystal Palace still in the Premiership and Charlton still in Division One which is the case here.

MOVING SWIFTLY ALONG...

So, accepting that this isn't going to score highly on its up-to-the-minute contemporaneity, what new features has it got? After all, the other aspect of bringing out a new version of a game is usually to introduce new features and improvements. But here too, nothing has changed.

The game is, to all intents and purposes, identical to last year's. I'm tempted to reproduce last year's review word for word. Except that it was favourable, and PM 98/99 doesn't deserve it.

RATINGS FUN

So let's pick out some of the things wrong with the game that they could have altered for this version. The ratings are garbage, and don't stand up to the most cursory of inspections. At Liverpool, for example, Michael Owen's speed rating is 82; Karl-Heinz Riedle's is 92. Even someone who only got into football at this World Cup could tell you Owen's a bit nippy. Who does these bloody ratings, the Dalai Llama? To take another of the more obvious examples, Stephen Clemence - a Spurs midfielder - is listed as a central defender who's better than Sol

Campbell. The game was originally developed in Spain, which probably explains why Real Madrid's team is spot on, but given that you can only play as a British team, shouldn't someone who knows a little about British football have had some input?

TRANSFER SPECULATIONS

Like last year, the transfer system is painful. You can't just see a list of midfielders, you have to look through a list of all players. You can't see their actual ratings at this point, only their financial details. You have to make a note of their club, go to the club search screen, find the country, then the club, then the player, and check their ratings from there. Then go all the way back to the transfer screen to make an offer.

Otherwise you have to click all the way up to, say, £10 million in

6 I'd rather watch a scab heal over than play this again 99

£25,000 increments and your index finger explodes.

And don't put an offer in and change your mind about how much, for God's sake – because you can't withdraw it. And if you do get it wrong and the transfer offer is rejected, the player simply disappears from the list. You're not told what happens to them, so you've no idea whether another club has bought them. Possibly they just committed ritual suicide.

AND THERE'S MORE

There are other things we could moan about: saved formations don't save player positions; the ludicrous personal scoring tallies in any game you watch (Klinsmann got five in a game; Bergkamp six; Heskey six) mean your own team's for-and-against goals tally is several times higher than anyone else's; self-

ALSO CONSIDER

CHAMPIONSHIP MANAGER 97/98 (Eidos, £29.99) Management made by people who care.

PCZ #57, 90%

III TIMATE SOCCER MANAGER

(Sierra, £29.99) All the stuff you get with *PM 98/99*, but with a more logical transfer market.

PCZ#64, 60%

TRIPLE PLAY 99 (EA, £44.99)

Baseball rather than football, but arcade action and management is rarely combined this well.

PCZ #64, 90%

contradictory commentary that loads conflicting information in successive sentences. Oh, and the players behave like morons when you watch games. It's not Al, it's AC - artificial cretinism. You'll see players turn and run 50 yards in the wrong direction; players through on goal turn and pass to someone 20 yards behind them. The game engine is so Actua Soccer-ish that the bloody centre forward comes back to take a free kick in your own area - then runs the length of the pitch afterwards to resume his proper position, ignoring whatever action is taking place around him.

Last year, a lot of this stuff was forgivable because it was one of the first games to try it. The fact that this year it's all exactly the same means no forgiveness. I'd rather watch a scab heal over than play this again.

PCZVERDICT

UPPERS You can watch little men running about in shorts

O DOWNERS Everything else

Why buy something that you bought last year?









"Wreckin Crew is fast, furious and fun" PlayStation Plus WRECKIN CREW

"The best PlayStation
'kart' game ever" "
Handling is superb...
highly addictive" "More
crammed with excellent
features than Melinda
Messenger's bra"

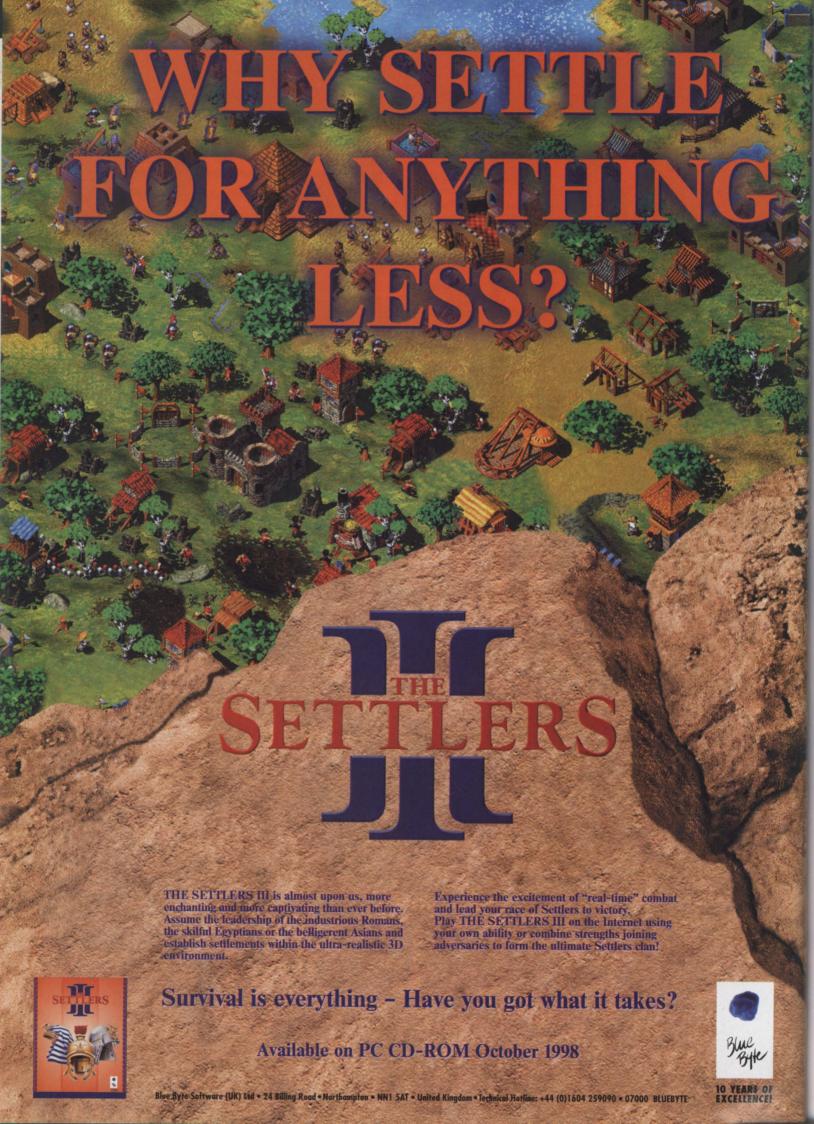
Play Magazine

PC CO ROM





TELSTAR



NORM KOGER'S OPERATIONAL ART OF WAR, VOLUME 1

£34.99 • Empire • Out now

It might have a name like a postgrad thesis, but *Andrew Wright* thinks Talonsoft's latest wargame is far from being long and boring

TECH SPECS

MINIMUM SYSTEM Processor Pentium or compatible, with DirectX-compatible sound/video card Memory 16Mb RAM WE SAY 16-bit graphics card and 32Mb RAM recommended



t first glance, there's nothing new about Norm Koger's Operational Art Of War, Volume 1. In 3D mode, it has all the quality and cuteness of, say, Panzer General II. But in 2D mode, the cryptographic NATO icons make it look like just another cardboard cut-out wargame. In fact, it's the best of both worlds.

Open up *OAW* and you'll find it filled to the brim with a level of detail that's beyond most wargamers' dreams. There are rules for supply, weather, terrain effects on movement and combat, river fording, bridge building and demolition, air superiority and interdiction, travel by rail plus damage and repair to tracks, naval bombardment, paratroop drops, amphibious landings, and more.

YOU HEXY THING

However, all the minutiae of WWII wargaming is carefully layered you can play the game as a simple turn-based move, attack and sort-it-out-afterwards simulation, or travel deep down into the finer points of operational-level warfare. You can be up and playing the game in five minutes if you choose the simple scenarios, or you can read the tutorial, which takes up 20 of the manual's 160 pages. But the more you play the game, the more you realise there is to get to grips with.

OAW can recreate virtually any engagement of the WWII era. In company and battalion-sized

engagements, each hex is 2.5km wide and each turn half a day, while in divisionalsized engagements, you can simulate an entire theatre, with 50km hexes and turns lasting a week.

The game comes with 17 scenarios and supports custom maps up to 100x100 hexes. Talonsoft are even now working on an update that will enable you to play with maps 300 hexes square. The terrain and units are beautifully modelled in all Windows resolutions up to 1152x864 and 16-bit colour, and you can view units in 2D or 3D – just like Talonsoft's *Battleground* series. A small jump map enables

Gopen up Art Of War and you'll find it filled to the brim with a level of detail beyond most wargamers' dreams

you to move quickly and easily around big scenarios.

The 160-page manual provides full listings of 440-odd units, ranging from Jeeps and infantry squads to naval units and aircraft. To give you some idea of the detail level, nine varieties of the German Panzer III are included, along with units from all the major combatants of the era including Japan, Italy, France and Hungary.

An incredible amount of thought has gone into this game, and it shows. Turns are automatically – and transparently – divided into ten rounds, so that units can move, fight a battle and even move again (if they have enough movement points and win the battle quickly enough).

ALSOCONSIDER

PANZER GENERAL II (SSI, £34.99)

This sequel, which could have been so much better, is like *OAW* with its guts ripped out. **NOT REVIEWED**

EASTERN FRONT (Empire, £34.99)

Another Talonsoft game, *East Front* is a tactical game of combat in Russia during WWII. *PCZ* #58, 84%

Stacking is brilliantly handled, with additional units in a hex increasing the combat penalties when they're attacked. Units can be ordered to attack or defend, with options for limiting or ignoring losses, or remain in place as tactical or local reserves to counterattacks during the enemy's move.

PLAIN BUT PROFOUND

The rules are incredibly detailed. For instance, non-moving or defending units will automatically lend their excess transport capabilities to those nearby which are moving or trying to resupply. Units also display different co-operation levels with units from other formations, which can lead to penalties when mounting joint attacks.

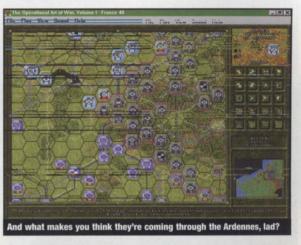
The only real problem is the sombre interface. It's nearly there but not quite, and some of the features are so well hidden that you can't always remember how to get at them. One or two of the icons could do with a revamp, too.

On balance though, Norm Koger has come up with an instant classic for WWII gamers. Without a doubt, this is the best modern wargame yet seen on the PC.

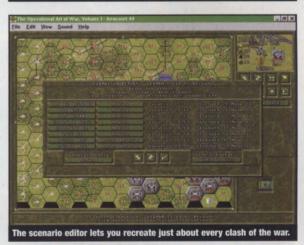
PCZVERDICT

- **O UPPERS** Cracking graphics
 - Incredibly detailed gameplay
 - Massive WWII database
- **O DOWNERS** Frustrating interface
- Crap icons

You won't find a hetter wargame for the PC









SOMETHING SPECIAL'S LINING UP ON THE GRID...







MONACO racing GRAND PRIX simulation

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CIVILIZATION 2: FANTASTIC WORLDS

114 99 • MicroProse • Out now

TECH SPECS

MINIMUM SYSTEM Processor 486/33 Memory 8Mb RAM SUPPORTS Any Windows-compatible sound card WE SAY 486DX2 recommended, as is 16Mb RAM for any Windows game if you've got Win95

PCZONE RECOMMENDED

Civ 2 is without a doubt one of the most addictive games of all time. It doesn't have particularly sexy

graphics, it's turn-based, and it has regular competition in the form of the growing army of *C&C* clones threatening to completely swamp the offices of *PC Zone*. But no matter. Turn-based or not, *Civ 2* has such enormous depth of gameplay that it quite simply urinates on *all* the real-time strategy games out there from a dizzy height. Even *Age Of Empires*, which is in arguably the best of the real-time brigade, can't touch *Civ 2*'s incredibly high replay factor.

Fantastic Worlds, then, is a very welcome addition to the Civ fold. Dedicated fans of the series who have completed the game can now start all over again in new scenarios with new units, new buildings, new technologies and, in many cases, all-new terrain and

unit graphics. There are 15 new scenarios of varying quality to choose from, but there are a few here which should appeal to just about anyone.

Here's my pick of the pack. X-COM: play an allnew scenario with many units taken straight from the X-COM games. Midgar: a fantasy add-on with dragons, goblins and all the other strange folk that inhabit these types of things. Master Of Orion 2 junior: an excellent take on the classic strategy game, though obviously not quite as in-depth as the full game. Age Of Reptiles: an odd scenario which puts you in control of a civilisation of dinosaurs. There are also many other scenarios included which have been designed by Civfanatics on the Net. Or, if you feel up to it, make your own worlds with the extensive, intuitive scenario creation tools provided.

Fantastic Worlds is aptly named; there's surely something in this package for every Civ fan.

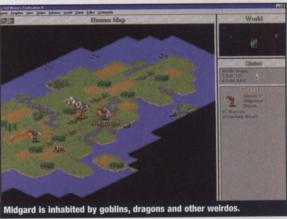
Personally, I haven't been able to put the thing down since I started playing it a couple of weeks ago.

Chris Anderson

PCZVERDICT

88%







Some of the missions are far more manic than you may

TOTAL ANNIHILATION: BATTLE TACTICS

£14.99 • GT Interactive • Out now

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb RAM Also requires 4x CD-ROM and full copy of *Total Annihilation* WE SAY Some missions will run slowly on anything less than a P200 with 32Mb RAM

After the wondrous *Core Contingency* expansion disk for *TA* brought a flood of new units and missions, the latest mission disk for Cavedog's classic real-timer is just that – a mission disk. *Battle Tactics* offers you a choice of 100 new missions, ranging from quick five-minute rucks to massive hour-sapping epic clashes – all of which are



Now you don't have to sod around building stuff. Just

preceded by a few hints and tips. Newcomers will benefit most from this package, as many of the missions are quite easy to complete. Seasoned *TA* fans are sure to pick up a few hints along the way, but nothing they wouldn't really find at one of a dozen websites.

The good thing about most of the missions is that they offer a different challenge to the usual ones where you basically have to build up a base and then go a-twatting. Staying alive is your main concern, and it makes the game feel a lot more action-oriented than it did before. *TA* has now gone pick-up-and-play, understandably, at the expense of any deeply involving storyline.

Multiplayer fans will find six new maps to get their teeth into, as well as four new units. But as you can download them for free from www.totalannihilation.com, it makes Battle Tactics feel a bit light compared with Core Contingency, especially if all you're after is extra spice for your deathmatching sessions.

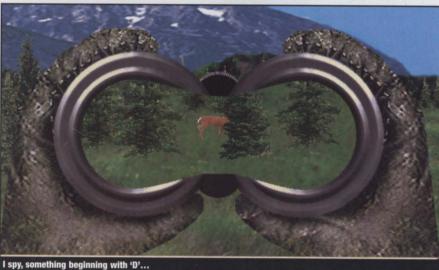
In short, Battle Tactics is hardly an essential purchase. If you're starting to tire of TA, there's little here to drag you back for more. For the single player though, keen for some quick action or just wanting to brush up on real-time skills, this should keep you happy for quite a while to come.

Richie Shoemaker

PCZVERDICT

74%





£14.99 • WizardWorks • Out now

TECH SPECS

MINIMUM SYSTEM Processor P75 Memory 16Mb RAM WE SAY Sounds about right



This was the USA's top-selling game for several weeks, a fact that says a lot more about the state of the

American national psyche than it does about the quality of the game. The word 'game' is used in its loosest sense, as according to the box it is actually an 'interactive hunting experience,' one of a worryingly expanding series centering around perpetrating acts of violence against a variety of dumb beasts. As the warning on the box states, Deer Hunter rewards injuring non-threatening creatures.

As you may by now have guessed, this is the boxed copy we are reviewing. This drastic course of action is down to the fact that we weren't sent a

review copy, probably due to the inevitability of us strongly advising that you steer clear of it. If you've already made the heinous error of buying it, you'll know why, unless of course you are a check-shirted redneck with a gun rack in your pick-up truck and a ball of well-chewed tobacco in your cheek. By the way, the game has nothing to do with the similarly named film, but everything to do with hunting deer.

As well as a target range, there are three hillbilly locations in which to hunt, namely Arkansas Autumn Woodlands, Colorado Alpine Forests and Indiana Winter, each comprising disparate terrain and conditions. Having selected either a rifle, shotgun or bow, you click randomly on a map until you find some deer shit. You then convene to the action screen, have a look for some deer and try to shoot them. If you miss, they run away. If you hit them, they die and can be mounted.

Steve Hill

27%



ADRENIX

\$219.99 • Funsoft • Out now

TECH SPECS

MINIMUM SYSTEM Processor P166 Memory 16Mb RAM SUPPORTS DirectX-compatible video and sound card WE SAY Without 32Mb RAM some of the more open environments chug a bit



All you need to know about Adrenix is that

it's a Descent clone - and that it isn't very good. Like any firstperson shoot 'em up, you progress through missions picking up an increasingly lethal arsenal and using it to destroy every grunt/strogg/pigcop that gets in your way. In this case, the bad guys are hideously designed spacecraft that look like they've been made out of Duplo bricks rather than textured polygons.

Because you fly rather than run, you get to see a lot more of the abandoned scenery close up. It's no wonder the levels are deserted - everyone obviously decided to pick up and move somewhere more scenic (probably Runcorn). It's not that the levels aren't varied, it's just that they're hugely uninspired. It's just a case of a few tunnels and shafts connecting a few subterranean cities. Weapons and explosions also look weak - the massive ground-swallowing explosions looking like everexpanding bogeys rather than flesh-searing fireballs.

The fear inherent in most games of this type and the claustrophobia associated with Descent has been lost. The game doesn't so much unfold as flop open. It seems the developers have done a colour-by-numbers job without any real enthusiasm for originality or any knowledge of what makes a game 'play'. There's no sense of involvement and few surprises.

Even asking £20 seems steep. I suggest you force a stool into the box and demand your money back. Either buy Forsaken (PCZ #63, 94%) or wait for Descent III.

Richie Shoemaker



EMERGENCY

229.99 • Black Frian

Out mid-October

TECH SPECS

MINIMUM SYSTEM Processor P60 Memory 8Mb RAM SUPPORTS SVGA graphics WE SAY P100 and 16Mb RAM



'bloaty heads' in Theme

Hospital is nothing compared with what you have to contend with in Emergency. With catastrophes such as rollercoaster crashes, nuclear power meltdowns and aircraft falling from the skies, your life as an emergency service co-ordinator is nothing if not varied.

Taking the isometric view, your job is to send the right people for the job at the right time. Police



must divert traffic, doctors must attend to patients and firefighters must keep everyone from bursting into flames. Every mission is a race against time, in which you must send the crew to their vehicles, send the vehicles to the scene of the accident and then send the crew to do what they do best - stand there doing nothing. No one has a mind of their own, a doctor will quite happily watch someone die at his feet unless you click for him to do his job. Frustrating? Yep.

Graphically, Emergency has a view of the world only a child could have. The sound is good enough, but where it counts - in the gameplay department -Emergency lacks any sense of fun. Even with the added financial factor, Emergency fails both as a strategy and a simulation.

Kristan Reed

PCZVERDICT

PCZVERDICT

37%

PCZVERDICT PCZVERDICT

37%

INDUSTRY GIANT

\$2 £34.99 • Interactive Magic

· Out now

TECH SPECS

MINIMUM SYSTEM Processor P90 Memory 16Mb RAM WE SAY A bit slow but it works

Most developers must be convinced that PC owners are latent megalomaniacs or mass murderers looking for an outlet. Well, at least the former category will be reasonably well serviced by Industry Giant, which has no pretensions that it is anything other than the most unoriginal kid on the PC block.

What we get here is textbook real-time god sim fare. If you really have 100 real-time years to spare, you may wish to start your business empire from scratch. Alternatively, there's a fast-food version, complete with a selection of pre-set past, present and future scenarios as you attempt to convince the board of directors to refer to you as 'Mr Chairman Sir'. And all this against your choice of a variety of hardened capitalist computer opponents.

Knowing how popular this genre is, there will doubtlessly be legions of sweaty palmed types itching to get their paws on yet another SimCity clone. What's on offer here will certainly serve you well for a long time. But for hardened old cynics who've been



there, done that and pulled the T-shirt over their heads in wild Ravenelli-style celebration, there isn't too much to look forward to.

In other words, Industry Giant does nothing to advance what is already a tedious and dated genre. Unless you're an obsessive completist, that is.

Kristan Reed



£19.99
 GT Interactive

Out now

TECH SPECS

MINIMUM SYSTEM Processor 486 DX100 Memory 16Mb RAM WE SAY A P100 would be better



updated version of the out-of-

date Build engine first seen in Duke Nukem 3D, Nam is a firstperson shoot 'em up that two years ago would have been something to get excited about. For one thing, it's by the creators of the Marine Corps total

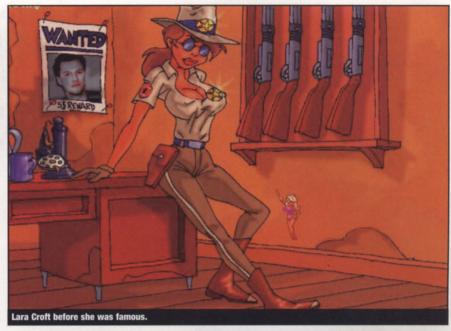


conversion for Doom. It also features authentic weapons including M16s, flame throwers and grenade launchers. Oh, and there are medics and other soldiers who follow you around (and get in the way). There certainly are some good ideas here - but that's about it.

The best part of the game is the inclusion of a wide range of multiplayer options, including teamplay and capture-the-flag. Graphically, though, Nam is dire. The level design isn't particularly inspired, either. Besieged urban areas and jungles make up the bulk of the missions. The stolid and linear progression through the game makes Quake seem like an adventure in comparison.

As a freely available total conversion for Duke Nukem it might've been worthwhile. As a commercial game in its own right it sadly just takes the piss.

Richie Shoemaker





THE SEXY EMPIRE

\$29.99 • Take 2 Interactive • Out now

TECH SPECS

MINIMUM SYSTEM Processor DX4/100 Memory 16Mb RAM ALSO REQUIRES Windows 95 WE SAY A bit slow but it works



Some of you may well remember a game called Rock Star Ate My Hamster, a comical business sim

in which you had to manage a band with the aim of getting to the top of the pop charts. Well, Lula (or Wet to give the game its European name) is a bit like that, except you have to manage your way from fugitive amateur photographer to porn industry bigwig.

You may be aware that Lula has been selling steadily for well over six months - mainly to young anoraks sneaking a copy to the sales assistant in the hope of spending the next six months with one hand choking a swollen gherkin (presumably their own) and the other dancing intermittently between a sticky mouse and a strategically-placed box of super-absorbent wipes. Perhaps the game should've been called Porn Star Ate My Beaver instead.

The first part of the game basically involves

taking photos and videos of Lula and selling them on. Occasionally, you'll have to find another girl for her to play with, or some lubricants or even a 'moist-arater'. But after watching a few still shots jerking around, you soon realise how incredibly dull the whole enterprise is. It's impossible to get anything wrong and after a couple of hours of 'going through the motions' it's with some 'relief' that you reach the next section. There you must hire screenwriters, sales staff, actors and secretaries, and buy up production buildings - all to make more movies that, in the real world, would warrant a full police investigation on the grounds that they were shite.

Lula is one of those rare games where you wished the developers had used gratuitous FMV rather than flickbook animation. As a business sim it's simplistic at best. As a comedy adventure it's non-existent. As something to thrash yourself off to it's just desperate. Instead, get yourself a modem. Go to www.altavista.digital.com and type in "saggy udders" - you'll have a lot more fun.

Richie Shoemaker

PCZVERDICT

53%

PCZVERDICT

28%

PCZVERDICT

32%





SPELLCROSS

2 £24.99 • SCi • Out now

TECH SPECS

MINIMUM SYSTEM Processor 486DX100 Memory 12Mb RAM Also requires MS-DOS 5, SVGA VESA graphics card WE SAY P100 with 16Mb RAM would be just dandy

There are two kinds of turn-based strategy games. The first is your hex-tile affair, heavy with stats and life-sapping in more ways than one. Then there are those that sheepishly demand just a cursory glance at the manual and that seem to, against all the odds, get under your skin and you end up quite liking it. Spellcross is one of the latter.

On paper it's nothing special. The story involves the forces of darkness rising up against the Earth, and you, as commander of a small group of human resistance fighters, must take a growing army through 60 missions. You can't choose which side you want and there are no multiplayer options – as I say, it's nothing special. Czech developers Cauldron

have obviously been playing a lot of *Warhammer* as most of the units are recognisable from the fantasy battle game, including orcs, demons and magic, although the human units are based on more contemporary armies.

The sides slug it out through a simplistic *X-COM*-style battle system. The maps and graphics are hardly state-of-the-art, but the fact you can research into new technologies between battles livens up the latter part of the game considerably. The first few missions get quite slow as you hunt down pockets of resistance, but a few hours in and the game becomes a lot more strategic.

If you want a light strategy game and have an aversion to *Warhammer*, perhaps you should think about acquiring this. It runs on a 486 and if you've played *X-COM* to death then this could be your next stop. But it's nothing special, you understand.

Richie Shoemaker



PINBALL SOCCER

19.99 • Pinball Games

· Out now

TECH SPECS

MINIMUM SYSTEM Processor P90 Memory 16Mb Also requires MS-DOS 5, 1Mb video RAM WE SAY That's fine

While we wait for the likes of *Quake Pinball, C&C Pinball* and probably even a turn-based pinball game, up pops the latest from the makers of *Judge Dredd Pinball*. And you're probably already asking why anyone would want to ruin a perfectly good game by taking the players away and adding a couple of flippers – just like Southampton.

The answer is that instead of taking a run-of-the-mill 3D pinball table and strapping on footie graphics and crowd samples, the makers have created something a bit different. As you can see, the table is plain, but occasionally a player or a ref floats across the table and gets in the way. Also, a bloody great football sometimes appears and makes things bloody hard by accelerating your footie-pinball and pinging it all over the bloody shop.

Sadly, nice ideas don't always make a nice game. The main problem with Pinball Soccer is that it's too fast. The one singleplayer table gets boring after a while. There's too much open space most of the time, and when furniture does appear the difficulty factor triples. This isn't helped by the fact that the flippers are too far apart - even for a pinball wizard. The two-player table isn't much better, either: the perspective is slightly out and you have to play the game with your head slightly tilted. Why couldn't we have had a version of Crossfire, that ball-bearing shooting game from the 1970s?

While we admire anyone who dares to make things a little bit distinct, in this case perhaps they should've stuck to a tried and tested formula. And at least one more table would've helped.

Richie Shoemaker



WETRIX

Out September

TECH SPECS

MINIMUM SYSTEM Processor P90
Memory 16Mb WE SAY That should pretty much take care of it

Puzzle games rely on simplicity. What was *Tetris* other than falling Lego bricks? *Breakout* was simply one-player *Pong. Minesweeper?* Counting. Simplicity is king in the realm of puzzledom, quirkiness its queen, with addictiveness and subtlety their crown princes, running around the court with gay abandon and bungee jumping without due safety precautions.

Wetrix smacks too much of a game that's been heavily designed to be simple, rather than one that lets its simplicity just flow naturally. You can picture heavy meetings with 'design' people and 'marketing' experts, all thinking of simplicity 'concepts' and 'focus group' research into what makes things 'addictive' (Easy on the apostrophes kiddo – Ed).

The idea is to use falling Tetris-style wall shapes to create enclosures on an isometric board, within which to hold pools of water. Let the liquid drip over the side of the board and you lose. Add to the mix various random elements such as bombs, fireballs and ice blocks, and you're in puzzle-crazy heaven!

Or at least that's the theory. In practice, it all seems rather pointless and far too contrived to be truly entertaining. It holds your attention well enough while you're playing, but the moment you stop, there's little to no incentive to return to it. Unlike *Puzzle Bobble* you won't be coming back to this one in a hurry.

Basically, Wetrix is just staggeringly ordinary. Colourful and flashy on the surface, certainly. Just empty of any meaning. (Meaning? In a puzzle game? – Ed) Well, if you play it you'll see exactly what I mean.

PCZVERDICT

Paul Presley

68% PCZVERDICT

EEO/

50%

PCZVERDICT



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He inherited genes from his parents.

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Suffer illness. Grow to adulthood.

Perhaps fall in love and have babies.

But for now he needs constant love and attention.

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BUDGETZONE

Want to make your money go further? Then why not put it on a flight to Australia? Ha! Oh well. Alternatively, check out these games that are now budget-priced

REVIEWED BY Richie Shoemaker and Chris Anderson

ULTIMATE STRATEGY ARCHIVES

\$29.99 • Interplay

TECH SPECS

MINIMUM SYSTEM Processor P90 Memory 16Mb RAM SUPPORTS Windows 95, SoundBlaster-compatible sound cards



Yikes, where the hell do we start with this lot? Rarely have so many excellent strategy

games rubbed shoulders in the same box. Ultimate Strategy Archives offers strategy titles of all flavours and varieties.

