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DC STRATEGIES • ISSUE 01

DREAMCAST

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100% DREAMCAST GUIDES, TIPS AND CHEATS

SOUL CALIBUR

TKO! We floor the best beat-'em-up ever

SONIC ADVENTURE

Exposed! Every level and every character in this massive solution

SHADOW MAN

Completed! Defeat the darkness...

READY 2 RUMBLE
TRICKSTYLE
HOUSE OF THE DEAD 2
SEGA RALLY 2
POWER STONE
STREET FIGHTER ALPHA 3
VIRTUA FIGHTER 3tb
SEGA WORLDWIDE SOCCER
Plus loads more...

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DREAMCAST & THE NET

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DWIGHT YORKE
TIPS UEFA STRIKER

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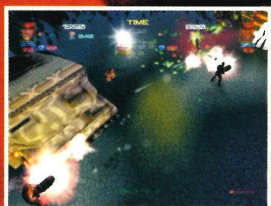
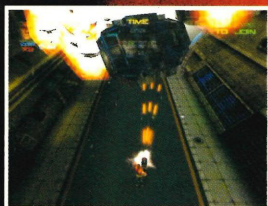
"Highly addictive arcade shoot-'em-up"

dreamcast
MONTHLY

"Explosive, furious and satisfying"

Total
Dreamcast
Magazine

a thousand years
in the making



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MILLENNIUM SOLDIER
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Welcome to a revolution in videogames magazines. You're now holding Dreamcast Strategies, the best 100% tips-based Dreamcast magazine in the world. A magazine that takes gaming into 2000 and beyond...



The **DREAMCAST** has established itself at the forefront of the videogaming world. Since its European launch in October, Sega's new baby has pushed gaming further forward and at a **FASTER** rate of knots than its closest rivals have in the last five years. A true leap for **VIDEOGAMING**, then. Yes, but also a reason to bring you the first ever issue of Dreamcast Strategies. A magazine dedicated to providing the **BEST TIPS**, cheats, guides and walkthroughs to some of the best games known to man.

The first issue of Dreamcast Strategies sees us cram in over **40 GUIDES** for Dreamcast games. Leading the charge is a complete character guide for the **IMMENSE** beat-'em-up, Soul Calibur. Following closely is Shadow Man, a game so dark you could chuck an **ASTEROID** down it and call it a black hole. We've still managed to complete the whole thing for you though, albeit from behind the **SAFETY** of the office sofa.

What else is in store for the occasion that is the launch of **DREAMCAST STRATEGIES**? Well on top of guides and cheats for games such as Ready to Rumble, Power Stone, Toy Commander, Virtua Fighter, Jimmy White's, Speed Devils, Street Fighter Alpha 3, NFL Blitz 2000 and **SEGA** Rally 2 (amongst about 30 others) we've also managed to catch up with a certain **DWIGHT YORKE**, who, after a bit of persuasion, was only too happy to talk to us about how to become the **CHAMPIONS** on the superb soccer sim, UEFA Striker.

By the way, if you think Dreamcast Strategies is just about lunch with the **STARS** and games, games, games, take a look at **INTERNET** Dreams – a feature dedicated to making sure that you get the most from your Dreamcast Net **SURFING**. Now you'll never get caught in traffic on the information superhighway or be **ARRESTED** for acting suspiciously outside an e-mail address.

Anyway, that's about it for now. See you next issue...

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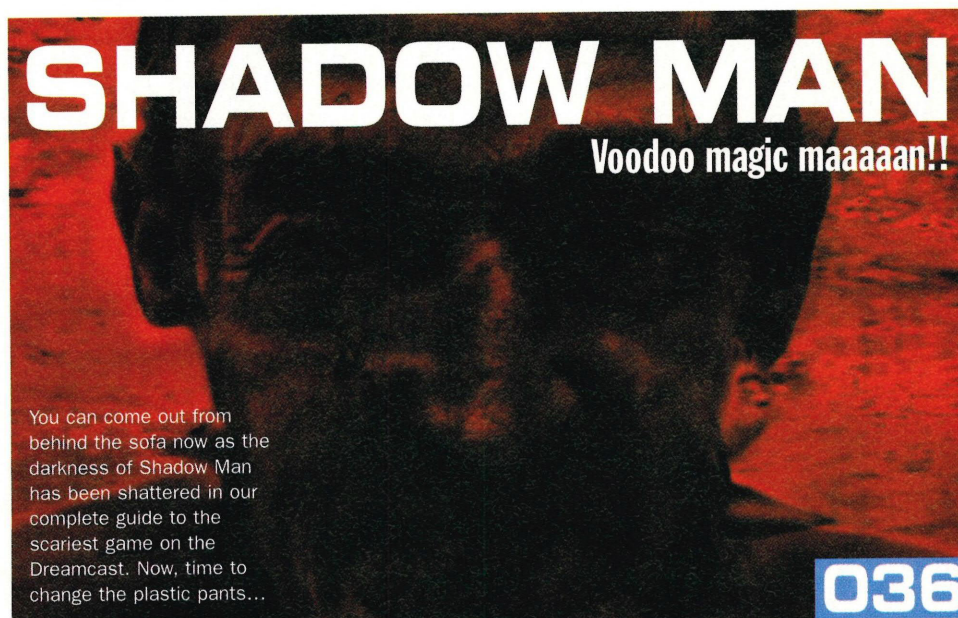
Ever seen that record attempt where they try to cram a ridiculous amount of people into a phone box? Well, we've done something along those lines by cramming a ridiculous amount of player's guides and tips into one 132-page magazine. Right, where's Norris...

017	Cheats
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CON

SHADOW MAN

Voodoo magic maaaaaan!!



You can come out from behind the sofa now as the darkness of Shadow Man has been shattered in our complete guide to the scariest game on the Dreamcast. Now, time to change the plastic pants...

036

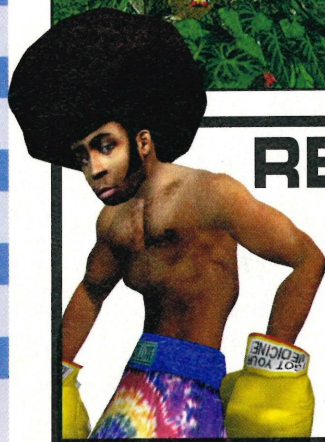
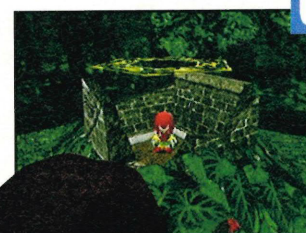
SONIC ADVENTURE

Sonic boom boy



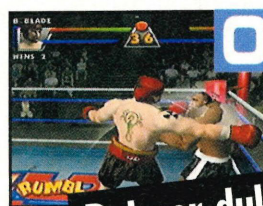
Some were disappointed with Sonic's first Dreamcast outing. We love it, though, which is why we've crafted this complete guide that covers every single level with every single character. You won't find a more complete guide.

082



READY 2 RUMBLE

To tell the truth, Ready 2 Rumble makes a mockery of Queensbury and its damn rules. That's not to say that it breaks them – it just makes boxing seem like a whole lot of fun, which is why we couldn't resist bringing you this player's guide.



Put yer dukes up

TENTS

SOUL CALIBUR

006

Get amongst 'em...

It's technically perfect, graphically excellent and tougher than the bastard love child of Brigitte Nielsen and Bruce Lee. But we've braved a pummeling to bring you the only guide you'll ever need for Soul Calibur, the best beat-'em-up ever.



INTERNET DREAMS

Let's go surfing now...



Okay, so you're all set-up for your first Net surfing session. But hold on a minute, you haven't got a clue what you're doing. Well, maybe, just maybe, our special getting the best of the internet feature might just help.

018

VIRTUA FIGHTER 3TB

Come and 'ave a go...

The first Dreamcast beat-'em-up is still one of the best, and although its graphical and technical trickery doesn't match that of Soul Calibur, it's still a game worthy of your attention. And ours...



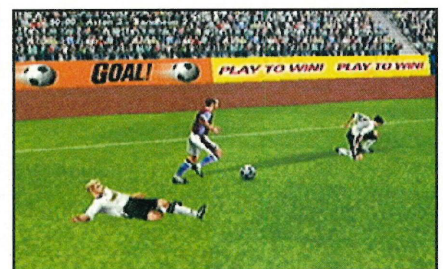
098

UEFA STRIKER

Yorkie talkie!

Football games haven't really taken off on the Dreamcast so far, but if we had to name a favourite it would surely be UEFA Striker. Check out our own tips then have a look at what our man Dwight Yorke had to say when we caught him sneaking a few games in.

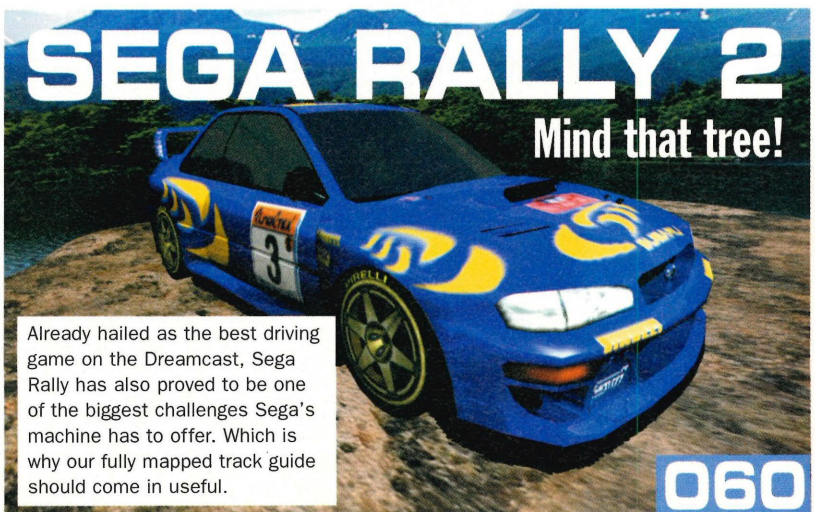
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SEGA RALLY 2

Mind that tree!

Already hailed as the best driving game on the Dreamcast, Sega Rally has also proved to be one of the biggest challenges Sega's machine has to offer. Which is why our fully mapped track guide should come in useful.



060

SOUL CALIBUR

SOUL CALIBUR

There's no point owning the greatest fighting game on Earth if all you're gonna do is bash the buttons and **hope for the best.** So Learn the noble arts of the entire starting line-up of Soul Calibur or be prepared to **suffer the consequences...**

CHALLENGE RATING



You can pick the joystick up and have a good old fashioned rumble, but it's not until you start uncovering the many layers that Soul Calibur contains that the real challenge comes out.

Time to complete

Casual 2 months
Freak 48 hours

Expect

You'll think that you're a Soul Calibur god, then discover that you're crap. Soul Calibur is that deep that casual players won't open everything for months.

ISABELLA 'IVY' VALENTINE

AGILITY



She might look like she could move quicker than Linford Christie, but Ivy is easily the slowest lass in the game, bless her leather pants.



Make the most of Ivy's excellent range and learn how far away she is capable of attacking from using the ingenious Ivy Blade. If you can surprise opponents who think they're out of harm's way you're half way to victory already. Make positively sure her lack of agility doesn't let you down by varying your game using the Shift Step and Eight Way Run. Ivy has no Special Stances so use the command list to destruction – everything you need is there.

BIO

WEAPON: Ivy Blade
STYLE: Unrelated Link
AGE: 28
HEIGHT: 6ft
WEIGHT: 128lbs
BLOOD TYPE: AB

Biting Raven	A
Raven's Beak	a, a
Raven Butt	⇒, a
Raven's Egg	⇒, ⇒, a
Cross Madness	↓ ⇒, a
Cursed Mark	↓, a
Menace Slice	⇐, a
Singing Sparrow	G, ↑ (while landing), a
Wing Blade	↑, a
Menace	(while rising), a
Immortal Gale	B
Immortal Wind	b, b
Squire's Bow	b, ⇒, b
Ivy Thrust	⇒, b
Ivy Lash	⇒, B
Ivy Lick	⇒, B, ↑, k
Biting Ivy	⇒, B, neutral ↓ or ↑
Serpent's Breath	⇒, ⇒, b
Cursed Heavens	↓ ⇒, b
Curse Brand	↓, b
Poison Ivy	↓ ⇐, b
Ivy Bite	⇐, b
Spiral Punishment	⇐, ba, b
Darkside	⇐, ⇐, b
Venom Lash	↓, ↓ ⇐, ⇐, b
Fear's Lash	G, ↑, b
Falling Sparrow	G, ↑ (while landing), b
Fear's Flame	↑, b
Shameless	(while rising), b
Ivy Masquerade	(crouching), ↓ ⇒, b
Pride	(crouching), ↓ ⇐, b

WEAPON RANGE



It might look like a sword, but the Ivy Blade can work like a deadly (and sharp) whip at the push of a button. God, she's good!

Raven Knee	⇒, k
Mind Shatter	⇒, ⇒, k
Foul Kick	↓ ⇒, k
Charmer Silhouette	↓, k
Evil Sparrow	↓ ⇐, k
Raven Catcher	⇐, k
Diving Raven	⇐, ⇐, k
Night Sparrow	G, ↑ (while landing), k
Rambler Sobat	↑, k
Rising Cross	(while rising), k
Nail Cross	(crouching), ↓ ⇒, k
Freeze Gale	⇒, a+b
Insanity Light	⇒, ⇒, a+b
Eye of Madness	↓ ⇒, a+b
Dominance	↓, a+b
Razor's Bite	↓ ⇐, a+b
Crucifixion	⇐, ⇐, a+b
God Whisper	↑ ⇒, a+b, a
Demented Loop	(while rising), a+b, a
Masquerade of Madness	(crouching), ↓ ⇒, a+b
Ancient Wheel	↓ ⇒, a+k
Royal Huntress	↓, a+k
Serpent's Venom	⇒, ↓, ↓ ⇒, a+k
Embrace of Lust	⇒, b+k
Fear's Void Far	↓ ⇒, b+k
Fear's Void	↓, b+k
Fear's Void Close	↓ ⇐, b+k
Heel Explosion	⇐, b+k
Exile	⇐, ⇐, b+k
Asylum	(while rising), b+k
Punishment Change	↓, ↓ ⇐, ⇐ or ↓, ↓ ⇒, ⇒

During Eight Way Run:

Raven's Egg	⇒, a
Wolf Lash	↓ ⇒ or ↑ ⇒, a
Insanity Light	↑ or ↓, a
Ancient Wheel	↓ ⇐ or ↑ ⇐, a
Raven Claw	⇐, a
Serpent's Beath	⇒, b
Poison Ivy	↓ ⇒ or ↑ ⇒, b
Drowning Madness	↑ or ↓, b
Darkside	⇐, ↓ ⇐, ↑ ⇐, b
Sliding	⇒, k
Evil Sparrow	↓ ⇒ or ↑ ⇒, k
Royal Huntress	↑ or ↓, k
Rambler Sobat	↓ ⇐ or ↑ ⇐, k
Diving Raven	⇐, k
Insanity Light	⇒, a+b
Crucifixion	⇐, a+b
Embrace of Lust	⇒, b+k
Exile	⇐, b+k

Throws

Primal Dominance	(near), g+a
Dominion Thrown	(near), g+b
Summon Suffering	(near), ↓ ⇒, ↑ ⇐, ⇒, ↓, ↓ ⇒, ↓ ⇐+a+b
Guiding Huntress	(left), any grab
Sunset Cradle	(right), any grab
Sweet Dominance	(back), any grab

HOW TO...

Use the Eight Way Run

Double tap your D-pad in any direction and hold

Instead of being trapped in a 2D 'plane' Soul Calibur offers you the unique ability to move in and out of the screen in any direction. This is an excellent method of avoiding troublesome combo attacks, but when used properly opens up countless combo opportunities of your own. Try double tapping up or down when close to your opponent and you should move around to their rear. Follow this up with any basic attack, throw or combo and you've got a guaranteed winner almost every time and hit strength is increased more often than not too.

STRENGTH



The Ivy Blade is a deadly weapon, but it's the fact that she can get you into some of the most unlikely positions is what does it for us.



KEY

There's no point using the default button layout of the Dreamcast controller for moves as it's best to choose your own preferred layout. Here's how the buttons read...

a Horizontal attack
b Vertical Attack
k Kick
g Guard

Easy, really...

CONVENTIONS

All these commands are automatically assuming you are standing on the left of the screen. Should that not be the case, simply reverse the commands...

AGILITY



Tall, slim and quick on his feet. His Eight Way Run is particularly quick so make use of it when at close quarters with your opposition.

STRENGTH



Those spinning blades really leave a mark. It wouldn't take him long to figure out what you had for breakfast!



