

Creatures 2

A game that finds your **protective side**, if you have such a thing.

So, your Mum won't let you have a hamster? Who needs one? Get a Norn instead. It won't need walking or cleaning, but you will have to nurture it, feed it and teach it. Let it get bored, let it starve or let it drown and it will be gone

for good. But teach it well, and it will have offspring that will learn from their parents and take on many of the characteristics of their forebears. Since the original Creatures was launched, over 25 million Norns have hatched — more than the combined human populations of Finland, New Zealand and Australia. On the surface, the new Creatures 2 hardly differs from the original production, but the underlying

◀ TAKE A BREAK WITH THE NORNS. THEY'RE CUDDLY, THEY'RE CUTE AND THEY'RE ALL YOURS



structure has been fundamentally altered. The artificial intelligence engine driving your Norns (the "creatures") has been rebuilt so that they now learn faster, and their characteristics have been enhanced to produce cuter, clearer faces.

Each Norn has a unique personality and way of doing things that his or her offspring will learn as they grow. Creatures 2 is not a space adventure, strategy or simulation. It is, instead, a totally unique game guaranteed to bring out the soppy side of all of us.

NIK RAWLINSON

PCW DETAILS

★★★★★

Price £39.99

Contact Hallmark
01664 481563

www.creatures2.com

System Requirements Windows 95, 98 or NT4.0 with SP3, Pentium 166 or faster, 4X CD-ROM, 16-bit sound card, 2Mb 16-bit colour SVGA display adapter (800x600 resolution minimum), 16 Mb RAM (32Mb recommended), 300Mb of free hard-disk space



Emergency

The challenge is **saving lives** in this game for the civic minded.

Having watched too many episodes of "CHiPs" when growing up, I was eager to try my hand at saving the world from earthquakes, floods, and overturned tankers on the "freeway". The idea and execution of Emergency is pretty simple: you have a set amount of resources and money, and must follow the Mission Orders to save people and property from an increasingly complex set of disasters.

You learn your craft with the first mission, rescuing a few farmers when a tanker hits a tractor. More Casualty than Towering Inferno, admittedly, but it does



▲ GET THE INJURED OUT OF THE VEHICLE AND THEN GIVE THEM A PARKING TICKET

◀ THE CHALLENGE IS DEALING WITH DISASTER. CAN YOU HANDLE IT?



get more exciting. If you do well, saving lives, tractors and all the rest of it, you progress as a Red Adair wannabe and eventually could find yourself in charge of massive missions that are spread across hundreds of miles.

You must first assess the situation: your orders are quite specific about what to do and what order to do it in. It is how you do it that's the tricky part — and it's entirely up to you.

As well as having to co-ordinate rescue efforts, you have to pay for everything out of your finite budget. This is another interesting layer to the game; is it worth bankrupting yourself to save a couple of buildings? All in all, Emergency is well worth a look.

PAUL TRUEMAN

PCW DETAILS

★★★★

Price £34.99

Contact Asci 01923 202097
www.asciient.com

System Requirements Windows 95, P133, 8X CD-ROM, 16Mb RAM (32Mb recommended)

Colin McRae Rally

Great gameplay and **realistic features** make this *the* rally game.

If you're into driving games, the name Codemasters won't need any introduction. Codemasters is the development house that was responsible for the superb TOCA Touring Car Championship last year. Its new game, Colin McRae Rally, uses an enhanced version of the TOCA game engine to take the action from track to trail. It's been a massive hit on the

PlayStation and looks set to make the same impact on the PC.

Colin McRae Rally is endorsed by the great Scottish driver, but he also acts as your co-driver in the game, giving stage instructions when competing and

guiding you through the Rally School tuition section, a unique feature. The feel of the game itself is truly superb. The physics



▲ **BEST GET TO THE CARWASH BEFORE RETURNING MUM'S CAR**

◀ **VROOM, VROOM, VROOOOM!!**

and car handling easily beats previous rally simulations such as RAC Rally Championship, Sega Rally and Screamer Rally. There's dynamic damage, with each section of the car modelled separately so the wing will crumple realistically if you clip a tree. Graphically, the game isn't as impressive as TOCA. But the important thing in a driving game is the frame rate, and with a Voodoo or Voodoo2 card, this is silky. We'd recommend a Pentium II 266 if you want the highest levels of detail, though. If you're a fan of rally simulations, Colin McRae Rally must be bought.

DAVID FEARON

PCW DETAILS

★★★★★

Price Price £34.99

Contact Codemasters 01926 816044

www.codemasters.com

System Requirements Windows 95/98, P166 (P200 recommended), 16Mb RAM (32Mb recommended), 20Mb hard-disk space, DirectX 6-compatible graphics card, 4X CD-ROM (8X recommended)



Rocky Horror Show

There's plenty to **occupy the mind** in this familiar brainteaser.



◀ **A DEATH WORSE THAN FATE AWAITS YOU AT FRANK'S PLACE**

It hardly seems twenty five years since the release of the Rocky Horror Show, but even today its stage and screen incarnations are attracting audiences in their thousands. To celebrate the show's silver anniversary, this interactive CD-ROM version promises to provide you with over 20 hours of gameplay as you assume the role of either Brad or Janet.