Turn-based combat lovers will recognise the seminal X-COM: UFO Defence (known in this country as UFO: Enemy Unknown when it was originally released), and it's still as addictive today as it ever was, though admittedly the graphics look a little ropy now. This fascinating mix of turn-based

intergalactic combat and heavy-duty resource management is the title that set the whole *X-COM* series rolling and serves as a handy introduction to all things *X-COM*. (It's worth noting that

MicroProse are on the fourth incarnation in the series now, so if you're new to X-COM you've got a lot of catching up to do.)

Then, of course, there's Civilization, a timeless classic which challenges you to build and maintain a healthy civilisation which can stand the test of time. Not to mention Railroad Tycoon, which is one of the most addictive management sims ever as far as budding digital railroad entrepreneurs are concerned.



(By the way, Railroad Tycoon 2 is previewed on page 52.)

Pointy-hatted ones will also welcome the inclusion of *Heroes Of Might And Magic*, a *very* addictive, time-eating fantasy strategy game, which on its own is likely to hold your

attention for an absolute age. Add to this list *Dark Colony* (a passable *C&G* clone), *Max* (an equally passable turn-based strategy game), *Civ* wannabe *Conquest Of The New World* and

Jagged Alliance (sort of like X-COM without the resource management), and you have one of the best strategy compilations in the whole world – ever.

Put simply, this is an absolutely essential purchase for anyone with even a passing interest in strategy games.

PCZVERDICT

94%

BATTLE ISLE 3 ★ £9.99 • Blue Byte Classics

TECH SPECS

Fut simply, this is an

strategy games 99

absolutely essential

purchase for anyone with

even a passing interest in

MINIMUM SYSTEM Processor 486DX2 Memory 16Mb RAM SUPPORTS Sound Blaster-compatible sound cards



It's funny how you can forget how much things

have moved on in the video game

industry. We were all just saying how good *Battle Isle 3* was, based on our memories of it. On loading it up, however, our reaction was one of disbelief at how basic the graphics are – particularly the cut-scenes used to play out the battles, which looked stone-age compared to their modern counterparts.

It's just as well for *BI3*, then, that gameplay is still the most important element to consider here. And as luck would have it this is still one of the most addictive turn-based strategy games around. It errs slightly towards the anorak brigade, with its hexy rather than sexy grids and statistics, but still has enough going for it to capture the imagination of the casual gamer.

The verdict? A very playable strategy game, but don't expect it to look pretty, ya hear?

PCZVERDICT

80%



TECH SPECS

MINIMUM SYSTEM Processor P75
Memory 16Mb RAM SUPPORTS SVGA
1Mb video card

Anyone old enough to remember MC Hammer and his spangley incontinence pants are bound to have fond memories of the original *Kick Off* on the Amiga (or ST). Its top-down reign on the footie game market lasted a fair while until *Sensible Soccer (PCZ #6*, 70%) arrived. Then *Actua Soccer (PCZ #34*, 92%) took over, and now it's *World Cup 98* that holds the title. Through all this time *Kick Off* kept coming back for more, but never managed a proper comeback.

The problem with footie games is that they date. In the accuracy of its teams, and graphically, *Kick Off 97* is well behind the current standard. In terms of gameplay things have also moved on. No longer do we have football games where computer-controlled players have the implausible ability to instantly react to your moves. Both *World Cup 98* and *Actua 2* offer more

'human' competition, and on budget you're best advised to stick with their respective predecessors.

PCZVERDICT

62%



PIZZATYCOON

€ £4.99 • Sold Out

TECH SPECS

MINIMUM SYSTEM Processor 386 MS-DOS 5 Memory 4Mb RAM SUPPORTS VGA graphics

Oh, joy. Now we can experience the thrill of running our own pizza franchise without actually getting to taste our wares.

Pizza Tycoon, its name riding on the success of Railroad Tycoon, is the sort of game that sounds appealing but actually ends up being so complex as to annoy the hell out of you. First of all you have to decide where to locate your business. Next you hire the relevant staff, and then it's on to deliberating on the ageold 'thin-crust versus thick-crust' issue. Actually there's a hell of a lot more to it than that: the Mafia are involved, and you do get the opportunity to sabotage your competitors in mildly amusing ways. The final aim, of course, is total world domination.

What is so misleading about this game is that it seems so innocent and yet ends up being incredibly complicated. If you managed to stick with *Theme Park* through to the very end, then *Pizza Tycoon* could well prove a worthwhile diversion. It's Vauxhall Conference league in comparison, especially with its pretty ropy cartoon graphics, and as we all know, nothing beats the real thing. Meat feast or *Pizza Tycoon* – the choice is yours.

PCZVERDICT



FALCON 3.0

€4.99 • Sold Out

TECH SPECS

MINIMUM SYSTEM Processor 286 Memory 1Mb RAM SUPPORTS VGA graphics

No matter what fond memories you have of a particular game, there comes a time when you just have to let go and move on to something a little more modern.

Widely reckoned to be the combat flight sim of its day. Falcon 3.0 was a simulation in the true sense of the word. In many ways, that aspect of the game is still the case today. Graphically though, it looks saggy and rather wrinkled

If you're feeling all misty-eyed and nostalgic, then by all means pick up a copy. If you've got a terribly dated machine you can't really go wrong either. For the majority though, it would be best to wait for Falcon 4.0 and pick up a copy of Fighting Falcon (PCZ# 67, 91%) in the meantime.

50%

the flat isometric playing field are few and far between. Computer intelligence is also weak; you can pretty much second guess how your opponent will behave.

Basically, Fallen Haven is a turn-based strategy game for people who can't be arsed to wade through a manual, or for people who do so with their eves sewn shut - which is fine, because the manual's crap.

PCZVERDICT

59%



NEED FOR SPEED II: SPECIAL **EDITION**

£14.99 • EA Classics

TECH SPECS

MINIMUM SYSTEM Processor P100 Memory 16Mb SUPPORTS 3D acceleration

Need For Speed II, disappointing when we first saw it, got a welcome overhaul in this release, notably the inclusion of 3D hardware support. Underneath it's the same old NFSII with the inclusion of one extra track and

four new cars. Nothing about the game stands out, except one thing - the speed. Play it on a now standard P200 with a 3Dfx card and the game is blisteringly fast. Not as pretty as Ultim@te Race Pro, perhaps, nor is it as exhilarating as Motorhead (PCZ #63, 90%) or Screamer Rally (PCZ#57, 91%), However, none of these games are available at this sort of price (unless you count URP at £19.99).

If you have one of the aforementioned titles then there's not much point in buying NFS III. If you don't, and you want to drive around at breakneck speed, you might want to take a gander.

PCZVERDICT

70%



RAMA

£12.99
 Sierra Classics

TECH SPECS

MINIMUM SYSTEM Processor 486 DX2/66 Memory 8Mb RAM SUPPORTS VESA SVGA graphics

It can be a brave but foolish

decision for a writer of Arthur C Clarke's standing to get involved in a computer game. Not least one based on one of his most successful books, Rendezvous With Rama

Thankfully, the game turned out to be pretty good. The plot was integrated successfully, and in fact more than you would expect with a medium that doesn't take too well to combining character-based mysteries with the old reliable object-orientated puzzles.

As part of a scientific team, your aim is to explore Rama, a huge, cylindrical vessel that appears from outer space. The puzzle side of things is pitched at just the right degree of difficulty. and the FMV characters add a much needed sub-plot to what is a typically dull genre.

The control interface is simple, effective and typically Myst, and for the most part, the game is balanced quite nicely. Graphically it's average.

The inclusion of Rama II (the novel) makes this game pretty much an essential nurchase for literary sci-fi buffs, although for most of us this type of game is something of an acquired taste. Myst fans only need apply.

PCZVERDICT

73%

ALSO IN THIS

CREATURES

2 £9.99 • Replay

Watch lovable young rogues grow up on your PC in front of your eyes. A classic love 'em up from pre-Tamagochi days that kept Charlie Brooker amused for weeks on end. (Creatures 2 is reviewed on page 90.)

PCZVERDICT

85%

TILT

2 £4.99 • Sold Out

A playable 3D pinball game with six tables which keeps you amused for a while, although it's nowhere near as good as Pro Pinball: The Web (PCZ #34, 90%). Oh, and it only costs a fiver.

PCZVERDICT

71%

CONSPIRACY

\$4.99 • Sold Out

An old-school point-and-click adventure where you investigate corruption in the KGB. With no sense of humour and no sense of direction, it has no right to be in anyone's game collection.

PCZVERDICT

WING COMMANDER IV: THE PRICE OF FREEDOM

TECH SPECS

PCZVERDICT

MINIMUM SYSTEM Processor P60 Memory 8Mb RAM SUPPORTS Windows 95, SVGA graphics

FALLEN HAVEN

Sequels rarely come as lacklustre as Liberation Day, which is why, if you fancy a bit of turn-based strategy along the lines of X-COM Apocalypse (but with tanks), you'd best stick to the original, in this case Fallen Haven. It's not that the original is better, more that it's better value.

Typical human-versus-alien battles are fought over a series of boring landscapes, and the game switches between management of your home base and tactical combat. The number of units on offer is pretty slim, and the tactical opportunities afforded by

TECH SPECS

MINIMUM SYSTEM Processor P90 Memory 16Mb RAM SUPPORTS 3Dfx WE SAY It supports 3Dfx - so



This is the last Wing Commander title made by **Chris Roberts (the creator**

of the series), and as such it serves as a reminder of what Wing Commander was all about before EA started handing it around various developers for their interpretation.

High production values are the order of the day in the fourth incarnation of one of the most popular space combat sims ever, with impressive FMV sequences unfolding the story as you play through the missions. Mark Hammill (Luke Skywalker to you and me) serves as your alter-ego for the duration of the game,

and his acting is as good as it ever was (ie not very good at all). The storyline, on the other hand, is top-notch, and you'll probably want to get to the end of the game just to see how things turn out even if you're not particularly taken with the space combat.

Speaking of combat, with this being

a Wing title the story remains the same: if you liked previous Wing Commander games you'll love it; if you're a devoted X-Wing fan you almost certainly won't.

For the definitive game in the Wing series get Privateer 2: The Darkening (PCZ #44, 94%), which is the best space combat game in the whole world

ever (yes, it's even better than X-Wing). Of all the games in the series, this one is easily the best, seeing as how Wing Commander V: Prophecy was something of a disappointment.

PCZVERDICT



a shite modem to a 56K model is not a guarantee of short ping (delay) times in Quake, fast connect times or ultrafast download speeds from websites.

ROUTE56

Mirror, mirror on the wall, which is the fabbest modem of them all (of the ones on test here, anyway)? Warren Chrismas checks his reflection

ot so long ago, if you pretended to be Matthew Broderick in WarGames, dialling-up crappy, text-based bulletin boards with your 2400 baud (read: slow) modem and amassing huge phone bills along the way, you were considered to be on the cutting edge of PC communications. And an anorak.

A bit different these days, isn't it? Now, you can, ahem, 'surf' thousands of *pwetty* websites and, say, admire the hidden talents of your favourite Hollywood filmstars, play online games against people you'll never meet (and probably wouldn't want to), send an e-mail to your granny and – yeah, some things don't change – run up bloody huge phone bills in the process.

But let's skip the history lesson. Modem

technology has reached the stage where you can now download data on a standard phone line at – in theory at least – up to 56.6 kilobytes per second (although maximum upload speeds are pegged at 33.6K due to the limitations of the phone system). And that's basically as fast as it's going to get before you get into the realms of ISDN, cable modems and beyond.

UNITED AT LAST

The problem is, while 56K modems have been around for a while, there have been two competing 'standards' – x2 from 3Com, and K56Flex from Rockwell/Lucent.

Whether one is 'better' than the other is immaterial; what is important is that they simply aren't compatible. So if, for example, you use a x2 modem and dial into an ISP

(Internet Service Provider) which uses K56Flex, your maximum connection speed will actually be 33.6K – the next lowest common protocol.

Thankfully, some heads have been banged together and the members of the ITU (International Telecommunications Union) agreed a third, but *true* standard – called V.90 – last February. Modem manufacturers are working on new models and upgrades. And although the V.90 standard isn't due to be rubber-stamped until September (and is therefore in something of a beta stage), some ISPs are already using it.

THE NEED FOR SPEED

As we've mentioned before in *PC Zone*, upgrading from a shite modem to a 56K



3COM USR 56K VOICE FAXMODEM

♠ £119 • 3Com • 0800 225252 • www.3com.com/

Having merged with 3Com, US Robotics – probably the best-known name in the home modem market – is now simply used as a brand name. This model is from a new range which replaces the hugely popular Sportster series. It supports 3Com's own x2 standard, as you'd expect, but it's also the first model on the market to be V.90-compatible straight out of the box.

Feature-wise it has everything you need, including an electronic volume control, a built-in mic, external audio output for speakerphone use, and a telephone thru socket. Supplied software includes SuperVoice 2.2, which handles faxes and voicemail messages, and trial offer kits for a wide variety of services including AOL, CompuServe, VirginNet, BT Internet and NetCom.

We had very good results with our V.90-enabled ISP, connecting at a highly respectable 50.6K virtually every time. With Wireplay (which now supports x2, remember), connection varied from 48K right up to a whopping 52K. Playing *Quake* on the Net, we consistently got ping times well under 150ms. Overall, a very impressive modem.



3COM USR 56K MESSAGE MODEM

\$\pmu \frac{\pmathbf{E}}{2179} \cdot \text{3Com} \cdot \text{0800} \text{225252} \cdot \text{www.3com.com/}

This model is almost identical to the US Robotics 56K Voice Faxmodem – indeed, in pure modem terms the performance is *exactly* the same. We were interested in taking a look at it, however, because of its one extra feature: the ability to store up to 35 voicemail messages (of around 20 seconds in length each) or 25 faxes in its own flash internal memory.

With the right software (usually supplied), most modern modems can be set up to work as answerphones. The snag is that your PC needs to be permanently switched on – something which just isn't practical in the home. On the face of it, then, the built-in storage facility of this model looks like a real boon.

In reality, however, we found it to be a pain in the arse. A flashing indicator notifies you that you have messages waiting, but to access them you still need to switch on your PC, patiently wait for it to boot up, then sit around while the modem (slowly) transfers the data across. Okay for office use maybe, but can you imagine doing all that after a Friday night down the pub? Nah, forget it.



DIAMOND SUPRAEXPRESS 56E

€73.50 • Diamond • 0118 944 44 00 • www.diamondmm.co.uk/

Diamond's low-end external model is a tiny little thing with a bare minimum of physical features: there's no audio input/outputs, phone thru socket, volume controller or even a power switch, and, unusually, the serial lead is hard-wired into the unit.

The supplied documentation is stunningly brief, but then there's not much to know. Software installation is done with a friendly user interface, although it's probably worth pointing out that the drivers are only supplied on CD-ROM, with no floppy disk alternative provided. Also supplied is XtreemMachine 2.0 for fax/voicemail, and start-up kits for BT Internet/LineOne and CompuServe.

The SupraExpress arrived as a K56Flex model but actually performed as a V.90 modem after we'd installed a 1.9Mb flash update from Diamond's website – a simple procedure which took no more than five minutes. Connection speeds varied between 48K (K56Flex) to 50.6K (V.90) across our two test ISPs, with a steady 31.2K on Wireplay. *Quake* ping times were generally good. A little lacking in features, then, but a good budget option all the same.

PCZVERDICT

90%

PCZVERDICT

76%

PCZVERDICT

model is not a guarantee of short ping (delay) times in *Quake*, fast connect times (you'll actually get anything from 40K to 52K) or ultra-fast download speeds from your favourite websites. Ultimately, the Net is inherently slow, and the performance you get from your modem is based on factors such as the quality of your phone line, traffic congestion at certain times of the day and, if you're playing a game, the distance to/speed of the host server. It is fair to say, however, that owning a fast modem will give you the best possible chance of good performance.

If you don't already own a modem but are looking to buy one, you should definitely go for a 56K model; in fact it's hard to find anything else these days anyway. Over the short term, it's not too important which of

Here, we've looked at half a dozen of the best-known and latest models around. Between them they use all three existing standards, making direct speed comparisons a tad inappropriate (we'll do another, V.90-only round-up, when the time is right). Nevertheless, we put them all through their paces with a variety of web software, plus *Quake* on the Net (using Direct Connection for K56Flex support and CIX Internet for x2 and V.90). It currently only supports one 56K standard (x2) and would therefore offer a maximum of 33.6K with most modems, but we also dialled into Wireplay.

Connection speeds fluctuate from the point you dial up, but we were looking for fast initial connects and good performance with *Quake* – that means sub-150ms ping

Thankfully, heads have been banged together, and the ITU have agreed a third, true modem standard – V.90

the three standards it currently supports, but make sure it has flash ROM so that it's upgradable via software (as the vast majority of modems are). Most ISPs will continue to support their existing 56K standards – if indeed they currently support either at all – but by the end of the year everyone should be in V.90 mode (call your ISP to find out what their plans are).

(delay) times - at the very least.

Needless to say, the review scores below take many other factors into account, including, of course, ease of installation and value for money.

★ Thanks to CIX Internet (0181 255 5050), Direct Connection (0800 072 0000) and Wireplay (0800 800 918).

LOGGING OFF

So how do they compare?

With three different 56K standards being used by the models on test, it's tricky to evaluate fairly which of them is the fastest. However, having played with the modems over a period of four days and tested all the models countless times (countless, that is, until we had a bloody huge itemised phone bill sent in), we definitely know which one we'd buy.

For us – as the marks we awarded them suggest – it's a basically a straight choice between the Pace 56 Voice (external) and the slightly cheaper US Robotics 56K Voice Faxmodem from 3Com, both of which are feature-filled and unquestionably fast. The latter, which is *very* zippy on the Net, has the advantage of being V.90-compatible right now. But you shouldn't read too much into that – it's not an issue if your ISP doesn't yet support the standard, and all models reviewed should have free upgrades available soon. In fact, they're all likely to be sold in V.90-enabled form from October onwards anyway.

The 56 Voice has a growing reputation with UK gamers and it's easy to see why – even under normal test conditions, it constantly delivered impressive sub-130ms ping times with *Quake* (although we've had reports of figures as low as 110ms). We can only assume that Pace sprinkle magic dust in their modems before they leave the factory.

Diamond have just slashed the RRP of the SupraExpress 56e, and this model looks a good option for those on a budget. So, indeed, does the internal version of the 56 Voice – but do be prepared for the possibility of system tweaking (read: hassle). It's no coincidence that all the modems on test were up and running in minutes... except for the two internal models (one of which was dropped from our final round-up due to flaky, pre-production drivers).

Whatever you do, don't be swayed by any software bundled with the modems (most of it is crap) or by the enhanced features of the more expensive modems on the market.



HAYES ACCURA 56K

\$\pmu \text{£129} \cdot \text{Hayes} \cdot 01276 704400 \cdot \text{www.hayes.com/}

Hayes are the granddaddies of the modem world, and this model has that old-school look to match. Still, ugly as it is, installation is painless (the plain-English manual is very good) and it's got most of the features you'd expect: external speaker/mic ports, telephone socket, built-in mic, power switch and so on. The only thing missing is a volume control but, as is the case with all modems, you can control that through Windows.

The supplied software includes versions of Quarterdeck's Webtalk and InternetSuite2, Phone Talk's Graphic for fax and voicemail, and start-up packs for MSN, CompuServe and AOL.

In its current form, the Accura is only capable of supporting K56Flex, with no date yet set for the release of a V.90 upgrade. Connection speeds were disappointing: the best we ever got from our ISP was a very conservative 46K, with speeds of 44K not uncommon, while under Wireplay it hooked up at 31.2K. With *Quake*, we logged ping times under 140ms. There are definitely better modems around for the money.



PACE 56 VOICE (EXTERNAL)

S £139 • Pace • 0990 561001 • www.pacecom.co.uk

Pace's lightweight external modem is a little odd-looking and doesn't feel especially well made, but you can't knock the features.

Everything's here and, unusually, the LED indicators on the front are properly labelled (power, line, send, receive and so on) – a nice touch. For once, we also liked the speakerphone facility which, with built-in mic and speaker and simple on/off switch, can be used even when your PC is powered down.

Again, the manual is pleasingly written in plain English. Software-wise, SuperVoice 2.2 is supplied to handle faxes and voice messages. Also included is a CD-ROM with various utilities and demos, and a BT Internet/LineOne free trial disc.

A V.90 upgrade should be available from Pace's website by the time you read this, but our review unit was set up only to support K56Flex. We got average connection speeds of 48K on the Net, and 31.2K on Wireplay, but it really excelled with *Quake*, where we logged ping times well under 130ms. Good stuff.



PACE 56 VOICE (INTERNAL)

№ £89 • Pace • 0990 561001 • www.pacecom.co.uk

Like most modem manufacturers, Pace offer a cheaper alternative to their external unit in the form of an internal interface card, the Pace 56 Voice. In this case, the recommended retail price differential is a whopping £50 (although the difference in actual street prices will no doubt be less pronounced).

In terms of features (other than the built-in speakerphone facility), supplied software and performance, the internal version of the 56 Voice is identical to the external model, but we'd still go for the latter. Aside from monetary savings, the only real advantage of going with an internal model is that you'll free-up a COM port on the back of your PC – not that big a deal.

On the downside, you lose the ability to easily transfer the modem from machine to machine and, of course, you'll use up an interface slot (in this case, on the ISA bus). Also, you may well run into hardware conflict problems — as indeed we did here. It was nothing major, true, but if you're new to computing or just want a hassle-free life, stick with externals.

CZVERDICT 82

PCZVERDICT

90%

PCZVERDICT

PCZSUPERTEST HELICOPTER

THE MINI-RATINGS

Each game is rated according to one of the following five categories:

GRAPHICS QUALITY

The view out of the window is all-important in providing a sense of realism. There's no point in lovely graphics that crawl though, so frame rate is crucial, too.

AUTHENTICITY

How real does it feel? Are the controls sufficiently complex? Are there plenty of weapons and targeting systems to get to grips with?

EASE OF USE

How easy is it to get up and running? Is there a 'relaxed realism' flight model for the novice?

ORIGINALITY

Is the choice of helicopter original? What about the campaign scenarios? Are there any innovations that make it stand out?

GAMEPLAY

You can have the most accurate sim in the world, but if the gameplay's boring you won't want to come back to it.

Each category is rated out of 10; the main score is a percentage. Got that? Good. The closest most of us can ever expect to get to piloting a helicopter is getting behind the controls of a sim. Dave Mathieson looks at some of the best

f Fergie can make cash out of 'writing' a kids' book about helicopters, they must be pretty bloody popular things. Luckily for us gamers, though, they're not just there for the nice things in life, like delivering supplies and rescuing people from fires; they also make pretty good weapons platforms.

While there are a couple of notable exceptions, the long history of helicopter sims on the PC has always focused on military choppers, with all the attendant explosions and violence you'd expect.

Helicopters make a good subject for simulation for several reasons. First off, they look cool and hard, and anyone who's seen Apocalypse Now can be excused for fantasising about leading a squad of Hueys into combat, wearing a big cowboy hat and professing to "love the smell of napalm in the morning".

On a more relevant note, helicopter combat is a nice blend of air- and ground-based combat. Granted, the action does take place in the air, but it's still at extremely low levels, constantly using terrain for cover, and choppers that stray above a couple of hundred feet in a war zone are often sitting ducks.

Secondly, helicopters handle completely differently to their

fixed-wing counterparts, so there's none of that tedious zooming along at 500 knots. Instead, there's plenty of wobbling around, swearing and crashing into things.

Unfortunately for Vietnam vet wannabes, there's never been a sim based on the Huey, and most current sims concentrate on the latest US hardware, with the AH-64 Apache top of the tree. While it doesn't have open doors and machine guns hanging out of it, the Apache does come packed with groovy technology designed to make a career in tanks look like a bad move.

As already mentioned, helicopters aren't known for their great speed, which rules out quick in-and-out missions. Instead, helicopters are used more like snipers, with plenty of sneaking around and picking off of targets one by one, which makes for a better variety of gameplay than your average F-22 sim.

CHOOSE YOUR WEAPONS

The games we've selected to put through their paces are Longbow 2, Team Apache, Comanche Gold, Flight Simulator 98, Apache Longbow and Hind. With the exception of FS98, they're all military sims, and between them they do a pretty good job of convincing you that Airwolf isn't

the most authentic of TV programmes. As you might have guessed, Longbow 2, Apache Longbow and Team Apache are based around the US Army's Apache gunship. Comanche Gold is a bit more futuristic, giving you the chance to fly the Apache's impending replacement, the

Although they're older and less sophisticated than *Longbow 2*, both have suitably hefty manuals to get to grips with, which is always a good sign if authenticity is your thing.

Finally, *Team Apache* and *Comanche Gold* have sacrificed realism for gameplay, which

Between them, the sims on test here do a pretty good job of convincing you that Airwolf isn't really the most authentic of TV programmes

(wait for it...) Comanche. Hind wins in the originality stakes, featuring a Russian helicopter, while Flight Sim 98 has a civilian Bell JetRanger among its fixedwing planes.

Most flight sims tend to concentrate on either out-and-out realism or accessible gameplay. Because helicopters are such tricky beasts to master, the difference between the two types of sim tends to be more pronounced than it is with plane sims. In the realism stakes, Longbow 2 and Flight Sim 98 come out as the most authentic (ie the most difficult to fly), although Longbow 2 also has tons of weapons systems to master, as well as people shooting at you.

Apache Longbow and Hind also concentrate on realism.

means that you're up and blasting a bit quicker than with the rest.

If you've played flight sims before, you'll definitely find that helicopters offer a new challenge. Flying them is different, killing things in them is different, and you can land just about anywhere to ask a friendly farmer the way home if you get lost. And if he fails to co-operate you can torture him, take off and throw his body into a swamp (copyright CIA, 1972). Oh alright, you can't do this last bit, but the rest is true, and any one of these games is a great introduction to the genre.

If you're still not convinced about the joys of helicopter sims, you can always buy one as an excuse to make crap jokes to your mates about throbbing choppers.











LONGBOW 2

\$\times \text{£44.99} • Electronic Arts • Reviewed \$PCZ\$#59\$

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb SUPPORTED 3Dfx WE SAY You really need a P200, 32Mb RAM and 3Dfx card

Every now and then a game comes along that becomes the standard by which the whole genre is judged, and in the world of helicopter sims, *Longbow 2* is it. The sequel to what was previously arguably the best helicopter sim out there, *Longbow 2* is a complete redesign, with new graphics, extra choppers to fly and completely updated Al.

At the risk of sounding a bit repetitive, you can't overrate the importance of good graphics in a flight sim, especially one with helicopters. While it's great for that feeling of immersion if the

scenery looks nice in a fixed-wing sim, it doesn't really affect the quality of the gameplay. This is definitely not the case where helicopters are concerned though, as the action takes place at much lower altitudes, where using the terrain effectively can mean the difference between life and death.

The graphics in Longbow 2 are some of the best around, with plenty of detailed, rolling hills. There aren't as many ground objects as in Team Apache, but the actual terrain is far more comprehensive.

Scenery aside, the rest of Longbow's graphics are excellent, although you'll need a relatively fast PC and a 3Dfx card to enjoy them to the full. One of the most spectacular aspects is the view at night. Obviously, most of the time it's black, but when the shit hits the fan everything is lit up superbly by rockets and explosions.

It may sound rather obvious, but one of the jobs of a flight sim is to simulate flight. While this means different things to different people, to many it means that they want the sim to mimic the real thing as closely as possible. Longbow 2 is probably one of the most authentic sims of any kind, and it comes with a suitably fat manual to prove it. There's a

plethora of different radar modes, long-range cameras and weapons systems to get used to, as well as a very tricky flight model to get to grips with.

Obviously, jumping in at the deep end can be a tad tricky, and Longbow gives you the option to turn the realism settings down. Apart from making the thing easier to fly, you can make enemies less accomplished at wasting you, and there's a set of controls to simplify targeting and firing weapons. There are also lots of training missions with an instructor who shouts at you if you get it wrong.

One of the things that makes a great sim is a decent mission structure, and *Longbow's* is second to none. An excellent

mission planner gives you total control over things like waypoints and payloads, and a fully dynamic campaign for those with a longer attention span.

Overall, Longbow is the best of the bunch, and the only negatives are the hardware requirements and lack of ground objects – not that you have time to sightsee anyway. While the concept of an Apache sim is hardly original, in terms of realism Longbow beats the others hands down.