Scissor Claw	a, a
Dark Shredder	a, b, a
Side Claw Kick	a, k
Jolly Ripper	⇒, a
Elegant Claw	⇒, ⇒, a
Blind Blade	⇓ ⇒, a
Rat Chase	⇓, a, k
Rat Cheeze	⇓, a, a, k
Mouse Cutter	⇓ ⇒, a
Blind Spin	⇓, a, a
Lunatic Doll	⇓, ⇐, a
Suspended Gears	G, ⇓ (as landing), a
Brain Robber	⇓, a
Scorpion Claw	(While Standing), a
Grave Digger	ba
Stampede Shredder	b, b
Full Stampede Shredder (behind)	b, b, b
Blade Nail	⇒, b
Demon Elbow	⇒, ⇒, b
Guillotine Scissors	⇓ ⇒, b, b
Power Slave	⇓, b, b
Asylum Dance	⇓ ⇒, b, k, k
Hell Digger	⇓, B
Hell Chop to Blind Claw	⇓, b, a
Suspended Pendulum	G, ⇓ (as landing), b
Floral Callus	⇓, b
Bat Taste	(while standing), k
Rat Drill	(crouching), ⇓ ⇒, b
Blind Dive	⇒, ⇒, k
Mute Mid Kick	⇓ ⇒, k
Rat Kick	⇓, k
Scorpion Tail	⇓ ⇒, k

VOLDO

Easily the game's most 'unconventional' character, Voldo's excellent strength and speed is only balanced by his average weapon range. He has an extensive number of special moves, although his true potential can only be realised once you have mastered all four of his special stances. The Blind Stance, for example, opens up a whopping 20 more special move possibilities. A particularly tough fighter indeed, and not recommended for the novice gamer as a result.

BIO

WEAPON: Shame and Blame
STYLE: Own Style
AGE: 46
HEIGHT: 6ft
WEIGHT: 185lbs
BLOOD TYPE: A

Lunatic Flip	⇓, ⇐, k
Rat Slaughter Kick	G, ⇓ (as landing), k
Rat Drop Kick	⇓, k
Lunatic Spin	(while rising), k
Insane Flip	⇒, ⇒, g+k+b
Insane Freak	⇒, ⇒, g+k+b, k
Praying Mantis	a+b
Katar Gore	⇒, a+b
Gate Opener	⇒, ⇒, a+b
Gate Pryer	⇒, ⇒, a+b, k
Evil Bow	⇓, a+b
Guillotine Scissors Alternate	⇓, a+b
Blind Dive	(crouching), ⇓ ⇒, a+b
Death Rose	a+k
Web Weaver	⇓, a+k
Super Freak	b+k
Super Freak Inner	⇓, b+k
Super Freak Outer	⇓, b+k
Rat Bounce	(crouching), b+k
Calioistro Rush Stance	⇓, ⇓ ⇒, ⇒

During Calioistro Rush:

Katar Slap	a, a
Slap Blind Claw	a, ⇓ ⇒, a
Blind Slap	a, ⇓, a
Mad Shredder	b, b, b
Rat Slaughter Kick	k
Snake Eater	a+b
Lunging Rat Bouce	b+k
Rat Chaser Stance	⇓ ⇓, ⇓, ⇓ ⇒

During Rat Chaser:

Rat Retreat	⇓ ⇐
Scorpion Kick	k
Mantis Crawl Stance	⇓, a+k or ⇓ ⇒, a+k

During Mantis Crawl:

Mantis Fire Dance	⇒, ⇒
Twisted Salute	a
Asylum Breakout	b
Scorpion Kick	(facing feet), k
Blind Dive	(facing head), k
Mantis Walk	⇒ or ⇐
Blind Stance	⇓, ⇓ ⇐, ⇐

During Blind Stance:

Mantis Crawl	⇓, a+k
Blind Claw	a
Madness Spin	⇒, a
Lunatic Wheel	⇒, ⇒, a
Mute Elbow Rush	⇓, a, b
Shredder	b
Rat Straight	⇒, b
Red Stitch	⇒, ⇒, b
Scarecrow	⇒, ⇒, ba
Death Ensnare	⇓, b, b
Blind Elbow Rush	⇓, b, b
Blind Kick	k
Scorpion Tail	⇓ ⇒, k
Mute Kick	⇓, k
Blind Drop Kick	⇓, k
Freak Roll	a+b
Spasm	D
Freak to Mantis Crawl	G
Reverse Evil Bow	⇓, a+b
Death Rose	a+k

During Eight Way Run:

Elegant Claw	⇒, a
Silent Embrace	⇓ ⇒ or ⇓ ⇒, a
Blind Blade	⇓ or ⇓, a
Lunatic Doll	⇓ or ⇓ ⇓ or ⇓ ⇓, a
Demon Elbow	⇒ or ⇓ ⇒ or ⇓ ⇒, b
Despair	⇓ or ⇓, b
Madness Scissors	⇓ ⇓ or ⇓ ⇓, b
Hell Digger	⇓, B
Hell Chop to Blind Claw	⇓, b, a
Sliding	⇒, k
Demon Tail	⇓ ⇒ or ⇓ ⇒, k
Mute Low Kick	⇓ or ⇓, k
Scorpion Tail	⇓ ⇓ or ⇓ ⇓, k
Lunatic Flip	⇓, k
Gate Opener	⇒ or ⇓ ⇓ or ⇓ ⇓ or ⇓ ⇓ or ⇓, a+b
Gate Pryer	⇒ or ⇓ ⇒ or ⇓ ⇒ or ⇓ ⇓, a+b, k
Calioistro Rush	b+k

Throws

Spinning Umbrella	(near) g+a
Centipede Nightmare	(near) g+b
Bloody Drill	(near) g+k
Life Sucker	(Calisto Rush) g+a
Blind Ownership	(Blind Stance) g+b
Fool's Inquest	(left) any grab
Bush Wacker	(right) any grab
Sadistic Spider	(back) and grab

WEAPON RANGE



With those short blades his range is limited so his average range is still impressive. That's what you get for being a lanky git, though.

TAKI

STRENGTH



She's fast, so it's no surprise that here, strength is lacklustre. Use her astounding speed to stick as many hits on your opponent as possible.

WEAPON RANGE



Taki's weakest attribute. Rekki and Mekki might look menacing, but she's got to breathe down your neck to use 'em.



Shadow Shrine	a, ⇨
Shadow Ripper	a, a, ⇨
Silent Shadow	a, a, ⇨, ⇨
Darkness Illusion	a, ⇨, ⇨
Shadow Rush	a, b, k
Shadow Cannon	a, b, ⇨, b+k
False Shadow	⇨, a
Possessed Misery	⇨, ⇨, a, ⇨, ⇨
Burning Misery	⇨, ⇨, a, b, b, b
Shadow Split	⇨, ⇨, a
Earth Scroll	⇨, a, k
Reaping Hook	⇨, ⇨, a
Curse	⇨, a
Bamboo Cutter	⇨, ⇨, a
Hanging Phantom	G, [u] (while landing), a
Air Phantom	⇨, a
Shadow Claw	(while rising), a, a, a
Shadow to Possession	b, a, ⇨, ⇨
Shadow Scroll	b, a, a
Shadow Banishment	b, a, k
Heavy Shadow	b, a, ⇨, k
Shadow to Stalker	b, a, a+b
Lightning Strike	b, b, b
Blood Scroll	b, k, a
Silence	⇨, b
Assassin's Strike	⇨, ⇨, b
Assassin's Feather	⇨, ⇨, b
Mekki-maru's Darkness	⇨, b, a
Free Shadow	⇨, ⇨, b
Darkness to Possession	⇨, b
Seal	⇨, ⇨, b
Darkness Banishment	G, ⇨ (while landing), b, b
Air Calm	⇨, b
Seal of the Fire Dragon	⇨, ⇨, ⇨, ⇨, ⇨, ⇨, ⇨, b
Darkness Banishment	(while rising), b, b
Banishment to Stalker	(while rising), b, a+b
Darkness to Stalker	(back to enemy), b, a+b
Haste	k, k, k

BIO

WEAPON: .Rekki Maru and Mekki Maru
STYLE:Musou Baton Ryu
AGE:25
HEIGHT:5ft 7
WEIGHT:117lbs
BLOOD TYPE:A

Fast and deadly – if there's something that Taki can offer above every other character in the game, it's her skin-tight Lycra body suit – it cuts down on wind resistance you know. With such a short weapon range it's important that the Eight Way Run and Shift Step are used to their full potential. There's no need to worry about Guard Buffering too much here, though; she's fast enough to surprise attack any opponent you'd care to think of.

Water Haste	k, k, ⇨, k
Divine Punishment	⇨, k, a
Hurricane Punishment	⇨, ⇨, k
Rapid Destruction	⇨, ⇨, k, k, k
Punishing Strike	⇨, k, k
Sealing Punishment	⇨, ⇨, k
Water Kick	⇨, k, k
Mat	⇨, ⇨, k, k
Haste Alternate	G, ⇨, k, k, k
Divine Cannon	(while rising), k
Sealing Punishment to Possession	(crouching), ⇨, ⇨, k, ⇨, ⇨
Stalker	a+b
Stalker Lower	⇨, a+b
Stalker Upper	⇨, a+b
Poison Dart	(crouching), ⇨, ⇨, a+b
Advancing Cloud Scroll	a+k
Hurricane Punishment 2	⇨, a+k
Cloud Scroll ⇨, neutral or ⇨, neutral,	a+k
Storm Cloud Scroll	⇨, neutral or ⇨, neutral, a+k, a
Fog Blanket	⇨, a+k
Divine Cannon Combo (crouching),	a+k, k
Fog Blanket 2	(back to enemy), ⇨, a+k
Ninja Cannon	⇨, b+k
Heavy Burden	(back to enemy), b+k
Wind Roll Stance	b+k

During Wind Roll Stance:

Wind Roll Inner	⇨, b+k
Wind Roll Outer	⇨, b+k
Mekki-maru Wind	a
Divine Wind	b
Wind Death Sault	b, b, b
Wind Sealing Rush	b, k, b
Side Breeze	a
Possession Stance	⇨, ⇨, ⇨, ⇨

During Possession Stance:

Possession Rush	⇨
Storm Scroll	a
Mekki-maru Wind	⇨, a
Dream Scroll	b
Dragon Wheel	k
Vacuum Drop Kick	⇨, k
Awakening Rush	⇨, ⇨ or ⇨ or ⇨, k, a
Exorcism	a+b

During Eight Way Run:

Possessed Misery	⇨ or ⇨ or ⇨ or ⇨, a, ⇨, ⇨
------------------	---------------------------

Burning Misery

	⇒ or ⇨ or ⇨ or ⇨, a, b, b, b
Wind Scroll	⇨ or ⇨, a
Shadow...	⇨ ⇨ or ⇨ ⇨, a (links to slash combos)
Bamboo Cutter	G, a
Assassin's Strike	⇒ or ⇨ or ⇨ or ⇨, b
Illusion Scroll	⇨ or ⇨, b
Darkness....	⇨ ⇨ or ⇨ ⇨, b
Scroll of Darkness	⇨ or ⇨, ba
Seal	⇨, b
Sliding	⇨, k
Heavy Burden	⇨ ⇨ or ⇨ ⇨, k
Cloud Scroll	⇨ or ⇨, k
Storm Cloud Scroll	⇨ or ⇨, k, a
Water Kick	⇨ or ⇨, k, k
Mat	⇨, k, k
Stalker	a+b
Possession	a+k
Wind Roll	b+k

Throws

Return of the Sun	(near), g+a
Departure in Fire	(near), g+b
Crossing the Cliff	(near), ⇨, ⇨, g+b
Cellar Drop	(left) any grab
Jute Burial	(right) any grab
Dropping the Bottle	(back) any grab

AGILITY

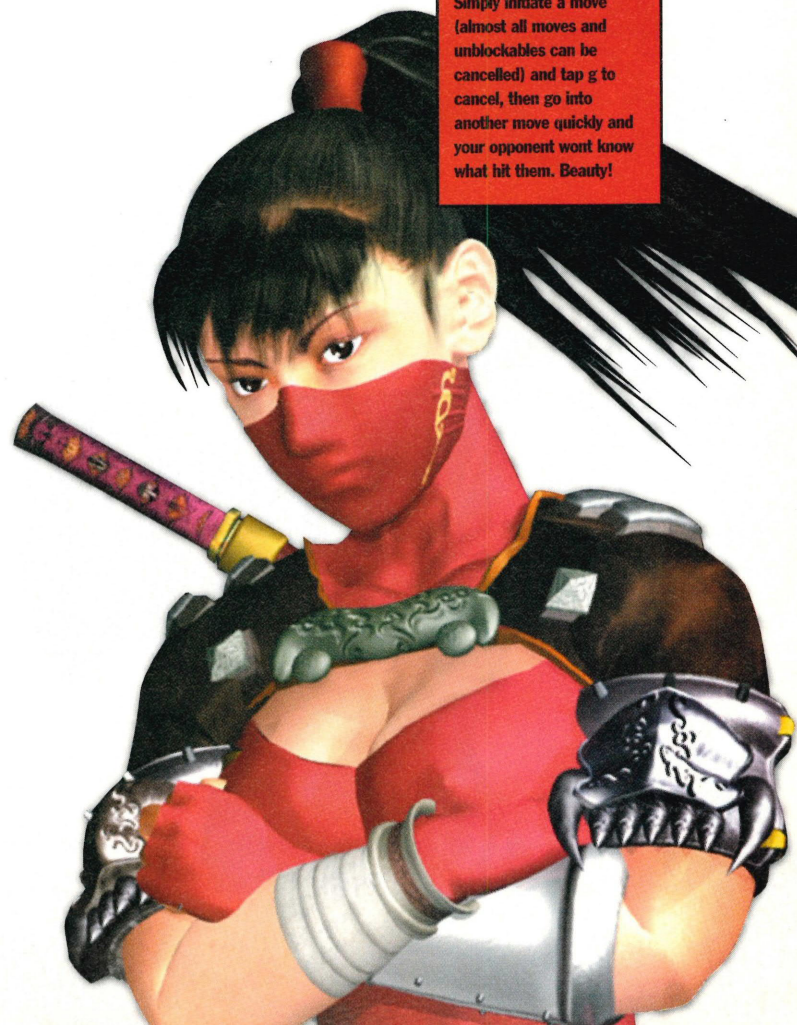


Taki is easily the quickest character in the whole game. Use her speed to surprise attack opponents and mix it up with the Eight Way Run and shift Steps for unpredictability.

HOW TO... Guard Cancel

Tap the Guard button during any move

A great way to dummy attacks and throw your opponent off the scent. Simply initiate a move (almost all moves and unblockables can be cancelled) and tap g to cancel, then go into another move quickly and your opponent won't know what hit them. Beauty!



SOPHITIA ALEXANDRA

AGILITY



Marginally faster than Ivy, Sophitia is also less than blessed in the agility department. It's kind of lucky she wears that short skirt or we'd probably all leave her well alone!

Saucy Sophitia is much stronger than she first appears so don't let her young firm body and beautiful good looks put you off. No, it's too late [get a grip, man - Ed]. She might

not have a whole host of Special Stances at her disposal, but she's got a great list of easy to execute combos and the possibilities for custom combos is great, so experimentation is the key.

Second Strike **a, a**
 Slide Tornado **a, k**
 Slide Flow **⇒, a, b**
 Silent Cross **⇒, ⇒, a**
 Angel Punisher **↓, ⇒, a**
 Under Slide Blade **↓, a**
 Iron Butterfly **↓, ⇒, a, a**
 Cutlass Europa **⇒, a, a, a**
 Cultass Titan **⇒, a, b**
 Reverse Mirage **⇒, ⇒, a**
 Angel Satellite **↓, ↓, ⇒, ⇒, a, a**
 Angel Satellite Beta **↓, ↓, ⇒, ⇒, ↓, neutral or ↑ neutral, a, a**
 Goddess Salute (while rising), **a**
 Under Stream **G, ↑ (while landing),**
 Air Side Spin **↑, a**
 Nasty Impale **ba, b, b, b**
 Twin Flow **b, b**
 Angel's Flow **b, k**
 Quick Strike **⇒, b**
 Olympus Cannon **⇒, ⇒, b**
 Grace Heaven **↓, ⇒, b**
 Guardian Strike **↓, b, b or (crouching), ↓, ⇒, b, b**
 Under Splash **↓, ⇒, b**
 Sword Shower **⇒, b**

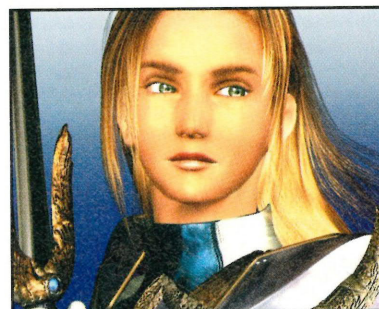
Guardian Upper **⇒, ⇒, b**
 Heaven's Gate **⇒, ⇒, ba**
 Angel's Strike **↓, ↓, ⇒, ⇒, b**
 Heaven's Judgement **↓, ↓, ⇒, ⇒, ba, a, a, k**
 Jet Stream Rush Beta **↓, ↓, ⇒, ⇒, ↓, neutral**
 Flare Upper **G, ↑ (while landing), b**
 Diving Splash **↑, b**
 Exile (while rising), **b**
 Grace Sault **kb**
 Kick Duo **k, k**
 Plasma Blade **⇒, ⇒, k**
 Angel Side Kick **↓, ⇒, k**
 Spring Under Kick **↓, k**
 Tornado Low Kick **↓, ⇒, k**
 Gaea Kick **⇒, ⇒, k**
 Angel's Spring **↓, ↓, ⇒, ⇒, k**
 Holy Crest Kick **↓, ↓, ⇒, ⇒, ↓, neutral**
 Holy Crest Kick 2 **G, ↑, k**
 Moon Mirage Kick **G, ↑ (while landing), k**
 Angel's Spiral Alpha **↑, ⇒, k, a, b**
 Angel Fall **↑, ⇒, k, b**
 Angel's Sault **↑, ⇒, k, k**
 Angel's Spiral **↓, ⇒, a+b**
 Gaea Quake **↑, a+b**
 Mirage Satellite (while rising), **a+b**
 Tornado High Kick **a+k**
 Tornado Feint **a+k, k**
 Temperance Strike **b+k, b**
 Jet Stream Rush **⇒, ⇒, b+k, a, b**
 Olympus Shower **⇒, ⇒, b+k**
 Tower Upper (while rising), **b+k**
 Angel Step **↓, ↓, ⇒, ⇒**
 Angel Step Cancel **↓, ↓, ⇒, ⇒, ↓, neutral or ↑, neutral**
 Twin Angel Step **↓, ↓, ⇒, ⇒, ↓, ↓, ⇒, ⇒**
 Twin Step Cancel **↓, ↓, ⇒, ⇒, ↓, ↓, ⇒, ⇒, ↓, neutral**
 Twin Angel Step Alpha **↓, ↓, ⇒, ⇒, ↓, ↓, ⇒**

