

Ooh aah, chess a little bit

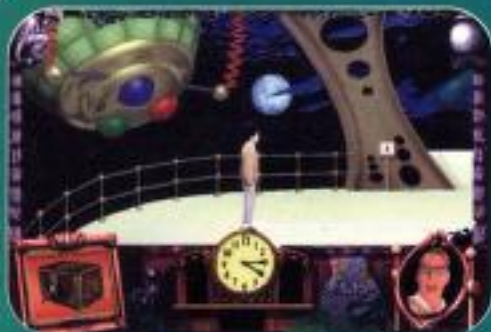
Mindscape are gearing up for the release of Chessmaster 5500, the latest in their popular series of programs dealing with,

you know, chess. It will have an improved engine, prettier graphics, a highly necessary Internet play mode, and some comprehensive spoken commentary, which will do its utmost to distract your attention

from the fact that you're playing a game favoured by bearded outcasts. We've even promised a 'Synapse Map', a graphical object d'art which allows players to "take a peek into the mind of the chessmaster".

The only feature missing is the ability to knock the pieces off the table and hammer your opponent in the face with a shoe. Chessmaster 5500 is out now at £44.99. For information: www.mindscapeuk.com

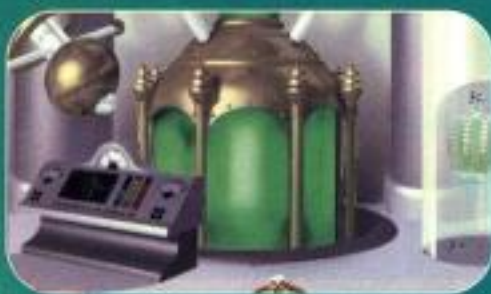
DATA PAD



Real Horrorshow

Fond of sitting at your computer in fishnet stockings and wearing a basque? (And we don't mean the diminutive Northern Spanish people, before you start). If so, you could well be among the target audience for *The Rocky Horror Show Interactive*. If, on the other hand, you thought the *Rocky Horror Show* was an apposite description of the series of Sylvester Stallone films, you're probably not. Inevitably, the 'game' will feature Richard O'Brien, as the devil. Christopher Lee, who we all thought was dead, will be doing the saucy narration throughout. And the game will no doubt be as cutting edge, funny and outrageous as the musical itself.

For more *Rocky Horror* action, tune in and turn on to www.on-line.co.uk.



Duke four, and Duke five!

This new shot from *Duke Nukem Forever* recently appeared all over the World Wide Web and is now appearing any and everywhere games are written about. Including here, as you may have noticed.

3D Realms have released little about the game itself, except that they have licensed the *Quake II* engine as part of the project. GT Interactive, the publishing company working in conjunction with 3D Realms on *Duke Forever*, have also revealed that as part of the deal they acquire rights to another future 3D Realms title, tentatively called *Duke Nukem 5*. There really is no stopping this series.



(Above) Ruddock and Redknapp posing like ponces. (Bottom right) Lambardo chills.



Please keep off the grass

Eidos spent a lot of money enticing eleven professional footballers (a "dream team") to Wembley Stadium for the launch of *Championship Manager 97/98*. We went along with a small football, mainly because we wanted to sneak onto the pitch, whack it into the net and shout "Pick that one out of the onion bag, filthy Hun."

Unfortunately the security monster who showed us around and told us to stay off the pitch was extremely large. Still, we got to see the likes of Nicolas Anelka, Tony Adams, Dennis Wise, Graham Le Saux and Peter Beardsley wandering about. (On the pitch. Bastards.)



Fight Aliens on-line

With a new *Aliens* movie lurking behind the curtain, Fox Interactive have decided that now is the time to launch a new game revolving around everyone's favourite sci-fi man-versus-beast scenario.

Previous attempts, such as *Aliens Vs Predator* and *Alien Trilogy* have lacked a certain lustre, so everybody bar the Pope is hoping that *Aliens Online* will be the game to finally do the licence justice.

As the name suggests, *Aliens Online* is primarily a multi-player affair, designed to be played on the (cough) Information Superhighway. Up to one hundred players each don the mantle of either human Space Marine or alloy-gobbed Alien Bastard, then enter a 3D *Doom*-style environment and try to wipe each other out. The graphics are hardly cutting edge (players are represented by sprites), yet hopefully this should help keep lag to a minimum. It's not just an exercise in blasting either; Marines can develop individual skills (such as medicinal treatment or electronics), whilst on the gameplay front, watching your team-mates' backs is as essential to success as a busy trigger finger. All the best bits from the film are in place too, such as motion trackers and the little team-mate cameras, although you probably won't see Sigourney Weaver running around in her pants. A demo version of *Aliens Online* is due in December; right now, check out www.gamestorm.com for details.



Aliens Online goes live any day now. Make sure you sign up for a stint in the 'Core'.