PCZVERDICT

Graphics	9
Authenticity	10
Ease of use	7
Originality	7
Gameplay	9

Overall score

TEAM APACHE

£39.99 • Mindscape • Reviewed PCZ#65

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb RAM WE SAY You're better off with a P200MMX or higher, 32Mb RAM, Voodoo2 graphics or decent Direct3D card

At first glance, *Team Apache* may seem very similar to *Longbow 2*—it's an up-to-date Apache sim with 3Dfx'd graphics and all the trimmings. But Mindscape have taken a completely different approach to Jane's/EA, placing much more emphasis on fun rather than authenticity.

While Longbow 2 is a far more realistic impression of helicopter combat, Team Apache is based on the premise that while we'd all

like to be cool Apache pilots, most of us can't be arsed to learn all the ins and outs of the real thing. To this end, *Team Apache* has vastly simplified the targeting and weapon systems, but left the flight model pretty much intact.

Basically, your computercontrolled co-pilot selects targets for you, while you pull the trigger and fly the chopper. To hardened sim fans this may sound a bit lightweight, but *Team Apache* is no shallow shoot 'em up. The missions are tough, varied and, as the name implies, you'll need good teamwork to complete them successfully.

The game is set in two theatres: Colombia, where the baddies are footballer-murdering drug barons, and Latvia, where your foes are equipped with top ex-Soviet hardware. Before you start a campaign, you're given the option of managing the men in your team, each with their own personality traits and abilities. As the campaign progresses man-management becomes increasingly important.

The most striking thing about Team Apache is the graphics – they're lovely. The landscape is packed with houses, cars, trees and cities, and the helicopters are all beautifully modelled. There's a full range of special effects like dynamic lighting and lens flare, and fantastic attention to detail in the form of things like flickering shadows from rotors, and ripples in the grass from your downdraft.

Team Apache also has the best weather modelling we've seen in a sim, with forked lightning and lashing rain. But the best bit is that all this happens smoothly on a pretty modest PC with 3D card, and jerkiness is kept at bay even in the middle of a city. Needless to say, graphics of this quality make for a great sense of immersion and realism. And while it's not actually as authentic as Longbow, Team Apache does a better job of

convincing you that you're playing in a real world.

When it comes down to it, the choice between Longbow 2 and Team Apache depends on how you like your realism. The former is a better sim, which is why we've given it top billing, but Team Apache is a better all-round game.

PCZVERDICT

Graphics	9
Authenticity	6
Ease of use	9
Originality	8
Gameplay	10

Overall score

92%



COMANCHE GOLD

£29.99 • NovaLogic • Reviewed PCZ#65

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb RAM WE SAY P200 and 32Mb RAM

While Team Apache excels at the relaxed realism approach, NovaLogic stray even more into arcade territory with Comanche Gold. With extra missions and a mission editor, this is probably the least realistic of all the sims on test here, and hence the easiest to get into.

The Comanche is the US Army's latest chopper. Unlike the big, ugly-looking Apache, it's all smooth and plane-like (except that it's also got a rotor). This means that it's faster and stealthier, and thus even better at blowing up tanks. Unlike the rest of the sims here, which have a couple of different locations at most, the missions in *Comanche Gold* take you right across the globe, with all the different types of terrain that this entails.

The graphics are pretty good, with plenty of detail and nice effects, but this is the only sim in our round-up that doesn't support some kind of 3D acceleration.

Now, you might be forgiven for thinking that this shouldn't matter, because *Comanche*'s graphics are already pretty good, and surely only a complete tosser would recommend that you buy an expensive piece of new hardware just to make games look a bit better? But even though the graphics in some accelerated games are awful, they're even worse without it, as hardware acceleration makes every game using it look better.

Although Comanche sports some of the finest unaccelerated graphics out there, it can't compare to Team Apache running on a 3Dfx card. If you don't have a

3D card – great; but if you're interested in sims you really should have one anyway.

Watch out! The spores will go flying if you burst that puffball

Comanche's missions are very varied and well-designed, and there's always plenty going on around you to provide that allimportant immersion factor. For example, in one mission you have to cover a landing by marines, and you get a lovely warm feeling from keeping your eye on them until they're all safely ashore. As in any self-respecting chopper sim, you're not alone most of the time, as you have a wingman to look after, too. Unfortunately, he seems to need quite a bit of this, and the Al seems a bit suspect.

Although this review might seem a bit negative, many of the complaints are just nit-picking, really, and *Comanche Gold* is a pretty good game. It's definitely more arcadey that most, but this

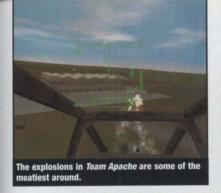
isn't a bad thing. It's just that Longbow 2 and Team Apache are so excellent, and anything else is bound to struggle a bit when pitted against them.

However, if you want a fun game, decent (although unaccelerated) graphics and tons of well-designed missions, you could do a lot worse.

PCZVERDICT

Graphics	7
Authenticity	5
Ease of use	10
Originality	9
Gameplay	9

Overall score







£49.99
 Microsoft
 Reviewed PCZ #55 (it received 94% as a fully-fledged flight sim)

TECH SPECS

MINIMUM SYSTEM Processor P90 Memory 16Mb RAM SUPPORTED Direct3D WE SAY P166, 32Mb RAM with a 3D card is recommended

If you're reading this, you've probably got some interest in flight sims and will have heard of Microsoft's Flight Simulator series, which is updated regularly. Apart from a whole range of other improvements, the current version, Flight Sim 98, features a Bell 206B JetRanger III helicopter.

Of all the flight sims out there, Flight Sim 98 stands out in terms of the sheer size of its playing environment, which is basically the whole world. If you play

it expecting to see your own house, you're in for a bit of a disappointment (unless you're the Queen), but it will have your nearest airport at least. There's more detailed scenery for some of the bigger cities, and, thanks to the game's open architecture, plenty of new scenery files available from the Internet.

The biggest improvement in this game is the support for 3D cards, which is a welcome addition since this has always

been a pretty demanding title. There are also loads more airports and other locations to gawp at.

Since this is a round-up of chopper sims, the thing we're most interested in is the inclusion of the JetRanger. Because this is Flight Sim 98, it is obviously a civilian model, with nothing to shoot at (well, there is plenty to shoot at, such as America, but nothing to shoot with).

So what's the point, you might ask? The answer is pretty simple - struggle like mad to keep the bloody thing in the air. Simply taking off is fraught with hazards, as the moment you lift off, the whole thing starts spinning round and the nose dips alarmingly. This trickiness means one of three things: either makers of other sims got it wrong, and their 'realistic' flight models are nothing of the sort; or military helicopters like Apaches have clever electronics that make them easier to fly, so the pilot can concentrate on the job in hand; or a combination of the two.

Whatever the answer, a bit of practice improves things, and once you're moving along it's fairly easy to control. But then you realise that you'll have to land at some point, and the nightmare starts again.

So, in terms of realism, Flight

Sim 98's chopper seems to win, and even when you get acclimatised it's still pretty tough. But then real helicopter pilots are always going on about how difficult choppers are to fly, so it looks like Microsoft have achieved a high standard of authenticity. It's just too stressful to actually enjoy, however.

PCZVERDICT

Graphics	8
Authenticity	11
Ease of use	3
Originality	9
Gameplay	7

Overall score





The cockpits in FS98 are photorealistic jobs... which means they look, err, pretty real.



*HIND

£29.99 (price of Front Line Fighters pack)
 Digital Integration ● Reviewed PCZ#40

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb RAM SUPPORTED 3Dfx only WE SAY You're better off with a P166, 32Mb RAM and 3Dfx card

While Apaches look pretty hard and menacing, based on looks alone the Russian Hind could definitely stare a whole squadron of Apaches out in a pub. Big, with droopy wings covered in missiles, and a funny, bulgy cockpit, the Mi-24 Hind isn't pretty. But then neither is war.

Digital Integration have a long and distinguished history of making sims. Although the excellent *Tornado* (*PCZ* #6, 93%) is way out of date, aficionados of the genre still go dewy-eyed when they think of it, mainly because of its fantastic attention to detail. *Hind* follows on from *Apache Longbow*, itself the premier Apache sim of its day,

but really scores points for the originality of the subject matter.

The Hind is basically a gunship that doubles up as a troop carrier. While Longbow 2 enables you to fly a Black Hawk into combat, it's got a pretty poor armament, and so you tend to miss out when the shooting starts. The Hind, on the other hand, offers the best of both worlds. Nice.

The format of *Hind* is pretty much standard, with the usual quick-start arcade option as well as single missions and campaigns. The areas covered in *Hind* are Korea, Afghanistan and Kazakstan.

Jumping from an Apache sim into Hind is a stark illustration of

the difference between the US and Russian economies. Whereas Uncle Sam equips his boys with head-up displays and lots of other fancy electronics, Hind pilots get a single dial and they have to lean out of the window and light the touch paper of the rockets under the wings. That isn't strictly true, but the Hind's cockpit is a bit rudimentary, to say the least. But this turns out to add to the game's appeal.

The Hind's handling is a bit basic, and it seems slightly underpowered. Again this is probably accurate, and this sluggishness makes for a different style of combat to that of an Apache. The missions are all

nicely detailed, and the fact that you're also a troop carrier makes for much greater variety.

The graphics are a bit sparse, but it's still fun to blow up a few cities

The biggest letdown is the graphics, although that's probably to be expected from a sim that's over two years old. DI have added 3Dfx support, but this doesn't really help as much as it should, and frame rates on a P200 with a Voodoo2 card were lower than for the much prettier *Team*Apache. It is playable though, and there's a reasonable amount of ground detail.

If you're looking for something a bit different, *Hind* is certainly it. It's old and lacks polish compared to today's efforts, but if you've got an older PC or you just have to have this sim, the *Front Line Fighters* pack that it's a part of is a real bargain. Oh, and if they ever come up with *Hind 2* it'll be great.

PCZVERDICT

Graphics	5
Authenticity	9
ase of use	6
Priginality	10
ameplay	7

Overall score

80%

(for entire Front Line Fighters pack)



SIMCOPTER

The one that got away...

SimCopter (PCZ #47, 85%) is based in the SimCity universe (you can load up SimCity 2000 cities), but in 3D, with missions consisting of picking up passengers, chasing criminals and generally mucking about.

Unlike other sims, the cities are populated with real people, and there's a pretty good sense of being in a proper, living city. You can land in the middle of the road and start a traffic jam, complete with beeping horns.

Best of all, there's a cheat code that enables you to fly an Apache, fire a couple of rockets at a nuclear power station, and the whole city gets nuked.

The flight model isn't particularly authentic, so it doesn't really come under the category of 'sim', and the graphics aren't great. Still, if you fancy something a bit out of the ordinary and you don't like blowing up tanks, SimCopter's a real laugh.





APACHE LONGBOW

£29.99 (price of Front Line Fighters pack) • Digital Integration • Reviewed PCZ#31

TECH SPECS

MINIMUM SYSTEM Processor P133 Memory 16Mb RAM SUPPORTED 3Dfx only WE SAY Get your hands on a P166, 32Mb RAM and 3Dfx card

Apache Longbow is Hind's immediate predecessor, which means it's pretty old. In its day, it was one of the best sims around, and was the first Apache sim to cover some of the complexities of the real thing.

The biggest problem with Apache Longbow is its graphics, which are just a bit too oldfashioned. Again, like *Hind*, it's been given a 3Dfx makeover, but this doesn't really help.

It does have a good set of missions, based in Yemen, Korea and Cyprus, and the campaigns are pretty engrossing. The onboard avionics are also pretty good, and while not quite as detailed as *Longbow 2*'s they do a good job of convincing you that you're in the real thing.

There's really not much more that can be said about *Apache Longbow*. It was good at the time, but flight sims age badly, and *Longbow 2* does everything much better.

Like *Hind*, it comes as part of the *Front Line Fighters* pack, which also includes *F-16*. The pack as a whole is a pretty

PCZVERDICT

Graphics	4
Authenticity	7
Ease of use	7
Originality	7
Gameplay	6

Overall score

(for entire Front Line Fighters pack)

good way of spending 30 quid, but if you do see *Apache Longbow* on its own it's not worth bothering with.



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FEEDBACK

Is it grating, or great? Boring, or brilliant? Turgid, or terrific?
We step aside to let you, the punter, voice your views on the games
PC Zone has reviewed. Richie Shoemaker rifles through the postbag

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 three 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.

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E-MAIL Alternatively, e-mail them to us at letters.pczone@dennis.co.uk with 'Feedback' in the subject line.

The game itself is pure genius, a masterwork, something approaching brilliant

BARNEY JEFFREY ON FINAL FANTASY VII

WARLORDS III: DARKLORDS RISING

REVIEWED Issue 67, September **SCORE** 90%

What we we thought



"It's difficult to convince people to part

with their money for a game that looks as seemingly old and outdated as this. However, rest assured that *Darklords Rising* is great fun and brilliantly designed. It doesn't matter that the game is set in a fantasy world of goblins and mages, because the most important thing is that as a turn-based strategy game it enables you to do exactly what you want with the minimum of fuss and effort."



Warlords III: if it's as good as its predecessor it should be fantastic, says Steven Thompson.

What you think

"I think the publishers should be congratulated, not only for giving a rebate to owners of the original, but also for not changing the basics of what made the game so good in the first place. I hope the next game doesn't go all 3D either. Warlords IV (if and when it arrives), even if it looks identical to this, will be superb I'm sure."

Steven Thompson

THE CURSE OF MONKEY ISLAND

REVIEWED Issue 58, Xmas '87 **SCORE** 92%

What we thought



"The new characters are so much more

polished than the old ones that they're almost unrecognisable. They're a bit too *Dragon's Lair* for my liking. For *Monkey* devotees of the first two titles, something tiny and almost intangible has been lost."



The Curse Of Monkey Island: LucasArts have ruined the characters, says Hisham Al Banna.

What you think

*What have LucasArts done, for God's sake?! They've ruined the game! The graphics are way too cartoony, the characters are too tall, and it really is a shame that they made Guybrush some sort of American fellow. The first two games were sort of different: Guybrush was a real pirate, not an Americanised, pathetic, tall dork! In the first two games he was a pirate, a thief. He used to do cruel pranks, but now..."

Hisham Al Banna, Kuwait (With talk like that, don't expect any American fellows to save your ass a second time – Ed.)

FINAL FANTASY VII

REVIEWED Issue 66, August **SCORE** 93%

What we thought



"If you've never played a Japanese RPG

before, you may want to do that old 'try before you buy' thing. But that would be boring. Instead, splash out. Live a little. Trust us on this one. You won't regret it."

What you think

• "Final Fantasy has been a breath of fresh air. The PC games market has been flooded with first-person shooters and RTS games, and it's great to be able to play something that's so different and sooooo odd."

Forkhead

Tive never cared so much about a game in all my six years of playing games. There is a point

in the game that actually made me cry. I'm not a wimp, it's just a result of the brilliant and tasteful storyline. The game just has so much more to offer than the likes of *Quake II*. I've been playing the game for about 20 hours now, and I have just got to buy the second disc. If that isn't value for money, then what is? This game deserves a higher mark than 93 per cent."

Ryan Graubner

"Until a month ago I was a confirmed action/strategy-lover with a mild dislike for FFVII because of the number of times my PlayStation-owning friends went on about it. I had seen the game played briefly and did not like turn-based combat.

"Since I bought the game a month ago I have not played another game. I got so involved with the masterful plot that I cannot bear playing another game. I have completely ignored Unreal, Quake II and Total Annihilation. The game itself is pure genius, a masterwork, something approaching brilliant. One reader complained about the control system. What is wrong with it? It's perfect.

"I just felt that this needed to be said, as it is the best game I have ever played. It deserved 99 per cent."

Barney Jeffrey

QUAKE II

REVIEWED Issue 59, January SCORE: 97%

What we said



"Quake II is pretty much perfect. How do

you improve a perfect game? Who knows? Just check out the score."



Quake It: 'SiNNER' originally thought Unreal was better, but has now changed his mind.



What you think

Ca "Like many others, I was quick to slate your Unreal review because I initially thought it was far better than Quake II. Now. after playing through the first five levels of Unreal, I have to say you were right all along.

"Apart from the poor mutiplayer support when it first appeared, and lack of Botmatch, Quake II remains the best 3D shoot 'em up I've ever played even after all these months since it was first released. The weapons are meaty and instantly satisfying. It may be pretty wimpy running around with your machine-gun readied when you've got the missile launcher holstered, but it, along with the shotgun, has the most realistic feel of any weapon yet seen. I recommend anyone to complete the game using just these two weapons. Play it again and you'll see what I mean?

SINNER

INTERNATIONAL **CRICKET CAPTAIN**

REVIEWED Issue 66, August **SCORE** 68%

What we thought

"You're left with a tacticsbased game that supposedly plays strictly to the stats. Except, of course, you're playing a cheating bastard computer. If ICC had a decent arcade option it would be better. As it is, it's occasionally absorbing but usually just frustrating."



1 International Cricket Captain. far too deep for non-cricketers to enjoy, reckons James Dawson.

What you think

Tirstly, ICC is aimed at cricket fans and does not try to get noncricket fans to like it. It is far too deep for a non-cricketer to enjoy. I think the lack of an arcade element is a conscious decision. ICC is a simulator, and wants you to think. If you play the games yourself then your decisions are less important than your hand/eye co-ordination."

James Dawson

Thave to say that I quite enjoyed the game. It doesn't quite match the 'feel' of Champ Manager, but for cricket fans it

does the trick. Mind you, there isn't much else around to choose from, is there?"

Glitterboy

TA: CORE CONTINGENCY

REVIEWED Issue 66, August SCORE 87%

What we thought



"Whether you see add-ons as rip-offs

depends on how you much you liked the original game. Fans lapped up the lacklustre Red Alert: The Aftermath, just as fans of TA will lap this up. But Core Contingency, the first expansion pack for Cavedog's classic, is heaven-sent."



• TA: Core Contingency: superb value for money. Faultless, enthuses 'Ben Dover'.

What you think

til just goes to show how Westwood look set to continue milking money from old ideas when you compare them to how Cavedog have developed the realtime game. Both the Red Alert mission discs were crap compared to what Cavedog put on the Core Contingency disc. The number of units in TA was incredible anyway, now it's even more so

"The fact that free units have been available for ages (as well as a mission editor) just proves my point. Dune 2000 looks like being a shallow rip-off, and Tiberian Sun doesn't look like anything to write home about either. I think I'll just wait patiently for TA: Kingdoms or TA2. Westwood can just go and spin as far as I'm concerned."

Frak (Ooh, handbag attack. You've got 'em scared now - Ed.)

Superb value for money. I picked up a copy for 15 quid, and with all those new units, missions and the mission builder bundled for free, I think it's faultless. Especially for those people without access to the Internet... The best mission pack for any game ever.

"I'm currently trying to design a campaign. Would you put it on your cover disc?"

Ben Dover - ha ha, not really ;) (Little shit - Ed.)

UNREAL

REVIEWED Issue 65, July SCORE 93%

What we thought



"Many of Unreal's weapons

look and feel disappointingly effete. We defy anyone to enjoy using the Bio Rifle, for instance. Still, it's not all grumbles: the provision of two modes for every weapon livens things up considerably."

What you think

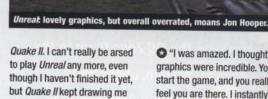
@ "I'll agree that the weapons in the game aren't quite as 'oomphy' as Quake If's, but there are more of them and they all have at least two modes of fire surely better than having just a few weapons?

"You also declined to mention the sniper rifle. There is no weapon even half as cool in Quake II - it really is great fun to zoom in on an unsuspecting monster from miles away and take of its head with a couple of shots!"

Tom, Bristol

my humble opinion, Unreal is overrated. Sure, the graphics are lovely, but a game needs a bit more than that. Staring at the beautiful landscapes soon gets very monotonous. The guns generally suck (except the sniper rifle, which is fun), and the monsters are so similar it is often very difficult to know what you're trying to kill in the heat of battle.

"Also, it doesn't have quite the same addictiveness as



back in for more."

Jon Hopper, 16 (Shouldn't you be 18? - Ed.)

TI can run the game on full detail in 640x480 and still have a pretty good frame rate. If it gets a tad slow, I can drop some of the extras, such as fog, halos, reflections etc. My point is, the guys who wrote Unreal gave me the choice to decide how much or how little detail I wanted. And I love them for it.

"Incidentally, Unreal multiplayer is friggin' awful -I felt like I was playing chess." Dan Saville (aka Dusk)

3 "Unreal was good ... for about three days. Now I think it's pretty naff. After three years you would have thought that Epic would have an excellent game on their hands, but single-player fades very fast, and multiplayer isn't even worth playing, even on a LAN. I hope 3D Realms can do more with the graphics engine for Duke Nukem 4 Ever. After all, the engine's about the only thing going for Unreal."

Gary Ambrose



far better

"After playing for approximately 20 minutes, I had yet to encounter my first enemy. When you first see a creature disappear around the corner it's still really exciting. Eventually I actually came into combat with a monster, and I was again amazed. But this time I was amazed at just how not fun they had managed to make the most important aspect of the game. It wasn't like the mass slaughtering or one-to-one combat that is so varied and what really makes the game in Quake II. The most important factor in a 3D shoot 'em up had obviously been left until last, and unfortunately it really shows.

"What could have been, in my opinion, the best game of all time turned out to be the biggest let-down. I have taken the game back now and I will stick to Quake II until something worthwhile shows itself. Unreal? Unreally pants."

Spackle Back Hairy, 16





Stuck on a game? Hardware too soft or software too hard? Lost your house keys? Girlfriend got yet another one of her 'headaches'? Don't worry, here comes the PC Zone team to the rescue, utility belts bulging with answers

IN TRUBS THIS MONTH...

124 CHEATMASTER

to show you how it's done

125 DEAR KEITH

Need a hand? Keith Pullin, our man with the plan,

126 COMMANDOS

In part one of our two-part step-by-step guide, Steve Hill takes you through the first ten missions.

130 UNREAL

Part two of our two-part level-by-level guide to the awesome Unreal. Phil Wand is your tour guide

135 DEAR WAZZA

Got a technical query, deary? Our resident techhead Wazza is here to help

136 HOW TO... CLEAN UP YOUR PC

Is your PC playing up a bit? Maybe a good clean up would help. It did for Dave Mathieson.

142 WATCHDOG

Has someone pissed you off? Not satisfied with the service you've received? Allow *PC Zone* to take up

YOUR HOSTS



Warren Chrismas



Keith Pullin



Mathieson



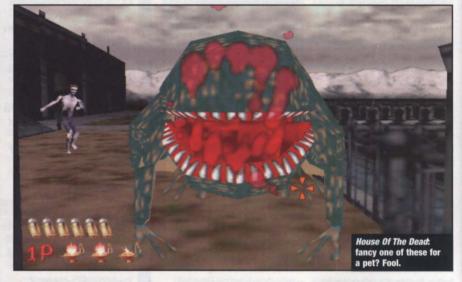
Phillips



CHEAT

From tank simulations to shoot 'em ups, and covering everything in-between, if there's a cheat knocking about, our man will find it. Please kneel before the games oracle extraordinaire

CHEATMEISTER Keith Pullin



ON THE CD



We've got solutions to over 1200 games on this month's CD. 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 Help!, Troubleshooter, PC Zone, Dennis Publishing, 19 **Bolsover Street, London W1P 7HJ**

E-MAIL letters.pczone@dennis.co.uk with 'Dear Keith' in the subject line.

CHEATS WIN PRIZES

If you've got any tips or cheats then we want to hear from you. The best wins a recommended game of our choice.

WRITE TO CheatMaster, Troubleshooter, PC Zone, Dennis **Publishing, 19 Bolsover Street, London W1P 7HJ**

E-MAIL letters.pczone@dennis.co.uk with 'CheatMaster' in the subject line.

HOUSE OF THE DEAD

Sega

Here's one for all you seekers of entrails. On the main menu hold 'ctrl' and type:

SKIDMARX Enables the cheat mode mode and enables you

to edit the character's stats

CREATURE Enables a creature test

WRECKIN' CREW

Telstar

This cartoony racer may look cute and cuddly but on the track it's a different story. Thankfully you can nip along to the main menu, access the options screen and type this lot out:

GIMMEALL Opens all tracks

and cars

RESETALL Goes back to default settings

RESETLAP Resets all lap times KEYFOUND Gives all padlock keys

RESETKEY Resets all keys **CINEMAON** Makes all film clips available

RESETFMV Resets all films

KARTSON Lets you race karts

KARTSOFF Turns karts option off

COMMANDOS

Eidos Interactive

We issued some level codes for this two months back, and jolly useful they were too. Now, for your infinite delight, we have some more. Try typing '1982GONZO' during the game and then hold the following

> Shift+X Brings the selected commandos directly to the tip of your mouse pointer

Ctrl+I Invincibilty Ctrl+Shift+N Finish the mission

SIN DEMO

Activision

Servers around the world are apparently having an absolute devil of a time trying to cope with demand for this singlelevel teaser. No surprise, really, because as well as being sound entertainment it's also got loads of cheats. Joy overwhelms me. Go to the console and make it eat word pie:

/superfuzz God mode /health 999 BIG Health

/wiiss All weapons /nocollision No clipping /wallflower Hides target Here are a few Easter eggs to try too:

Transfer \$900,000 from Elexis's account to Blade's.

Contact the cinema hotline (?!) by putting a quarter in the payphone.

In the room where the table gets turned over, go up to the painting on the wall, there's a safe behind it.

Log into the computer and go to the command prompt. Do a 'dir' and enter the data directory. There will be five files that you can mess about with

At the very start of the demo, when you're in the chopper, try and get shot down. You can explore a bit more of the street outside the bank.

And finally here are some account names, numbers and PIN

codes:		
Name	Account	PIN#
(John R)		
Mr Blade	010345	2019
Billge Yeates	303195	6666
Danny O'Brian	845724	9157
(Elexis)		
Ms Sinclaire	010333	6969
Zak Belica	060571	8303
Lowry P Sweeny	601571	6672
Biff Fugate	002215	2635
Marc Weaver	873282	2635
Tom Mustaine	112029	2029
David Eddings	042171	5811
Mr Logan	101505	5769
John Doe	??????	????
Harry Miller	443344	4444
Pres. Skroob	123456	1234
Beav Anderson	100372	3625
Ms Dowling	070677	5316
Don MacAskill	021977	5334
Eliz	272727	2727
Mark MacAskill	052881	6275
Ben MacAskill	032097	2361
Anne MacAskill	041384	2663
Onethumb	020298	5334
KillCreek	422907	8252
Scott Alden	012671	2600
Christy K	642753	9084
Hypnotic		
Interactive	081296	0000

NR: Ms Sinclaire's account is the only one that you can transfer money from.

Hank TAD Dwarf 050480 1984

SPEC OPS

Take 2 Interactive

You've seen our guide and you still can't figure it out, right? What kind of a soldier are you? Obviously a fairly dubious one. Oh well, you're not given cheat codes in real life you know.

O Go to the 'specops' directory and move the 'savedata.txt' file out. You can now access all the

missions.

While skulking about on a mission, press Alt+Shift+V to go to your items list and select 'Viewfinder'. The screen will briefly turn blue and your man will jump. The clock has been reset to 9:59, and your ranger is invincible. Go kick some backside.

MECHCOMMANDER

MicroProse

These cheats will definitely only work on the more recent patched version of the game. So, if you are one of those people, please indulge... In the main directory (where

you installed), make a copy of 'windows.fit' and rename it 'ixtlriimceourl' (no file extention is needed). Now type these cheats while on a mission:

Ctrl-L Charts the map Ctrl-Alt-W Win mission

Deadeye Amazing gunnery ekille

Framegraph Display frame rate Lordbunny Press b and left-click to nuke

Lorrie Instantly repair damaged parts/weapons

Mineeveshaveseentheglory Reveal map Osmium Toggle God mode on/off

Or type these during the **Logistics Phase:**

Poundofflesh Adds 1,000,000 resource points

Rockandrollpeople

Removes 'drop weight limit' on selected mission

DOMINION

Eidos

Hit the 'Enter' key, type the following codes and then hit the 'Enter' key again.

Combustion Kills enemy units Infrared Reveals map

Lushee Increases resources Zipper Everyone (including computer players) speed builds

INTERSTATE '76

Activision

If you're a proud owner try holding 'Ctrl' and 'Shift' and typing: 'getdown'. Oddly enough, this actually causes all enemies to instantly attack you. But don't panic! Once they've killed you, you'll advance onto the next level. Bizarre. Oh, I almost forgot try entering: 'wiggleburger' too. Weird! EE

EAR KEITH

Games getting the better of you? Feel like eating a gun barrel? Then Keith Pullin's your man

THE FAST SHOW

Pve just bought *Hi-Octane* at a jumble sale. It's a fab game but it's too fast for me. Is there anything that'll make the game easier?

David Forsyth, Margate

Try this: press 'Ctrl' and 'Tab' during a race to make one of those annoying sliding block picture puzzle games appear. Solve the puzzle (it's the Bullfrog logo) and press 'Ctrl' and 'Tab' again to remove the puzzle from the screen. Now hold the 'Alt' key and press F1 to F6 for a whole selection of helpful cheats.