During Eight Way Run:

Silent Cross **↓, ⇒, ⇒, ⇒, ⇒, ⇒, a**
 Shield Rush **↑ or ↓, a**
 Silent Stream **↓, ⇒, ⇒, ⇒, a, a**
 Reverse Mirage **⇒, a**

BIO

WEAPON: .Omega Sword and Elk Shield
STYLE:Saint Athena
AGE:21
HEIGHT:5ft 6
WEIGHT:N/A
BLOOD TYPE:B



Olympus Cannon **⇒, b**
 Ascesion **↓, ⇒ or ↑, ⇒, b**
 Shield Smash **↓ or ↑, b**
 Tower Upper **↓, ⇒ or ⇒, ⇒ or ↑, ⇒, b**
 Sliding **⇒, k**
 Plasma Blade **↓, ⇒ or ↑, ⇒, k**
 Grace Sault **↓, ⇒ or ↑, ⇒ or ↑ or ↓, kb**
 Angel Side Kick **↑ or ↓, k**
 Tornado High Kick **↓, ⇒ or ↑, ⇒, k**
 Tornado Feint **↓, ⇒ or ↑, ⇒, k, k**
 Gaea Kick **⇒, k**
 Spiral Upper **a+b**
 Tornado High Kick **a+k**
 Tornado Feint **a+k, k**
 Jet Stream Rush **⇒, b+k, a, b**
 Olympus Shower **↓ or ↓, ⇒ or ↑, ⇒, b+k**

Throws

Widow Maker (near) **g+a**
 Holy Cracker (near) **g+b**
 Heaven to Hell (durin Holy Cracker), **↓, a**
 Heaven's Writing (near) **⇒, ⇒, g+a**
 Round Knocker (left) any grab
 Broken Promise (right) any grab
 Bottoms Up (back) any grab

HOW TO...

Understand speed variance in the Eight Way Run

While using the Eight Way Run you might notice that different directions offer different speeds. The simple rule is that advancing towards your enemy is quicker than retreating. Moving away from your opponent on the same plane is the slowest of them all (and also the stupidest!) so why not move around them to give you the opportunity of attack.

WEAPON RANGE



An average weapon range, but it's what you do with it that counts. Her knickers should count as a weapon too - one schwing and 'ya dead!

STRENGTH



That's why she's so popular! Pretty as a picture she might be, but when it comes to sheer power she's as strong as an Ox.

BIO

WEAPON:Shishi-Oh
STYLE:Tenpo-Kosai-Ryu Kai
AGE:25
HEIGHT:5ft 7
WEIGHT:143lbs
BLOOD TYPE:AB

For a man of his calibre, his attributes are somewhat average, but that's not necessarily such a bad thing. Mitsurugi is something of an all-rounder in Soul Calibur offering plenty of specials, a couple of Stances and some nice combo strings. He's excellent for beginners yet still offers plenty of scope for hardened players because variation in attack and defence isn't a problem. Nice bloke too.

STRENGTH

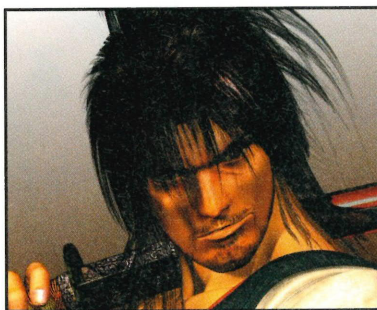


A little on the short side, but he's a stocky bloke with it. With such a fluid technique and a razor sharp weapon there's no way it's not gonna hurt.

WEAPON RANGE



The weapon range he's blessed with only acts to counter act his excellent strength. Using dash techniques overcomes this problem.



Samurai Slashes	a, a
Calm Breeze	⇒, a
Sudden Gale	⇒, ⇒, a
Splitting Gold	↓⇒, a
Knee Slice	↓, a
Shin Slicer	↓⇒, a
Drawn Breath	⇒, a
Vacuum	⇒, ⇒, a
Stump Banish	G, ↑ (while landing), a
Stump Cross	↑, a
Silent Step Slash	↓, ↓⇒, ⇒, a
Forced Prayer	b, b
Mountain Divide	ba
Mask	b, ⇒
Wind Hole	⇒, b
Wind Hole Lower	⇒, b, ↓
Wind Hole Upper	⇒, b, ↑
Heaven Dance	⇒, ⇒, b, b
Heaven Cannon	⇒, b
Rust	↓, b

HEISHIRO MITSURUGI

Cloud Divide	↓⇒, b
Wind Hole Vortex	⇒, b or ⇒, b, ⇒
Forced God	⇒, ⇒, b, b
Samurai Thrust	↓, ↓⇒, ⇒, b
Dragon Fly Slash	G, ↑ (while landing), b
Stalk Cutter	↑, b
Pocket Pick	(while rising), b
Time Hole	(crouching), ↓⇒, b
Cloud Divide to Cold Stitch	(crouching), ↓⇒, b, b
Obedience	kb
Wheel Kick	⇒, k
Front Kick	↓⇒, k
Rising Knee	⇒, ⇒, k
Stalk Shaver	↓, k, b
Hem Stitch	↓⇒, k
Bullet Cutter	⇒, k, b
Front Kick 2	↓, ↓⇒, ⇒, k
Dive Kick	G, ↑, k
Outer Snap	G, ↑ (while landing), k
Shadow Kick	↑, k
Steel Slicer	a+b
Phoenix Tail	⇒, ⇒, a+b
Cold Stitch	↓, a+b
Wheel Slash	↑, a+b
Shin Banish	(crouching), ↓⇒, a+b
Dividing Thrust	a+k
Autumn Requiem	b+k
Driving Stitch	↓⇒, b+k
Parting Thrust	⇒, b+k
Silent Step	↓, ↓⇒, ⇒
Half Moon Death	⇒, ↓, ↓, ⇒, ⇒, a
Half Moon Slice	(while Half Moon Death), a
Moon Death Fake	⇒, ↓⇒, ↓, ↓⇒, ⇒, A
Full Moon Death	⇒, ↓⇒, ↓, ↓⇒, ⇒, b
Full Moon Slash	(while Full Moon Death), b
Mist Stance	⇒, a+b

During Mist Stance:

Relic	b+k
Mist Stab	a
Mist Stab Combo	a, a, a
Dividing Thrust	b
Water Mist Kick	k
Divide	a+b
Mist Walk	⇒ or ⇐
Mist Dash	⇒, neutral or ⇐, neutral
Mist Hop	↑⇐ or ↑ or ↑⇒
Relic Stance	⇒, a+b

During Relic Stance:

Mist	b+k
False Purification	g
Cross Sword Seal	a
Slash Sword Seal	b
Relic Low Kick	k
Bill of Fire	A+B
Ticket to Hades	A+B (hold longer)
Path of Damnation	A+B (hold even longer!)

Relic Walk	⇒ or ⇐
Relic Dash	⇒, neutral

During Eight Way Run:

Sudden Gale	⇒ or ↓⇒ or ↑⇒, a
Drawn Breath	(near to the right), a
Vacuum	⇒, a
True Vacuum	↓⇒ or ↑⇒, a
Heaven Dance	↓⇒ or ⇒ or ↑⇒, b, b
Hell Flash	↑ or ↓, b
Peak of Flames	↓⇒ or ↑⇒, b, a, b
Forced God	⇒, b, b
Sliding	⇒, k
Rising Knee	↓⇒ or ↑⇒, k
Wheel Kick	↑ or ↓, k
Bullet Cutter	↓⇒ or ⇐ or ↑⇒, k, b
Phoenix Tail	a+b
Trooper Roll	b+k
Mist	ab
Relic	ba

Throws

Sea of Madness	(near), g+a
Pulling Ivy	(near), g+b
Gate of Hell	(left) any grab
8th Bill of Punishment	(right) any grab
Divine Gift	(back) any grab

AGILITY



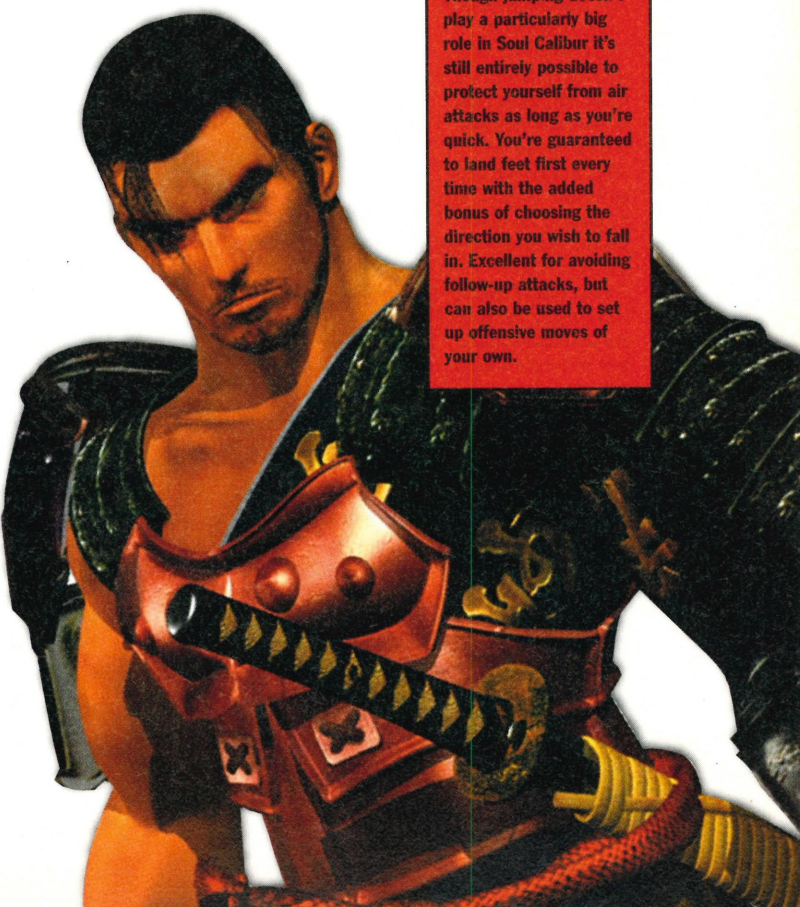
Carrying those armour plated shoulder pads around is enough to slow anyone down, but Mitsurugi can handle it. Compensate for his mediocre speed by using the Eight Way Run to confuse hostile enemies.

HOW TO...

Recover from an attack in the air

Press and hold Guard and any direction when hit

Though jumping doesn't play a particularly big role in Soul Calibur it's still entirely possible to protect yourself from air attacks as long as you're quick. You're guaranteed to land feet first every time with the added bonus of choosing the direction you wish to fall in. Excellent for avoiding follow-up attacks, but can also be used to set up offensive moves of your own.



KILIK

AGILITY



For the slip of a lad he is, Kilik (that's a palindrome, you know) isn't particularly quick with his pegs. His excellent weapon range soon makes up for that, however.

HOW TO... Escape enemy throws

Press the correct throw escape button as your enemy's throw is initiated

It's possible to break away from almost every enemy throw in Soul Calibur by simply pressing either the a or b buttons. This is going to take some trial and error to master but it's worth a little time down on the mat to figure out. Be quick on the draw and keep your wits about you and it'll soon become second nature. Listen out for the sound of your enemy initiating their throw. Each one is different so just remember the noise and corresponding button and you're laughing.

Like Mitsurugi, Kilik also appears to be something of an average offering in the attribute stakes. But his excellent fighting style coupled with his long reaching Kali-Yuga staff ensures success is possible no matter what the odds. With only one Special Stance at his disposal you're going to need to make use of his excellent reach to keep opponents on the defensive.



Bo Rush Combo	a, a, b
Bo Rush Feint	a, a, ↑ or ↓
Twin Phoenix	aa, b
Phoenix Feint	ab
Raging Phoenix	⇒, a, a, a
Cross Bo	⇒, ⇒, a
Advancing Ling Su	↓ ⇒, a, a
Inner Peace	↓, a
Lower Bo Slice	↓ ⇐, a
Escaping Bo	⇐, a
Cross Tide	⇐, ⇐, a, a
Quick Wave Divide	G, ↑ (while landing), a
Sky Divide	↑ +a
Ling Sheng Slash	(while rising), a
Rushing Waterfall	b, b
Sheng Mirage Kick	kb
Bo Thrust	⇒, b
Lower Bo Feint	⇒, b, ↓
Heavy Bo	⇒, ⇒, b
Twin Bo Upper	↓ ⇒, b, b
Waterfall	↓, b
Advancing Bo	↓ ⇐, b
Phoenix Thrust	⇐, b
Stream Thrust	⇐, ⇐, b
Midnight Sun	G, ↑, b
Raven Slaughter	G, ↑ (while landing), b
Yang Falling	↑, b
Yin and Yang	↓, ↓ ⇐, ⇐, b
Ling Sheng Slash	(while rising), b
River Thrust	(crouching), ↓ ⇐, b
Bridge	(near left), b
Sheng Front Kick	k
Sheng Illusion Kick	kb
Sheng Lunge Kick	⇒, k
Sheng Lunge Kick Combo	⇒, kb
Rising Phoenix	⇒, ⇒, k, k, b
Sheng Side Kick	↓ ⇒, k
Sheng Su Low Kick	↓, k
Ling Sheng Su Sweep	↓ ⇐, k
Biting Kick	⇐, k
Biting Heaven	⇐, kb
Cloud Kick	⇐, ⇐, k

STRENGTH



An average power rating, but how do you fancy being slapped silly with a bloody long stick? It's still going to bloody hurt.

Ling Sheng Su Sweep

	G, ↑ (while landing), k
Lian Hua Jump Kick	↑, k
Phoenix Hop Kick	(while rising), k, b
Retreating Thrust	g, k
Phoenix Roar	a+b
Biting Phoenix	⇒, a+b
Phoenix Flare	⇐, a+b
Phoenix Flare to Raven Slaughter	⇐, a+b, b, b
Tricky Bo	↓ ⇐, a+b
Lower Bo Smack Down	↓, a+b
Dirty Bo	↓ ⇐, a+b
Pounding Stones	(while crouching), a+b
Heaven Monument	(while downed), a+b
Phoenix Cross	a+k
Bo Smack Down	⇒, a+k
Phoenix Claw	↓ ⇒, a+k
Wave Divide	↓, a+k
Phoenix Tail	↓ ⇐, a+k
Rising Flare	(while downed), a+k
Upper Bo Feint	b+k
Yin Rising	⇒, b+k
Playful Phoenix	↓ ⇐, b+k
Lower Bo Feint	⇐, b+k
Monument Stance	↓, ↓ ⇒, ⇒

During Mountain Stance:

Inner Peace	a
Advancing Bo	b
Scythe	k
Heaven Monument	a+b
Wave Divide	a+k
Upper Bo Feint	b+k
False Statue	↓, neutral

During Eight Way Run:

Cross Bo	⇒ +a
Gale Divide	↓ ⇒ or ↑ ⇒, a, a
Wind Divide	↑ or ↓, a, a

WEAPON RANGE



Impressive fighting and excellent command is Kilik's saving grace. Make sure you make the most of it and keep your opponent from getting too close.

BIO

WEAPON:Kali-Yuga
STYLE:Ling-Sheung
AGE:19
HEIGHT:5ft 6
WEIGHT:139lbs
BLOOD TYPE:A

Mountain Carve	↑ or ↓, a, b
Ling Sheng Slice	↑ ⇐ or ↓ ⇐, a
Cross Tide	⇐, a, a
Heavy Bo	⇒ or ↑ ⇒ or ↓ ⇒, b
Raven Slaughter	↑ or ↓, b
Phoenix Thrust	↑ ⇐ or ↓ ⇐, b
Stream Thrust	⇐, b
Rising Phoenix	↓ ⇒ or ↓ ⇒, k, k, b
Mountain Breaker	↑ or ↓, ka
Sheng Heh Kick	⇐ or ↑ ⇐ or ↓ ⇐, k
Yin Rising	⇒ or ↑ ⇒ or ↓ ⇒, b+k
Upper Bo Feint	↑ or ↓, b+k

Throws

Heaven Monument	(near), g+a
Light Breeze	(near), g+b
Cutting Sadness	(left), g+b or g+b
Summer Gale	(right), g+b or g+a
Phoenix Pounce	(back), g+b or g+a



XIANGHUA

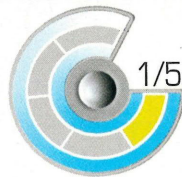
BIO

WEAPON:Krita-Yuga
STYLE:Sword Art
AGE:16
HEIGHT:5ft
WEIGHT:101lbs
BLOOD TYPE:B

One of the game's tougher fighters to master due to her weak strength, speed attributes and complex fighting style. Speed is of the essence so a confident fighter would attack wholeheartedly not giving their opponent the chance to think, let alone act. Her Eight Way Run abilities will help here as well as some excellent combo strings like the Beautiful Rhythm. Try to mix up high and low attacks as she hides them well.

