

EUROPA

I hope you like racing games, cause Europa's chock full 'o them this month with **Lotus Challenge (PS), F1 2000 (PS2), and the Wipeout only guys like Riot will get to play.** To wrap it all up we take a quick look at **Sydney 2000—Olympic-action coming soon to a console near you.**

Alien Resurrection [PlayStation]

It's time for some new shots from Argonaut Software's much-delayed *Alien Resurrection* (the film came out when?!) which has gone from a 3rd person perspective to a FPS style blast-'em-up. Looks like a very smart change on Argonaut's part (a change no doubt inspired by the awesome PC game *Alien vs Predator* from fellow Brit developers Rebellion, which sadly is not making its way onto the consoles—would be a brilliant Dreamcast game, methinks).



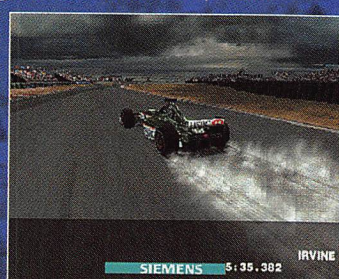
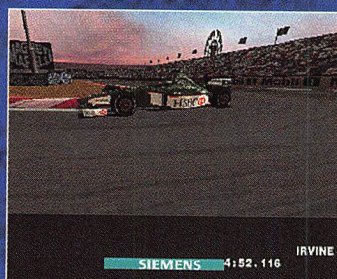
Psygnosis Formula One 2000 [PlayStation 2]

Studio 33 is working hard on a follow-up to its excellent (and million-selling) *F199*, which is now named *Formula One 2000* due to licensing issues with EA. The game is PlayStation 2-bound but that version is being handled in-house by Psygnosis Liverpool who are aiming to get the game out for the European launch of the PlayStation 2. However, the PlayStation incarnation is going to be out before that and will again feature commentary in six different languages and various improvements, especially in the 2-player mode. Studio 33 is including a 2-player split-screen Championship mode. Thus it's possible to race

through an entire season with two players on different teams which hasn't been done before in any F1 games.

Technically, Psygnosis' game poos on EA's F1 game, best remembered for its wobbly cars and jerky framerate that destroyed any sense of speed. No such worries here as the early demo runs extremely smoothly with plenty of detail both in the cars and on the backgrounds. Of course you have all the real drivers here so you can drive my fellow countryman Mika Häkkinen.

Hmm... Talking about him, seems like he hasn't understood the pitlane mentality of dating amazing looking modelchicks... Oh, well...



Lotus Challenge [PlayStation 2]

Some of the Euro gaming aficionados out there might think that this is a follow-up to Magnetic Fields' and Shaun Southern's legendary *Lotus Turbo Challenge* Amiga games that appeared on the SNES as *Top Gear Racing* back in the Super NES days (with Kemco as the publisher), but the only thing in common with the Amiga game and the upcoming Kuju Entertainment-developed PlayStation 2 *Lotus Challenge* is the name.

You'd be forgiven not knowing just who Kuju Entertainment are—that is until now: the small British development team that's mainly known for its *Eagle One Harrier* game, which was done by its Glassghost division. Recently the company got into headlines as it revealed the impressive "Tau" X-Box demo it had done for Microsoft and the team is notching up a gear with its recently-announced *Lotus Challenge* title on Sony's revolutionary box of tricks.

Why Lotus then (err... Ferrari was taken?)? Well, besides having rather cool looking cars spanning many decades, the name is really well known and, since the company has produced all sorts of vehicles with motors (F1 cars, for example), Kuju

can use those in its games too. In total, there will be 41 cars, with 5 of these being future concept cars designed by Lotus' own studios.

The cars are lovingly modeled with many using over 6000 polygons and tracks of over a quarter million of polygons. You can see that this is already a spectacular looking game. Some of the staggering expectations that we have from the PlayStation 2 hardware are slowly but surely beginning to happen, as just witnessing the minute detail on the unfinished tracks is reassurance enough that with time, developers will be churning out some "next-level" visuals.

There is more to the game than just pure racing in the way of the Challenges (which the title, of course, reveals). There's going to be a rather dodgy sounding plot that will have the Lotus team completing various races but also do car stunts for movies and the occasional rescue mission... just imagine *Gran Turismo*, *Ridge Racer 5* and *Emergency Call Ambulance* mixed together... I wonder if the cars will get damaged, as car manufacturers are notoriously picky about their cars getting wrecked in games—as if that would somehow give us less incentive to buy a Lotus etc car.

It'll be interesting to see if Kuju will be going for realistic handling (which one would think Lotus would want) or simply offer a middle-of-the-road arcadey feel... What I do know is that with looking-better-each-month *GT2000* on the horizon, Kuju better make sure its Lotus game will offer some exhilarating gameplay—not just superb technology.