ABIT OF A ZORK

I really can't work this Zork: Nemesis game out. I appear to be stuck in a morgue - I've just located a body in one of the drawers and I don't know what to do with it! Please help me. There's nothing worse than running around with a defrosting corpse slung over your shoulder.

T Sparkes, Roehampton

You're not wrong there. Here's what you need to do. Remove the cadaver and shut the drawer. Turn around and place the body in the rectangular box in the bloodstained alcove. Move to the control panel in the centre of the room and then turn to face back towards the alcove. Zoom in on the controls and click on the left lever, then the middle, then the right. Go back to the body and you'll find a decapitated head. You'll be able to carry on from there.

KEYTO SUCCESS

Somebody was stuck on Deathtrap Dungeon last month, but to be honest with you I've got no idea how they got that far in the first place. I get to some orcs quite near the start of the game which I can successfully avoid for a while, but I can't seem to go any further. It's a complete dead end.

Luke Blissett, Sidcup

I'll stop you right there, because frankly you waffle on and you haven't got a clue. The point of Deathtrap Dungeon is to kill things, so - and this is a bit controversial, I know - why not actually try and kill those orcs? It's not difficult, and you'll find they've got something you need - like a key.

BROKEN BRAIN

What about this one then? I'm playing Broken Sword 2 and I've made it to a fence in the dock area of Marseille. I can't seem to get any further though. What's going on? Is it something to do with keeping English football fans at bay! Ha ha.

Ron Foley, Glasgow

Very amusing, aren't we? Go and click the chimney, use the bottle on the chimney and then click on it again. Go downstairs and climb into the shed through the floor gate. Take a piece of coal from the chute, then take the dog biscuits. Leave the shed and go to the platform. Use the biscuits and the hook here. Return to the fence and click on it. Off you go. (And less of your cheek next time, thank you.)

IT'S A DOG'S LIFE

I'm on world 6, arena 2 of MDK. I'm having a spot of bother trying to destroy Gunter and his pack of dogs. No weapon seems to be effective. Can you give me a hand, please?

Sunday Reason, Tufnell Park

Of course. After landing in this arena, turn until you can see Gunter and his rabid pack of alien dogs. Enter sniper mode and use the homing mortars to blow the mutts away. Exit sniper mode and then use the chain oun to finish off any stragglers. When all the dogs have been killed, start chasing Gunter around making sure you're firing with your chain gun. After a while Gunter will run into the centre of the arena and jump through the floor, leaving a large hole in his wake. Drop down the hole to

continue to the next arena. Remember: dogs are usually very cuddly, so don't try this on vour pet Labrador.

FREAK POWER

Hello. I was wondering if you know whether the truth is out there? I'm playing the X-Files game and I cannot seem to get into the laptop PC that I found in Scully's room in the Comity Inn. Can you get into it? Is it important? Is my mother an alien?

Mr X, Torquay

Well, Mr X from Torquay, you sound very mysterious indeed. Your mother probably is an alien - like yourself. As for the game, I'm sorry to say I don't think you can access the PC. If anybody knows any different, please let me know.

DREAM MACHINE

I got myself a copy of Dreamweb, which is absolutely brilliant, but I can't seem to get back into Eden's flat. How can I do this?

Richard Harding, West Zoyland

You have to use the keypad on the right and enter the code 2865. Go upstairs and you'll find Eden in the bath. Don't get distracted though, because you'll need to examine the diary on the bed while she's splashing around in the tub.

STAND BY ME

I have the excellent Ecstatica 2 but I'm stuck - of course. All I need to know is what's the best way to kill the main monsters? I'm having no luck with them at all.

Peter Moore, Trowbridge

When the main monsters appear they usually pause for a couple of seconds before they attack. Use this time to run in close and attack them with whatever weapon you have. If you get knocked back, or you can't get close enough, simply use magic - it works just as well.

COMMANDOS: BEHINDENEMY LINES

STRATEGY GUIDE: PART 1

In the first of our two-part step-bystep guide, *PC Zone*'s man in camo, *Steve* 'Sapper' Hill, shows you how to complete the first ten missions

REVIEWED PCZ#66 SCORE 87%



If you want to be really fancy, the driver can use the German machine-gun to destroy the tower and complete the mission.

stealth over firepower. Firstly get your driver to hit the deck, then head the Green Beret around the back of those broken walls, being careful to avoid the guard patrolling the road. Wait for the guard to reach the southern end of his sweep and head back towards the road. Now get the Green Beret to stand up and select the knife, and double-click on the guard to run after him and kill him. Hide the body in the trees to the north of the road. Wait for the two guards to the east to head

south down the road, climb over the wall, kill the sentry and dump the body at the back of the building. Wait for the two guards to head north up the road then, when the driver is out of sight, make him stand and gun them down with his sub-machine gun.

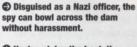
Move the Green Beret and the

driver north to the small landing. Swap to the marine, send him into the water and use the scuba gear. Follow the coast west and kill the guard furthest north. Work your way south, taking out the guards until you can safely grab the dinghy. Either row or swim to the south where the driver and Green Beret are waiting, deploy the dinghy and row to the northernmost island. It's a good idea to hide your men at the west corner of the westernmost building, send one guy to kill the machine-gunner then run him back around the corner. Now group all of your men, select the pistol and wait for the three-man patrol to investigate. Gun them down then carefully kill the remaining guards. Get the Green Beret to carry an explosive barrel to the transmitter, drop it, back him away and shoot the barrel to destroy the transmitter and complete the mission.

MISSION 2

A QUIET BLOW-UP

Be wary of the patrol boat on the river: time its sweens up and down so that you don't get caught in the open. Kill the patrols near the beginning and hide the corpses behind one of the walls. Use your sniper to kill the guard on the wall, then get the marine to deploy his dinghy and row the sniper and the Green Beret across and to the north so that you are mainly hidden by the compound wall. Disembark the men, send the marine back and collect the others. Send the Green Beret up the wall and get him to drop the raised ladder down. Get the sniper to climb up and take out the machine-gunners in the turrets. Kill the guard in the compound with the Green Beret and move his body out of sight of the guards outside the compound.



Having stolen the boat, the marine can transport the other commandos around to good effect.





COMMANDOS: BEHIND ENEMY LINES TROUBLESHOOTER PER



Having stolen the boat, the marine can now transport the other commandos around to good effect.



O Disguised as a Nazi officer, the spy can bowl across the dam without

Once the guard in the camp is dead, get all your men to climb down into it. Look out for the patrols outside. Send the Green Beret to the gate, kill the guard and raise the barrier. If necessary, kill the single guard by the road and drag his body back inside the camp. Now load everyone but the sapper into the truck, drive it to the gates, set the explosives next to the tanks, pile the sapper into the truck and drive, drive, drive... There you go, that's mission number two done.

MISSION 3

REVERSE **ENGINEERING**

This one isn't so bad, and is a good chance for the sapper to use his bear trap. Kill the first three guards with the trap - just run out, set it and wait for them to walk over it; you have to run out and reset it, unfortunately. The spy's uniform is located on the washing line in the southern camp, and the boat is located just outside the walls of the southern camp. The solitary sentries near

the water aren't a major problem for the marine. Once they are dead, swim south along the coast and collect the dinghy. The marine is very good at leaping out of the water and killing guards on the shore, so use him to do just that. Try to kill all the sentries without raising the alarm. Again this will take more time, but it's worth it. Now send the marine back up to collect the spy, and use him to collect the uniform on the rope. Once dressed for the occasion, send the spy over the dam and into the large camp.

Now comes the hard bit. Kill all the sentries with lethal injections, without raising the alarm or getting spotted. Believe me, it is hard. Study the patrol routes and every single guard's line of sight. Flick the switch on the small tower to deactivate the electric fence, and then get the marine to ferry the sapper across the water. Now the sapper can cut through the fence and collect the explosive charges. Get him to place the first one next to the pillbox just below the dam, and then send him south along the waterside. After the detonation,



that his corpse remains undiscovered.

wait for the five-man patrol to resume its route, then get both the spy and sapper into the boat. Row to the foot of the dam, then send the sapper out and get him to place the last charge below the dam. Get him back in the boat and row back to the far side of the river. Send everyone north to the end of the dam and just pile into the evacuation truck for a swift extraction

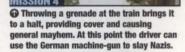
MISSION 4

RESTORE PRIDE

Carefully take out all of the guards to the west of the barbed wire barrier. Get the driver into the tank as soon as possible and then gun down the remaining guards west of the bridge. Now drive the tank back up to the north and park in the small gap in the rocks nearest the patrol boat. From this point the tank can strafe the entire platoon south of the bridge with machine-gun fire. Kill all the

soldiers, then snipe the guard at the other side of the bridge. Carry his body back over the bridge (if you stay at the sides you can cross while the train is moving) and send the remaining guys over the bridge. Try to eliminate the patrols with the decoy, and use all your men firing together to kill as many on the enemy as possible.

Now head for the supplies in the north-east corner of the map. Return to the bridge, get the marine to climb down the ladder in the centre and deploy the dinghy. Now send the other men, including the driver, towards the compound. You really need to worry about stealth now. Infiltrate the inner base by killing the sentries and creeping past the patrols. Take out the guards that you can with the Green Beret, and snipe the rest before the alarm goes off. Send the sapper out and plant the explosives next to the headquarters. Detonate the explosives, return the sapper and the others to the patrol boat,



then swim the marine to the boat and head out to the west to finish

MISSION 5

BLIND JUSTICE

To clear the patrolling guards in the top area, use the spy to lure them behind the rocks in the top corner. You can do this by letting them see your footprints in the snow - be sure, however, that you are not seen. The next section requires you to position your spy just north of the uniform. Get as close as you can without being seen, then move your Green Beret down the west side towards the phone. Once there you can use the nearby house to hide while you wait for the patrols to pass. Once they've gone, use the phone to create a diversion so that your spy can get the uniform. You then need to use the cable car, kill the guard on the upper platform and leave the spy



O Decked out in Nazi attire, the spy can use the cable car unchallenged.



(a) It's a good idea to follow the Germans' footprints, thus avoiding stepping on enemy mines.

TROUBLESH TER COMMANDOS: BEHIND ENEMY LINES



To avoid being ripped to pieces, detonate the explosives from behind this rock.

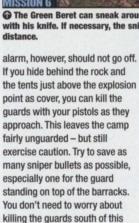
66If you place the decoy by a wall, approaching guards will face it and you can stab them easily – in the face and neck. The dunderheads!

there. Now get the Green Beret through the minefields and up the cliff face, avoiding the patrols – you will need to time this just right or you will be seen. Get your spy to distract the guard just above the barracks – this will enable your Green Beret to get up without being seen. From then on you can kill or distract the guards while the Beret sets the explosive barrels in place and detonates them. The only thing that stands between you and victory now is a short dash to the glider.

MISSION 6

MENACE OF THE LEOPOLD

The first section of this mission is fairly easy, as the Beret can climb the wall to the east of the ruin and kill all the guards without being seen. To destroy the tank just to the south you will need to set a bomb at the tanks' westernmost patrol point. Some guards in the main camp will hear the explosion and come over to investigate; the



building, because they won't

affect your mission.

You should now be able to finish off any guards in the camp above and set the bomb on the train – use the Green Beret and the decoy here. If you place the decoy by a wall, approaching guards will face it and you can stab them easily – in the face and neck. The dunderheads! You will need to kill the machine-gunner and the guards around the extraction point just above the train, and the guards in the eastern ruin – these are easily disposed of with the sniper.



The Green Beret can sneak around this ruin, slitting German throats with his knife. If necessary, the sniper can also pick off a few from a distance.

MISSION 7

CHASE OF THE WOLVES Your first priority is to get the

uniform from inside the eastern camp and the bombs just north from there. You can then blow up the two barracks in that area, cutting off any reinforcements. This will make it easier for the driver to get the tank and destroy the cannons protecting the Uboats. Next, get the marine and the Green Beret to the rowboat south of their start position. You can use their pistols in the top area, but as you get closer to the western barracks you'ill need a more stealthy approach. You may find it helpful to destroy the barracks with the nearby barrels, and remember to kill the patrol by the lighthouse. With the boat, collect the rest of your men from the eastern camp and land the sapper on the southeastern dock. The sapper can use his last two bombs to destroy the U-boats.



O Destroying Nazi barracks prevents further troops from becoming available.



With the driver in the tank, take out the cannons defending the U-boats.



Setting off the alarm in this area causes all manner of havoc. So don't do it.

MISSION 8

PYROTECHNICS

This is a very tricky mission, because you don't want to set off the alarm and you need to kill almost - if not every - guard on the map. The key to the top section is to use the Green Beret's decoy to sneak up and knife the guards from behind. You will need to save your sniper bullets for the men on the rooftops in the lower sections, but you can use one to take out the guard on the large cannon. A good trick for the lower section is to move your sniper



Once you've done the business, pile into this truck and get the out of there.

down to the left-hand side, just above the armoured barracks and to the left of the two tents. From here, let him be spotted by the quards but don't move him. Guards from all over the camp will move to his position, line up and aim their guns at him, although they will not fire. This leaves your Green Beret free to sneak up behind them and quietly kill them with the knife. This is a little daring though, so alternatively take out the guards one by one. You can use the houses to hide in. You will need to kill any guards on and near the bridge to clear your escape route, and once you've blown the fuel tanks be ready to run for your lives to reach the escape jeep.

MISSION 9

A COURTESY CALL

This mission isn't very hard, providing that you don't set off the alarm. The first thing to do is use the spy to kill as many guards as



O Decked out in Nazi attire, the spy can use the cable car unchallenged.

possible without being seen remembering to hide the bodies, of course. You can use your spy to eliminate as many single guards as you can. You can also use the spy to distract the three-man patrol in the southern end of the camp while your sapper places the first bomb halfway between the radar station and the radar dish, and the second bomb next to the north-west bunker. As soon as you can, use the driver to block off the three tanks in the northern part of the camp with the fuel truck - it is best placed between the left and the middle tank. Get the Green Beret to put the barrels next to the two centre buildings,

and then move all your men into

the eastern courtyard. From here



then use the cannon to inflict some damage.

use the sniper to shoot the barrels, which will destroy the two center buildings. This will set off the alarm, so quickly detonate the sapper's bombs and wait for the escape truck. As you can see, the tanks will have crashed into the fuel truck and blown up.

MISSION 10

OPERATION ICARUS

southernmost

You can make a noise in the first area of this mission, so clear it quickly. Carefully dispose of the guard on the western entrance, and use the Green Beret to climb the top-left corner of the wall to gain quiet access to the camp. Once inside the base (climb the wall and hide behind the crates) you will need to work down to the

tank. The Green Beret is the best choice for this, but you can use the sniper to kill a few of the quards. As soon as you have cleared the inside of the compound, release the hostage, get all your men well out of the way, and use the driver to wreak havoc with the tank. Be sure to kill all the guards with the tank, especially the gunners along the central path. The rest of the mission shouldn't pose too much of a problem. Unless you're totally crap, that is.

6 Get through the remaining missions and find out the real cheats in next month's issue, on sale Thursday 24 September.

Krauts.

MISSION 10

This is the first

appearance of a guest

held prisoner by the

nmando, currently



note you've freed the pilot, bundle everyone into this plane and he'll fly you to safety. Or the next mission, at least.

JAREAL LANDERS

COMPLETE WALKTHROUGH Part 2

It's unsmall. It's uncrap. It's *Unreal*. *Phil Wand* dons his hiking boots, grabs a knapsack and guides you through to the end of the game

REVIEWED PCZ#66 SCORE 93%



ramps. The bridge ahead is inaccessible; turn round, blast the crates and go up the ramp. Hit the panel to open the doors. Jump down and enter the lab.



The panel opens up the doors to the lab beneath you.

Hit all the panels: left, then centre, then right. Run up the ramp, hit the switch, leave the lab and enter the crew berth area. Jump down, open the lattice and take the lift. Make your way back to the crew berth area, and take the door at the end.



The crew are all having a nice lie down.

Ride the left-hand lift, then take another lift up to the observation lounge. Enter the water and hit the floor switch. Enter the grating and touch the panel. Swim back and find the bridge. Ride up to it, push either button and jump into the revealed chamber. Step into the transporter.

AREA 16

ISV-KRAN DECKS 3 AND 2

Object: to progress up through the decks.

Push the switch to open the elevator. Open the next door and push the switch on the support. Go up one level, open the door and follow the walkway. Open the bay door by pushing the switch. Jump down, enter the new area and take the lift.

Wipe out the Skaarj and walk up each ramp. Hit all the buttons and return to the floor below. Activate the control panel, go back upstairs and push the button to open the next set of doors. Enter the cooling system control room and go to the right-hand room.

Start the pump by pressing the panel. Cross to the room opposite and start the draining process.

Leave the room, take the door on your right and walk along the corridor. Enter the containment field generator room. Go through the door and drop down one level. Walk along the ledge and locate the gold power cores. Push each control panel to disable the force field and blast them.



• Use your dispersion pistol to destroy the two cores.

Drop through the hole, then down again. Jump into the lift in the corner. Go down again and crawl under the power arc. Summon the lift and enter the engine power core control room. Take the lift up and push the two panels.



The engine is now producing power!

Leave and locate the primary turbo lift off the main corridor. Climb on.

AREA 17

ISV-KRAN DECK 1 Object: get off the ship.

Run into transformer room one and hit the button. Find rooms two and three and do the same. Go to the research lab area. Go right and walk up the nearby

AREA 18

SPIRE VILLAGE Object: enter the Sunspire.

Enter the circle of huts and kill the Titan. Go up the hill, and look out for two more Titans. Walk up to the Sunspire walls and



Go back and open the door; follow the tunnel round. Dive

into the water and swim under

the waterfall. Push the lever

and swim back into the next chamber. Ride the lift and follow

(a) If yer name's not dahn yer not comin' in.

it'll drop a Krall with two shots.

Enter the tunnel, continue along

guards. Veer right and go through

the doors. Walk upstairs and enter

Collect all you can while this old boy has his 40 winks.

and cross the bridge. Kill both

the next door.

AREA 23

Keep your flak cannon handy -

the path round.

jump up to push the lock. The gates will open.



Once the Titan is dead, look for the lit pathway up the hill.

AREA 19

THE SUNSPIRE Object: take the skylift up to the next level.

Follow the path round to the right. Enter the Sunspire and take the right-hand corridor. Take the flashlight from the vase and enter the lift marked 'Sleeping Quarters'. Take the goodies, go back and take the next lift. Enter the kitchens and use the lift at the end.

Follow the path to the Great Hall. Push the switch under the balcony to get the mini-gun. Take two lifts to go up two floors. Follow the corridor and enter the Chamber of Crystals. Light the crystal, exit the room and turn right. Go up the stairs and enter the skylift.



O Light the crystal and then leg it for the skylift.

AREA 20

GATEWAY TO NA PALI

Object: locate the entrance to Na Pali Heaven.

Leave the skylift and kill the Krall.



Here we have the doorway to Na Pali Heaven.

AREA 21

NA PALI HEAVEN Object: locate the entrance to the Skaarj Mountain Base.

Go up the stairs and enter the right-hand door. Push the lever to open the back door. Turn the wheel to open the sliding door. and walk across the outside area. Go inside and climb the stairs. Locate the lever to open the double doors



• After dropping through a hole in the landing you'll be in the stables.

Go back outside and climb the stairs. Enter the doors and follow the route round to the landing over the stables. Pull the lever to drop the wooden pallet. Drop through the hole and grab the assault rifle. Kill the Skaari to leave the room, and shoot the crack in the wall. Go across the room and climb the stairs. Open the door and pull the lever to open the gates. Go back outside. through the gates, and head left at the statue. Walk past the pub entrance and along to the pool.



Go for a swim and locate the crack in the wall.

Enter the water and swim around to the crack in the wall. Blast open the crack and enter the wine cellar. Exit through the opposite door. Go up the sloping corridors and into the main pub area. Hit the switch behind the bar and go upstairs. Search the bedrooms for a lever.



O Use the zoom on the assault rifle to watch the Krall play dice.

Go back outside the pub and walk round to the courtyard. On the opposite side a door will be open. Enter, and pull on the lever to slide back the barn door Enter the barn area and summon the lift with the panel. Touch the console to open the mountain base underwater entrance. Go back outside and dive into the large pool of water at the front of the building. Swim through the entrance under the waterfall.



The underwater entrance. Look for the waterfall.

AREA 22

MOUNTAIN FORTRESS

Object: find the secret teleport room.

Swim to the end and open the door. Take the lift, go through the doors and touch the panel, Jump back down and open the doors. Push the panel, then push the other panel to summon the lift. Open the hangar doors by pushing the panel, and enter. Lower the lift and go up to the hangar control room.



@ Bang!

Touch the middle panel to lower the force field, and the left one to open the hangar doors. Return to the hangar and follow the corridor to the end doors. Enter the room and touch the panel to deactivate the field. Follow the corridor outside and enter the church.



O Scenes like this make your 3Dfx card all the more worthwhile.

Open the right-hand door and go up the stairs. Touch the console, go back to the main aisle and cross to the other door. Push the control panel to gain access to the catacombs. Walk around to the back door and hit the control panel. Now push the small control panel and jump down to enter the teleport room.

AREA 23

SLEEPING GIANT Object: enter Bluff Eversmoking.

Locate the sleeping Titan; he won't wake up until you snatch



PCZ TROUBLESH®TER UNREAL

the dispersion power-up. He's real tough, so keep plugging. Once dead, jump onto his chair to open the doorway to Bluff Eversmoking. Wait for the bridge to rise and

then follow the route round.

AREA 24

BLUFF EVERSMOKING

Object: activate the static discharge nodes and enter the Dasa Mountain Pass.

Pull the lever. Follow the Nali priest, and be sure to protect him. Approach the monastery and enter through the left archway. Find the graveyard and push the first tomb. Push the revealed button and jump into the tomb behind.



Pushing the tombstone will reveal a floor button.

Get all the goodies and swim through to the well. Walk out to the wooden landing, jump down to the ledge and walk right. Follow the passage and take the stairs down. Don't go on the ramps; follow the passage to the prison and push the lever to open the cell doors. Dive into the pool behind the stairs and swim through to a Secret Area.



Jump in and head for the Secret Area.

Collect the goodies and swim through to the small courtyard. Walk through the door to reach the area behind the main gate. Take the stairs down. Jump across behind the laser field and touch the panel.

Push the lever to go back up and return to the stairwell. This time, climb the stairs and jump into the Sanctuary.



The upper door here leads to the Sanctuary.

Collect the goodies in front of the mirror. Exit and go out of the main gate. Jump off the cliff into the water below. Climb out and onto the landing. Enter the tunnel and swim further to the next jetty. Keep going and step onto the round lift. At the bottom, follow the route round to the spiral staircase. Go up and touch the control panel on the left. Enter the square tunnel at the end of the room to reach the bell tower.



O Looking up to the bell in the bell tower.

Enter the door and activate the lift. Pull the switches at the top. Push the lever to ride back down again; jump off the lift on the level before ground. Step into the cable car.

AREA 25

DASA MOUNTAIN PASS

Object: enter the cellars at Dasa Mountain Pass.

Open the doors. Keep close to the left wall to reach a Secret Area. Exit and go to the end of the hallway. Push the lever to open the doors. Go around the corner and lower the drawbridge.



Fling a few grenades across the chasm before crossing.

Cross and walk down the sloping beam. Jump onto the ledge, walk round into the cave and dive underwater next to the wooden post. Follow the underwater passage to its end. Push the lever to call the lift. Ride it up and pull the next lever to open the main gates.



• Look below the lever room to see the gates open up.

Jump down and dash through the open gates, locate the next lever and go through the door. Go across the water and up to the stairs on the opposite side. Follow the route round to enter the cellars.

AREA 26

CELLARS AT DASA PASS Object: find the entrance to Nali Castle.

Enter the open hallway, climb the beams and pull the lever.



• You'll need to walk up the fallen beams to reach the small lever.

Go back to the entrance room and enter the other corridor. Go towards the alcove and take the lift up. Turn the capstan to open the main doors. Jump down and run through. Turn left and follow the hallways round. Go up the stairs, enter the side chamber and push the lever. Enter the inner castle; note the open room on your right, but don't enter it yet.



• Watch out for the Titan in the large chamber.

Go to the top of the stairs ahead of you and enter the large chamber. Push the loose block in the centre pillar to open a Secret Area. Follow it to a room above the chamber where the Titan and Krall are fighting. Toss the odd grenade below to piss off the Titan, and get him to bounce you up into the Secret Area at the top of the central pillar.

Now jump down onto the ledge above the barred exit. Push the button and leave the chamber.

Downstairs, a new way is open and a Skaarj will attack. Push the lever behind him and enter either doorway on your right.



Look for the complex arrangement of levers and weights.

Climb the stairs, hit the lever and ride the lift at the opposite end. Push the button at the end before claiming the Super Health. Under the water is another Secret Area. Pull the lever on the bottom to open the doors and leave. Go back downstairs and enter the open room you saw when you first arrived. Follow it round and take the winding stairs down.

At the bottom, enter the alcove – the bar will slide back automatically – and ride the lift up. Walk along and hit the lever. Go back to the main room and exit. Go up, across the room, down the slope and into the water. Find the underwater shaft that's missing its grate and dive down. Follow the long tunnel to a chamber.



You'll come close to drowning to get here – be careful!

Push the lever and swim back. Go back to the central area of the castle, and head through the wrought iron gates which are now open. Head right and walk downstairs. Turn the wheel in the room to lower the twin lifts. Ride either one upstairs and double back at the top.

Enter the room with the Krall and kill them all for the gate to open. Exit and push the lever in the next room. Ride the lift and push the opposite lever. Now go back and exit through the panel behind the lift.



Behemoths guarding them.



AREA 27

NALI CASTLE CANYON

Object: follow the canyon to the Nali Castle.

Follow the route round and step onto the boat. Shoot the mooring and enjoy the scenery. When the boat stops, walk past the windmill and up the hill. Continue through the archway.



Now that's what I call atomic indigestion.

AREA 28

NALI CASTLE Object: gain entry to the tower and duke it out with the Warlord.



Nice on the outside, full of bad guys on the inside.

Run up the hill and enter the castle gate. Open the door on the left and enter the hall. Stay left and go through the opening into the Great Hall. Jump down and head round to the right into the chanel



Touch the protruding book to spin the bookcase round.

Go up to the podium and push the button. Leave, turn left and go outside. Walk down the slope and take the stairs down. Open the door and take the lift up.



The castle dungeons.



Take the next lift and turn left. Go up the stairs, cross the two stairwells and turn right towards the balcony over the Great Hall. Return to the red carpet of the entrance hall. Go up the ramp and turn left. Follow the corridor and continue round and up. Search the bedrooms for goodies and step into the inner courtyard.



The inner courtyard, accessed from the bedroom area.

Walk up the large ramp and enter the tower. Follow the Nali to a Secret Area. Climb the long spiral staircase and pop the giant gasbag at the top.

Go back down to the dungeon area. Release the prisoners by pushing the lever; kill the Skaari strapping a Nali into a guillotine. Enter the nearby passage.



 Beyond this chamber lies a Warlord. Make sure you're tooled up!

AREA 29

teleport link. Once inside the

AREA 31

Mothership, enter the lift to

MOTHERSHIP

Follow the route round to the

doorway. Enter the chamber

and step onto the power source

AREA 32

MOTHERSHIP LAB

Continue round and push the red

button to summon the lift. Head

down the corridor, ignoring side

rooms. Climb the small flight of

Object: access the

Mothership core.

BASEMENT

in the middle.

Object: access the Mothership lab.

access the basement.

CASTLE WARLORD Object: splat the Warlord.

Go up the walkway and get close to the Warlord. Let rip with the assault rifle close up, then step back and use the mini-gun or stinger. Forget rockets - he dodges them too well. Once he's dead, the doorway at the end of the walkway will open up. Go through it.

AREA 30

DCRATER Object: access the Mothership basement.

Push the button on your left and activate the lift. Go upstairs, keep close to a wall in the darkness and walk through the opening under the sweeping ramp. Touch the two panels to activate the generator and open up the rest of the area.



After using the two panels, be prepared for a welcoming committee!

Go back and use the doorway that Skaarj troopers have opened. Summon the lift, go up and touch the panel to activate the

Walk round to your right and hit the button to enable access to the teleport fields.

stairs and enter the chamber.



The door will remain locked until you enter the Mothership research centre.

Go back and take the teleport directly ahead of you. Locate the research centre, climb the ramp and push the red button.



One of the sections of the Mothership research centre.

Leave and return through the teleporter. Head round to your right and step onto the lift. Walk across, along and open the door. Step onto the black square to raise a flight of stairs. Go up, open the door and push the button. Head back to the lift and cross the new walkway to the door.

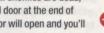
AREA 33

MOTHERSHIP CORE

Object: access the Skaarj generator.

Take the stairs then ride the lift. Enter the door on your right and head for the pulsating room. Follow the ledge around to your right and dispatch all the Skaarj that attack you.

Once all enemies are dead. the locked door at the end of the corridor will open and you'll





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have two more Skaarj troopers to deal with.