Beautiful Rhythm **a, a, b**
 Tzao Lan Hua Rhythm **a, a, ⇐, b, b**
 False Tzao Lan Hua Rhythm **a, a, ⇐, b, b, b**
 False Rhythm **a, a, ⇐ or ⇨**
 Lian Hua Twist Left **ab**
 Feng Yun Feint **ak, b**
 Double Feng Yun **ak, k**
 Cross Lian Hua **⇨, a**
 Striking Lian Hua **⇨, ⇨, a**
 Shui Shian Strike **⇨ ⇨, a**
 Rhythm Halt **⇨, a**
 Chai Hua **⇨ ⇐, a**
 Storming Lian Hua **⇐, a**
 Lan Hua Slice **⇐, ⇐, a**
 Lan Hua **⇐, ⇐, A**
 Falling Chai Hua **G, ⇐ (while landing), a**
 Yann Slice **⇐, a**
 Muu Jiann Rhythm (while rising), **a, a**
 Elegant Rhythm **b, b**
 Lian Hua Twist - Right **ba**
 Mei Hua Circle **bk**
 Advancing Rhythm **⇨, b, a**
 Deadly Rhythm **⇨, b, b**
 Playful Rhythm **⇨, ⇨, bb**
 Lian Hua Upper **⇨ ⇨, b**
 Rhythm Break **⇨, b**
 Shan Ji **⇨ ⇐, b, a**
 Tzao Lan Hua **⇐, b, b**
 Tzao Lan Hua Feint **⇐, b, b, b**
 Vengeful Lian Hua **⇐, ⇐, b**
 Shiang Ryh Kwei **G, ⇐ (while landing), b**
 Yann Slash **⇐, b**
 Shiang Ryh Kwei (while rising), **b**
 Shiang Ryh Kwei Feint (while rising), **ba**
 Mei Guei Hua (crouching), **⇨ ⇨, b**
 Mei Guei Hua Feint (crouching), **⇨ ⇨, b, b**
 Yuen Kick **k**
 Outer Heh Kick **kb, b**
 Heh Kick **⇨, k**
 Woan Shyong Swing **⇨, ⇨, k**
 Sheau Shan Kick **⇨ ⇨, k**
 Woan Shyong Nibble **⇨, k**
 Circle Breaker **⇨, k**
 Circle Breaker Feint **⇨ ⇐, ka, a, b**
 Circle Break Feint to Feng Yun

STRENGTH



Being just a 16-year-old 5-footer you can't expect her to pack much of a punch. What she lacks in strength is easily balanced by her blinding speed.

WEAPON RANGE



You best hope of handling her severe lack of range is to use the speed at your disposal to get up close and personal with your opponent.



Ma Chiuueh **⇐ or ⇐ ⇐ or ⇨ ⇐ or ⇨, a+b**
 Hou Lee **a+k**
 Advancing Bea Her Hua **⇨, b+k**
 Bea Her Hua **⇐ or ⇐ ⇐ or ⇨ ⇐ or ⇨, b+k**
 Retreating Bea Her Hu **⇐, b+k**

Throws

Yuen Chuei Shaur (near), **g+a**
 Long Ling Sheang (near), **g+b**
 Tien E Sheang (left) any grab
 Yng Dyi Yann (right) any grab
 Yuh Luen Shaur (back) and grab

Shan Kick **⇐, k**
 Ta **⇐, ⇐, k**
 Lian Hua Sweep **G, ⇐ (while landing), k**
 Inner Heh Kick **⇐, k**
 Rising Shui Shian (while rising), **k**
 Muu Jiann **a+b**
 Muu Jiann Advance **⇨, a+b**
 Great Wall **⇨, ⇨, a+b**
 Lian Hua Cannon **⇨ ⇨, a+b**
 Yann Dive **⇨, a+b**
 Muu Jiann Retreat **⇐, a+b**
 Mei Hua Divide (while rising), **a+b, b**
 Mei Hua Carve (while rising), **a+b, ⇨, b**
 Guei (while downed), **a+b**
 Hou Lee **a+k**
 Lower Great Wall (while Hou Lee), **b+k**
 Lian Hua Sweep **⇨, a+k, k**
 Advancing Bea Her Hua **⇨, ⇨, b+k**
 Lower Great Wall **⇨ ⇨, b+k**
 Quake Step **⇨, b+k**
 Hwu Dye **⇨ ⇐, b+k**
 Muu Ling **⇐, b+k**
 Retreating Bea Her Hua **⇐, ⇐, b+k**

During Eight Way Run:

Striking Lian Hua **⇨, a**
 Li **⇨ ⇨ or ⇐ ⇨, a**
 Spinning Lian Hua **⇐ or ⇨, a**
 Ing Hua **⇨ ⇐ or ⇐ ⇐, a**
 Lan Hua Slice **⇐, a**
 Lan Hua **⇐, A**
 Playful Rhythm **⇨, b, b**
 San Jaan **⇨ ⇨ or ⇐ ⇨, b**
 Playful Slice **⇐ or ⇨, b**
 Vengeful Lian Hua **⇐ or ⇨ ⇐ or ⇐ ⇐, b**
 Sliding **⇨, k**
 Circle Breaker **⇨ ⇨ or ⇐ ⇨, k**
 Circle Breaker Feint **⇨ ⇨ or ⇐ ⇨, ka, a, b**
 Circle Breaker Feint 2 **⇨ ⇨ or ⇐ ⇨, ka, a, k**
 Outer Heh Kick **⇐ or ⇨ or ⇐ ⇐ or ⇐ ⇐, k**
 Ta **⇐, k**
 Great Wall **⇨, a+b**

AGILITY



Xianghua's only beaten by Taki in the agility stakes, although her Sword Art fighting style is much easier on the eye. She's also a bit of a guru when it comes to the Eight Way Run.

HOW TO... Guard Impact

Pressing forward and Guard deflects medium and high attacks, while pressing diagonally down, forward and Guard deflects low attacks. Pressing away and Guard parrys medium and high attacks, while pressing diagonally down, back and Guard parrys low attacks. Try to parry against strong attacks and deflect weak ones. You'll find your opponent open to a quick attack once you've successfully parried or deflected their move.

HOW TO... Play as Cervantes

To gain control of Soul Edge's ultimate boss character, 'simply' complete the game in Arcade Mode with all regular characters and then bonus characters. Once this is complete Cervantes will be at your service.



AGILITY



Leave out the Elvis gags because Maxi'll wipe the smile off your face. Side stepping and dashing are highly recommended to confuse and bewilder opponents.

HOW TO... Play as Inferno

To play as Inferno you must first complete the Arcade Mode in its entirety (yes, that includes all characters, stages and bonuses). Now choose Xianghua in her third costume and play through, and complete the Arcade Mode. Once all this is done, Inferno is yours. He will imitate random characters and switch between them after each bout.

BIO

WEAPON:Fatibaru
STYLE:Shissen Karihadi
AGE:24
HEIGHT:5ft 9
WEIGHT:126lbs
BLOOD TYPE:O

Maxi not only offers one of the most visually impressive fighting styles in the game but it's also one of the most effective. He's an excellent fighter for beginner and experts alike though making the most of his Soul Loops is more than enough to sort the men from the boys. Make the most of his speed whenever you can, it will often provide the difference between victory and defeat.

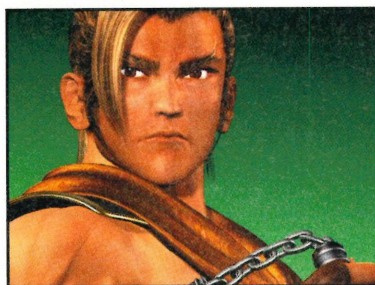
Twin Snakes	a, a
Stonewall	ak
Stone Kick	ak, ←
Lunging Snake	⇒, a
Striking Snake	⇒, ⇒, a
Lotus	↓, ⇒, a
Tongue	↓, a
Snake Scythe	↓, ⇐, a
Nunchaku Slap	⇐, a
Nunchaku Slap to Steel Dragon	⇐, a, b
Nunchaku Slap to Branding Nunchaku	⇐, a, b, ←
Serpent's Bane	⇐, a, ba, a, b
Wave Slice	⇐, ←, a
Dandy Surprise	↓, ↓, ⇒, ⇒, a
Snake Scythe to Pure Soul	G, ↑ (while landing), a
Snake Wing	↑, a
Nunchaku Cross	(while rising), a
Rope Dancer (crouching)	↓, ⇒, a, a, a
Snake Bite	b
Steel Dragon	⇒, b
Branding Nunchaku	⇒, b, ←
Serpent's Desire	⇒, ba, a, b
Return of Fear	⇒, ⇒, b
Biting Upper	↓, ⇒, b

HOW TO... Disguise your moves to surprise your opponent

Press and hold Guard, perform the move of your choice, release Guard, then re-perform your chosen move

To play as Inferno you must first complete the Arcade Mode in its entirety (yes, that includes all characters, stages and bonuses). Now choose Xianghua in her third costume and play through, and complete the Arcade Mode. Once all this is done, Inferno is yours. He will imitate random characters and switch between them after each bout.

MAXI



Falling Fang	↓, b
Inner Biting Upper	↓, ⇐, b
Snake Kiss	⇐, b
Venom Fang	G, ↑, b
Nunchaku Lick	G, ↑ (while landing), b
Dragon's Judgement	↑, b
Rolling Biting Upper	(while rising), b
Falling Dragon	kb, a
Dragon Pounce	kb, k
Left Roundhouse	⇒, k
Dragon Roar	⇒, ⇒, k
Snap Kick	↓, ⇒, k
Illusion Kick	↓, k, b
Illusion Low Kicks	↓, k, k
Quick Slice	↓, ⇐, k
Right Roundhouse	⇐, k
Rolling Sobat	⇐, ←, k
Stone Kick	G, ↑ (while landing), k
Dive Kick	↑, k
Hurricane	↓, ↓, ⇒, ⇒, k
Dragon Scream	(while rising), k, k
Serpent's Pleasure	a+b
Rage of Pleasure	⇐, a+b
Dragon's Brand	(while rising), a+b
Side Winder	a+k
Guillotine Dance	↓, ⇒, a+k
Fury	b+k, b, b, b, a
Dragon Cannon	⇒, ⇒, b+k
Nunchaku Lick	↓, ⇒, b+k
Tiger Slaughter	↓, b+k, b
Twisted Loop	⇐, b+k

Beginning Pure Soul Loop:

Pure Soul Loop 1	→
Pure Soul Loop 2	←
Pure Soul Loop 3	A+K

Pure Soul Right Outer

Dragon Bite	a, k
Dragon Wing	b, b
Falling Dragon	k, a
Dragon Pounce	k, k

Pure Soul Behind Lower

Inverted Moon	a
Lunging Biting Upper	b
Fury Kicks	k, k

Pure Soul Right Cross

Tiger Pounce	a
Mark of the Beast	b
Water Slice	k, k

Pure Soul Left Outer

Bloody Cross	a, k
Wing Sobat	b, k
Circle Kick	k

Pure Soul Left Inner

Purity Cross	a
Canyon Carve	b
Wheel Kick	k

During Eight Way Run:

Striking Snake	⇒ or ↓, ⇒ or ↑, ⇒, a
Northern Lights to Pure Soul Left Inner	(near right), A
Northern Lights	(near left), A
Wave Slice	⇐ or ↓, ⇐ or ↑, ⇐, a
Return of Fear	⇒ or ↓, ⇒ or ↑, ⇒, b
Steel Dragon	↑ or ↓, b
Branding Nunchaku	↑ or ↓, b, ⇐
Serpent's Desire	↑ or ↓, ba, a, b
Mark of the Beast	↓, ⇐ or ↑, ⇐, b
Snake Kiss	⇐, b
Sliding	⇒, k
Back Kick	↓, ⇒ or ↑, ⇒, k
Water Slice	(near right), k, k
Circle Sweep	(left near), k
Rolling Sobat	⇐ or ↓, ⇐ or ↑, ⇐, k
Serpent's Pleasure	⇒ or ↓, ⇒ or ↑, ⇒ or ↓, a+b
Rage of Pleasure	⇐ or ↓, ⇐ or ↑, ⇐, a+b
Dandy Surprise	⇐ or ↓, ⇒ or ↑, ⇒, a+k
Dragon Cannon	⇒ or ↓, ⇒ or ↑, ⇒, b+k
Hurricane	↑ or ↓ or ↓, ⇐, b+k
Twisted Loop	⇐, b+k

Throws

Falling Heaven Dragon	(near), g+a
Lynching	(near), g+b
Dragon Destroyer	(left) any grab
Leaving the Dragon Nest	(right) any grab
Parting the Waves	(back) any grab

WEAPON RANGE



He's quick on his feet it's easy to duck in, do some damage, then get out again without even messing up the quiff.

STRENGTH



Maxi's strength is not a problem. His juggling skills are second to none so one false move and it's game over.

NIGHTMARE

AGILITY



Sporting full body armour and the ever-huge Soul Edge weapon you can't really expect Nightmare to be particularly nippy around the arena – cut the guy a break!

HOW TO... Shift Step

Tap the D-pad in any chosen direction

There's nothing more boring than blocking every attack and then trying to counter half an hour later. Why not shift step diagonally around your opponent (particularly effective against vertical attacks) then move in for an easy hit. Not only is it simple to do, but it's also guaranteed to catch your enemy off guard.

HOW TO... Play as Edge Master

To gain Edge Master beat the entire Arcade Mode with all characters (including Cervantes). You'll find that Edge Master imitates moves from other characters and will change character randomly after each bout.

BIO

WEAPON:Soul Edge
STYLE:Unknown
AGE:Unknown
HEIGHT:5ft 6
WEIGHT:209lbs
BLOOD TYPE:Unknown

WEAPON RANGE



Keep opponents in the middle distance, and you're laughing. Due to his size, though, there's little you can do if an opponent gets close.

STRENGTH



Thanks to the Soul Edge weapon, Nightmare's got some real meat behind him. He's got no shortage of ways to use it too.

Nightmare by name, Nightmare by nature – this boy's nothing but trouble! Steer well clear unless you want a real challenge. Like Astaroth, he's big and hard, but pretty darn slow. Try Guard Buffering his bigger moves (check 'How 2... Disguise Your Moves to Surprise Your Opponent' box for more) so his movements aren't obviously telegraphed to his opponents. With three rather nifty Special Stances ready and waiting, it's clear he's best suited to a Soul Calibur master.



Jade Crusher ⇒, **k**
Shoulder Rush ⇒, ⇒, **k**
Accel Headbutt ⇄ ⇒, **k**, **k**, **b**
Grind Low Kick ⇄, **k**
Darkside Kick ⇄, **k**
Stomping ⇄, ⇄ ⇒, ⇒, **k**, **k**, **k**, **k**, **k**
Diving Accel Kick **G**, ⇄ (while landing), **k**
Rolling Sobat ⇄, **k**
Rising Night Kicks (while rising), **k**
Flying Edge ⇒, ⇒, **a**+**b**
Dark Soul Impact ⇄, **a**+**b**
Spin Kick Combo **a**+**k**, **k**
Spin Kick to Slash **a**+**k**, **a**
Spin Kick to Slash Cross **a**+**k**, **a**, **a**, **b**
Spin Kick to Double Grounder **a**+**k**, **a**, ⇄, **a**, **a**

Night Stance Roulette ⇄, **B**+**K**
Drop Kick ⇒, ⇒, **b**+**k**

Night Behind Stance **b**+**k**
Side Spin to Night Behind Stance ⇄, **b**+**k**

During Night Behind Stance:

Night Annihilation **a**
Tera Stomper **b**
Night Knee Kick Rush **k**, **k**
Night Lower Stance ⇄, **b**+**k**
Night Side Stance ⇄, **b**+**k**
Night Lower Stance ⇄, **b**+**k**

During Night Lower Stance:

Leg Hacker **a**
Citadel Lifter **b**
Cannonball Splitter **ba**
Night Salute **k**
Lock Splitter Alternate **a**+**b**
Night Behind Stance **b**+**k**
Night Side Stance ⇄, **b**+**k**
Night Side Stance ⇄, **b**+**k**

During Night Side Stance:

Cross Grounder **a**, **a**
Double Grounder Alpha **a**, ⇄, **a**

Cannonball Lifter **b**
Cannonball Feint **ba**
Night Front Kick **k**
Night Behind Stance **b**+**k**
Night Lower Stance ⇒, **b**+**k**

During Eight Way Run:

Right Slasher ⇄ ⇒ or ⇄ or ⇄ ⇒, **a**
Alternate Cross ⇄ or ⇄, **a**
Back Spin Slash ⇄ ⇄ or ⇄ or ⇄ ⇄, **a**
Lock Splitter ⇒, **b**
Cannonball Splitter ⇒, **ba**
Sky Splitter ⇄ ⇒ or ⇄ ⇒, **b**
Sword Buster ⇄ or ⇄, **b**
Gun Turret Buster ⇄ or ⇄, **b**, ⇒
Rampart Buster ⇄ or ⇄, **b**, ⇄
Buster Feint to Night Behind Stance ⇄ or ⇄, **b**, neutral, ⇄

