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Carmageddon is coming

One of the most controversial games for the past couple of years has been the PC combat racer *Carmageddon* and its sequel *Carmageddon 2: Carpocalypse Now!* The infamous "Road Rage game" allows you to live out your destructive, anti-social automobile fantasies, and now it's on its way to the PlayStation..

Both *Carmageddon 1* and *Carmageddon 2: Carpocalypse Now!* were released to a media storm of controversy, with calls to "ban this killer car game" coming from the media, governments and "concerned citizens" around the world. PC game players loved it however, and *Carmageddon* went on to win a number of awards and critical praise.

Carmageddon PSX will be a mix of *Carmageddon* and *Carmageddon 2*, allowing you to pit your wits and wheels against 30 maniac drivers over 30 massive race circuits. Not only do you get the freedom to drive where you want on the level, the cars' physics modelling is top-class and vehicles visually dent and crush upon impact.

Carmageddon PSX features new vehicles exclusive to the platform, such as a powered-up pick up truck, a fully turbo charged Mini and an aggressive cop car. The tracks feature interactive, destroyable landscapes, which means you have access to things such as, lifts, draw bridges, fake walls, concealed pits and puzzle-like trigger points that will need to be



solved in order to access secret levels. There are city and country tracks, as well as a ski resort and medieval stunt track (with loops, hoops and go-kart track).

Carmageddon PSX also features exclusive themed levels such as giant pinball table, and an elevated speed track. *Carmageddon* didn't become infamous for its tracks or realistic physics modelling - it was pedestrian killing that caused the fuss. The game was banned in the UK when it was first launched, before winning an appeal and getting a full release. The *Carmageddon PSX* pedestrians are a bit zombified, but with polygon heads and bodies along with 2D animated arms and legs, it means

that detachable limbs will be flying in all directions.

Apart from running over the innocent civilians, *Carmageddon's* cars come with a wide selection of weapons including mines, the repulsificator and electro-bastard-ray to take care of passers-by/opponents. The two-player split screen mode will allow you and a mate to compete against each other as well as computer-controlled cars. *Carmageddon PSX* will be available in April 1999 and will no doubt be rated MA15+.

Alien Resurrected

Although *Alien Trilogy* was a fairly good first-person perspective shooter, many felt that it turned out to be merely a respectable *Doom* clone, lacking the deep atmosphere and complexity of the stunning trilogy of films that it was based on. Sure, the blip-blip motion sensor radar was a cool thing, straight from the movies, but that was about as far as the game went into recreating the tense ambience found in Ripley's adventures.

Now we have news of a new game featuring these particular aliens, developed by Argonaut. It is going to be a third-person action adventure game with puzzle elements, viewed as a series of static

background screens, similar to the technique used in *Resident Evil*.

Following the plot of the fourth *Alien* film closely, the storyline begins on the military ship *Auriga*. A cloning experiment has gone horribly wrong and as a result the ship's decks are now writhing with genetically engineered exoskeletal aliens with

concentrated acid for blood. At the start of the game there are five selectable characters from the film, each with specific advantages and disadvantages and their own particular weapon. An added bonus is the fact that players will be able to run in one direction and shoot in another, just like Lara can in *Tomb Raider 3*. The

storyline develops in different ways depending on who you pick, so long term interest will be maintained.

As well as the Warrior and Queen varieties, *AR* will also feature plenty of those spidery face-huggers that will stop at nothing short of death to give you a passionate French kiss. Apparently the aliens will have artificial intelligence unmatched by any other PSX game and will be able to learn in such a way as to avoid falling for traps and ambushes more than once. If you want to live, a good understanding of the ship's layout will be paramount. All in all, *Alien Resurrection* is looking quite scary, well developed and beautiful to boot. A full preview soon.