> Go down the steep ramp and follow the route along. Use the lift and follow the corridor to the room with four raised beams. Walk across the force field and touch the security access panel. Turn round and head for the security post. Ride the lift up. As you get off the lift, head right and push the button.

> Go back down and cross the new bridge to the other side. Push the button and head for the room with the raised beams. The core access door will now be open head through it.



The new walkway leads across to the core access button.

AREA 34

SKAARJ

generator.

GENERATOR

Object: destroy the

1 It gets pretty hot in here -

power cells. Destroy them with

rockets, go back down and then leg it to the edge of the room. Turn

on the searchlight and go back

the way you came in.

remember to quicksave! Enter the generator room, grab the searchlight and fight off the Skaarj attacks. When they're all dead, a Warlord will set about you with his homing rockets. Once he's dead, a lift will lower and you'll be able to go up to the three

AREA 35

THE DARKENING **Object: activate the** back-up power source.

Follow the corridor round to the right. Drop down the shaft behind the stash of goodies. You're now in the Mothership lab.

Keep to the right passage to reach the core. Take the central lift, turn right and then left, and go down the small flight of stairs. Locate the steep ramp down and follow it along to the lift.



3 Skaarj pupae are everywhere splat them with rockets.

Once upstairs, head left and kill the formidable Ice Skaarj. Follow the right-hand passage and walk up to the hologram console.



Activate the hologram to gain security authorisation



Return to the previous room, and walk along the raised trench to start the back-up power generator. Step through the doors.

AREA 36

SOURCE **ANTECHAMBER Object: find the entrance** to the Source.

Enter either door and walk around to the button; this opens the bars blocking the elevator in the entrance room. Ride the elevator up, walk along and

drop through the hole to enter the Source.



(a) It's a trippy ride on your way

AREA 37

THE SOURCE **Object: bludgeon the Skaarj** Queen to death with a toffee hammer.

Wait for the Queen to appear. She will use invisibility, invulnerability and force fields to shake off your attack. Use your energy amplifier and everything you can in her direction 99

Enter and kill the two Skaarj. Find the cool door and wait for the Queen to appear. She will use invisibility, invulnerability and force fields to shake off your attack. Use your energy amplifier and pump everything you can in her direction.



@ Camera lens doors - dead nifty, but totally impractical.

Circle her quickly to avoid her attacks; she always leans back and shrieks before doing so. Kill her and you've won! TEA



The business end of a Warlord's rocket launcher

DEARWAZZA

Your techie queries answered in plain English (where possible)

AGONY AUNT Warren Chrismas

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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. Thanks.

IMPORT-ANT

Are American peripherals compatible with PCs here in the UK? I ask because I may be going over to the US later this summer and was thinking of picking up a Voodoo2 3D accelerator on the cheap and using it in my PC back in good old Blighty.

John Donnelly, e-mail

Yep, most foreign-sourced PC peripherals – with a few notable exceptions, such as power supplies, monitors and modems – will work with machines over here without any hassle.

Remember though: you won't get a guarantee that is valid in the UK, or technical support. By the way, can you get us some Levi's and fags while you're there?

AND AGAIN...

On PC Zone's advice, I went out and spent 60 hard-earned quid on two Microsoft Sidewinder gamepads. To my horror, FIFA: Road To World Cup 98 (and the demos on your cover

disc) won't let me use my gamepads. I've tried to create user profiles with the Sidewinder Profile Editor, but they just won't work. The readme files and user guides are useless.

'The Frew', e-mail

Firstly, you shouldn't have to use the Profile Editor for games that include support for the extra buttons and features of digital pads (as most recent titles do). Have you installed the drivers correctly with Microsoft's set-up program? **Select the Game Controllers** option from the Windows **Control Panel and you should** find that the two controllers are listed with an 'OK' status flag. If nothing is listed, select **Add and choose Microsoft SideWinder Gamepad from the** list. If you don't get the 'OK' message, try re-installing the supplied software.

Still nothing? Then there could be a problem with your joystick port. To check that it's set up and working, go to the **Windows Control Panel, select System Properties and hit** the Device Manager tag. A **Gameport should be listed** under Sound, Video and Game Controllers. If it isn't, it may be disabled on your sound card (check the card's manual for details). If everything appears to be working, then it may just be that your joystick port isn't compatible with digital devices; although we've never come across this ourselves. We assume you've tried other gamepads and joysticks?

Incidentally, Sidewinders come with comprehensive 'electronic' documentation – choose Device Online User's Guide from the Help menu of the Profile Editor.

DELETING THE DELETED

As you know, some games don't have their own uninstall option. This is not a problem under Windows 95 because you can go to the Add/Remove

Programs menu in the Control Panel and remove stuff from there. This is fine, except that sometimes it can't delete the whole game/demo and you have to manually remove the rest of the files yourself.

Here's my niggle, though: when you go back to the Add/Remove menu, it still lists the program name. And then, when you try to remove it from the list, it can't find any of the files.

Is there a way of making the entry in the Add/Remove Programs menu go to the big dustbin in the sky?

Rob, e-mail

It's a small problem, yes, and we're sure it annoys a lot of people. So in the absence of any half-decent reader tips over the last few weeks, you get this month's £50.

And the solution? Download PowerToys — otherwise known as 'Some useful bits that Microsoft left out of Windows 95' — from Microsoft's website (www.microsoft.com) and install the Tweak UI (user interface) program. This adds itself to the Windows Control Panel and offers tons of useful features, including the option to delete rogue entries in the Add/Remove Programs menu, as you require. Sorted.



JOY-STUCK

Have I spotted a missing section in your magazine? Your sister magazine, *PC Pro*, has one and it's very useful – a technical support page, that is. You have a Mailbox section for people to whinge and swear, and a Watchdog section for people to

whinge and swear. What you need is a technical support section for people to whinge and swear.

Take my whinge: I needed a gamepad to play EA's World Cup 98. Having already spent loads of money on a Wingman Extreme Digital joystick, I went for a cheap (£10) and simple eight-directional gamepad. All very well, but Windows only seems to support four-button joysticks through the standard drivers, so I can't use my extra four. I thought Windows and DirectX were supposed to make hardware specifics irrelevant?

Neil Walker, e-mail

We trust you've found our techie Q&A page now, Neil (hint: you're looking at it). You don't give any real details on this £10 joypad you've bought, so we can't offer any direct advice. However, given the low price, it's reasonably safe to assume that it's an old-style analog device which, as we explained in our July issue (where have you been?), are restricted to four independent buttons (or just two per pad if you have two controllers connected). If your analog pad has eight buttons, it's effectively just got two sets of the same four.

If you want a wizzy, multibutton gamepad for games like World Cup 98, you need a newstyle digital controller like the Microsoft Sidewinder or the Gravis Gamepad Pro, both of which are supplied with specialist drivers required by Windows 95.

Want to know exactly what to buy? Well, we'll have a comprehensive gamepad round-up in our next issue, out Thursday 24 September.

RIGHTEOUS BROTHER

l've given in to the relentless pressure and bought myself an Orchid Righteous 3D accelerator card (the original 4Mb version). The problem is that while certain games run perfectly well (Forsaken and Incoming, for example), I keep experiencing lock-ups when I try to play Quake II or Unreal.

These lock-ups can take one of two forms: either the screen goes blank or part of the graphics freeze while one corner of the screen will carry on running, or the whole computer crashes and I have to reboot. *Unreal* can run for several minutes before crashing, but *Quake II* generally falls over in a matter of seconds.

I have tried phoning technical support for both Quake II (Activision) and Orchid, but they keep passing the buck from one to the other. Orchid say that it must be a problem with Quake II because my other games work perfectly well, and Activision say that it's a hardware problem because the Orchid drivers aren't certified by Microsoft DirectX. I even tried phoning Microsoft for advice, but as they wanted to charge me £35 (plus VAT) for the privilege of asking a question, I decided to ask your good selves, at no charge.

Incidentally, I have downloaded the latest patches for *Quake II* (3.17), Orchid drivers (4.43) and DirectX (5.2) as instructed. And, if it helps, my PC is a Pentium 200MMX with 64Mb RAM, AWE 64 Value sound card and S3 ViRGE video card.

Surely I can't be the only person in the world who is unlucky enough to suffer from incompatibility problems?

William McElhinny, e-mail

No, judging by our postbag
– and, of course, our daily
experiences in the office –
you're one of about four million
people with such problems.

We're not sure why
Activision are claiming that the
Orchid drivers aren't DirectX
compatible – that's news to us.
And we haven't suffered
problems like this with the two
games you mention.

So, short of coming round to your house for a tinker with your machine (and we charge a lot more than £35), it's difficult for us to suggest solutions. Perhaps other readers who have suffered similar problems from the same kind of set-up can help? We will, of course, pass on any advice.

YNIR DE Most people's PCs are like an average teenager's bedroom - a mess. However, if yours was lovely

and neat, you'd never have problems running games again. Time for a touch of spring-cleaning

WORDS Dave Mathieson

he following scenario is one of the worst things in the world... ever: you stroll into your local games shop, and notice that the American civil war first-person shoot 'em up that you've been reading about for months has finally arrived. You check the specs, safe in the knowledge that your 400MHz PII system with Voodoo2 graphics card will crap all over the hardware requirements. You buy it and scamper home like a 13-year-old with his first jazz mag. You install it, cockily drumming your fingers as files are copied to your whopping hard disk. You double-click the icon, eager to whup some Yankee butt... and your PC crashes, or hangs, or doesn't do anything, or comes up with a horrible message. Bummer.

Most of us have been there, and the usual reaction is plenty of creative swearing, followed by whinging about how "I wish I'd bought a PlayStation". While an up-to-date PC is tons better for games than the best console, you're unlikely to have problems running Gran Turismo on your PlayStation. PCs, on the other hand, seem to revel in annoying the pants off you as much as possible.

If you own an Apple Mac, you're probably feeling a bit smug, safe in the knowledge that your baby hardly ever crashes, and has a much nicer interface than Windows to boot. But you're probably an arty ponce who thinks that Myst is the height of gaming excellence, and even if there were any decent games for the Mac you wouldn't have time to play them anyway because you're too busy using it to design posters for your local arts centre.

Tirades aside, why exactly are PCs so prone to messing you about? Well, it all comes down to the fact that the design of PCs is pretty flexible. Any one of the components graphics cards, hard disks, sound cards, etc - inside your machine can be made by any one

of hundreds of manufacturers. While you'd think that these components should all conform to standards, and should all therefore behave in totally predictable ways, this isn't always the case. The reason for this is simple: progress.



you install on your machine makes small changes

to the way Windows works. So, unlike a PlayStation, there are millions of possible hardware and software combinations on your PC. It's not surprising, then, that not all of these combinations work.

If you're currently staring at a horrible, locked-up PC, the above computing lesson isn't

much help, but our handy guide should provide you with all the knowledge you'll need to fix your PC and, more importantly, prevent problems occurring in future.

We've divided this advice into three main scenarios. The first is if you've just bought a new

PC, you haven't had any problems yet, and don't want any in the future, thank you very much. The second category is if you've had your PC a while, and although not everything behaves itself as it should, it works most of the time. Finally, when everything's completely screwed, the best thing to do is reinstall Windows and all your software - and we'll show you how.

Turismo on your PlayStation. PCs, on the other hand, seem to revel in annoying the pants off you?

You're unlikely to have problems running Gran

BACK IN THE CRAP OLD DAYS...

While the 'good old days' that old people always go on about might have been good if your idea of a decent night out was dancing to Glenn Miller and eating powdered eggs, in computing terms 'old' always means 'complete crap'. Even people who profess to love the old 'classic' arcade games would still rather be playing Jedi Knight. The reason that PCs are so tops is that anyone can come along with new technology, stuff it inside a PC, and as long as it's any good, people will want it inside their machine. The classic example is the sound card. Ten years ago, sound effects were limited to crappy beeps. Then AdLib came up with their sound card which provided decent music, and Creative Labs went one better with the SoundBlaster which did sound effects as well. Pretty soon, every new PC came with a SoundBlaster or compatible card.

These days, Windows 95 and 98 have made adding and configuring new hardware a lot simpler, but there are correspondingly more new kinds of devices to set up. Apart from 'core' components like the CPU, 2D graphics card and hard disk, your average PC these days has to cope with things like 3D graphics cards, surround sound audio, modems and programmable joysticks - all from different manufacturers. What's more, the software that



A Hardware companies' websites are the best place to find the latest drivers. Though if you're having problems...



...the Zone cover disc is usually full to bursting with the majority of useful drivers and patches (see page 148).

PART 1: A TIDY PC IS A SIGN OF A TIDY MIND

A brand-spanking-new PC. Megabytes of virgin hard drive with nothing but Windows to taint its purity. Obviously it's time to install hundreds of top games, but a little planning could save you much grief in the long term...

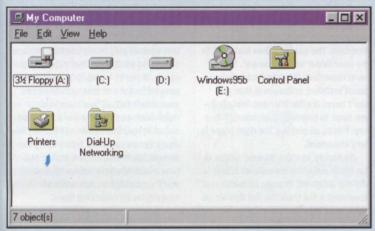


Fig 1: My Computer shows you just what drives you have on your PC.

You're feeling pretty smart. You've finally got your hands on a dream machine with all the power you'll need to play the latest games well into the next century (well, the next few months, anyway). You're faced with an empty PC that, apart from Windows, only has *Internet Explorer* and some snoozeville suite of Office programs.

There are two ways of proceeding. First, you can install every demo and utility from every cover CD-ROM that you can lay your hands on until your hard disk fills up. Secondly, you can come up with a bit of a plan, divide your hard disk into sensible categories, and make sure that whenever you install new software you follow the plan. One of these methods is good, the other bad.

The first thing you need to do is create a special folder on your hard disk for storing games. While just about every PC only has one hard disk, many have their disk partitioned into more than one logical drive. You don't need to worry about how this works, and as far as we're concerned, a drive partitioned in this way is identical to having two physical drives.

To find out your hard disk situation, double-click on My Computer on your Windows desktop. The window that opens up (Fig 1) shows you your drives, as well as some other stuff that you don't need to worry about now. Each drive has its own letter. The floppy is always A, while B is missed out for historical reasons. C is always the hard drive, and if it's not partitioned, D will be your CD-ROM drive. If the icon for D looks the same as C's, you've got a partitioned hard disk.

The next step is to check how much room you've got on each drive. Rightclick on either hard disk icon and select **Properties from the menu. This brings** up a nice pie chart showing you how much space you've got (Fig 2). It's highly likely that games will take up more hard disk space than other software, and since most games take up at least 100Mb these days, you'd be wise to pick a drive with at least one gigabyte (1Gb = 1000Mb) free. If you do have two partitions. Windows and other systems will already be installed on your C drive, so the best thing to do is stick all your games on D. If you've just bought a new PC and haven't got at least 1Gb free on any drive, you'd better get on the blower to your supplier, as you've been conned.

Once you've decided which drive has got enough room for your fave titles, double-click on its icon. Depending on

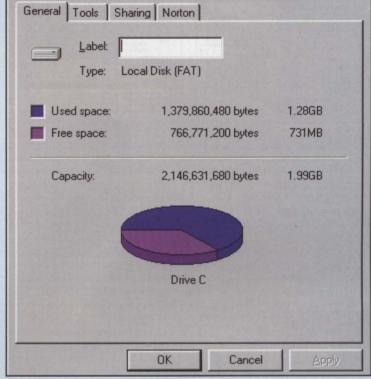


Fig 2: Who ate all the pies? This nice pie chart shows how much room is left on your hard disk

how you've got Windows set up, a window will appear that looks something like the screen grab below (Fig 3). To create a new folder on this drive, select New Folder from the File menu. You can then type in the name of a new folder over the highlighted text—call it 'games', for example (Fig 4). While you're at it, it's a good idea to create another folder for demos and, if you've got Internet access, another called 'download' for games patches and drivers that you might download.

You may at this point be thinking that it might be worth creating another folder for 'proper' applications as well. However, as we've already said, games are the real space hogs, and you might as well install other applications to the default Program Files folder that was

created on your C drive when Windows was installed.

WELCOME TO YOUR NEW HOME...

All you now have to do is make sure that whenever you install something, you stick it into the correct folder. Whenever you install a game, one of the first options that comes up is where you set its destination directory ('directory' and 'folder' mean the same thing). Most of the time, the game's installation program picks one for you (Fig 5). Use the dialogue box to change to the correct drive if necessary, and doubleclick on your 'games' folder. You don't want the game's files to go straight into this folder, but rather into another folder inside this. Click in the box labelled 'Path:', and add a '\', followed by a name

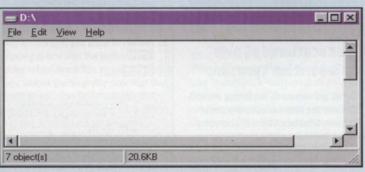


Fig 3: That boring white square represents a lovely clean hard disk.

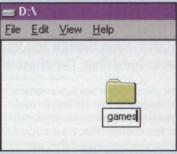


Fig 4: You can give a folder a name by simply typing it in.



Fig 5: When you install a game it usually picks a default folder for you. . .

PART 1: A TIDY PC IS A SIGN OF A TIDY MIND (cont)

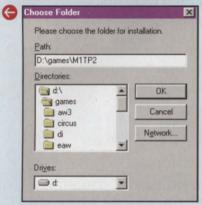


Fig 6: ...that's not very good. Here's our choice instead.



Fig 8: ...or use Add/Remove Programs in Control Panel instead.



Fig 7: When uninstalling programs, either use the one in the game's Start Menu folder...

that identifies the game, after the word 'games'. In our example (Fig 6), we're installing M1 Tank Platoon II, and the path reads 'D:\games\M1TP2'.

Click on OK, and answer Yes to the next question about creating a new directory. The game is then installed to the new folder inside 'games'. The most important thing to remember about installed software is that you can't move it after it's been installed – you have to uninstall and reinstall in a new folder, so picking the right place is very important.

Obviously, use the 'demos' folder in the same way. The 'download' folder is slightly different, though, as when you download a file from the Net there's no install routine – you just pick a folder and wait for the file to come down the phone line. It's worth creating a folder within 'download' for a patch before you download, because patch file names aren't always particularly helpful – it gets difficult finding files when all you've got is a folder full of files called things like 'f32ptchv_23.exe'.

Finally, you might want to copy the contents of the driver floppies that came with your PC to another folder on your hard disk – floppies are notoriously unreliable and you never know when you might need to reinstall a graphics driver, for example.

At first glance, all of the above might seem like an exercise in being a complete stiff - after all, everything would still work OK if you installed it to the default directories suggested by the games' install programs. The benefits of this system only really become apparent when you start to run out of hard disk space. If you're trying to install some new software and you can't because your disk's full, all you have to do is right-click on your 'demos' folder and select Properties to find out exactly how much space has been taken up by the demos. You'll be shocked to find out how much has been taken up, and you'll probably free hundreds of megabytes by removing them.

STAY AWAY FROM 'DELETE'!

While you were busy creating folders, you probably noticed a Delete option on the pop-up menus. You might be thinking that this is how you delete games, demos, etc that you don't want any more. WRONG! Go to the back of the class.

When you install a game, most of the files are indeed copied to the main game folder. But because Windows is pretty complex, games that are installed also make other changes to Windows. For this reason, you always use the install routine that comes with each

PART 2: CLEAN UP THAT MESS, YOUNG MAN

Your PC is basically sound, but is just so full to bursting with demos that occasionally it just can't take the strain and crashes on you. This could just be caused by the general chaos, or it might be time to update your drivers

If you've just bought a new PC, you should find Part 1 of our guide to keeping it squeaky clean relatively simple. But if you've got a machine a couple of years old that's already bursting at the seams and that crashes occasionally, you might need to take some slightly more drastic measures.

DRIVER HASSLES

One of the biggest causes of crashes and the like is incorrect or out-of-date graphics drivers. These little programs handle the communication between Windows and the actual hardware, and each type of graphics card needs its own specialised driver. If you've ever changed your graphics card or drivers, it's possible that there are remnants of earlier drivers hanging around that may cause problems with your current set-up.

In addition, Microsoft's DirectX also installs drivers. DirectX is basically a

set of special drivers designed to make games run under Windows, and it's broken down into several different components, each handling a different aspect of gameplay. For example, DirectDraw handles normal 2D graphics, while Direct3D handles 3D, and DirectInput sorts out joystick input.

The biggest headache with DirectX is that, as with normal graphics drivers,

Open up the Program Files folder on your C drive, and then open 'directx' and 'setup' inside that. Double-click on the Dxtool.exe program, and this will scan your system for DirectX drivers. The resulting display (Fig.12) shows you exactly what versions of each of DirectX's components you have installed. If any of them are less than version 5, a reinstallation's in order. If

You might be wondering if it's possible to move everything in to the same nice set-up we achieved in Part 1, even though you've got files scattered all over your hard disk. The short answer is no, it isn't possible

the older versions had their problems. Although whenever you install a new game it should automatically override any previous versions, this doesn't always work perfectly. Before you install anything, the best thing to do is check the state of your current drivers.

they all are version 5, but things are still flaky, run the *Dxsetup.exe program* in the same directory. This will give you a more detailed list of the hardware in your machine (Fig.13), and what versions of the drivers you have.

Ignore the Version column, and

check the third, unlabelled column instead. Ideally, all of the entries in the list should have 'certified' next to them. Basically, certified drivers have been checked out by Microsoft properly and

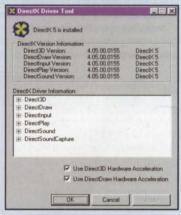


Fig 12: DirectX's Dxtool utility shows you exactly which version of DirectX is installed on your system.

game. This is either to be found in the Start menu entry for that game (Fig 7), or in Control Panel. To access the latter. double-click on My Computer, and then on Control Panel, and then on Add/Remove Programs. This sets up a list of installed software (Fig 8). Select the game you want removed, and click the Add/Remove button.

When removing software in this way, you might occasionally come across a message that asks you if you want to delete a particular DLL file. This can usually be deleted, but occasionally another program that's still on your system might need it. If in doubt, leaving a file won't do any harm.

START MENU FUN

One obvious sign of a PC that's been subjected to a demo software frenzy is a Start menu that takes up most of the screen. Every time you install something, an entry is placed in the Programs section of the Start menu. Since the whole point of the Start menu is to make it easy to start programs, one that's full of crap is no use to anyone. Careful management of the Start menu can make your life a lot easier.

The first thing to remember is that the Start entries aren't actual programs, but just shortcuts to them. This means that you can do what you like to these

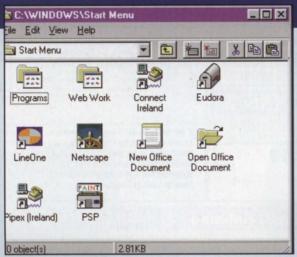
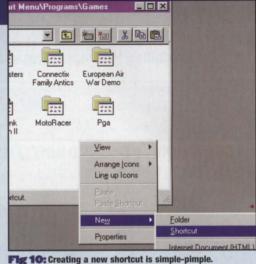


Fig 9: You can open up the Start menu like a conventional folder.



shortcuts without affecting the actual software that's installed on your disks. So, unlike with folders, you're not usually given the option of where in the Start menu vou want a program's shortcuts to go when you install. It doesn't really matter, though, since you can move things around afterwards.

The easiest way to do this is to right-click on the Start button, and select Open. This opens up the Start menu folder (Fig 9). All you have to do then is create new folders for different categories of programs, and cut and paste the entries from the old place to the new, convenient location. It's more than likely that there will be leftover shortcuts that weren't deleted when the actual program was uninstalled.

As shortcuts aren't the actual programs, it's no big hassle if you accidentally delete one. To create a new shortcut, right-click where you want it. then select New, and Shortcut from the pop-up menu (Fig 10). Then all you have to do is browse to the actual program filer, which will be represented by the game's icon (Fig 11).

So there you have it. Think of your PC as a scary new teacher, giving you the old "play fair with me and I'll play fair with you, but mess me around... etc"

speech. If you want a quiet life, follow the rules. If you want to be one of the hard kids at the back, then don't - but make sure that you know enough to get you out of trouble when the time comes.

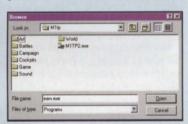


Fig 11: Once your shortcut's been created, browse to the actual game's Program file.

are DirectX-compatible. This isn't to say that uncertified drivers don't work properly, or even that certified ones will definitely work in your system, but it's usually a pretty good gauge of reliability. In our example, the Voodoo2 drivers are uncertified ones, largely because they're the latest ones and certification takes a while.

The first thing to do if you're having problems is to reinstall DirectX. While you can get it from Microsoft's website. the latest version is included every month on PC Zone's cover disc. Just browse to the driver's Dx52 folder and run dx5eng.exe. During the update, you may be asked if you want to replace an existing driver, and the program will either recommend this or not. Do what it says unless you're pretty sure that the driver in question is the one that's causing the problem. Once it's finished copying files, the set-up program restarts your machine.

If this still doesn't solve your problems, try to get hold of the latest drivers for your graphics card(s).

Although some cover CDs do have graphics drivers on them, if you want the most up-to-date ones, the Internet is the place to go. If at all possible, make sure that the drivers you download are certified, but failing this, do make sure that the drivers are DirectX-compatible. Some older cards don't support DirectX, and if you've got one of these you should think about upgrading.

If you've got a 3Dfx card and you're having problems, get the latest drivers from the manufacturer's website. If these still don't work, try www.3Dfx.com, which also has up-tothe-minute 'reference' drivers.

SHIJFFLING STUFF

If you read Part 1, where we described how to start with everything all nicely in folders, you might be wondering if it's possible to move everything around into the same nice set-up, even though you've got files scattered all over your hard disk. The short answer is no, it isn't possible. There are programs that claim to help with this, but they usually

need to have been installed before the games in question. If you're really clever, you might be able to tweak your system to achieve the desired effect, but you'll probably fail. The only answer is to delete and then reinstall all your software.

Before you do this, it's a good idea to back up any saved games you have. There's usually a folder inside the main game directory

called "save" or something similar. To back this up, use the right mouse button to drag the folder to the desktop, or to a "backup" folder that you've created. When you release the button, select Copy and the files will be copied across.

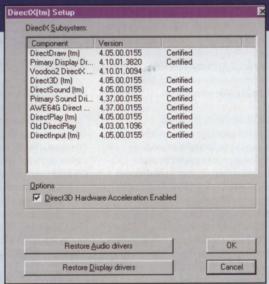


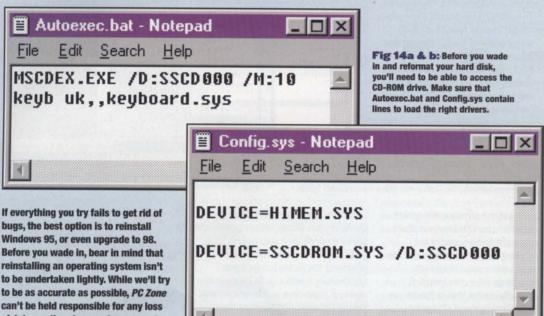
Fig 15 DirectX Setup tells you which drivers have the honour of being certified by Microsoft.

As always, delete the games using the uninstall method we covered in Part 1. Set up your directories and so on as in Part 1, reinstall your games, and copy your backed-up, saved games into the game's new folders.



PART 3: RIP IT UP AND START AGAIN

So, your hard drive is in such a state that more drastic measures are called for. However, reinstalling your operating system should not be undertaken lightly...



bugs, the best option is to reinstall Windows 95, or even upgrade to 98. Before you wade in, bear in mind that reinstalling an operating system isn't to be undertaken lightly. While we'll try to be as accurate as possible, PC Zone can't be held responsible for any loss of data or other damage to your system that results. Basically, if you're not confident about reformatting your hard drive - don't do it.

The most important thing to do before you start is to back things up. If your hard disk is partitioned, you can simply copy all the important stuff from drive C to D. Unless you've got a Zip drive or something similar, you'll have to use floppies. Although they may seem painfully inadequate when you have to back up a 4Gb hard disk full of stuff, there's probably very little on your hard disk that you don't have the original install CD for. Most people only have a few megabytes of word processor documents, say, that contain irreplaceable information.

BACK UP OR BE DAMNED

If you're going for a complete install, it's up to you to make absolutely bloody sure that you've backed everything up, as your hard disk will be completely wiped in the process. If you're just going to upgrade to Windows 98, you don't need to be as stringent as your hard disk will be left intact, but it's still a good idea to back up the really important stuff.

If you're just going for the upgrade, you can then proceed as per the instructions. If you're going for the complete reinstall, there are a few other things you'll need to do before you can proceed.

First, you'll need to make sure that you've got drivers for your graphics on a floppy. You'll also need things like sound card drivers as well, but these aren't essential for getting your system

up and running. Secondly, you'll need DOS drivers for your CD-ROM drive. These should have come with your system, but if not, get some from the Net. Next, make sure that you've got all the passwords, logins, TCP/IP settings

Basically, if you're not confident about reformatting your hard drive and reinstalling Windows - don't do it 99

and other stuff you'll need to hook up to the Net written somewhere so that you can get connected and look for drivers as soon as you've reinstalled Windows. Finally, make sure that you've got a full Windows (95 or 98) CD-ROM - not one of the upgrades.