Helm Divider ⇄ or ⇄, **bg**, **b**, **b**
Break Kick ⇄ or ⇄, **bg**, **b**, **k**
Armour Breaker ⇄ or ⇄, **b**, **b**, **b**
Break Kick ⇄ or ⇄, **b**, **b**, **k**
Buster Grounder ⇄ or ⇄, **b**, ⇄, **a**
Shadow Impact ⇄ ⇄ or ⇄ ⇄, **b**
Fatal Dive ⇄, **b**, **b**
Sliding ⇒, **k**
Shoulder Rush ⇄ ⇒ or ⇄ ⇒, **k**
Spin Kick ⇄ or ⇄, **k** (links to Spin Kick combos)
Rolling Sobat ⇄ ⇄ or ⇄ or ⇄ ⇄, **k**
Drop Kick ⇒, **b**+**k**
Side Spin to Night Behind Stance ⇄ ⇒ or ⇄ ⇒ or ⇄, **b**+**k**
Night Side Stance ⇄, **b**+**k**

Throws

Hilt Impact (near), **g**+**a**
Nightmare Slasher (near), **g**+**b**
Flap Jack (near crouching) any grab
Downed Flap Jack (enemy down + crouching) any grab
Calamity Fall (left) any grab
Unholy Terror (right) any grab
Witch Hunt (behind) any grab

Slash **a**
Slash Cross **a**, **a**, **b**
Double Grounder **a**, ⇄, **a**, **a**
Quick Spin Slash ⇒, **a**
Right Slasher ⇒, ⇒, **a**
Armet Crusher ⇄ ⇒, **a**
Leg Slash ⇄, **a**
Shadow Slicer ⇄ ⇄, **a**
Back Spin Slash ⇄, **a**
Diving Leg Slash **G**, ⇄ (while landing), **a**
Jumping Back Spin Slash ⇄, **a**
Maelstrom (while rising), **a**, **a**
Sword Buster **b**
Gun Turret Buster **b**, ⇒
Rampart Buster **b**, ⇒
Buster Feint to Night Behind Stance **b**, neutral, ⇄
Helm Divider **bg**, **b**, **b**
Break Kick **bg**, **b**, **k**
Mail Splitter **b**, **b**
Buster Grounder **b**, ⇄, **a**
Piercing Strike ⇒, **b**
Lock Splitter ⇒, ⇒, **b**
Cannonball Splitter ⇄, ⇒
Sky Splitter ⇄ ⇒, **b**
Shadow Buster ⇄, **b**
Drilling Thrust ⇄ ⇄, **b**
Double Headbutt ⇄, **b**, **b**
Fatal Dive ⇄, ⇄, **b**, **b**
Earth Divide ⇄, ⇄ ⇒, ⇒, **b**
Diving Cannonball Lifter **G**, ⇄ (while landing), **b**
Fatal Buster ⇄, **b**
Cannonball Lifter (while rising), **b**
Splitter Buster (crouching), **b**



AGILITY



Astaroth might be as tough as old boots, but he's slower than a dead sloth. Stand your ground and make sure you've got a move ready for every conceivable eventuality.

HOW TO... Set up a juggle or stun your opponent

There are many ways to set up a juggle or stun move using all different characters, but one way that works for all of them is the Rising Attack. Between the crouch position and standing hit an attack, or combination of attack buttons. Depending on the move you do you'll find that more often than not your opponent will be momentarily stunned or lifted clean off the ground.

HOW TO... Soul Charge

Press all buttons except Guard and hold to charge

Because of the length of time it takes to set up the Soul Charge you'll find yourself vulnerable to attacks. It's best to pick a moment when your enemy is already incapacitated to set up the charge. The charge changes all your moves to counter hits often stunning your opponent setting them up for an easy combo or juggle attempt. Pressing the Guard button here will kill the effect of the charge.

ASTAROTH

The words 'big' and 'freak' spring to mind. Astaroth is one big ugly mother and no mistaking. Learn how to gauge his reach quickly and you'll soon be luring enemies onto his huge axe without too much trouble. Try not to get too close, though – he stands no chance at close quarters so take control of the bout quickly and victory is as good as yours.

Annihilation a, a
Destruction a, b
Grip Shot ⇨, a
Grip Shot to Axe Volcano ⇨, a, b
Tornado Spike Feint ⇨, ⇨, a
Tornado Spike ⇨, ⇨, A, b
Vicious Circle ⇨ ⇨, a
Hades Break ⇨, a
Discus ⇨ ⇨, a
Hades Control ⇨, a
Hades Divide ⇨, ⇨, a
Poseidon Tide ⇨, ⇨ ⇨, ⇨, a, a, a, a, a
Jumping Hades Break

G, ⇨ (while landing), a
Decapitator ⇨, a
Reverse Spiral Axe (while rising), a
Bear Tamer b, a
Bear Tamer Alternate b, ⇨, a
Great Divide b, b
Axe Side Divide b, b, ⇨
Axe Butt b, ⇨
Axe Side Cannon ⇨, b
Axe Crash ⇨, ⇨, b
Axe Volcano ⇨ ⇨, b
Hades ⇨, b
Axe Grave ⇨, b
Bear Fang ⇨, b
Canyon Creation ⇨, ⇨, b
Falling Divide G, ⇨ (while landing), b
Jumping Divide ⇨, b
Hades Rising (while rising), b
Bull Kick k
Hades Knee ⇨, k
Bull Rush ⇨, ⇨, k or (crouching), ⇨ ⇨, k
Dark Tamer ⇨, k, a
Bull Low Kick ⇨, k
Hades Sweep ⇨ ⇨, k
Command Kick ⇨, k
Lower Command Kick ⇨, ⇨, k
Base Command Kick

G, ⇨ (while landing), k
Dive Kick ⇨, k
Rising Cyclone (while rising), k, a
Titan Axe a+b
Titan Swing Right ⇨ ⇨, a+b
Titan Wave ⇨, a+b
Guard Crusher b+k
Body Splash ⇨, b+k
Axe Lower Cannon ⇨ ⇨, b+k
Demented Moon ⇨, ⇨ ⇨, ⇨, b+k
Side Divide (with back turned), b+k

During Eight Way Run:

Tornado Spike Feint ⇨ or ⇨ ⇨ or ⇨ ⇨, a
Tornado Spike ⇨ or ⇨ ⇨ or ⇨ ⇨, A, b
Poseidon Crest ⇨ or ⇨, a, a
Discus ⇨ ⇨ or ⇨ ⇨, a
Hades Divide ⇨, a
Axe Crash ⇨, a

BIO

WEAPON:Giant Axe
STYLE:Gikks
AGE:3
HEIGHT:6ft 4
WEIGHT:209lbs
BLOOD TYPE:None

Axe Volcano ⇨ ⇨ or ⇨ ⇨, b
Hades Cannon ⇨ or ⇨, b
Canyon Creation ⇨ or ⇨ ⇨ or ⇨ ⇨, b
Sliding ⇨, k
Bull Rush ⇨ ⇨ or ⇨ ⇨, k
Stamp of Hades ⇨ or ⇨, k
Lower Command Kick ⇨ or ⇨ ⇨ pr ⇨ ⇨, k
Titan Swing Right ⇨ ⇨ or ⇨ ⇨ or ⇨ ⇨, a+b
Titan Swing Left ⇨ ⇨ or ⇨, a+b

Throws

Maelstrom Drive (near), g+a
Colossus (near), g+b
Titan Bomb (near), g+b, ⇨
Flight of the Wicked (near) g+b, ⇨
Wrath of the Damned (enemy in air), g+b
Drop of Lava(enemy crouching), ⇨ ⇨, g+a
Burial (enemy grounded), ⇨, a+b
Beat Down (left) any grab
On Silent Wings (right) any grab
The Rack (behind) and grab



HOW TO... Stop opponents juggling your ass

Press the direction you want to move in when you're knocked of your feet

There's no need to put the pad down when your skilful opponent starts a 309 hit juggle combo – simply press and hold the direction you want to fall in and your fighter will comply. Make sure you pick your direction wisely though – you'll only line yourself up for another combo or even ring yourself out if you're not careful!



WEAPON RANGE



We at Dreamcast Strategies have seen a few axes in our time, but this one's takes the biscuit. It's easy to avoid so play it cool and clever to win.

STRENGTH



Stronger than Superman on steroids, Astaroth really is hard. Of course, against the likes of Taki, you're gonna have to be very clever.

CHEATS & CODES

Whoever said **winning isn't everything** was either mad, or very, very sad. Here at **Dreamcast Strategies** we like to **win** so much that we're prepared to **cheat**, and we know you are too, so take a gander at this little lot. After all, **winning IS everything.**

EVOLUTION IMPORT

ALTERNATE COSTUMES

At the character selection screen press **X**.

BYPASS DIALOGUE

Before a move is made (whilst in battle) press **B**.

GIANT GLAM: IMPORT

ALL JAPAN PRO WRESTLING 2 IN NIPPON BUDOKAN

UNLOCK HYPER

Complete the tournament mode using all the normal wrestlers and the three hidden characters. To gain access to the hidden trio you'll need to know this...

UNLOCK DIABLO, GRACE AND TIGER

Upon completing the tournament mode you'll get to face one of the hidden 'athletes', defeating hidden wrestlers makes them yours to select. Each time one is collected you'll meet a new one at the end of tournament mode.

GLAD-RAGS FOR VIRTUA FIGHTERS

Kage, Wolf and Jeffrey can each wear their old, comfortable costumes - just hold Right Trigger and press **A** whilst any of them are highlighted on the character selection screen.

GODZILLA

GENERATIONS

UNLOCK VMU MONSTERS

Go to the 'VS Battle' menu and select the final option, hold **X+Y** then press **↓**+Left Trigger + Right Trigger on the next screen.

UNLOCK GODZILLA TYPES

For each of the following cheats go to the

monster selection screen, hold Left Trigger+Right Trigger and press...

Any button Unlock original Godzilla

Any two buttons Unlock Mecha Godzilla

Any three buttons Beta Godzilla

Any button four times American Godzilla

Completing the game with American

Godzilla unlocks Minilla; use Minilla to go

through the game once again and Dr

Serizawa is your reward.

KING OF FIGHTERS IMPORT

DREAM MATCH '99

UNLOCK BOSS RUGAL AND CHARACTER COSTUMES

On the character selection screen highlight Rugal, hold Start and press **X**.

The same code unlocks the alternative costumes for Andy, Billy, Chris, Joe, Kyo, Mai, Robert, Ryo, Shermie, Terry, Yashiro and Yuri. Just highlight one of them instead.

SELECT COSTUME COLOURS

There are four colours to choose from, but strangely they're not assigned to each of the Dreamcast pad's four buttons. Use these combinations to select the desired hue...

A Default

A+X 1st alternative

A+Y 2nd alternative

A+X+Y 3rd alternative

FULL PAUSE SCREEN

We're seeing this one more and more these days, press **X+Y** whilst the game is paused.

LOVE FIGHTER SURVIVAL MODE

In order for this to work you need to have completed Survival Mode. Now when you select Survival Mode hold Start and press

A to trigger a new version in which there

are no teams, only single fighters.

POP 'N' MUSIC IMPORT

ALTERNATIVE COLOURS

Press **X** to change the colour of your character's clothes.

PSYCHIC FORCE 2012

EXTRA ARTWORK

Investigate the game disc using a computer to find some extra images.

TIME & PLAY - LOCKED SECRETS

Unlock Wong Complete story mode with all characters (or six hours of game time).

Unlock Keith Complete arcade mode with all characters (or 12 hours of game time).

Unlock Burn Complete arcade and story mode with Wong and Keith (or 14 hours of game time).

Emilio's Third colour Press **X** to select after using Emilio 30 times previously (or 16 hours of game time).

Emilio's Fourth colour Press **Y** to select Emilio after using her 50 times previously (or 18 hours of game time).

PUYO PUYO 4 IMPORT

UNLOCK EXTRA CHARACTERS

After completing Quest Mode and sitting through the credits and ranking malarkey, jump straight back into things with either Versus Mode or Free Play.

Once the character selection screen appears either...

(i) Hold **←** and press **Y** (for Doppie Aruru)

(ii) Hold **→** and press **Y** (for Carbuncle)

...then move to the right of Scheze or the left of Satan.

SEGA BASS FISHING

PLAY-LOCKED EXTRAS

Sonic Bait Complete all five pro tour games in Consumer Mode.

UNLOCK 'FALLS AND PALACE' (ARCADE)

Complete first two Consumer Mode tournaments.

UNLOCK EXTRA PRACTICE LEVELS

Beat Arcade Mode.

ALTERED BOAT COLOUR AND NEW CLOTHES

Reach final tournament (Normal Mode) You can also change the colour of your lure by pressing **↑** or **↓** on the lure selection screen, certain colours increase the chance of getting a bite!

SHUTOKOU HIGHWAY

BATTLE IMPORT

FREE CARS!

Once you have enough money to buy a particular car, set up a deal in the usual way. However, when you get to select a license plate number press **Y** and you'll be given one at random. If all the numbers are sevens then you'll get the car for free, if they're not then simply press **B** to back up and have another shot.

SEGA RALLY 2

Enter these codes at the 'Press Start Button' prompt...

ALL CARS **↑ ↑ B A ← B B ↑**

ALL COURSES **↑ ↑ → B A B → ↑**

INCREASED FRAME RATE **↑ A ↑ ↑ → B B ↑**

DECREASE TRACK DETAIL **↑ A ↑ ↑ → B B ↑**

What better to complement an increased frame rate? Press **Y** or Right Trigger when choosing an option at the track select (or mode select) screen.

NEW PAINT JOB

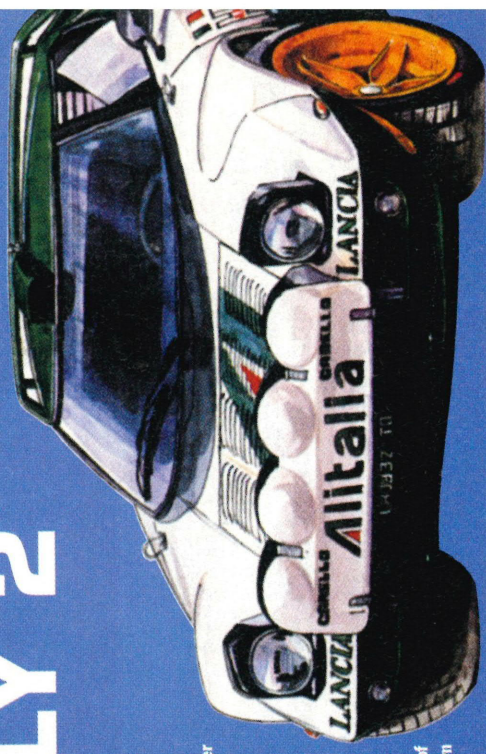
Choose your car whilst pressing Left Trigger.

EXTRA TRACK

Achieve first place every year during a ten year championship.

MINI GAME

Coming to the last turn of the Riviera track, you'll notice two cones; drive over them both then turn around and head back in the wrong direction. Almost immediately you should come across the newly revealed opening to the extra bit of track where the game is housed. You'll get just short of 30 seconds to knock down as many cones as possible!



internet

Get online and get surfing with this issue's guide to getting the best from your Net-ready Dreamcast

BOOK HIM

If you've got a memory card, you can save (bookmark) web site addresses (URLs) so you can return to them without having to remember the address. Try these for size:

YAHOO!

<http://www.yahoo.com>
One of the most easy-to-use sites for finding stuff, but a little basic.

DOGPILE

<http://www.dogpile.com>
This search engine throws any

search query you have at 14 other search engines. You can also refine searches by putting quotation marks around a name or phrase so the site looks on the Web for that phrase; or use a plus sign (+) between words so that the searcher looks for both the words together. Just typing in

loads of words will result in the search engine looking for a site with any of the words on it.

INTERNET MOVIE DATABASE

<http://www.imdb.com>
A god among sites. A leviathan of celluloid information. A... [that's enough now - Ed]. The IMDB contains extensive information for over 150,000 English and foreign-language films, dating from the late 1800s through to those due in 2005. Essential.

Right. You've got your Dreamcast. You read our FAQ and Internet glossary last issue and you may have already used the small white box to access the Web and e-mail. What we're going to do this issue is examine how to put the Dreamcast to its best Net use.

First, let's go over some old ground. You're using your Dreamcast to access the Internet, which is a vast network of computers and phone lines. Apart from the physical structure of the Internet, it also comprises specific languages - or protocols - which allow computers to exchange information. One such protocol is hypertext transfer protocol (<http://>) which allows graphical and text-based web sites to be viewed on any viewing platform (ie. a PC, Mac, Dreamcast, or whatever). A separate part of the Net is e-mail, which uses a different protocol.

In order to access the Internet, you need to connect to it. Unless you're fabulously wealthy, you won't be able to afford a permanent, fixed connection to the Net. Therefore, you need to use an Internet service provider, which allows users to dial into its Web servers and out to the Net. The signals from your PC or Dreamcast are 'modulated' by a modem, allowing them to be transferred down the phone line.

When you first use your Dreamcast for Web browsing, you sign up to the Dream Arena service, which is Sega's ISP for the UK. The service also facilitates e-mail, chatting and, eventually, online gaming - or so we're told. In this issue, we're going to tell you how to use the Dreamcast to view web sites while not breaking the bank. Oh, and we'll also unravel some common quandaries for you.