After suffering a car breakdown it is your task to save your partner from a "fate worse than death" in the creepy surroundings of Frank 'n' Furter's mansion. Throughout the 65 locations in which this game is based, you will be faced with over 80 puzzles guaranteed to set your mind ticking and put your logic cells to the test. Collect

items as you go round, remembering that everything, no matter how unlikely it may seem at the time, could be essential later in the game.

Movement is controlled by keyboard, joystick or mouse but I found the fact that you are unlikely to face consecutive rooms from the same angle confusing. This means the key that enabled you to walk forwards in one location might send you to the left in the next. Richard O'Brien and Christopher Lee make guest appearances, but beware — the sexual undertones in this game mean it's probably not suitable for kids.

NIK RAWLINSON

PCW DETAILS

★★★★★

Price Price £34.99

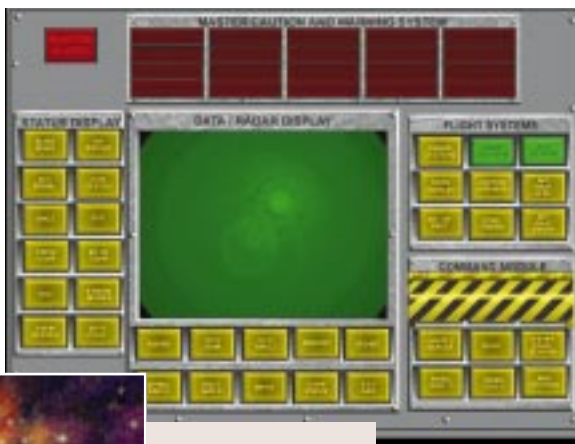
Contact Black Friar 0500 600191 (No URL)

System Requirements Windows 95, Pentium 133MHz processor, 16Mb RAM, DirectX-compatible sound card, DirectX-compatible video card, 8X CD-ROM drive

Apollo 18

One small step for man and a bit of a snore for mankind.

These days you don't need to be a rocket scientist to install and play many of the games around. With Apollo 18, however, the first challenge was this very task. Following all the instructions, the game was installed along with its associated videoclip



player; but when the Apollo 18 icon was clicked, nothing happened. The technical support provided, although shamefully not by NASA, was very polite

▲ **HOUSTON, WE HAVE A PROBLEM**
◀ **WHOOOPS!**

in admitting some hardware compatibility problems and supplied me with an updated AVI player via email which appeared to rectify the main problems although some graphical glitches were still very much apparent.

Hitches aside, the game itself has obviously had a lot of research and effort

PCW DETAILS



Price £44.99

Contact Black Friar 0500 600191 (No URL)

System Requirements

Pentium 90 or equivalent, 16Mb RAM (Pentium 133, 24Mb RAM recommended), 2Mb video card, 4X CD-ROM, 60Mb free hard-disk space

put into authenticating the actual technicalities. To enjoy this requires a lot of effort on the player's part because, as in a real space capsule, there is very little to view apart from a sea of buttons.

AIM Software tried to spice the action up with some video clips, but unless you want to be an astronaut, I can't see you wading through the 200-page manual. The next six hours is then spent training, using a graphical interface possibly designed on a ZX Spectrum. If you fall asleep, though, you could end up fumbling through panels of buttons, only to explode by choosing to scratch your nose at the precise moment you were meant to enter some gimbals. I would avoid Apollo 18 at all costs.

IAN ROBSON

MotoCross Madness

All the excitement of riding in the dirt, on stunt or race tracks.

MotoCross Madness 3D attempts to recreate the daredevil spirit of world-class supercross racing across a variety of racing and stunt environments, including 20 indoor and outdoor stadiums, a quarry and long-distance courses. For absolute realism, control of the bike and biker can be separated for that all-important shift of weight

capability to help you through the really tight stunts. You will not get the full potential of this game if you play through the PC controls.

The game has been designed to be used with Microsoft's new Freestyle Pro gamepad, a joystick that uses motion-sensing technology to control the game.

Fortunately, you can get a great deal on both the game and the pad: buy the pad, and get the game free! The tracks themselves recreate the promised



◀ **WHETHER IN A QUARRY, THE OUTBACK OR A STADIUM, THERE'S NO SUCH THING AS AN EASY RIDE**

realism, from the barren landscapes of the Aussie outback to indoor stadium stunt tracks. The challenge initially is to stay on the bike for the duration of just one lap, but once you get the hang of it, you get caught up in the fast-paced excitement generated by the action.

Once your skill and confidence has been built up, you can challenge your friends via LAN or internet on the pre-designed tracks or even some of your own, using the MotoCross track editor. MotoCross Madness has the promise of an all-consuming game. If only a few more positional animations had been used.

IAN ROBSON

PCW DETAILS



Price £34.99 inc VAT

Contact Microsoft 0345 002000
www.microsoft.com/games/motocross

System Requirements Windows 95/98, Pentium 133 or equivalent, 16Mb RAM, 4X CD-ROM, 30Mb hard-disk space, sound card, 3D graphics accelerator recommended