One last job before you start is to make a boot floppy. The easiest way to do this is to select Add/Remove **Programs from Control Panel, and click** on the Startup Disk tab at the top. Once this has finished, copy your CD-ROM

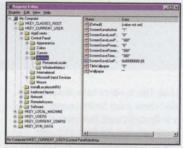
driver and Mscdex.exe to the floppy, and edit the Autoexec.bat and Config.sys using Notepad so that the CD-ROM driver is loaded (Fig 14a & b).

Have a last look around your system and check that you've backed up everything that's important. Now all you have to do is stick your boot floppy in the drive and restart your machine. **Once the Command prompt comes** up, type 'format c:' (Fig 15) and follow the instructions.

Once the C drive is formatted, stick the Windows CD in the drive and run Setup.exe to install Windows. After lots of restarting and tinkering around, you should be left with a nice clean system with a new copy of Windows, and nothing else. All you now have to do is follow the steps in Part 1.

Reinstalling Windows is pretty straightforward, and if you really care about your PC's performance it's something that you might want to do once a year anyway. If you still can't get games to work after doing all this, call Microsoft Technical Support and stop bothering us. III

O Bored of Quake II? Totally unscared of Resident Evil? There's nothing like reformatting your hard drive to loosen those stools.



The Windows Registry is where a lot of technical details are kept. Although you can edit the settings manually, we don't recommend it unless you're desperate.

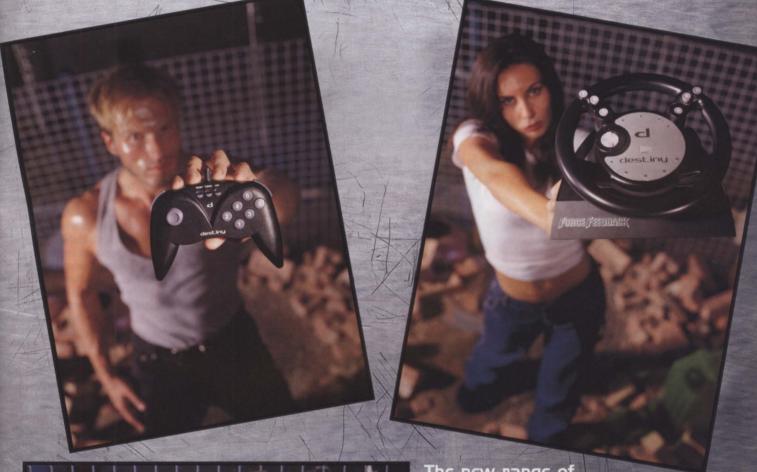


f you've got new hardware like a Voodoo2 card, make sure that you've tried all the settings before panicking, as many games won't work with new hardware.

TEN TOP TIPS

- 1 Never, ever delete a program's folder to get rid it. Use Add/Remove **Programs in Control Panel.**
- 2 If you use your PC for anything other than games, create a 'files' folder on one of your drives to keep all your work in one place. This makes backing up much easier.
- 3 Instead of messing around with the Start menu, create shortcuts to your favourite games directly on your desktop.
- 4 Never rely on floppies for keeping vital stuff - if you have to, always make two copies.
- 5 Regularly check the Internet for drivers.
- 6 Before you try to fix your system, make sure that the problems you're experiencing aren't just down to a buggy game - there could be a patch available.
- 7 If you're still having problems, try removing some of the programs in the Startup section of the Start menu.
- 8 If you want more than one partition but don't fancy reformatting, use the excellent **Partition Magic from Power Quest.**
- 9 Check for hardware conflicts by right-clicking on My Computer, selecting Properties and clicking the Device Manager tab.
- 10 After a night on the piss, always drink plenty of water before you go to bed - it's the only guaranteed hangover remedy.







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September 1998



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WATCHDOG

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ANSWERED BY Adam Phillips

"DOH!"

Feeling as undervalued as Homer Simpson? If you've got a consumer issue that needs addressing, drop us a line.

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E-MAIL E-mail us at letters.pczone@dennis.co.uk with the subject heading 'Watchdog'.

WIREPLAY WORRIES

l've tried playing *Quake II* on Wireplay but can never get a decent enough connection to play a game – there's always too much lag, especially on CTF.

Wireplay's new servers did nothing to change this. I e-mailed Wireplay a few times, but I think it's just the load on the server. Wireplay even suggested that long telephone extension cables can cause such problems!? Eventually, I gave up.

My advice is to play Forsaken on Wireplay – it's much better than Quake with very little lag, but does sometimes disconnect in the middle of the game for no reason.

I think BT should have a policy that if you login to Wireplay and it crashes, you don't have to pay for the call. I sometimes get disconnected back to the main Wireplay screen (ie before you dial) but the modem is still connected and I'm being charged – you really do need to watch out.

Connor Sadler

Wireplay assume that the problems you're experiencing with ping rates are down to the latest version of *Quake II*, v.3.17 (if you're using it), not the Wireplay service itself. They claim: "We have not changed any of the set-up in the last few weeks that may have affected player performance. The only real change has been the new version 3.17."

Wireplay also claim that while many users of v3.17 have not experienced such problems, they believe your conundrum may well be solved by making the following tweak.

"Our helpdesk have told us that in the menu settings of the main game screen of *QII*, there is a multiplayer game option, and under this there's an option for Player Setup.

"Apparently, version 3.17 has added a new option, Connect Speed, which is defaulted to a T1 – a very fast line. This can cause people to have bad lag and to drop out. This setting needs to be put on the correct modem speed and this may well improve performance."

Concerning your comments about the load on the server, James Kaye at Wireplay explained: "Quake II is very processor hungry, and we are still fine-tuning the server boxes to make sure that each one is not overloaded. To this effect, we regularly conduct tests and we also experiment

by removing some servers off boxes to see if the performance differs. Wireplay is very dedicated to ensuring that Quake II runs smoothly and that every machine is running servers within its capacity. Furthermore, we are currently purchasing more Quake IIspecific hardware as part of this ongoing programme of improvement and expansion."

As for your question about the telephone charges, Wireplay offered no comment.

WORLD CUP

Cup 98, played the demo and was instantly hooked. So I went out and bought the game and played it. And played it and played it. Then I noticed the Tech Support choice on the autoplay screen, so I had a look at it.

That's when I noticed that it had support for the ATi Rage Pro series of cards, which is what I have in my computer under Direct 3D. I went to 3D Setup and looked for my card, which I expected to be in there. But was it? No, although it did have an option for

Let me say this:
Eidos, Microsoft
and Diamond are
cack! I know Final
Fantasy VII is a
good game, but I
can only play two
minutes of it!

M WATSON

a Direct 3D Display card. However, when I chose this a warning message appeared saying that my card wasn't supported by World Cup 98!

What's going on here? Is there something wrong with EA Sports or is it just game developers in general? There are 3D cards out there that are just as good and in some cases *faster* than 3Dfx and most definitely PowerVR. The ATI card is 20 per cent faster than

3Dfx with the latest drivers, and the nVidia range of cards are said to be even faster.

Is it so hard to accelerate a game for five or more different cards? Well, it seems that the developers of *Forsaken* and *Incoming* think not – they have the relevant coding. My computer flies through *Forsaken* at an average of about 50fps at 640x400 (and this is with a PC TV running in the background, which uses up about 1Mb of video memory).

Under Direct 3D, my computer crawls through *World Cup 98* at the amazing pace of 3fps. I am talking about a 233MMX here, which is about the average speed for a games computer.

I took my argument up with EA Sports and so far have had no reply after a month of pestering them. I've written to *PC Zone* to not only air my grievances but also to ask if you can sort this thing out."

Daniel Smalley

Watchdog contacted the FIFA programming team in Canada. They apologised for the confusion and frustration you've experienced and offered the following advice.

Tracking down the exact cause of problems like yours can be difficult. Since we are not sitting at your desk to help you out, here are some areas you could take a look at so we can solve this problem:

1) Did you purchase and install your ATI card or did it come with your PC?

Sometimes, 3D chipset solutions come as part of the motherboard rather than a card that you would buy in the stores. The motherboard configurations do not always perform as well as the cards. This can be due to memory, which is an issue for our games – for good Direct3D performance, we require 4Mlb of video RAM. Less memory can lead to poor performance, 2) Does your ATI card have the Rage Pro chipset?

This may seem like an obvious question, but it can be

UNREAL SUPPORT

A couple of months back you were asking about technical support problems. Well, I've got one with *Unreal – the damn* thing doesn't work! The game crashes while initialising,

even in Safe mode, so I rang the tech support number in the manual. After a couple of attempts, I finally got through, only to be given a reference number and another phone number to call.

After giving up on the first couple of calls, I eventually decided to wait on hold until my call was answered... for 25 minutes! I was then told that the problem was because I have a Cyrix processor, and that I needed to obtain a patch from the Internet. "No, we can't send you a disk," was the response when I told the operator I don't have a modem.

Eager to experience the *PC Zone* Classic that I had shelled out £30 for, I rushed down to the local cyber café, only to discover that the Internet address I had been given was non-existent. Okay, I thought, let's hunt around for a bit. I eventually came across an icon for said patch, but when I clicked to download it, another error message appeared.

As I don't have the time or money to keep going back to my local cyber café in the hope that GTi have updated their links, you are my last hope. Please, please could you stick the *Unreal* Cyrix patch on your cover disc?

David Saunders

According to GTI, there was a large and unexpected influx of calls to GTI's helplines when both Unreal and Total Annihilation: Core Contingency were released. They admit that the wait you experienced was unacceptable, and they've since drafted in extra bodies to man the phones.

When asked why GTi are unable to provide their customers with the relevant patches to get a GTi game working correctly, they offered the following: "Fair enough, but it's not that simple. When we know of a patch, we try to get hold of it, but unless we decide to pay someone to trawl through the websites of our own products then it's not practical. Large patches are much easier to download than to put onto disk, but we do send patches out when we can – although at Customer Support, we encourage people to download from the relevant site if at all possible."

Watchdog believes that if a patch is available, sending out those patches in the post to customers without an internet connection should surely be mandatory – as a gesture of goodwill at the very least.

In the meantime, the Cyrix patch can be found on our Cover CD (in the 'Patches' section, oddly enough), and GTi will be in touch with you soon to offer a gift as an apology for the inconvenience caused.

78:22 England O Tunisia JVC - CASIO MMcDonald's FRANCE PRANCE "World Cup 98 crawls along at 3fps under Direct 3D on my 233MMX. But no reply from EA Sports."

tough to tell sometimes. ATI has a line of Rage chipsets and we only support the most recent one, the Rage Pro. One warning flag is the fact that the 3D Setup program did not recognise the card. We have not encountered any situation where a card equipped with the Rage Pro chipset was not recognised.

3) Which version of the ATi drivers are you using?

Again, this may seem obvious, but the most recent drivers are usually the best. ATi have upgraded their drivers several times since World Cup 98 came out. This might be an avenue to explore further.

4) Why did 3D Setup recognise the card as a Direct 3D card rather than ATi?

This actually is working correctly. The game uses Direct 3D drivers when using the ATi Rage Pro or nVidia Riva 128 chipsets. 3D Setup shows D3D as the card type so as not to mislead the consumer.

FINAL **NIGHTMARE VII**



Final Fantasy VII is a great game, except it ON THE CO doesn't work properly

on my computer and probably many others. I have a P166 with 48Mb RAM, a Voodoo graphics accelerator and a 16-speed CD-ROM, but the ingame movies don't work.

I can play the game but when a cut-scene starts, I hear the sound but don't see the movie. If I disable Direct 3D hardware acceleration, the movies work but the game is unplayably slow.

Le-mailed Eidos but have had no reply, so I've turned to you please help me as I really want the movies and the 3Dfx version of the game. Andy McCourt

Final Fantasy VII? Absolute cack! I've played up to the first battle scene and then nothing... blank screen (music yes, picture no). Black, blank nothingness. I don't know what to do! Neither do

Eidos' Technical Support. Eidos have apparently had complaints from lots of other players crashing at the same place, but they haven't come up with any fixes yet. My Diamond 3Dfx Voodoo1 performs great in the game up to this point.

You would have thought that perhaps by now drivers and software/hardware installations would be a doddle. Even your chat area talks of "two-hour installation nightmares" with Final Fantasy VII.

Let me say this: Eidos, Microsoft and Diamond are cack! I know the game is good, but I can only play two minutes of it!

M Watson

After giving us the usual hyperbole about how the game uses "the latest in 3D technology", "taxes the PC in a way that no other game does" etc, Eidos told Watchdog that the latest hardware drivers are required to run the game. These can be found on FFVIF's Install CD, and if you're in any doubt then tuck into the game's readme.txt.lf you're still stumped, the Eidos US site also has a fairly extensive FAQ dedicated to FFVII at www. eidosinteractive. com/ techsupp/ffvii/ffvii-faq.html.

Those without an Internet connection can find the aforementioned FFVII FAQ on our cover CD. For owners of the Cyrix 686 processor who may also be having problems, check out the new patch on our CD (in the 'Editorial' section).

Problems running FFVII? You need the latest drivers sav Eidos.

Coming next month



You've played the demo on this month's cover CD: next month find out what we think of the finished game. We've got the full and first review.

(Check out page 148 for this month's cover CD pages)

AWESOME DEMOS

We've got some incredible demos lined up for next issue, including *Hedz* (reviewed on page 88), *Colin McRae Rally* and *Klingon: Honour Guard* (which came in too late to squeeze onto this month's CD).

REVIEWS OF... SIN, NEED FOR SPEED 3, MAGIC AND MAYHEM, DUNE 2000, V2000 DUKE NUKEM FOREVER, QUAKE ARENA, TOTAL ANNIHILATION 2 SiN should finally be ready for review next issue – see how the

completed game compares to this month's cover CD demo. Then there's David Braben's long-awaited sequel to *Virus* in the shape of *V2000* and the Gollop Brother's first game since *X-COM*, *Magic And Mayhem*, oh and a zillion others (though possibly not the last few mentioned above!).

COMMANDOS WALKTHROUGH
Don't miss part two of our Commandos player's guide (you can find part one on page 126 of this very issue).

MECHCOMMANDER GUIDEStill can't find your way around this real-time strategy? Next issue we'll tell you everything you need to know about *MechCommander*.

REAL-TIME STRATEGY SUPERTESTIs there anyone out there who doesn't like real-time strategy games? Thought not. You'll be impressed with next month's Supertest then.

HOW TO... WRITE YOUR OWN GAME
Got a great game idea? Then find out what to do with it. We show you how to present your game ideas and get them noticed.

ON SALE



Welcome to the PC Zone Top 100. Here you'll find the games 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

ACTIONGAMES



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, singleplayer 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



JEDI KNIGHT: DARK FORCES II PCZ #55 • 94%

t's not Quake, but then it doesn't even try to be. But it is a compelling, technically superb blend of action and exploration neatly wrapped up in the Star Wars universe. Altogether most

PUBLISHER LucasArts/VIE • 0171 368 2255



FADE TO BLACK

PCZ#31 · 94%

The unofficial sequel to the excellent Flashback, this is a nearperfect blend of third-person exploration and combat action. The technical precursor to the fantastic Tomb Raider, it's a classic in its own right.

PUBLISHER Electronic Arts • 01753 549442



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



PCZ #18 · 94%

TIE Fighter is still rated by many as the finest space combat sim ever to be released. It succeeds because it successfully blends all the kudos of Star Wars with a wicked new engine for super-fast TIE on X-Wing fisticuffs

PUBLISHER LucasArts/VIE • 0171 368 2255



TOMB RAIDER II

PCZ #57 • 94%

The first game broke the mould, but the sequel even improves on the original. Tomb Raider II sports a curvier Lara, massive new levels to explore and a tidier control system. The game comes with native 3Dfx support and looks better than ever.

PUBLISHER Core/Eidos • 0181 636 3000



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



DUKE NUKEM 3D

PCZ #40 · 93%

The debate rages on, and there are still a lot of people who rate Duke over Quake. It's not as technically impressive, but brags gameplay by the bucketload in one-player mode and when played over a network.

PUBLISHER Eidos Interactive • 0181 636 3000



PCZ #65 · 93%

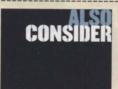
Another potential Quake II killer that didn't quite live up to the massive expectations of the Quake community. It boasts atmosphere, incredible graphics, an unfolding storyline, great level design, a level editor, but the weapons lack 'oomph' and deathmatch can be lame. PUBLISHER GT Interactive • 0171 258 3791



PCZ #63 • 90%

Rage's awesome all-action arcade epic is quite possibly the bestlooking action game we've seen this year. If you've got the hardware and want to get your hands on non-stop action and a dose of strategy, this is a must-buy.

PUBLISHER Rage • 0121 452 8400



QUAKE Activision • PCZ #43 • 96%

TOMB RAIDER Eidos • PCZ #45 • 95%

SPEC OPS: RANGERS ASSAULT Take 2 • PCZ #65 • 88% JEDI KNIGHT: MYSTERIES OF THE SITH LucasArts • PCZ #62 • 95%

MDK Interplay • PCZ #50 • 90%

LAST BRONX Sega • PCZ #62 • 87%

MAGIC CARPET II Electronic Arts • PCZ #32 • 92%

HEXEN II Activision • PCZ #54 • 94%

DRIVINGGAMES



CARMAGEDDON

PCZ #50 · 95%

Awesome arcade-style racer that's heavy on the hit 'n' run and gameplay. Loads of different cars to choose from, plenty of tracks, three ways to play and a fab multiplayer network mode make this one of the most entertaining driving games ever.

PUBLISHER SCI • 0171 585 3308



PCZ #36 • 95% **FORMULA 1 GRAND PRIX 2**

The amazing sequel to the greatest F1 driving sim ever. Updated brilliantly for the 94/95 season with all-new detailed circuits, cars and teams. Will run on a 486DX2 but you'll need a Pentium to run the hi-res mode.

PUBLISHER MicroProse • 01454 893893



NETWORK O RAC RALLY

PCZ #44 • 94%

The seminal rally racer from Europress is the ultimate in skiddy, slidey action. 27 (count 'em) stages, loads of cars, a fantastic eightway network option and varied terrain and conditions make this superior to the limited Sega Rally. Go buy it!

PUBLISHER Europress Software • 01625 859444



F1 RACING SIMULATION

PCZ #59 · 93%

The sheer depth of realism is what makes F1 Racing Sim such an outstanding experience to play. Not only that, but it looks an absolute treat too - especially 3Dfx-ed up. Ubi Soft practically sprung up from nowhere and took the lead from the established names in the genre. **PUBLISHER** Ubi Soft • 0181 944 9000



NASCAR RACING 2

PCZ #46 · 92%

A worthy upgrade featuring a new, smoother 3D engine, improved opponent Al, more controllable cars, a simple single-screen car setup and a multiplayer network option. The constant stream of headset messages adds atmosphere. A racing sim fan's must.

PUBLISHER Sierra • 0118 920 9100



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



PCZ #62 • 92%

The long-awaited sequel to the excellent PlayStation conversion proved to be worth the wait, with improved driver Al, lusher graphics, a split-screen mode and more ludicrous commentary from Murray Walker, Fantastic.

PUBLISHER Psygnosis • 0151 282 3000



MOTOCROSS MADNESS

PCZ #67 · 91%

WENTRY 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. Soon available with the pad for around 50 quid. A must-buy. PUBLISHER Microsoft • 0345002000



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



PCZ #63 · 90%

With drop-dead graphics and a blistering frame rate, this is a ridiculously fast, fab-looking, intense racing experience. Add a great LAN-based option (Local Area Network) and Motorhead is the ace of arcade racers.

PUBLISHER Gremlin Interactive • 0114 2639900



Thinking of adding a Formula One game to your collection? Check out our round-up in PCZ#67.

INDYCAR 2 Cendant • PCZ #34 • 90%

SCREAMER 2 Virgin • PCZ #45 • 93%

DESTRUCTION DERBY 2 Psygnosis • PCZ #46 • 86%

INTERSTATE 76: NITRO RIDERS Activision • PCZ #63 • 87% TOCA: TOURING CAR CHAMPIONSHIP Europress • PCZ #59 • 86%

ULTIMATE RACE PRO MicroProse • PCZ #62 • 88%

SPORTSGAMES



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



PCZ #57 . 94%

Another year, another NHL, but this one isn't just the best ice hockey game, it's one of the best sports games we've ever seen. Super 3Dfx-ed graphics, fantastic animation and awesome presentation make this a sports title not to be missed.

PUBLISHER EA Sports • 01753 549442



PGA TOUR PRO

PCZ #55 • 94%

Nothing really distinguishes this version from the last, except for the brilliant and very easy to use Internet play facility. Waste no time, go and thwack some Americans right now. Remember: your country needs you.

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



PRO PINBALL: TIMESHOCK!

PCZ #53 · 91%

Remember Pro Pinball: The Web? This, the second table in the series, is better in every way. Improved ball dynamics, detail and sound effects, and of course there's the return of the world's dirtiest computer game voice telling you to "Lock those balls".

PURLISHER Empire Interactive • 0181 343 7337



WORLD CUP 98

PCZ #65 · 91%

The best football game available for the PC. Graphics and detail to die for, a creative control system that allows for awesome moves and goals, extremely competent Al and excellent presentation make this a must-have, even though it lacks a custom tournament mode. PUBLISHER EA Sports • 01753 549442

NBA LIVE 98

PCZ #60 · 90%

With even better graphics and commentary than before, it's one of the best-looking PC sports games. This version sports 'realistic' faces and players of different heights - it's by far the best basketball game available.

PUBLISHER EA Sports • 01753 549442



PCZ #58 · 90% VIRTUAL POOL 2

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



ACTUA SOCCER 2

PCZ #59 · 90%

Instantly accessible footie action in this latest instalment of Gremlin's high profile Actua series. Great graphics, easy control and a hidden Super Furry Animals team confirm Actua 2's 'must have' status.

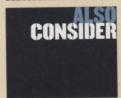
PUBLISHER Gremlin Interactive • 0114 2639900



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



② There's always a swell of different sports game types depending on the current sporting season. These are worth having a look at...

MADDEN NFL 98 EA Sports • PCZ #59 • 87% TRIPLE PLAY 99 Electronic Arts • PCZ #64 • 90%

TROPHY BASS 2 Cendant • PCZ #50 • 84%

ADVENTURE GAMES



ALONE IN THE DARK 3

PCZ #21 · 95%

③ Better than the previous *AITD* instalments, *Alone 3* is a tense, ambient tale of Navajo Indian magic and reincarnation that unfolds in the usual *AITD* manner. This is now available as part of a compilation budget pack.

PUBLISHER Infogrames • 0181 738 8199



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



DISCWORLD II

PCZ #44 • 93%

Perfect Entertainment's immaculate sequel to Discworld follows would-be wizard Rincewind in his search for the Grim Reaper. Not as hard as the first game, but bigger and better looking. Discworld II is a universally appealing adventure game.

PUBLISHER Psygnosis • 0151 282 3000



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/VIE • 0171 368 2255



LBA 2: TWINSEN'S ODYSSEY PCZ #54 • 93%

☼ Twinsen is back – this time to thwart those pesky Esmers 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/VIE • 0171 368 2255



THE CURSE OF MONKEY ISLAND PCZ #58 • 92%

The third game in LucasArts' classic *Monkey* saga delivers the goods big-time, much to the relief of adventure fans everywhere. *The Curse Of Monkey Island* is the new benchmark for point-and-click adventure games.

PUBLISHER VIE • 0171 368 2255



STARSHIP TITANIC

PCZ #63 · 91%

② Douglas Adams' epic adventure is an innovative piece of software filled with everything that's right about adventure games. With its lush visuals and an innovative user interface, *Starship Titanic* is a must-buy for adventure fans.

PUBLISHER Zablac Entertainment • 01626 332233

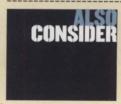


ECSTATICA II

PCZ #48 • 91%

• We dubbed it "an adventure with balls". It's hard, but it's one of the most rewarding adventures we've ever seen. It constantly surprises and is sure to keep even the most battle-weary adventure fan busy for weeks.

PUBLISHER Psygnosis • 0151 282 3000



FULL THROTTLE Virgin • PCZ #27 • 92%

THE PANDORA DIRECTIVE Virgin • PCZ #43 • 92%

TOONSTRUCK Virgin • PCZ #45 • 93%

GABRIEL KNIGHT 2: THE BEAST WITHIN Cendant • PCZ #36 • 88%

LITTLE BIG ADVENTURE Electronic Arts • PCZ #21 • 93%

ROLE-PLAYINGGAMES



ULTIMA UNDERWORLD 2: LABYRINTH OF WORLDS

PC7 #1 - 94%

♠ This improves on almost every aspect of its prequel, *The Stygian Abyss*. You explore a complex, ever-evolving dungeon; it has unsurpassed atmosphere and interaction.

PUBLISHER Origin/EA • 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 2639900



LANDS OF LORE: GUARDIANS OF DESTINY

PCZ #56 • 92%

◆ Four long years in the making, Westwood Studios' mammoth new adventure proved more than worth the wait. Sumptuous visuals and a tremendous atmosphere combine to make it an instant classic. PUBLISHER VIE • 0171 368 2255



FALLOUT

PCZ #61 • 91%

This surprised everyone in the office, proving to be both addictive and well conceived. Give it a chance and you'll discover that Fallout is a rewarding RPG which'll keep you entertained for hours. Not quite on a par with the mighty Ultima series, but then what is?

PUBLISHER Interplay • 01628 423666



ULI IMA 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



TERRIS

PCZ #44 • 88%

◆ A MUD in the old-school style of text-based RPGs, but it's so addictive that we're still playing it. The various quests, puzzles and monsters will keep you going for days. The gameplay is excellent, if you can handle the 'texty-ness'.

PUBLISHER AOL • 0800 279 7444



MERIDIAN 59

PCZ #45 • 86%

☼ This ground-breaking on-line RPG enables thousands of people to interact with each other in the same fantasy universe at the same time. Garish and horrible graphics aside, *Meridian 59* remains one of the best online multiplayer RPGs around.

PUBLISHER 3DO Company • 0181 296 1949



ULTIMA UNDERWORLD: THE STYGIAN ABYSS

PRE-PC ZONE

◆ This took role-playing games away from first-person tile-based RPGs. Amazing architecture, witty characterisations, layers of storyline and the best ending of any game in history.
PUBLISHER Origin/EA ◆ 01753 549442



These are the cream of the crop, largely because RPGs have taken a back seat to other game types over the last couple of years. However, also bear in mind...

DIABLO: HELLFIRE Cendant • PCZ #59 • 82%
ULTIMA COLLECTION Electronic Arts • PCZ #62 • 90%
RAVENLOFT: STONE PROPHET Mindscape • PCZ #25 • 78%

STRATEGYGAMES



DUNGEON KEEPER

PC7 #53 · 96%

A game with a genre almost impossible to define, DK takes SimCity 2000, C&C and Ultima Underworld and remoulds them into one hell of a title. Fantastic gameplay, and a lifespan on a par with the Queen Mother

PUBLISHER Electronic Arts • 01753 549442

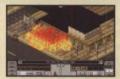


SYNDICATE WARS

PCZ #43 · 95%

One of the best strategy games of all time gets a sequel, and what a fabulous sequel it is too. Syndicate Wars houses a wealth of intricate levels, gorgeous graphics and enough gratuitous violence to keep anyone happy.

PUBLISHER EA/Bullfrog • 01753 549442



X-COM 3: APOCALYPSE

PCZ #52 · 95%

A revamped engine and a healthy helping of real-time combat have brought the fantastically addictive X-COM series bang up to date. If you like your strategy games deep and meaningful, you should buy X-COM 3 immediately. It'll keep you busy for weeks. PUBLISHER MicroProse • 01454 893893



COMMAND & CONQUER: **RED ALERT**

PCZ #47 . 94%

...or C&C in SVGA with a few new units. It's a testament to the original's gameplay that the sequel can get away with adding few new features and still be such fun to play.

PUBLISHER VIE • 0171 368 2255



PUZZLE BOBBLE

PCZ #50 · 94%

 We can't agree exactly where Puzzle Bobble fits − should it go in here, with the Civs and Sims of the PC gaming world, or in the Action section? But it most certainly deserves to be in our Top 100 section. Totally absorbing and addictive puzzle game.

PUBLISHER GT Interactive • 0171 258 3791



AGE OF EMPIRES

PCZ #54 · 94%

Imagine Civilization 2'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 Emnires in a nutshell

PUBLISHER Microsoft • 0345 002000



SIMCITY 2000

PCZ #13 · 92%

A classic that deserves its reputation as one of the all-time greats in the strategy world. Build and maintain the city of your dreams and cope with all the problems a real-life Mayor would come up against. It's a lot more fun than it sounds, trust us.