All in the Service

Now Sega has been a little brief in its instruction pamphlet. I'd say book, but to be honest, presumably owing to the fact that the company had to squeeze tons of Euro languages into one volume, it's not extensive. So let's go over the basics.

First, you need to connect to the phone line. For this, you use the connector supplied with the machine. Simple. But

dreams

nobody wants reams of cables cluttering up their lounge, so if your Dreamcast is in a static position, why not get a line splitter from an electrical shop? This handy device means that you can plug your Dreamcast and phone into one line and don't have to swap leads every time you use them. You can't use the phone when you're online and you can't go online when you're on the phone, but at least it gets rid of all the hassle of plugging and unplugging the leads all the time.

The registration procedure is simple - and essential - so don't try to skip it or enter false information. It's also worth writing your password and e-mail address down; you'd be surprised how easy it is

NOBODY WANTS REAMS OF CABLES CLUTTERING UP THEIR LOUNGE, SO IF YOUR DREAMCAST IS IN A STATIC POSITION, WHY NOT GET A LINE SPLITTER FROM AN ELECTRICAL SHOP?

to forget them... Once you've registered, the Dream Key resets itself, and presents a 'Connect' command. So, press it and off you go. It's worth memorising what the buttons do, and there's no better way than trial and error. If you're a gamer, you'll already be manually dextrous, but get used to the left and right trigger keys -

these are your gateway to hassle-free and smooth surfing.

Memories Are Made of This

If you've got a memory unit, you can change the settings on the web browser



a rich man's web?

"I'm not going on the Net. It'll cost a fortune in phone bills." How many of you or your parents have said this? Well, while using Sega's Dream Arena does cost the same rate as a local call, there are ways and means of cutting these costs. First, there's your dial-out number. This can be found out when you register. When you get to the bit where you've filled in all your details and have to confirm and enter your password, you'll notice an 0845 number.

Once you've got the number, you can put it on Friends and Family or your equivalent, or even BT's Best Friend number for the maximum discount. Obviously, if you or the wayward fruit of your loins spend hours on the phone chatting to a loved one, it would be a better idea to put that number as your discount - you can always change it. Also, bear in mind that connecting during weekdays will cost more than at evenings and weekends.

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trouble at t'mil?



So you've got your DC, your phone line and a long list of web sites to visit, but you can't make it work. (I bet this is responsible for at least half of all family upsets this Christmas Day.) Try this troubleshooting guide before you pick up that phone and start abusing the Sega tech support. And don't worry, we're not going to insult your intelligence by reproducing the Dream Key manual...

I CAN'T CONNECT...
Have you registered? Don't just plug the thing in and expect it to work! Read the instructions. Obvious? You'd be surprised...

Is the phone off the hook or in use? If you share a connection with a phone using a line splitter, you can't use one when you're using the other. If you are using a line splitter, plug the DC straight into the socket to make sure that the splitter isn't at fault.

Have you typed the correct password? Remember to use the correct case (caps or lower-case).

Do you have voicemail? It would be better to disable this every time you go online.

Disconnect all other phone devices like answer machines as you might simply have too many devices connected to the line or one may be causing interference.

Try, try and try again. BT had a load of problems with over-subscription; lines may just be too busy...

I CAN'T RECEIVE E-MAIL...

Once again, make sure your password is correct. Also, bear in mind that the DC e-mail system uses Internet Message Access Protocol, and mail is left on the server until deleted. So remember to delete unwanted mail manually using your Dreamcast. We'll be looking at e-mail in greater detail next issue.

I KEEP GETTING DISCONNECTED...

Have you disabled call waiting? This might sort the problem but it may be best to consult your line provider (ie. BT) for advice on this. Also, check your disconnection time - if left unused, your Dreamcast will automatically disconnect after this period.

I CAN'T VIEW A WEB SITE...

The Internet, like love, is a many-splintered thing and just as frustrating at times. Web sites vanish, and get re-named and re-designed on a daily, even hourly, basis. When a site is being updated, it will go offline. In addition, some site designers don't optimise pages for quick download. The result is finger-tapping boredom as the page fills. Patience! Also, make sure you've typed the address in correctly, paying attention to capitals and lower-case. And remember that Dream Key has a filter on it that prevents sensitive eyes viewing all the 'adult' material we all hear about... This can be disabled by following the instructions when you register.

SOME PARTS OF A WEB SITE WON'T LOAD...

Once again, remember that site administrators often forget to load images onto servers, or load the wrong file formats - bigger sites won't have this problem. Remember, the DC may very well not recognise certain files.

I CAN'T FIND THE SITE I WANT TO...

The Net's a big place - some search engines will find sites, others won't. Check out our ongoing guide to the best sites to bookmark (assuming you've got a VMU in place).



AS FAR AS JAVASCRIPT GOES, THIS PROGRAMMING LANGUAGE ALLOWS WEB SITES TO BE MORE DYNAMIC, BUT CAN SLOW DOWN SITE ACCESS

supplied on the Dream Key disc - just choose 'Browser' from the left-hand trigger menu. Some are obvious, others are part of an arcane language foreign to most non-nerds. Obviously, set Stereo or Mono according to what sort of TV you have, and set the scrolling, screen size and keyboard options according to taste.

As far as JavaScript goes, this programming language allows web sites to be more dynamic, but can slow down

site access. Basically, I'd advise turning it on unless you find pages that have trouble loading. If they do, switch it off. If you do this, remember to press 'Reload' on the right-hand trigger menu.

The timer needs no explanation, although disconnection can be annoying, particularly if you spent ages trying to connect. It's best to set this to the maximum time your wallet will allow. As far as cookies are concerned, a word of explanation first. Cookies are small bits of information that a web server puts into your machine so that if you re-visit the site, it will 'remember' you. Now don't get paranoid - these cookies DO NOT transmit your e-mail address, personal details, or addresses of any mucky sites you might visit. Let's say you go to a sports news site and it asks you which sports you're interested in, and you type or select 'football'. A cookie might then be put into your Dreamcast so next time you go there, only football news appears. My advice? Accept 'em and be damned...

There has been much trumpeting of the DC's multimedia capabilities and you can indeed play music, animation and view movies on the machine. In terms of music, the DC supports common sound files. What it doesn't support is MP3 - and there's a damn good reason. MP3 files are compressed sound files; the problem is, you download them to a program on your computer and in terms of storage memory, the DC is no PC... In my opinion, MP3 is over-rated and you'd be far better off chucking a CD on while you surf. But that's just me. I really cannot be arsed with MP3... But if you're really interested, the fact that the Dreamcast runs on Windows CE means that future operating system updates may include MP3

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GO TO

VMU DOWNLOADS

As you've probably heard, you can download Saves to your VMU and while this aspect of the Dreamcast is still in its infancy, it's worth exploring a few web sites which allow you to do this. So go online, get connected and get to these sites. Oh and make sure you follow the online instructions.

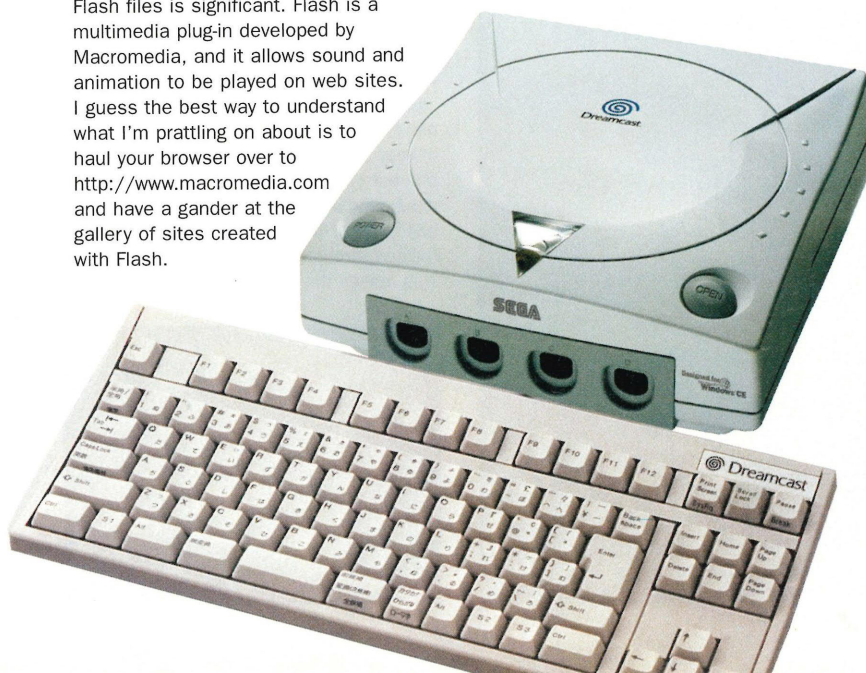
- Dreamfiles
(<http://www.dreamfiles.com/>)
- Dreamcast HQ
(<http://www.dreamcast-hq.net/downloads/index.shtml>)
- Dreamcast United
(<http://www.dc-united.com/vmu/index.shtml>)

capability. Sega implied this when we spoke to them, so watch this space.

This is basically the same reason you can't use RealPlayer on your Dreamcast. RealPlayer is a standard format which allows video and sound files to be played back on a PC. As you can't download the actual player onto your Dreamcast, you can't play the files. Also, Sega has been a little misleading in the instruction booklet - MPEG Sofdec isn't widely used on the Internet, it was developed by a Sega subsidiary specifically with games in mind, not the Net. Should we forgive them? Well, it does allow you to play MPEG movies - so maybe...

The fact that the Dreamcast supports Flash files is significant. Flash is a multimedia plug-in developed by Macromedia, and it allows sound and animation to be played on web sites. I guess the best way to understand what I'm prattling on about is to haul your browser over to <http://www.macromedia.com> and have a gander at the gallery of sites created with Flash.

So now you know how to use your Dreamcast and what you can do with it. Given the sub-£200 price tag plus the games, you're getting a decent Net access machine. The restriction on some file formats isn't significant and the browser seems to handle complex pages pretty quickly. But life's never simple. If it was meant to be, God would never have invented organic chemistry. There will undoubtedly come a time when you can't connect, or have some trouble or other with your connection, so we've included a handy troubleshooting guide. Next issue, we'll have a look at e-mail and downloads in detail. In the meantime, happy surfing!



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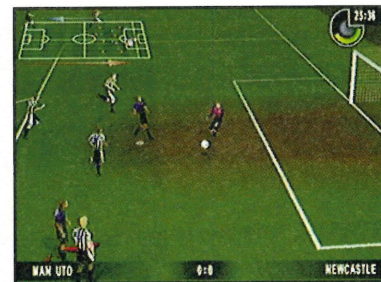
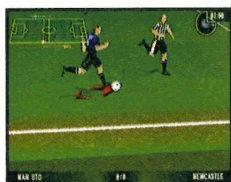
Expert assistance
(Playstations subject to availability)

Email:
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"Give your console a medical"

SEGA WORLDWIDE SOCCER

We've plenty of Dreamcast racing and fighting games but soccer simulations are a little thin on the ground at the moment. Enter Sega then, with its highly anticipated **Sega WorldWide Soccer** (SWWS) which, although rather playable, is a beast to get to grips with. Which is where we come in...



your attacking player will automatically run onto it. You now have a couple of options but the easiest way of scoring is to simply tap **B** to shoot before your player gets to the ball. This usually gives you a powerful shot into either corner of the goal.

If, however, your attacker is being hassled by defence you could go for a little skip over the ball using the skill mode (more of that later), run across the goal, then turn and shoot into the opposite corner. It's the turn here that has to be perfect, though, as you need to fool the keeper if the goal attempt is going to hit the back of the net.

The through ball isn't simply used for goal-bound attacks as it can also help you out of trouble down the wings. As the camera zooms in when close to the sideline, you need a pass that you can be sure of as you can't see much of what's going on. Try passing a through ball down the sideline then, and nine times out of 10, one of your players will run onto it. Usually by this time, if you're anywhere near the 18-yard box, the camera will zoom out again, giving you more of an idea of what to do next. From here, you could try staying with the **Y** button. Simply press and hold it for a cross into the box that one of your attackers could pick up for a shot or header.

To make use of the following words of wisdom you're gonna need to have a basic knowledge of the way the game plays and feels. This in itself is a mammoth task, but it's something we just can't help you with. You'll need to put some time in against some easy teams then, but when you're feeling a little more confident, the following should make you the world-wide champion.

HOW TO USE THE THROUGH BALL...

By far and away the best chance you'll ever get of scoring on SWWS is by learning to use the through ball to your advantage

when attacking. The through ball is activated with a tap of **Y**, but you will have to direct it if you want it to hit the spot. The spot in question is usually your front-most attacker just on the edge of the 18-yard box. Pass the ball across the goal as you run out of midfield and if targeted correctly,



WANT TO SCORE FROM A CORNER?

Do you want to know what really annoys us? No? Well, we'll tell you anyway. It's the way that commentators and after-match statistics show 'Corners Won'. Corners aren't won, they just happen, all right? Right now, we've got that off of our chests we'll get on with this goal-scoring tip that should see you coming out on top most games.

Right, when you win, sorry, get a corner, place the arrow for the ball to land on one of your players, about five yards off of the nearest corner of the six-yard box. When positioned correctly, hit **A** to launch the ball through the air, then, when it's about halfway through its arc, hit and hold **B**. This makes the ball receiver perform a



CHALLENGE RATING



Seeing as though Sega World Wide Soccer doesn't have the most user-friendly controls we've encountered, there's gonna be a lot of pain before you crack this tough cookie.

Time to complete

Casual 2 months
Freak 1 month

Expect

To be wound up beyond belief with a control system that basically doesn't work very well at all. Crack it, though, and you can start to learn how to play a decent game.

spectacular bicycle kick that, more often than not, goes straight past the keeper and into the top corner. Goal!

Another way of increasing your chances of scoring from a corner is to place a man just on the closest edge of the six-yard box and about four yards from the goal. Now instead of hitting shoot just tap **X** for a header that should land on the floor at the nearest post for a sneaky goal.

WHAT ARE THOSE SKILL MOVES ALL ABOUT THEN?

The skill moves we're talking about are activated by hitting and holding the Right Trigger plus pushing a direction on the joypad. However, there is a time and a place to use them. Basically, the place not to use them is anywhere near your own goal and in midfield if things get hectic because nine times out of 10, you'll cock up, leaving the opposition in with an easy chance of attack. The time to use the skill moves is when you're near or in the opponent's box. A quick shimmy or spin around the defence usually sets you up for an immediate shot on goal especially if you're running onto a through ball. The thing to remember about the skill moves, though, is that they shouldn't be overused or chained together. Anyway, here's those skill moves:

Drag ball left	Hold Right Trigger and left
Drag ball right	Hold Right Trigger and right
Drag ball back	Hold Right Trigger and back
Shimmy over ball	Hold Right Trigger and direction of player's run
360 Spin over ball	Hold Right Trigger and release direction

LONG LIVE THE LONG BALL...

The long ball game, although having never worked for England (despite repeated attempts and failures), is actually a very workable strategy on SWWS. To activate a long ball, simply hit and hold **A**. You can put direction on the long ball, which is great for switching play from one side of the pitch to the other. Where and when to use it though is the problem. Well, a long ball out of defence to midfield is usually a good start and from here, you can use the pass header

button **A** to launch an attack on goal. The long ball is great for setting up attacking moves just as long as you don't hang around in midfield. The long ball can also be used as a not-so-accurate alternative to the attacking through ball. Launch a medium power floater towards goal then use **X** or **B** for either a header or volley.

CAN YOU FEEL IT IN THE AIR TONIGHT?

The controls may be tough to get to grips with, but winning mid-air challenges has never been easier than on SWWS. Simply watch for your symbol depicting where your nearest player is and position him whereabouts you think the ball will land, then hit **B** for a header that will pass to one of your players or **X** for a shooting header. Don't just confine the shooting headers to when you are near your opponent's goal, though, as they can be useful to clear crosses and high balls near your goal as well as set up fast breaking manoeuvres from midfield. Also, the volley/bicycle kick manoeuvre using **B** is a good move to clear dangerous balls from your own 18-yard box.



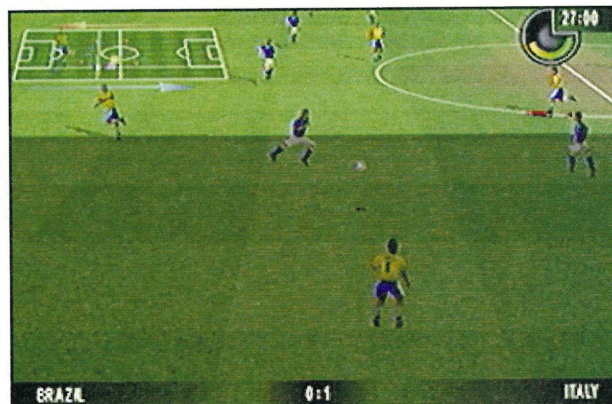
ON A COURSE TO INTERCEPT

Tackling is a bit hit and miss here so there's not a lot we can say, except don't simply keep hitting **A** to slide tackle continuously. It's actually quite hard to get a foul against you, but if you keep sliding into one certain player you'll invariably lose the ball as your player is on the deck too often. A good way of getting the ball from the opposition is to pre-empt, then intercept their passing manoeuvres. You need to be fast on the change player button, though, and watch out for the icon depicting your nearest player. This means that you can actually move him into position to cut off a pass even when the player starts off of the screen. Very handy indeed.