PUBLISHER Maxis • 0171 505 1500



THE SENTINEL RETURNS

PCZ #66 · 90%

Twelve years on, the sequel to the 'classic' Amstrad and BBC Micro strategy-fest makes a welcome return. Some may find the gameplay a tad too repetitive, but it's compelling and runs happily

PUBLISHER Psygnosis • 0151 282 3000



CHAMPIONSHIP **MANAGER 97/98**

PCZ #57 • 90%

★ The best football management game ever gets its seasonal update and a few added extras - you can now play a number of leagues simultaneously, and edit the existing stats.

PUBLISHER Eidos Interactive • 0181 636 3000

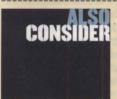


CIVILIZATION 2

PCZ #36 · 90%

S Explore the world, conquer territories and research new technologies in one of the most successful strategy games ever. It's not that different to the first one, but it merits a '90s update and a place here.

PUBLISHER MicroProse • 01454 893893



WARLORDS III: DARKLORDS RISING Broderbund • PCZ #67 • 90%

STARCRAFT Cendant • PCZ #64 • 88%

COMMANDOS Eidos Interactive • PCZ #66 • 87%

INCUBATION Blue Byte • PCZ #56 • 94% MASTER OF ORION 2 MicroProse • PCZ #45 • 92%

TOTAL ANNIHILATION GTi • PCZ #56 • 92% SETTLERS 2 Blue Byte • PCZ #41 • 92%

M1 TANK PLATOON II MicroProse • PCZ #63 • 90%

FLIGHT SIMULATIONGAMES



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



PCZ #60 · 93%

DID do it again with this awesome new combat sim that leaves the competition firmly on the ground. Graphics and control to die for, it only really lacks a decent campaign. The Total Air War add-on pack will make it near perfect.

PUBLISHER Ocean/DID • 0161 832 6633



TEAM APACHE

PCZ #65 · 93%

A highly accessible and detailed chopper combat simthat lets you get on with the fun stuff rather than struggling with systems and an over-complex flight model. A bit vacuous for die-hard prop-heads, but as flight sims go this is one of the most fun to play.

PUBLISHER Mindscape • 01444 246333



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



JANF'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



US MARINE FIGHTERS

PCZ #30 · 92%

Lovely graphics and a realistic enough flight model. This was originally released as a mission disk for US Navy Fighters, but it now comes as part of the US Navy Fighters Gold pack, so make sure you go get that instead!

PUBLISHER Electronic Arts • 01753 549442



FLYING CORPS GOLD

PCZ #59 · 92%

Action-packed WWI flight simulation with neato graphics. Some of you may recall Red Baron as one of the greatest WW1 flight sims ever - this improves on the old classic to become the best PC WW1 sim currently available.

PUBLISHER Empire Interactive • 0181 343 7337



JETFIGHTER III

PCZ #47 • 91%

The follow-up to one of the most popular sims ever. Fly over three and a half million square miles of accurately-mapped terrain of South America. It really is just like being there. Oh yeah, you get to shoot things too, but sadly there's no duty free option.

PUBLISHER Eidos Interactive • 0181 636 3000



PCZ #59 · 90% S 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 456700

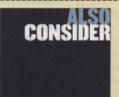


FLIGHT UNLIMITED II It can't really compete with the behemoth that is Flight Sim 98,

PCZ #60 • 84%

and as a result is somewhat limited and claustrophobic. However, it does score highly for being more detailed in its smaller area, and much more fun.

PUBLISHER Eidos Interactive • 0181 636 3000



Of If a flight sim is good, you can bet it'll stay on the shelves for a long time - hence our recommendation for US Marine Fighters. Some of the more recent releases worth considering include...

AIR WARRIOR III Interactive Magic • PCZ #62 • 80%

COMANCHE 3 NovaLogic • PCZ #51 • 92% COMANCHE GOLD NovaLogic • PCZ #65 • 87%

F/A-18 KOREA Empire Interactive • PCZ #61 • 90%

ONTHECH

Don't sit there
gawping at it, chuck
the bloody thing in
your CD drive and
come back here
when you get lost

WORDS Richie Shoemaker **DISCMEISTER** Daniel Emery

HELP!

CD trouble? Floppy disks playing up? Don't worry – phone our helpline and sort yourself out, pronto!

CD-ROM HELP Phone ABT on 01708
250250 or pczone@abt-net. demon.
co.uk any weekday between 9:30am
and 5pm, and Saturday from 10am to
2pm. (Please do not phone the *PC Zone*office as we're too busy putting the mag
together to answer your calls.)

HD DISK HELP Phone Matthew on 01274 736990 Any weekday between 9am and 4pm.

BEFORE YOU DIAL... If you are calling either helpline, then please take note of the following points:

- If possible, have your PC operating and near to the phone when you call.
- ☼ If this is not possible, note down all relevant information — ie system type, sound card, RAM etc — plus the nature of the fault.
- Make sure you have a pen and paper to hand when you call to jot down the relevant info.

ON THE CD

DEMOS + SHAREWARE

MINIMUM SPECIFICATION

- You'll 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.



CARMAGEDDON II: CARPOCALYPSE NOW

Stainless/SCI

The sequel to one of the best games of last year is almost upon us. Direct3D-compatible card owners can see how things are shaping up in this massive one-track demo. The game will time-out after a few minutes, which should give you just enough time to get the hang of taking out zombies with your side doors. Non-3D card owners will have to wait until next month – sorry 'bout that.

Controls: Keyboard

Keypad 8 - Accelerate

Keypad 2 - Brake/reverse

Keypad 4 - Turn left

Keypad 6 - Turn right

SPACEBAR - Handbrake

Z – Wheelspin (useful for getting out of tight situations)

BACKSPACE – Repair (double-tap repairs fully)

INSERT – Recover (for when you land on your roof)

TAB - Map view toggle

DELETE – Buy armour

END - Buy power

PG DOWN - Buy offensive

CURSORS – Camera control (use left + right to centre the camera)

C – Cockpit view toggle on/off

(cursor keys can move the camera over the bonnet)

T - Target lock toggle on/off

Y – Target cycle (changes the locked opponent)

H - Horn (scares pedestrians)

CONTROL + Q - Quit

[/] - Select power-up

ALT – Activate power-up

Keypad ENTER – Action replay toggle on/off

Keypad 5 - Play/pause toggle

Keypad 4 - Rewind

Keypad 6 - Forward

Keypad 7 - Rewind to start

Keypad 9 - Wind to end

Keypad 1 - Backward one frame

Keypad 3 – Forward one frame **Keypad *** – Change camera style

HARDWAR Gremlin Interactive

Gremlin's 'Elite for the '90s' has been a long time coming but it's been worth the wait. You won't get much of an idea of the game's depth in this ten-minute time-limited demo, but you'll soon discover whether it's worth investing in. Check out the readme file if you want some idea of what's going on. Scored 85% last issue.

Controls: Keyboard/mouse/ joystick/gamepad

CURSORS – Alter the moth's direction of facing

CONTROL – Strafe moth **Z/X** – Reverse/forward thrust

BACKSPACE - Full speed Right SHIFT - Full reverse

RETURN – Stop dead

SPACE - Fire

W/Q - Select next/previous weapon

Y – Toggle through targets in radar range

T – Target building, cargo or moth in HUD reticule

N - Access main navigation menu

F1 - Cockpit view

F2 – External view (control with PgUp, PgDn, Ins, Del, + and – on keypad)

F3 – Target view (external, pointing towards your current target)

F4 – Rear view (from behind your moth)

F5 - Inverse target view

INSERT/DELETE - Pan left/right
PG UP/DOWN - Pan up/down

Keypad +/- - Zoom in/out

I - Infra-red imaging

D - Release drone to collect cargo

(must target cargo first)
S – Launch star shell

(illumination)

F – Launch flare

M – View messagesH – HUD function (cycles through weapons, cargo and hardware)

ESC - Game options

R - Launch chaff

J - Jettison cargo



NEED FOR SPEED III: HOT PURSUIT Electronic Arts

Climb into a Lamborghini Countach and outrun the cops in this two-lap demo of EA's latest racer. When you start the game the system auto-detects any controllers that you have plugged in. Hit ESC to change set-up.

Controls: Keyboard/gamepad/ steering wheel/joystick

ESC - Game menu

F3 - Toggle draw distance

F5 - Toggle HUD on/off

F7 - Rear-view mirror on/off

F8 - Music on/off

F11 - Reset car

H - Horn

Keypad +/- - HUD map zoom in/out

B-Look behind

CURSORS – Left/right/ accelerate/brake

SPACE - Emergency brake



MOTO RACER 2 Delphine/Electronic Arts

One road-based and one motocross track are available in this two-lap demo. You can change the weather set-up to give you some idea of how the bikes will handle in the final

NO CD?

If you don't have the CD issue, then fear not! Simply fill out this slip, enclose your HDs from the cover plus a cheque for a

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CDs from previous issues are also available – call 01789 490213.



SIN Ritual/Activision

After Unreal's failure to dislodge Quake II from its well-deserved throne, it falls to SiN to have the next crack. This two-level demo features impressive use of scripting as well as some innovative enhancements to Quake II's engine. Head shots count in this game, and there are also two deathmatch levels included.

Controls: Mouse and keyboard recommended

W/S - Walk forward/back

A/D - Strafe left/right (sidestep)

C - Crouch

U-Use

SPACE - Jump

ENTER – Use inventory item

[/] - Previous/next inventory

LMB - Fire

CMB - Strafe

RMB - Walk forward

/ - Next weapon

F1 - Mission status

TO Immodiate

F2 – Inventory

version. Supports 3D acceleration only.

Controls: Keyboard/gamepad/ joystick

cursors - Left/right/ accelerate/brake

SPACE - Speed move

Q/W - Gear change

TAB - Look behind

MICROSOFT BASEBALL 3D Microsoft

Play a full game between two of America's all-star teams in this Direct3D demo of Microsoft's baseball sim. To view all the key combinations there is a help file in the help directory where you install the game.

Controls: Keyboard/mouse/ gamepad

EUROPEAN AIR WAR MicroProse

It's been a while since we've seen a WWII flight sim – and whad'ya know, there's a whole squadron of propeller-based combat sims on the way. MicroProse look like beating everyone else to the finish line in this demo where you can fly a single mission for the Germans or the good ol' US of A.

Controls:

Joystick/mouse/keyboard CURSORS - Flight up/down/left/right

./? - Rudder up/down

. - Rudder centre

1-9 - Set speed 10-90%

0 - Full throttle

F/SHIFT & F - Flaps up/down

B - Wheel brakes

G - Landing gear

F1-F5 – Views (also with SHIFT)
CONTROL & F1 – Instrument view

F8 - Virtual cockpit

Keypad * - Padlock toggle

Keypad / - Padlock closest to

centre of view

Keypad . - Cockpit toggle

SHIFT & F8 - Chase view

CONTROL & F8 - Fly-by view

F9/SHIFT & F9 - Track view

next/previous plane

F10 Target view

SHIFT & F10 - Player to target view

CONTROL & F10 - Target to

player view

CONTROL & F12 - Free camera

Keypad +/- - Zoom in/out

U/N/J/H - Camera up/down/ right/left

SPACE – Fire selected guns S/SHIFT & S – Next/previous gun

Z - Select all guns

X - Select machine-guns

C - Select cannons

T/SHIFT & T - Target next/previous enemy

CONTROL & T – Target closest enemy

Y/SHIFT & Y – Target next/ previous friendly

CONTROL & Y – Target closest friendly

BACKSPACE - Deselect target

ALT F - Flight info display on/off
ALT T - Target info display on/off

ALT D - Target director display

ALT 0 - Target box display on/off

ALT I - Target ID display on/off

ALT R – Target range display

SHIFT & TAB - Normal time

ALT B - Bail out

ALT P - Pause

ALT S - Sound on/off

ESC - Quit

SMALL SOLDIERS: SQUAD COMMANDER

DreamWorks Interactive

Here's another real-time strategy game heavily influenced by *Toy Story*, and arguably one that's a lot more fun than *Army Men*. Guide your eagle-eyed action men around the house, making sure you dispose of the enemy.

Where's Stretch Armstrong when you need him?

Controls: Mouse



MICROSOFT GOLF 1998 Microsoft

It seems Microsoft are enjoying a period of success with games at the moment. This golf game is one of the better ones on offer at the moment, and the demo gives you access to three holes from the Bay Harbor Golf Club, which is within putting distance of Lake Michigan. Make sure you take a look at the readme file for the full instructions.

Controls: Mouse



KKND 2: KROSSFIRE Ocean

The 'original' *C&C* clone returns, ignoring advances made by *Total Annihilation*. It's more of the same if you like that kind of thing, which is why we've got a new version of the demo we ran in issue 64 – with

extra missions and everything. **Controls:** Mouse/keyboard

ALT - Force attack

SHIFT - Waypoint command

CONTROL – Override smart select
HOME – Centre on base
ESC Options menu
CONTROL & 1-9 – Save unit
selection into group #
1-9 – Restore group #
TAB – Open/close radar
SPACE – Stop current orders

TRIBAL RAGE Empire Interactive

CURSORS - Scroll view

Talonsoft are associated more with turn-based strategy games, so understandably they wanted a shot at the real-time market. The result: *Tribal Rage*. (Let's hope they can build from the experience.) Normal *C&C* controls apply in this four-mission demo. **Controls:** Mouse



VIRUS 2000 Grolier Interactive

David Braben returns with another remake of one of his '80s classics. This time *Virus* gets the PC treatment and looks all the better for it. This action-packed tutorial should keep you salivating for what is to come. If you're all fingers and thumbs with the keyboard controls, try using the mouse.

Controls: Mouse/joystick/ keyboard

CURSORS - Left/right/up/down (alternatively </>/S/X)

SPACE - Thrust

Right SHIFT - Reverse

TAB - Switch flight modes

A/?/RETURN - Fire (press with CONTROL for 'megablast')

PG UP/PG DOWN - Cycle weapons

M - Map view

ESC/P - Options/pause

C - Beam up person or cargo

D - Beam down person or cargo

E - Select cargo



Get more out of the games you already own. We've raided the Net and harangued the games publishers so that we can bring you all the hottest and newest patches

ANGEL DEVOID

The patch should iron out those IRQ hangups of some SoundBlaster owners.

APACHE LONGBOW

If you've upgraded to Windows '98 you'll need this particular patch to get the old chopper sim to work.

BATTLEZONE

This brings the game up to version 1.31 and includes five new maps.

CAPTAIN CLAW

Monolith's platformer has a few nails bashed in with this v1.2 patch release.

CIVIL WAR GENERALS II

Users of online games network WON might find this score function pretty handy.

CYBERSTORM II

This should help out P100 users who found timing problems with this particular game. **DARK REIGN**

General bug-fix addressing firewall support and multiplayer stability. Version 1.2 to 1.4.

DARK REIGN EXPANSION PACK An art pack that improves the graphics and

sound for Rise Of The Shadowhand. **DESCENT FREESPACE**

Fixes 'alpha waves' problem that made 'Darkness And The Light' unplayable. v1.03.01 for the UK.

DESCENT TO UNDERMOUNTAIN

There's so much covered by this 1.3 release that it needs its own readme file.

F-16 FIGHTING FALCON

If you moved on from 3Dfx to Voodoo2, you need this patch for this budget classic.

GALAPAGOS

A much-needed easy mode for players of this artificial life puzzle 'em up.

GEX: ENTER THE GECKO

If your 3Dfx card didn't get on too well with Gex you best see if this patch improves things at all.

HARDBALL 6

Two new stadiums and updated stats for EA's 'other' baseball sim. Version 6.02.

INTERNATIONAL RALLY CHAMPIONSHIP

Great-looking in 3Dfx, now even better in this v4.70 Voodoo2 patch.

JETFIGHTER III

Massive graphical and sound overhaul with support for Voodoo2 accelerators.

JETFIGHTER: FULL BURN

This v1.27 patch should sort out those bugs some Voodoo2 owners experienced.

M.A.X. 2

This 1.3 patch fixes a few irritating gameplay bugs, namely building on water and repairing units.

MECHCOMMANDER

MadCat add-on for Op 1 Mission 3. Also additional graphics for multiplayer games.

OPERATIONAL ART OF WAR

Probably the most serious strategy game ever, and perhaps the best. OAOW gets its first update. We've reviewed the game this issue on page 103.

OUTLAWS

The old cowboy shooter gets sorted out for Windows 98. Patch version 2.0 to 2.01.

PANZER COMMANDER

Here's a much needed multi-fix for Mindscape's WWII tank sim. See the readme file for more details.

PLANE CRAZY

Here's another one of those allencompassing bug fixes. Check out the accompanying readme file.

SPEC OPS: RANGERS ASSAULT

Alpha version of the OpenGL patch. It might not be necessary for the UK retail version.

STAR COMMAND DELUXE

Group fix for multiplayer games. This one stops cheating and makes network games more stable.

STORM IN THE WEST

Improved graphics should bring this game bang up to date.

TOMB RAIDER II

Here's an Apocalypse 3Dfx fix for anyone out there unable to get their Lara to look her radiant best

TONE REBELLION

Version 1.31 bug fix that should sort out those annoying glitches from the retail version

TOTAL ANNIHILATION

Now up to v3.1, Cavedog just seem to be making things better and better.

TRIBAL RAGE

Empire's real-time strategy game gets the v1.02 treatment.

TUROK

Owners of a Permedia 2 graphics card might like to try this patch on for size.

UNIVERSAL SOCCER MANAGER

This fix addresses problems with Cyrix processors and some graphics cards.

Owners of AMD and K6 chips should now be able to enjoy Epic's 3D shoot 'em up.

VIRTUAL POOL 2

Now the best pool sim will work with Windows 98 - definitely maybe.

WORLD CUP '98

Detection processes should now function correctly with this patch.

WORLD LEAGUE SOCCER '98

Read into it what you will, this patch apparently fixes Villa. Aston Villa, perhaps?

X-COM INTERCEPTOR

Have you suffered problems with Internet games and joystick problems? They should now be sorted out, thanks to this new X-COM Interceptor patch.

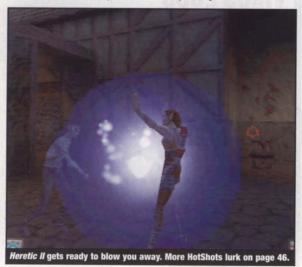
DDED EXTRAS

There's more to our CD than demos and patches. Here's a glimpse at just some of the other added extras crammed onto this issue's cover CD

HOTSHOTS

Rolling demos and the latest screenshots of just a few of the games that should be emptying your wallets later on this year.

This month we've got Slave Zero from Electronic Arts, Heavy Gear II from Activision, and Raven's Heretic II. Watch, salivate and wait patiently.



WIREPLAY

You'll find the latest version (v2.20) of Wireplay's client software on the disc as well as the Wireplay-compatible Age Of Empires demo and MUD 2. The latest Quake II addition is a capture-the-flag map going by the name of Outlands.

TIPS & SOLUTIONS

We calculate that by issue 764 our Tips Database will be so large that it won't fit on the CD. By then, of course, we'll have the technology to beam the information straight into your head. Anyway, we'll all be dead by then, so who cares?

WATCHDOG -FFVII

If you've been having problems getting Final Fantasy VII to work, here's the official FAQ to get it working. There's also a patch for those who are having compatibility problems with their Cyrix chip.

EXTENDED PLAY (SEE PAGE 155) **WORLD CUP '98**

Change all but the rules of football with a whole suite of editors for EA's footie sim. Change strips. player attributes and even flag designs. You can even play at Wembley.

STARCRAFT

A total of seven new maps for Blizzards sci-fi strategy game. You'll have to extract them to the relevant directory. See the accompanying readme for details. F1GP2

Bring this old chestnut up to date. Or if you're really feeling a bit techy, why not have a dabble with the 'clever bits' of Geoff

Crammonds' classic racing game.

PLUS:

Ezdesk '95 v1.8

Latest version of the superb desktop-saving application.

Paint Shop Pro v5.01

Why hello, Monsieur Renoir. Bet you can't do this!

Winzip v6.3

Essential archiving utility that no one should be without.

Ouickview Plus v4.5

Instantly views files and their attachments. Pretty handy.

Fileview v2.1 Likewise with HEX and ASCII files,

if you like that kind of thing. Quicktime 95 v2.1.2

Movie player for files in Apple's file format.

Ameol v2.12

CIX online conferencing software.

Popular Internet gaming software.

Timeonline v1.10E Save money by keeping track of

your time online. Getright v3.1

Cure those downloading headaches.

Netscape Communicator v4.05

The favourite Web browser here in the Zone office, just because it is. **mIRC V5.4**

Latest version of the popular Internet Relay Chat software.

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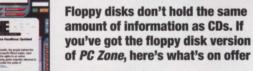
a reign of terror. Expand your empire from a hole in the ground to a subterranean network of chambers and corridors. Destroy the intruders who come after your loot, or lay traps and imprison them in terrifying torture chambers. In life, nice guys finish last. In Dungeon Keeper, they finish up hung, drawn and quartered!

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d for www.pczone.co.uk.

SciTech Display Doctor v6.0

Graphics card playing up? Try a course of this for 30 days.

DirectX v5.2

Drivers essential to run all the latest games and demos.

DirectPlay v5.0a

Microsoft online drivers for Internet-based multiplayers.

Glide v2.43/3Dfx Voodoo2 **Drivers**

The latest drivers for Voodoo1 and Voodoo2 graphics cards.

FLOPPY VERSIO

SHROOMS **Snowball Software**

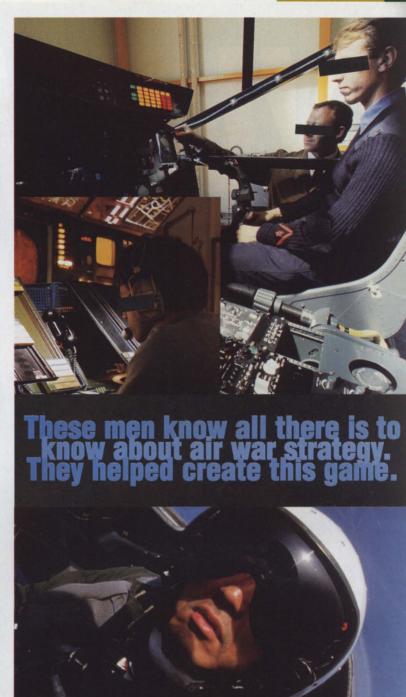
In this Boulderdash-style puzzle game you play a mushroom called Spike. Your aim in life is to progress through the levels drinking beer, eating cookies and pushing boulders. Nice work if you can get it.

Controls: Keyboard **CURSORS** - Movement

SIM-FISH 2: THE FISHIES RETURN

Psycho Software

More game than computer cyberpet, this aquarium simulator is apparently a huge improvement over the first game. Not only must you feed your underwater friends and keep their tank free of fish poo, but you can also try out a range of power-ups on them as well. Big in Japan, apparently. Controls: Mouse



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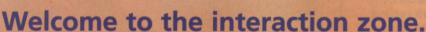
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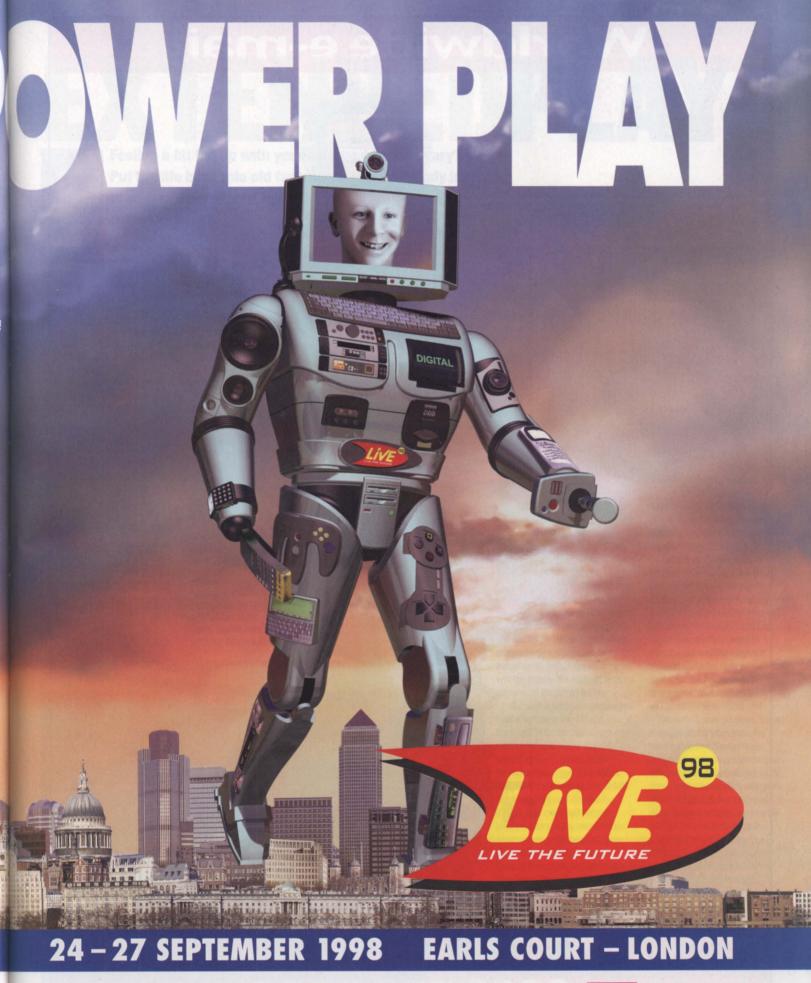
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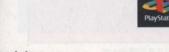
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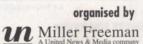












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EXTENDEDPLAY



Feeling a bit fed up with your antique games library?
Put the life back into old favourites with our goody bag
of editors, tweaks and tools

WORDS Phil Wand

TRY IT YOURSELF



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 148.

of If you fancy the sound of a Renault V10 blasting past each time you empty the recycle bin, give GP2WAV a go

here's nothing more fun than defiling the old classics. Did it only last weekend with a souped-up version of *Doom v1*. Got in the drinks, the friends and the choccy Hob Nobs and then went and grabbed as many hacks off the Internet as my phone bill would allow. Patched them in, fired them up, and kicked off a multiplayer gunfest.

But hey, this wasn't your ordinary deathmatch – this was beyond deathmatch. Super shotguns that could decapitate at 50 paces; rockets that exploded with the force of three atom bombs; quick-fire BFGs that could fillet an opponent in the adjoining room and blow his mince onto the next level. Even though the action was impossible and the chance of staying alive for more than a minute was zero, we played it for hours and hours.

At 3am, when our eyes felt like they'd grown corners, we did it all again with *Duke Nukem 3D*. At 4am, we hooked up a null-modem for *F1 Grand Prix 2*, reduced the gravity around Imola and took flying leaps across all the chicanes in our bright pink, Viagra-sponsored passion wagon. We smashed up the computer cars, re-enacted the Sennameets-wall incident and, just as the birds started tweeting, crossed the line to win the race.

Ah, I love the smell of add-ons in the morning...

SIGNPOSTS ON THE SUPERHIGHWAY

Bookmark the following sites if you're into the stuff on this page

FIFA 98 www.fifagaming.com/fifa98/

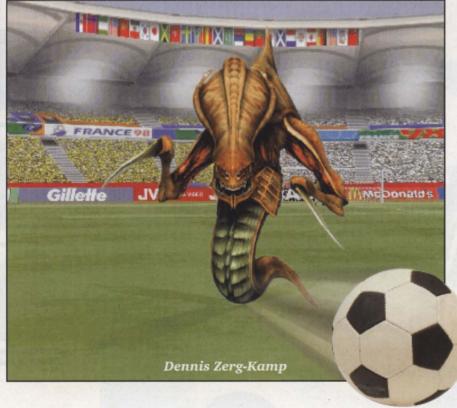
WORLD CUP 98 www.fifagaming.com/wc98/

FED98 HOMEPAGE www.neurogamer.com/fifa98/FEd98/

STARCRAFT MAPS www.blizzard.com/star/compendium/

JON'S GRAND PRIX 2 HOMEPAGE http://volftp.tin.it/GP2/

GP2EDIT HOMEPAGE http://ourworld.compuserve.com/homepages/smyoung/





FIFA 98

♦ Change the way you play FIFA 98



Now the World Cup is long gone, doubtless that copy

skulking at the bottom of the pile next to your PC hasn't seen much action. And who can blame you? We lost on penalties, Brazil were staggeringly inadequate, and those damn Frenchies went on to

win the trophy. It's enough to put anyone off the game for life.

But wait a second - before you hold a lighter to the CD and take it back to WH Smith claiming it won't load, check out the following tools. With a bit of mucking about, you'll be able to revitalise the whole game, Create bionic goalies and defenders; design your own Technicolor jerseys; change the name of the Argentinean national team to something insulting about the General Belgrano; perhaps even give Dave Seaman a hairdo that isn't ten years out of date. You'll soon discover that football can be fun again.

FED98 (FEd98v3.exe) This well-designed, well-

documented Windows-based editor enables you to hack into various areas of FIFA 98 gameplay. Transfer a team from one league to another, transfer players between teams without receiving a

huge invoice, edit the team names and strip, and change player appearance, nationality, number, position and attributes.

Let's kick off with a quick tutorial: transferring a team from one league to another. Start FEd98, and when the main screen appears, select Transfer from the Edit menu. In the left-hand box, select the team you want to transfer out and the league it belongs in. In the right box, do the same. Hit the button with the two arrows on it and the two teams will swap leagues. Neat, eh?

Now for a wee bit more. Select a league and a team from the opening screen. Go to Player Attributes and you are presented with a large box containing all the player's characteristics and game skills. On the left is a series of input boxes enabling you to enter precise information about the player you're editing. On the right are boxes that represent a predefined set of skills. So, for example, if you want to turn Bergkamp into a world-beating goalkeeper, hit the Star Goalie button and the values change accordingly.

Lastly, we'll have a look at the Team Attributes page, where you can arse around with the team's name, kit and bankroll. To change the appearance of the kit, click on the Edit button in either the Home or Away sections and the FEd98 partner program, JEd, fires up.



Paint your new masterpiece in your paint program, save it, and then sit back and wait for the sack of mail from disgruntled parents who just spent 200 quid on the previous kit.

☼ FLAGEDITOR (flaged.zip) enables you to stitch your own FIFA 98 flags. Modify the flags that are supplied, save your new style (a file called new.pak is created) and then rename that file to match an existing design - say, Norway.pak. Put it in your fifa98\fepack\qlobal directory and you're all done.

OFSH-ENGINE PRO

(fsh_pro.zip) enables you to view the .FSH files that are integral to pretty much every EA Sports game engine. Essentially, these are all images - jerseys, sleeves, the goalie's gloves, shorts, socks, shoes, adboards, stadiums and even the ball itself.

GFXTAL (gfxtal.zip), like most FIFA editors, gives you the ability to change team jerseys, but its most interesting aspect is the way you can actually draw a new snow or rain texture and use it in the game. So if you've ever fancied a quick game when it's hailing blue chunks, now's your chance

GFXVIEW, GFXPAK and

SNDVIEW (gfxview_pak_snd.zip) is a set of must-have EA Sports utilities. A lot of other editors are greatly improved by or even rely on the presence of this little threesome, so make sure you have space on your drive. GFXVIEW views and saves all Electronic Arts SHPI-image files: GFXPAK replaces and extracts images; and SNDVIEW converts FIFA 98 .ASF and *.KSF files to .WAV format.

© REPLAY ORGANISER

(reorg102.zip) is a quick and slick Windows tool that keeps track of all your FIFA 98 replays.

WEMBLEY (wembley.zip) is a FIFA 98 rendition of the famous stadium, but with a few minor

tweaks. This one removes all the naff EA Sports advertising, and hands a hundred English flags to the spectators.

STARCRAFT

New maps for Blizzard's ever popular sci-fi strategy hlast



If Westwood are credited with shaping the real-ONTHE GD time strategy genre,

Blizzard are surely the people who helped to make it popular. StarCraft, their latest release, has recently become the company's third consecutive title to sell more than a million copies, and is still the number one best seller in the USA - at \$40 a box, you can see why that's good news for Blizzard. Here we have all the latest kosher add-on maps for the game, straight from the people who created the originals. Give 'em a go!

BACKWOODS (backwoods.zip) is a 192x128 badlands map, recommended for between four and eight players. Set up base on Antiga Prime and mine natural resources - vespene gas and mineral ores - from old excavation sites.

BRUSHFIRE (brushfire.zip) is a 128x128 jungle map, recommended for between two and four players. The Zerg have invaded Aiur, and a nest from the Baelrog brood have settled into the resource-rich area. Only a combined force of Protoss and Terran troops will be able to cleanse the area.

BUNKER COMMAND

(bunker.zip) is a 96x96 badlands map, recommended for between four and six players. Lead a squad on a search-and-destroy mission, gaining points for destroying enemy troops and bunkers and for bringing reinforcements. Protect your bunker - without it, your game is over.

ELDERLANDS (elderlands.zip)

is a large 192x192 jungle map, recommended for between four and eight players. One of the most sacred spots on Aiur is an ancient graveyard known as the Heart of Adun. The Zerg have so far been unable to advance, for the Protoss fight with incredible ferocity to maintain the area's purity.

@ ERUPTION (eruption.zip) is a 128x128 ash world map, recommended for between four and eight players. The Zerg chose Char as a launching point not only for its remote location and rich resources, but because the rough terrain provided many hiding places for various Brood hatcheries. This map is typical of the twisting cliffs and magma pools of Char.

EXPEDITION (expedition.zip) is a huge 256x256 jungle map. recommended for between four and eight players. The Zerg invasion of Aiur brought death and devastation to the planet. Grand battles scarred the surface and many bold warriors were slain in massive engagements. This map enables you to recreate those epic campaigns, and see how the presence of Terran and Zerg forces might have mixed things up a bit.

O DIVIDED FACTIONS

(factions.zip) is a 128x128 space platform map, recommended for between four and eight players. The Colonial Liberation Army are attempting to wrest control of the mining station Tyra by dividing the Confederate forces into smaller groups and fighting a series of skirmishes between opposing squads.

 JACOB'S LADDER (jacob.zip) is a 96x96 jungle map, designed for two players. The Protoss Templar train constantly to maintain their fighting skills. Strategic wargames are carried out with a combination of real troops and hallucinations, and battlefields are chosen to allow the combatants an opportunity to hone a variety of tactical skills.

O ZERG SOCCER

(zergsoccer.zip) is a 192x128 jungle map, designed for two players. Most people assume that the Zerg are a malicious species with no sense of humour - a bit like the Germans. However, as this map proves, that's just not so!

FORMULA ONE GRAND PRIX 2

Much more fun for Formula One



Formula One's a bit boring these days, isn't it? Compare its tedious cavalcade of

low-slung, hi-tech wheelie bins with the jostling, nudging, fistshaking antics of saloon cars, and you begin to wonder why anyone gets remotely thrilled about Grand Prix any more. Even when something vaguely exciting does happen - like when one car overtakes another - Schumacher gets out at the end and starts bitching about other people holding him up. And it's at times like that when I like to tune my Jordan to 200,000 horsepower and pound the whining fritz into a steel barrier. How? Read on.

GP2EDIT (gp2ed181.exe) is a wonderful little Windows utility

that injects new life into an old game (believe it or not, Formula One Grand Prix 2 is now older than Windows 95). It enables you to edit almost every single aspect of the original software, from team and driver performance and livery down to the layout of gauges in the cockpit. I remember downloading this little gem back in 1996 and being impressed with it back then. Since that time it's evolved into a very slick tool that no Grand Prix 2 owner should be without. The interface is a joy, the functionality is spot on, and you'll never be able to stay away from it. With a shareware price tag of £10 and the prospect of another version for Grand Prix 3, GP2edit is a bargain.

98 CARSET (*p98cs25.exe*) is the latest version of Pieter's Car Set - without a doubt the most important of all Grand Prix 2 boltons. What it does is update the old game's graphics and layout to he 1998 season; this includes everything from the car graphics and advertising (for example, the Williams team is now Winfieldsponsored and the cars are painted red) to the drivers' helmets. It installs in a jiffy you simply double-click on the installer. And that's it - done. New game!

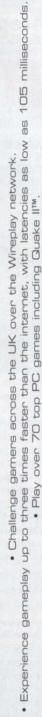
C GP2WAV (gp2wav.zip) is for petrol heads only - it extracts the 100 or so . WAV files that comprise the audio for the original game. If you're building a desktop theme or just fancy the sound of a Renault V10 blasting past each time you empty the recycle bin, give this little tool a go.



WWW.WIREPLAY.COM

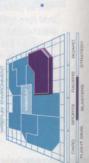
DESTINATION: BLASTERS





· Download the software now from www.wireplay.com · Call Freefone 0800 800 918 now for your free Game Pack CD-ROM

• Calls cost just 2.5p a minute in the evening and at weekends on Pay as You Go. Alternatively, subscribe to Wireplay Unlimited for just £9.95 per month with calls then charged at local rates.







NEWSWIRE

The month's hottest news on Wireplay, the UK's number one online gaming network

WIRED Warren Chrismas

IN THE CLUB: SID MEIER'S GETTYSBURG

The second of our irregular looks at the various game clubs organised on Wireplay.

This month it's the classy real-time strategy game *Gettysburg*



Another quiet Sunday afternoon for members of the Wireplay *Gettysburg* club.

CLUB CAPTAIN: Shov (real name: Peter Lovell)
CONTACT: shov@gamestats.com
WEBSITE:

http://members.xoom.com/Shov/getty/
CLUB HISTORY: The club was launched about a
year ago by its previous captain, Andrew Hewson.
Peter took over when Andrew quit, relaunching the
club by holding a prize night with £60 for the winner.

the *Gettysburg* chat room. Peter then matches people for one-on-one games, with the winner reporting back to him (the losers usually fade away in shame, he says). After about an hour, the players have usually been whittled down to two, who then battle it out for the top honours.

GAME TIMES: The gang meet every week on Sunday at 4pm for a tournament. On the first Sunday of the month, there's £30 in HMV vouchers up for grabs.

CLUB RULES: Nothing, other than no cheating. Cheats will be expelled from the club and only allowed to return if they grovel.

BEST PLAYERS: Peter himself (Shov), who is apparently undefeated, Genaron, Billericay, Buttsbury and Nacho.

GETTYSBURG: TOP MULTIPLAYER TIPS

- 1. Try to avoid head-on attacks. Flanking is always a very good idea and will usually take your enemy by surprise.
- 2. Use the terrain well. Avoid keeping your men

on the grass – instead, give them some shelter in the woods.

- **3.** Use officers to scout enemy lines. Send them up hills and use their 'Sight' to determine whether to place artillery on the slopes.
- **4.** Cavalry can be very useful. Use their speed to harass the enemy from behind while you smash at them from the front and flanks.
- **5.** Keep the enemy artillery on the move. Place one of your brigades in charge of harassing the enemy's artillery.
- **6.** Use the Hold command only when defending major Victory Points. Casualties count towards the final score, so *beeeeeeee careful!*
- 7. Keep moving the artillery don't leave them lying around useless. Move the artillery with the infantry and keep the enemy on the run which wouldn't be difficult, of course, if the enemy just so happened to be French.
- **8.** Always head for the high ground. Once there, defend it well and give the enemy a hard time.
- 9. Make sure your flanks are well protected.
- **10.** Take note of courier messages and use the map overview screen a lot to locate your far-flung troops.

WIREPLAY: TAKE US ON

We've had a relatively poor response to our oneon-one challenges over the last couple of months (just too scared eh?), so we're going back to our original free-for-all events, where anyone can just log on and join in the fun. This month's event is...

WEDNESDAY 16 SEPTEMBER



QUAKE

Take on various members of the PC Zone posse, including Richie, Warren and no doubt several others,

at iD's classic fragfest – still one of the most popular games on Wireplay. And, indeed, in our offices.

INFO: As mentioned above, this is a free-for-all event – just log in anytime from 6pm-9pm on the day. We'll be playing on our own *PC Zone* Quake War DMM1 server. Before you log on, make sure you've got version 2.21 of QuakeWorld installed. If you compete against us on the night, please e-mail Richie at richie.pcz@dial.pipex.com afterwards with the subject line "You're shit ARGGHH!!" to tell us what you thought of our performances (remember to include your Wireplay handle and your real name). Oh, and watch out for a special report in a forthcoming issue.

PRIZES: The best performer on the night will be crowned our Player of the Month and sent £60 of HMV vouchers, courtesy of Wireplay.

YOUR QUESTIONS ANSWERED

If you have a technical problem with Wireplay or a complaint, you're best advised to call the people themselves on freephone 0800 800918, visit www.wireplay.co.uk/help/ on the Web or e-mail them on mailto:support@wireplay.com. If there's something you wish to share with us here at *PC Zone*, you can e-mail us at editorial.pczone@dennis.co.uk (please put the word 'Wireplay' in the subject header).

We've had several readers asking the following questions, so we put them to Wireplay's head honcho Richard Warren.

Why can't Wireplay subscription charges just be added to my phone bill?

If BT allowed Wireplay subscriptions to be added to your phone bill, they'd have to allow all kinds of other companies – eg mail-order firms, ISPs and TV rental companies – to charge for services in the same way. It would be a huge headache for BT and you'd end up with a very complicated phone bill.

Why does the BT operator tell me that I can't set up Wireplay as a Friends & Family number?

A If you don't have a Wireplay subscription and are connecting using the Pay-As-You-Play method, your modern will dial a premium-rate

number – which you're not allowed to add to a BT Friends & Family list. This rule applies to all premium-rate numbers such as football news services or chat lines.

However, if you *subscribe* to Wireplay, your modem dials a local-rate number to connect to Wireplay, so you can add this number to your Friends & Family list and also to BT's new super-cheap Best Friend scheme. If you play on the Game Worlds or Mind Games channel, the number is 0845 602 5483. If you play on the Rapid Play channel, it's 0845 603 6030.

You can set up Family & Friends numbers online at www.customer-service.bt.com /friends&family/ owa/at_home_ff.ff_who



Quake It top of the charts and still as popular as ever.

AUGUST 1998

Wireplay have now split their main chart into three, showing the five most popular games on each of the service's separate channels. Here's a list of those names as of the beginning of August.

GAME WORLDS CHANNEL

- 1 Auake II
- 2 Quake
- 3 Air Attack
- 4 MUDII
- 5 Unreal

RAPID PLAY CHANNEL

- 1 MUDII
- 2 Duke Nukem 3D
- 3 Age Of Empires
- 4 Red Alert
- 5 Total Annihilation

MIND GAMES CHANNEL

- 1 Bridge
- 2 Chess
- 3 Draughts
- 4 Go
- 5 Poker

Wireplay is a games network from BT. It enables you to meet and compete with other gamers from all over the UK. All the software you need to get going is available free of charge by calling freephone 0800 800918 (give 'em your details and you'll be sent a free CD) or from www.wireplay.com/

2 WAYS 2 PAY

There are two ways of paying for your time. The Pay-As-You-Play option costs 2.5p a minute off-peak and 6p a minute during peak hours. Frequent players can use the Subscription service which costs £9.95 a month or £99.50 a year, with all calls then charged at local rates at all times.

ZONE ON WIREPLAY

VIRTUAL POOL II, JULY 31



It's the deciding frame and Steve only has to pot this to thrash our Warren. And he does. Git.

What's this? PC Zone's pool champ beaten by a reader?! Oh dear, oh dear. Yep, after comfortably winning the first frame, Warren - who reckons he hasn't played Interplay's top simulation for months (yeah, right) - was eventually beaten 3-2 by reader Stephen Robinson in a best-of-five series.

Steve, a 22-year-old student at Wolverhampton University, not only picks up an Interplay game of his choosing (Conflict Freespace) for winning but also our Wireplay Player of the Month award (£60 in HMV vouchers) for his persistence in setting the challenge up. The frames were played at 1am on a Friday morning...!

If you want to try your luck and take Steve on at Virtual Pool 2, he'll be happy to hear from you. E-mail him at a9556543@wlv.ac.uk or watch out for him on Wireplay, where his nickname is Wolf20.

FROM THE WIRES

The server running AIR ATTACK on the Game Worlds channel has had its memory doubled which, Wireplay claim, should give it a significant performance boost. We'll be profiling the Air Attack club next issue, on sale Thursday 24 September.



Wireplay have set up a website dedicated to Quakeadelica – the company's ambitious UK QUAKE II tournament – at www.quakeadelica.com. Heats for the competition will be held on Wireplay on the following Sunday afternoons: 13 September, 20 September, 27 September and 4 October, with finals taking place in front of a public audience at the Ministry of Sound nightclub in South London. The UK winner will get the chance to take on the world champion, Thresh.

Wireplay's QUAKE players from all over the country had the chance to meet face-to-face in early August at a Wireplay LAN party/tournament held in Birmingham (presumably chosen

because of its central location, not for its tourist attractions). Pictures of the event can be found at

www.wireplay.co.uk/quake/quakeboard.html. Wireplay will be holding another, similar event later in the year. We'll keep you posted.

S Version 2.2 of Wireplay's client software is available from www.wireplay.com. Unfortunately, the original download (available on Monday, 21 July and Tuesday, 22 July) contained a virus - see Tech Head on page 36 for more details. Rest assured, however, that the problem has been sorted and the current edition is virus-free.

Wireplay's QUAKE screenshot competition has just closed. No news on the winners of the £40 HMV vouchers yet, but this (right) is one of the shots sent in to Wireplay.



WIREPLAY GAMES

The summer is always a quiet time of the year for quality game releases, so it's perhaps no surprise that no new games have been added to Wireplay's roster. There's loads planned for the next few months. though, and we'll keep you posted. If there's a particular title you'd like to see supported, e-mail wirenews@wireplay.com. Here's a list of some of the best games on the service...

- Actua Golf 2
- Actua Soccer 2
- Air Attack
- Age Of Empires (inc trial version)
- Armored Fist 2
- **Backgammon**
- **Big Red Racing** (inc Wireplay Edition)
- Blood (inc shareware v1.1)
- **®** Command & Conquer
- **⊗** Comanche 3
- Dark Omen
- * Daytona Deluxe (inc demo)
- **⊗** Descent/Descent 2 (inc demo)
- Doom (v1.9)/Doom II/ **Ultimate Doom**
- ☼ Doom Shareware (v1.666)
- Duke Nukem 3D
- **⊗** EF2000: Wireplay Edition
- **Extreme Assault**
- **★ F-22 ADF**
- ★ F/A-18 Korea
- **⇔** Final Liberation
- **B** Formula Karts
- Rorsaken (inc demo) Regile Allegiance
- G-Nome
- Incubation
- ★ Jedi Knight (inc MOTS)
- Microsoft Flight Sim '98 Monster Truck Madness 2
- MS Cart Precision Racing (inc demo)
- MUD II
- NASCAR 2
- **⊗** NetMech
- Outwars Plane Crazy
- Quake/Quake II **®** Red Alert
- (inc Counterstrike/Aftermath) Redneck Rampage
- Shadow Warrior (inc shareware)
- Sid Meier's Gettysburg
- Star Wars Supremacy
- Terminal Velocity **⊗** Total Annihilation
- **3** Unreal
- **W** Uprising
- S Various card and board games
- W Virtua Fighter 2 (inc demo)
- ★ Virtual Pool/Virtua Pool 2
- S Virtual Snooker
- ★ WarCraft 2 (inc demo)



LICHEADDIARIES





Continuing our insider's view of the making of *Black And White*, the first game from new developers Lionhead

This was no

secretary, this was a

Flab-o-gram. I heard

the door. Then I

a plant pot...99

noticed the video

sniggers from behind

camera hiding behind

WORDS Steve Jackson

A rather embarrassing picture of, er, me with 'Sue Phillips'.

PART 9: VIDEO NASTY

t was my birthday last month, and, as everyone in the office knew, all I wanted was a secretary. I had interviewed a dozen applicants but none were quite right. Either their spelling was atrocious or they had strong cockney accents and would have been awful on the phone: "Ello! Lyin' Ed's Studios..."

But then I had a call from artist Mark Webley's wife Jayne: "A friend of mine, Sue Phillips, is looking for work. She used to be a legal secretary. She's efficient, attractive, loves games... And yes, she can spell. How are you fixed tomorrow? Okay? Good. I'll tell her."

Jayne's friend sounded ideal. At 4pm, Mark ushered Sue into our conference room. I grabbed a pad, opened the door... and gasped out loud. Sitting before me was a woman of around 55. She looked like Bette Midler: heavily made up, dyed blonde bouffoned hair. She was big. I mean really big.

"Er, hello. I'm Steve," I said, trying not to look shocked. I began to tell her the company background. "Lionhead makes computer games. We've been going for around a year now and..."

She interrupted me. "I've heard about you. Don't you write books?"

"Er, y-yes," I said, a little off balance. "I have done. Not recently."

"You're a famous author, aren't you?"
"Well, not really..." I stopped in midsentence. Sue had risen to her feet. She
began singing. Loudly. "Baby face, you've
got the cutest little baby face..."

My jaw dropped. I was speechless. And mortified by what happened next. She hauled her blouse up over her head to reveal gargantuan jugs: flat, wrinkly folds of flesh which swayed as she stepped forward to give me a birthday kiss. It was a truly disgusting sight.

At this point I realised I'd been set up. This was no secretary, this was a Flab-o-gram. I heard sniggers coming from behind the door. Someone's nose appeared at the window. And then I noticed the video camera hiding behind a plant pot.

The whole incident was being recorded. My birthday dream had turned into a birthday nightmare. Particularly when artist Jamie Durrant told me later that he'd put the entire video on the Internet. I'm not saying where.

A couple of weeks earlier, Peter had been invited to give a speech at Guildford College. This annual Paragon Lecture was a prestigious affair, always given by a local celebrity and attended by Guildford dignitaries, including the Mayor of Guildford himself.

A week later, Peter got a letter from the Mayor: "Although I have some misgivings about the desirability of people spending a large portion of their lives staring at a computer screen, I nevertheless respect and admire your achievements. I would be pleased if you would let me know whether you consider a short visit would be possible."

Actually, we felt kind of honoured that the Mayor wanted to come. And so it was that the Mayor of Guildford, complete with gold chain and medal of office, arrived on Lionhead's doorstep. Peter introduced him to everyone and attempted to explain in layman's terms what we were doing. Remember: here was an elderly civil servant who probably still thought the single lens reflex camera was a pretty neat thing. But anyone can appreciate pictures. So we'd told the artists to make sure they had their most impressive creations on their screens for the visit

At that time our hippy artist Mark Healey happened to be working on the animated hand which will be used to

cast spells in *Black And White*. You never know what you might find on Mark's desk. His desk is his 'temple'. He has a prayer mat, ju-ju beads, maracas, plants, stones stuck all round his monitor. But today it was Mark's Peruvian llama wool glove which would make this visit especially memorable.

The Mayor peered at Mark's monitor, which displayed the 3D hand he had created. "Ah. A hand. And what does this do?" the Mayor enquired.

"We're, like, working on a new way of controlling the game," replied Mark, enthusiastically. And as he said this, his left hand emerged from under his desk.

Peter's Molyneux's jaw dropped. Mark was wearing the glove. And he'd carefully rigged up a length of speaker wire – one end disappeared in the direction of his PC tower, the other end had been stuffed inside the glove. It looked completely ridiculous.

Mark continued: "In the game you'll, like, use this hand to cast spells. Just like a real wizard. You can control the hand just like your own. Watch..."

Mark wiggled his fingers inside the glove. At the same time he secretly hit a key on his keyboard to start the hand animation running. The result was actually quite convincing. As his fingers waggled about in the glove, so did the fingers of the on-screen hand. We crossed our fingers and waited for the Mayor's reaction.

"Fascinating," he said. "It's amazing what computers can do these days."

Artists - don't you just love 'em?

Co-founder of Games Workshop, author of Fighting Fantasy Gamebooks, game designer, and columnist for The Daily Telegraph, Steve Jackson is now a director of start-up games developer Lionhead.

2 Part 10 follows in next month's issue, out Thursday 24 September.















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WINLIST WINDOWS Magazine 1998





Starfighter on the Web: http://www.real3d.com PCGuide

PC Format, July 1998

SICKNOTES





It's deadline day. We're buzzing around like blue-arsed flies, and you expect us to give some time to your rubbish letters? Welcome to Sick Notes. Now piss off

ANSWERED BY Charlie Brooker

CONTACT INFO

Sick Notes wants your letters – but more than that, we want your game ideas. Yes, that's right: we want you to design a game, and send it to us. And we want more pictures. And more comments about Ashby de la Zouch. And some new socks.

WRITE TO Sick Notes, *PC Zone*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

E-MAIL letters.pczone@dennis.co.uk
With the subject heading 'Sick Notes'

of have decided to take the liberty of blowing up the PC Zone office on September 12. If this does not agree with your schedule, please e-mail me back

VLADIMIR ZUKOVSKI

DIRTY, ROTTEN TURD

I would like to complain. So please would you print something offensive to enable me to do so.

Charles Collicutt, via e-mail

♦ We don't do offensive. Now sod off, you pompous, puss-filled amoeba.

A SIDEWAYS LOOK AT...

PC Zone has to be the funniest PC games magazine around. How do you come up with your jokes?

Colin Taylor, Medmenham

There are certain unwritten rules which define that which is funny and that which is not. We try to strictly adhere to those rules. Those who break the rules get the birch. Yes, the birch – we actually thrash them with a birch until their skin has completely flayed away and they start to resemble a diagram in an anatomical encyclopedia. What is a birch anyway? Doesn't matter

Here, for your eyes only
only for you - is a rough
guide to 'being funny' in
computer games
magazines. 'Kay? 'Kay.

1) Never use exclamation marks. Avoid them as you would a mouthful of hot dog's blood. Exclamation marks are the sole preserve of 'zany' people, who use them to signpost 'jokes' (which might otherwise be missed) in the text. They are the textual equivalent of Ainsley Harriot's relentless 'amusing' gestures. And if that isn't enough to put you off, then you really ought to consider binning that word processor altogether and cutting your own throat with a bread knife instead.

2) Keep the reader's

brain occupied. There's only so much information about a run-of-the-mill space combat simulation they can digest. Add pointless asides wherever and whenever you can.

Also, try to fill the reader's mind with imagery beyond that which lies upon the page. If possible, make this imagery as needlessly offensive as possible; it becomes all the more vivid for it. For instance, try to picture Chris Evans greedily drinking Bovril through a straw... from a horse's bottom. Won't forget that in a hurry, will you? And the beauty of it was that it had nothing to do with the subject under discussion.

- 3) Sarcasm is not, as many people would have it, the lowest form of wit. Jim Davidson is.
- 4) Don't try to 'come up' with 'funny'. It'll just sound forced, contrived, unnatural and unfunny. 'Being funny' is something you're born with, like jug ears or an allergy to peanuts. Studying what and what isn't funny can increase vour understanding of it, but it doesn't necessarily increase your ability to actually be funny. If your 'funny' gene isn't plugged in, you'll just have to make do with trying to be funny by copying someone who is genuinely funny.
- 5) Don't copy other people's 'funny'. It doesn't work like that. You'll just look like you're wearing someone else's trousers that don't fit, the colour doesn't suit you, and are biologically stained. That's not funny, that's sad.

6) Apropos the above, never ask directly, write to, e-mail, phone or fax anyone with a question like "How do you come up with your jokes". You'll get a reply that appears to offer help but actually offers nothing, and might even make you feel depressed and inadequate. Which, in the final analysis, is just what you are.

I HATE YOU, BABE

While surfing the Internet I found these nude pictures of Nell McAndrew – the Lara Croft model you had in the latest edition. Just thought you might like to see them!

"RatBoy", via e-mail ■ We've already seen them. But what's the point anyway? This whole planet is going to hell in a hand basket. There's a nuclear arms race kicking off in Asia, biological and chemical weapons looming on the horizon, the youth of the world are more petulant and brutal than ever, there's a global economic crisis already underway, and the Spice Girls have doubtless got much more 'music' to bestow upon us yet. Life is indeed a bitch. Oh yes.

Oh, sorry. This is supposed to be a 'funny' page, isn't it?

"My dog's got no nose."
"How does it smell?'

"It doesn't. I've just told you it doesn't have a nose, so obviously it is devoid of a canine's usually acute olfactory capabilities. Are you trying to be funny about my dog? Well don't."

THE END OF THE WORLD AS WE KNOW IT

This is your slightly twisted arch-nemesis, Vladimir Zukovski here. Over the past few months I have saved up the money from my paper round to buy a thermonuclear warhead. After months and months of

bad scripts and amusing cartoons by the one they call Charlie Brooker, I have decided to take the liberty of blowing up the *PC Zone* office on September 12. If this does not agree with your schedule please e-mail me back and I will postpone the launch order to a later date.

Vladimir Zukovski, via e-mail (Leader of the High Order of Achmed the Almighty)

Thank you for the advance notice. Since September 12 is a Saturday, you'll find that the Zone office should be empty on that date - though we request that you let Richie Shoemaker out first (we tend to keep him chained up over the weekend - we find he's safer that way). Oh, and we'd be especially grateful if you could clear up when you're done. And please, please try not to damage the Torremolinos matching mug and ashtray on the Editor's desk sentimental value and all that (ie some Spanish waitress he met there and shagged senseless on a pedalo gave them to him as a goodbye present. Bless). If either of them gets a chip in he'll pull your lungs out through your nose.

INDECENT PROPOSAL

Oi! You are a turd-gargling twat, Mr Brooker. After reading the newest edition of PC Zone, I don't think I can keep my feelings hidden any longer. After years of following your pale butt around and digesting your reviews and features the Editor of Zone has been kind enough to give you, I just have one penetratingly horrible thing to say: Charlie Brooker – will you marry me? Please?

Steve Cox, via e-mail

Eat my dust, fudgeboy.



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