COMBINATION PLAY

SWWS allows you to string together any number of passes and manoeuvres in order to get the ball where you want it. It's not until you've learnt how to pass and run smoothly that you'll be able to start whipping the big-name teams and countries so take a look at the following combos, practice them against the lesser teams then go up against the big boys with renewed confidence.



1-2 DOUBLE TAP **A**

Don't mess around with this manoeuvre near your own goal as it'll only end in tears. It is useful for getting out of tight spots in midfield, though, especially if you follow the second pass with a tap of **Y** to set your attack up with a through ball.



1-2 CHIP RETURN **TAP A THEN X**

This little manoeuvre is great when running towards the opposition box as it looks as though you're only going for a passing manoeuvre. Instead, though, after the chip return hit **B** or **X** for a powerful volley or header on goal.

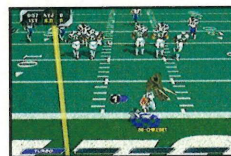
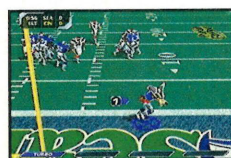
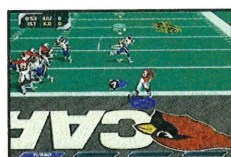
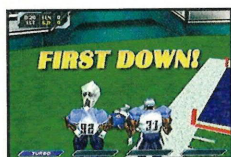


KNOCK ON PASS **TAP A THEN B**

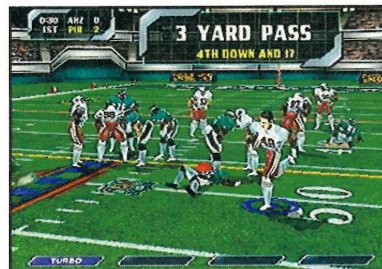
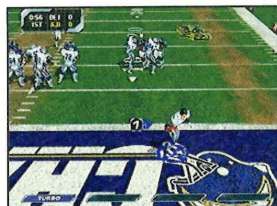
This is a cool little passing play that can be used just about anywhere on the pitch. It simply involves one pass then another immediately forward from the receiving player. try experimenting with it when running at goal from an angle.



NFL BLITZ 2000



American Football. We Brits couldn't give a toss could we? Your local pub soccer team **gets more attendance** than the London Monarchs no doubt. However, Midway's NFL Blitz 2000 takes the **tedium out** of the sport and gives us an enthralling arcade version. A bit like touch rugby with tackling if you like. Anyway, **there's a hell** of a lot to NFL Blitz 2000 which is why we've come up with the following codes and passwords to help you get more from it...



EXTRA PLAYERS

Enter the following names as your player name before each match, then follow it with the four digit figure as your Personal Identification Number (PIN). If you don't get the PIN and the name correct you won't get to play as the player you've selected. If you did get it right you'll hear "Lights Out Baby".

Alien1111	Mxv1014
Boxer2111	Paulo0517
Caritn1111	Pirate1111
Curtis1111	PunkB2112
Daniel0604	PunkR1221
Dino1111	Raiden3691
Eddie3333	Ralph1111
Forден1111	Root6000
Gentil1111	Sad1111
Grinch0222	Sal0201
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Japple6660	Shrunk6666
Jason3141	Skull1111
Jenifr3333	Smile1111
Lex7777	Thug1111
Luis3333	Trex1111
Moose1111	Turmel0322

CHEATS

You must perform the following codes on the Vs screen that appears just before the actual game starts. Each button press produces a different symbol on the three symbol strip at the bottom of the screen. The numbers in the codes refer to how many times that particular button should be pressed. For example, 3-1-4 means:

- 01 Press TURBO 3 times.
- 02 Press JUMP 1 time.
- 03 Press PASS 4 times.



CHEAT CODE

Always receiver	2-2-2 RIGHT (2-player entry)
Always quarterback	2-2-2 LEFT (2-player entry)
Big football	0-5-0 RIGHT
Big head mode	2-0-0 RIGHT
Display field goal %	0-0-1 DOWN

CHALLENGE RATING



Although NFL Blitz 2000 is an arcade-based American Football game, there's still a load to learn and it'll take you an absolute age before you're beating the CPU teams confidently and consistently.

Time to complete

Casual	4 weeks
Freak	1 week

Expect

A frantic ride into a boring sport. NFL2K manages to take the gameplay of the real thing and throw it into an all-out brawl for an oval-shaped ball.



Display punt hang-time meter

0-0-1 RIGHT

Fast turbo

0-3-2 LEFT

Hide receiver name

1-0-2 RIGHT

Hyper blitzing

5-5-5 UP (1-player game)

Infinite turbo

5-1-4 UP

Late hits

0-1-0 UP

No first downs

2-1-0 UP

No interceptions

3-4-4 UP

No out-of-bounds

2-1-1 LEFT

No punting

1-5-1 UP

Big head

2-0-0 RIGHT

Big heads (Team)

2-0-3 RIGHT

Headless

3-2-1 LEFT

Huge head

0-4-0 UP

Invisible

4-3-3 UP

Power-up Blockers

3-1-2 LEFT

Power-up Defence

4-2-1 UP

Power-up Team-mates

2-3-3 UP

Smarter CPU opponent

3-1-4 DOWN (1-player game)

Super blitzing

0-4-5 UP

Super field goals

1-2-3 LEFT

Super passes

2-5-0 LEFT

Tournament mode

1-1-1 DOWN (2-player game)

Turbo extra fast

0-3-2 LEFT



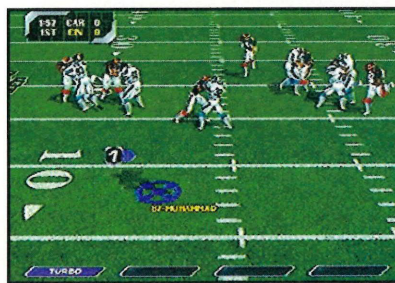
HIDE YOUR PLAY

If playing with a VMU inserted you can actually hide your choice of play from your opponent. Simply go to the top left of the play screen and tap up twice. You now get a grid similar to a noughts and crosses game that shows you whereabouts you are on the screen on your VMU, but without your opponent being able to see the flashing box that you normally select a play with on the TV. Cool.

NFL TEAM PLAY-BOOKS

There's loads of plays at your disposal when you start off in NFL Blitz, but it's actually possible to call up the play-books of every NFL team to find a whole load of new plays. Simply enter the following codes in the same way as the cheat codes:

Team	Code
49ers	1-5-1 LEFT
Bears	1-1-0 none
Bengals	1-1-2 LEFT
Bills	1-0-4 LEFT
Browns	1-1-3 LEFT
Buccaneers	1-5-4 LEFT
Broncos	1-1-5 RIGHT
Cardinals	1-0-1 LEFT
Chargers	1-4-5 LEFT
Chiefs	1-2-5 LEFT
Colts	1-2-3 UP
Cowboys	1-1-4 LEFT
Dolphins	1-3-1 LEFT
Eagles	1-3-3 LEFT
Falcons	1-0-2 LEFT
Giants	1-3-5 LEFT
Jaguars	1-2-4 LEFT
Jets	1-4-1 LEFT
Lions	1-1-1 LEFT
Packers	1-2-2 LEFT
Panthers	1-0-5 LEFT
Patriots	1-4-3 LEFT
Raiders	1-4-2 LEFT
Rams	1-5-3 LEFT
Ravens	1-0-3 LEFT
Redskins	2-0-1 LEFT
Saints	1-3-4 LEFT
Seahawks	1-5-2 LEFT
Steelers	1-4-4 LEFT
Titans	1-5-5 LEFT
Vikings	1-3-2 LEFT

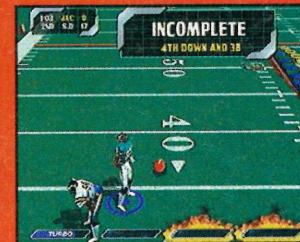


TEN 2K TIPS

- If you want a high score line, base your whole game on 'Da Bomb' play, as this gains you a ridiculous amount of yardage. Just don't try it as your first move of a match as nine times out of ten, the pass gets intercepted.



- Want to make sure of your passes hitting the right spot? Simple. Just hold Right Trigger before you want to throw and the joystick symbols appear below your receivers. Now simply hit the corresponding button for a direct pass.
- You must make sure, however, that before you pass, your intended receiver is away from opposing players otherwise you'll get an interception, fumble or incomplete pass.
- Although we recommend 'Da Bomb' as a good move to base your game on, to get the most out of Blitz 2K you should really mix your plays up. After a while you'll be amazed at how fluent you can carry out some of the more complex and spectacular moves.
- When defending, always take into account whereabouts you are on the pitch. If your opponents are coming out of your half of the pitch they'll be going for yards so use a medium or wide zone pattern. Also, make sure you're covered for passes when they are near your goal line.



- There's nothing more satisfying than sacking your opponent's quarterback. A quick and easy way to do this is to hold turbo and tap [A] just after the ball has been snapped as this should allow you to jump over the line of scrimmage.
- Watch out when your opponents are on your goal line. Normally, you'd expect to go for a goal line or blitz play, but try to leave one or two men back to intercept any touchdown passes they might make.
- After kick off, the idea is to get as many yards on your return as possible. It's not easy, but there are a few golden rules to observe: don't attempt to run back into your half even when the opposition are bearing down on you as you'll only lose yardage. Also make as much use of the jump and spin moves as possible.
- Always keep your eyes open for an opportunity to change your play. You may have a passing play in mind, but if the opposition leave a nice gap for you, try rushing the ball for a few surprise yards.
- Learn to recognise what each play set-up looks like so that you can predict what the opposition are going to do. For instance, if they have just one wide receiver, concentrate on taking him down at the start of the play, which should force them to change their plan.



FIGHTING FORCE 2

The crew behind the Tomb Raider series release their first Dreamcast title and as you'd expect, there's plenty to get to grips with. So, before you set out on your mission, take some time and learn about the important things in Hawk Manson's life...



MANSON MOVES

Once a member of the US Marines' elite Navy Seals unit, Hawk Manson is now a member of the SI-Cops (State Intelligent Police) Agency. As you'd expect from a trained military expert, he has plenty of moves to help him in his mission. Get used to the commands as you never know when they'll get you out of a sticky situation!

EVASIVE MOVES

These acrobatic moves are handy to use when dodging enemy fire. All direction commands are performed using the analogue stick.

Roll left - \leftarrow +X
Roll right - \rightarrow +X
Back flip - \downarrow +X
Jump forward - \uparrow +X
Forward roll - \leftarrow Trigger+up+A

ATTACKING MOVES

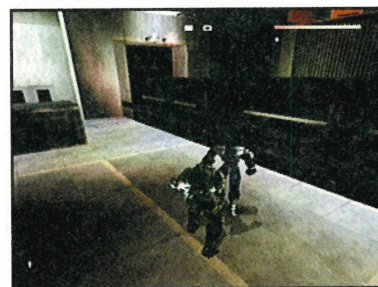
Throughout the game you will come across a variety of enemies that you will have to fight. You can use any weapons that you



may be carrying. Alternatively, if you aren't equipped with any weapons or you just want to save some ammo, you can use punch and kick combinations to battle foes. When fighting an enemy, a bar representing their energy will appear below Hawk's energy bar. Always eliminate enemies that are carrying weapons first.

A - Punch. A single punch attack. You can tap **A** up to three times for a stronger punch attack.

AAX - Punch combo. A powerful punch attack that starts with two normal punches and finishes with an uppercut. The punch combo lowers an enemy's energy considerably.



AAB - Punch and kick combo. Another strong attack that starts with two punches and finishes with a roundhouse kick.

B - Kick. A single kick attack. You can tap **B** up to three times for a stronger kick attack.

BBX - Kick combo 1. A powerful kick attack that starts with two normal kicks and finishes with a jumping kick. The kick combo lowers an enemies energy considerably.

BBA - Kick combo 2. Another strong attack that starts with two normal kicks and finishes with a side kick.

ATTACK MOVES

These attacking moves are a little more impressive than the plain punch and kick attacks. However, they're a little harder to perform and, unlike the normal attacking moves, they can only be performed when fighting an enemy. Practice them on the earlier levels, allowing yourself to get the hang of them before trying to tackle the harder opponents in the later stages of the game. All the special attack moves are performed with the Right Trigger held down.

AA - Overhead Down Punch. A quite brutal punch, catching the enemy on the back of the head.

BB - Horizontal Spin Kick. An impressive full 360-degree kick. It can take out a couple of opponents at once and has quite a radius.

BA - Vertical Spin Kick. Again, a 360-degree kick, this time travelling in a flip motion. Not as effective as the Horizontal Spin Kick, but a lot more acrobatic.

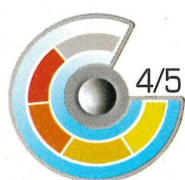
BY - Jump Thrust Kick. When performed, Hawk jumps up and launches his feet at the opponent's head before spinning back and landing on his feet.

AY - Shoulder Charge. A simple-but-effective move that pushes an opponent out of the way.

\uparrow +**B** - Sliding Kick. An excellent move that allows you to begin an attack when the opponent is not expecting it. Remember to press the D-pad so you turn and face the enemy after springing to your feet.



CHALLENGE RATING



Forty levels to fight and force your way through. Believe us, it's going to keep you very busy.

Time to complete

Casual 2 months
Freak 1 month

Expect

Large levels, tough objectives, hard-as-nails baddies, punching, kicking and a nice glove.

WEAPONS

There's a whole range of weapons available to Hawk in Fighting Force 2. Some are ammunition-based weapons and others are more suited for hand-to-hand combat. You can target enemies by pressing the Left and Right Triggers together. All the ammunition-based weapons have sights, which make hitting your quarry a lot easier. You can use the sights to hit enemies from a distance. The weapons are all used with the **A** button.

COMBAT KNIFE

Hawk starts the game with this weapon. Ideally used in close combat, the knife can take out weaker opponents in a couple of blows. Tapping **A** three times while the knife is equipped will make Hawk perform a lunging knife attack. The knife can also be thrown at enemies by targeting them and pressing **A**.

UZI

A rapid-fire weapon that normally comes loaded with 30 rounds of ammunition. Very useful against approaching enemies. Always try to target the enemy before firing and save ammo by only tapping the fire button. If you keep your finger on it, you'll soon run out of ammo.



BAT

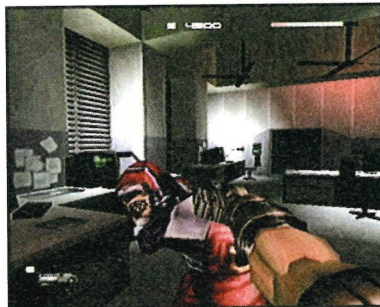
As the name suggests this is a simple hand-held weapon. The bat is very light-weight and this allows Hawk to perform quick attacks on opponents. However, the bat is still the least effective of all the hand-held weapons. Tapping **A** three times while the bat is equipped will make Hawk perform a swift spinning bat attack.



HI GUN

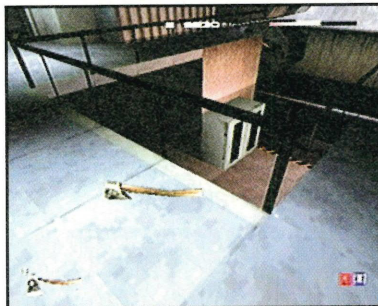
A powerful high-impact weapon that can kill some opponents in a single shot. The gun

normally comes loaded with six bullets. Always try to target the enemy before firing. Only use the gun when it is really necessary; it's an extremely useful weapon and should only be used in a dire emergency.



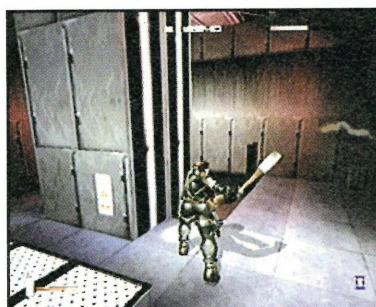
AXE

Another hand-held weapon. It has a long handle and therefore a decent reach, allowing Hawk to keep a safe distance from attacking enemies. Tapping **A** three times while the axe is equipped will make Hawk perform a swift spinning axe attack.



MALLET

Similar to the axe but considerably heavier. It does have a greater hit value than the other hand-holds, but it is very cumbersome to use and isn't the best choice if faced with several adversaries at once. Tapping **A** twice while the mallet is equipped will make Hawk perform a swinging mallet attack.



GRENADES

Hawk starts the game armed with grenades. There are a couple of ways that they can be thrown. To throw them over-arm press Left and Right Triggers+**D**+**A**. Alternatively, you can roll one along the ground by pressing Left and Right Triggers+**U**+**A**. When you have thrown a grenade, you'll have to equip another one by pressing **Y** if you wish to use more than one.

SHOTGUN

A pump-action shotgun that normally comes loaded with six shells. It's another very effective weapon and can stop the largest of enemies dead in their tracks. Its pump action means that Hawk can take care of several opponents in a short time. The shells also have a wide range and can hit several enemies at once.

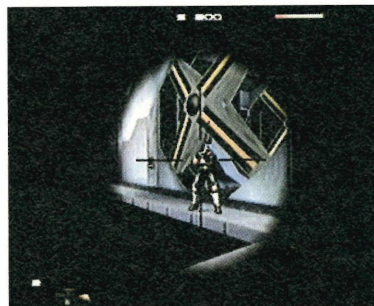


ASSAULT RIFLE

A highly effective weapon that can stop oncoming foes with a couple of shots. Use in the same way as the Uzi – don't go mad on the trigger; you only need to tap the **A** button or else you'll find yourself out of ammo.

SNIPER RIFLE

Used for picking off opponents from a safe distance. Target the enemy and use the crosshair to get a clean shot.



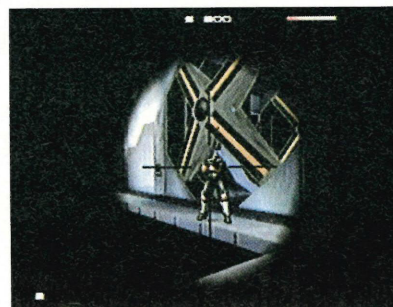
TRACKING MISSILE

A serious bit of kit. Choose your target and aim using the Left and Right Triggers. Once you have locked on to the target, you can move slightly away from it, but still fire and score a direct hit.

POWER GLOVE

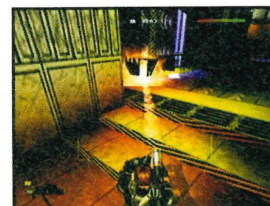
A most useful garment for improving Hawk's hand-to-hand combat. When the glove is equipped, try this special move:

AAX – Power Fist Slam. A mighty punch combo that finishes with Hawk slamming his fist into the ground, resulting in a shockwave spreading out around him, taking any foes with it.



FIGHTING TALK

Here are some general points that, if followed, will make life for Hawk Manson a whole lot easier. If an enemy is on the floor but they still have some energy left, shoot them while they're down – you don't have to wait for them to get up. Shooting a barrel when an enemy is nearby will cause it to explode, catching the opponent on fire. Try hitting everything: if it wobbles, the chances are it will reveal some goodies! Don't waste ammo on crates, etc., use your feet or fists instead. However, remember to use ammo on barrels, but make sure you're not too close. Use the D-pad to turn 180 degrees. This is vital to remember when fighting and surrounded by enemies. If there are fences in the way, either punch or kick them down, don't waste ammo. Keep your eyes peeled for objects concealing entrances – there are a few secret passages scattered about. Look out for mines. They are often placed in the dark, so watch out for the red lights. Remember to check consoles before destroying them; they may contain useful information. You are awarded extra continues for destroying certain values of Knackmiche Corporation property.



READY 2 RUMBLE

Boxing games have never been this good and even though Ready 2 Rumble is very arcade influenced, there's still a hell of a lot to learn if you're to become the undisputed champion. Ladies and gentlemen, are you **Ready to Rumble?**

PUNCH DRUNK

All the boxers have a plethora of moves, but here's a few hidden ones that you probably haven't discovered yet. Moves are for boxers facing right, so reverse if facing the opposition direction.

CHALLENGE RATING



To knock this game out cold, you'll have to open up Bronze, Silver and Gold sections with all 17 boxers. A tough but stimulating challenge.

Time to complete

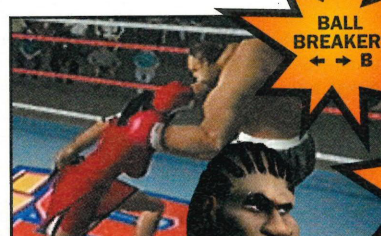
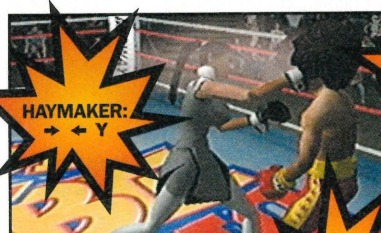
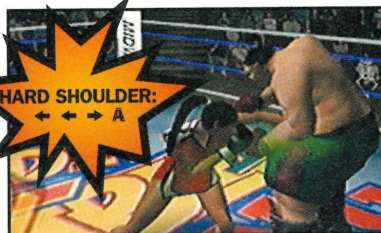
Casual 1 month
Freak 2 weeks

Expect

One of the 'must have' Dreamcast titles. Excellent graphics, combined with fluent moves and likeable characters, this will excite even the ficklest of gamers.

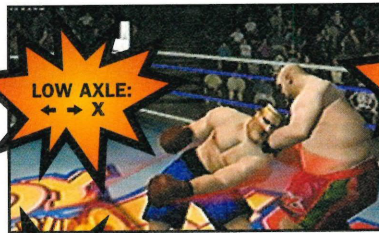
SELENE STRIKE

A very fast boxer, with a good selection of moves. Her backflip taunt is also a worthwhile defensive motion.



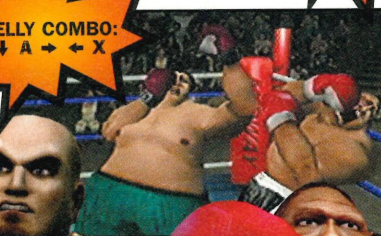
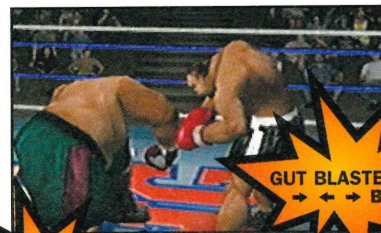
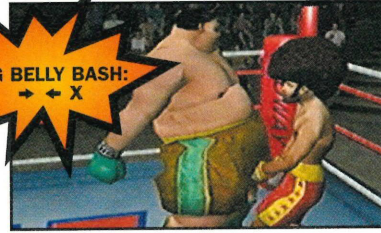
BORIS KNOKIMOV

Average speed but good power. Also boasts an above-average Rumble Flurry - ideal for a beginner.



SALUA TUA

He's the size of a house, but as nimble as a ballet dancer. Easy but highly damaging moves makes Salua a popular choice.



WILLY JOHNSON

BORIS KNOKIMOV

NAT DADDY

SELENE STRIKE

TANK THRASHER

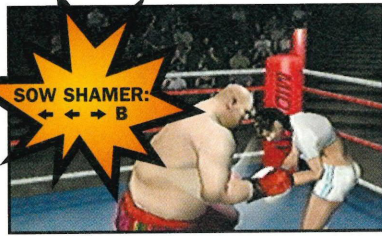
BUTCHER BROWN

ready 2 rumble

CHARACTER GUIDE

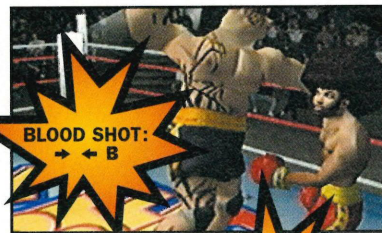
TANK THRASHER

Very slow but 'ard as nails. His Rumble Flurry leaves huge gaps for the opponent to counter-attack.



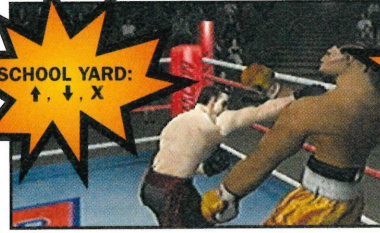
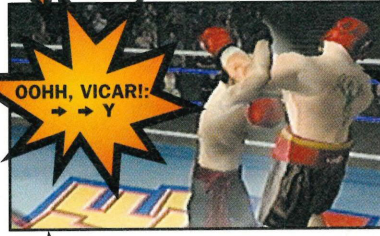
JIMMY BLOOD

Jimmy's huge lunging hook is a killer. Weaknesses include average Rumble Flurry.



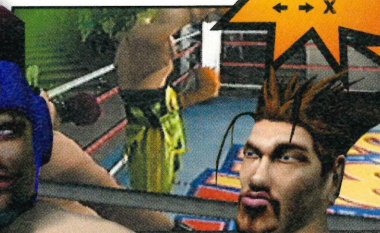
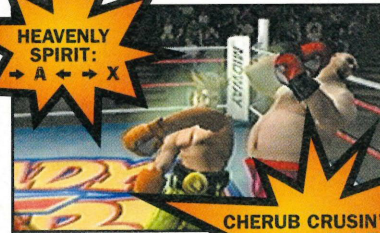
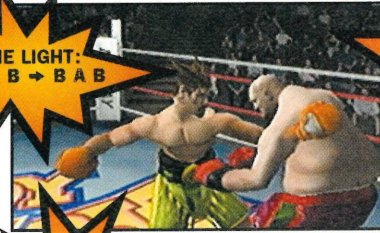
WILLY JOHNSON

Speed and a good variety of moves makes Willy a tough cookie to crack. Rumble Flurry is his only weakness.



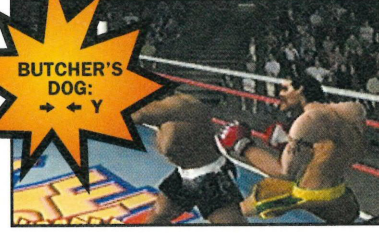
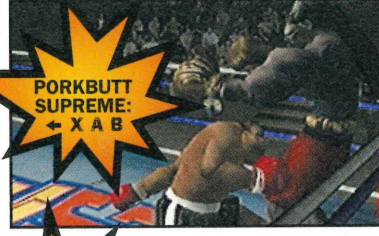
ANGEL RIVERA

Too many of Angel's moves depend on involved combos.



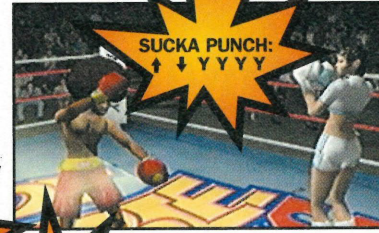
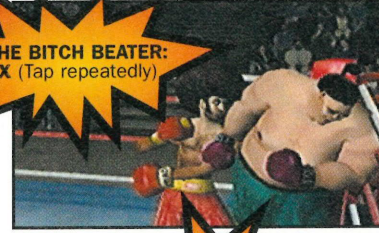
BUTCHER BROWN

A combination of agility and power make Butcher a demon boxer. Unfortunately, only part of his Rumble Flurry connects.



AFRO THUNDER

Boasts powerful Rumble Flurry and exceptional speed.



PRIZE TIPS

BRONZE CLASS

To unlock Bronze Class without throwing a single punch, enter your gym name as 'Rumble Power'.

SILVER CLASS

To unlock Silver Class without throwing a single punch, enter your gym name as 'Rumble Bumble'.

GOLD CLASS

To unlock Gold Class without throwing a single punch, enter your gym name as 'Pod 5!'.

XMAS PUNCH

Set the internal clock to 25th December and you'll find Christmas trees positioned around the Prize Fight arena in Championship Mode.

GHOST PUNCH

Set the internal clock to 31st October and you'll find skeletons sat around the tables in Prize Fight arena in Championship Mode.

COSTUME CHANGE

At the Character Select, highlight the character you desire and press X+Y simultaneously to select an alternate costume.

SALUA

BRUCE BLADE

ANGEL RIVERA

FAZ MOTAR

LULU VALENTINE

AFRO THUNDER

LULU VALENTINE

Easily the fastest character in the tournament. Her Cartwheel taunt is also a good defensive manoeuvre.

BACKHAND PUNCH:
← → Y

HEART FLUTTER:
← → → Y

AOTAR PLETHORA:
← X

FAZ MOTAR

Faz is an awesome fighter. His combined speed and power is unstoppable.

DELIRIOUS:
→ → Y

HEART FLUTTER:
← → → Y

MOTAR MOTION:
→ → X → Y

JET 'IRON' CHIN

Excellent Rumble Flurry and various fast martial arts moves make Jet a worthy contender.

THE SPIN:
→ → Y

TAIWAN TEASE:
← X A B Y

FISTS OF FURY:
→ → → X Y X

ROCKET SMACHEY

Rumble Flurry is based completely on high hits, so easily blocked by the opponent. Overall, a well-rounded fighter.

BANGKOK BANGER:
← → X ← Y

SMASH:
← → X

TAIWAN SCRATCHER:
→ → → B Y

TRAINING MODE

Here's where you should spend that dirty cash

RUMBLE AEROBICS

PRICE: \$500

ATTRIBUTES: Stamina 0.2 / Dexterity 0.5

OBJECTIVE: Press the relevant button as the ball lands on it.

INQUIRY: Cheap, but useless. Save your money!

SWAY BAG

PRICE: \$1,000

ATTRIBUTES: Stamina 0.3 / Dexterity 1.0

OBJECTIVE: Follow the pattern of button presses to avoid the bag.

INQUIRY: Slightly harder than the Aerobics, but better stat increase.

SPEED BAG

PRICE: \$1,500

ATTRIBUTES: Stamina 1.2 / Dexterity 0.5

OBJECTIVES: Use punches to hit bag against punch board.

INQUIRY: Cheap and increases the stats listed above quicker than the previous activities.

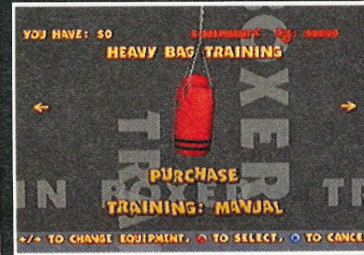
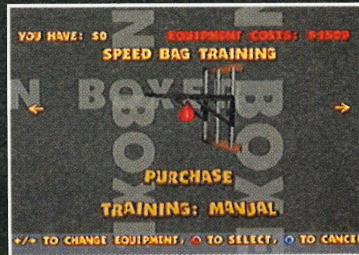
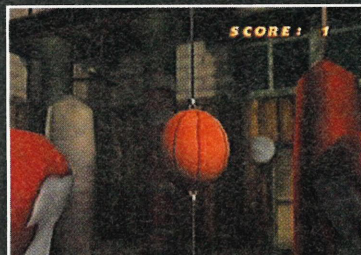
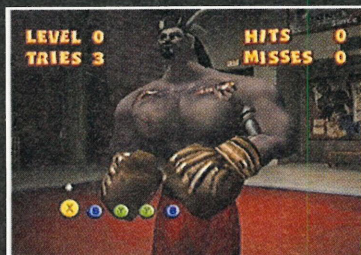
HEAVY BAG

PRICE: \$2,000

ATTRIBUTES: Strength 4.0 / Stamina 0.6 / Dexterity 0.5

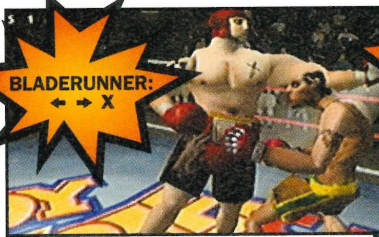
OBJECTIVES: Match the punch selected.

INQUIRY: Increases three different stats, and very simple to perform. Recommend!

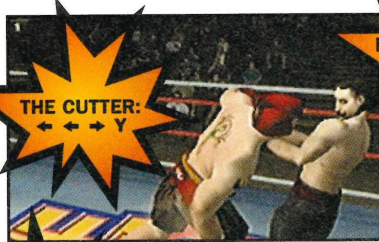


BRUCE BLADE

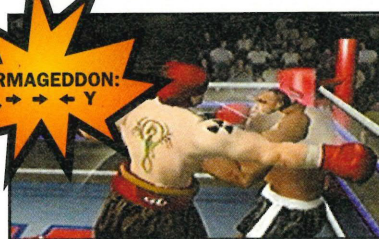
Slow but Strong. Special moves inflict huge amounts of damage, but are easily blocked or dodged by a faster opponent.



BLADERUNNER:
← → X



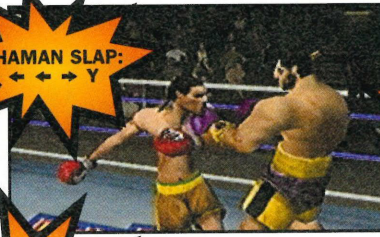
THE CUTTER:
← → Y



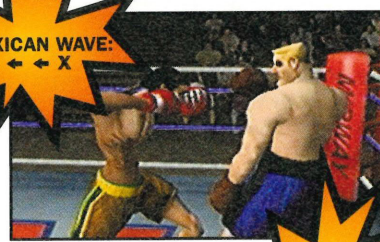
ARMAGEDDON:
→ X → Y

KEMO CLAW

You either love him or hate him! Fighting technique is strange but versatile - not one for the novice.



SHAMAN SLAP:
← → Y



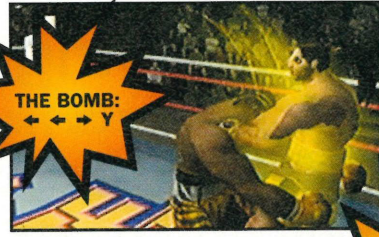
MEXICAN WAVE:
← → X



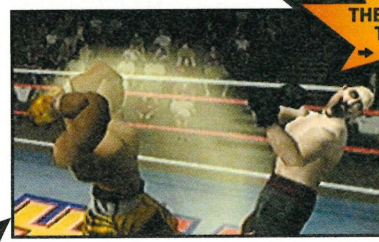
CACTUS CRUNCH:
← → Y B A X

NAT DADDY

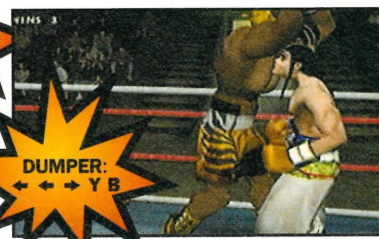
This character has everything! Good range, speed and power. Rumble Flurry is also impressive when it connects.



THE BOMB:
← → Y



THE BOOBY TRAP:
← → B



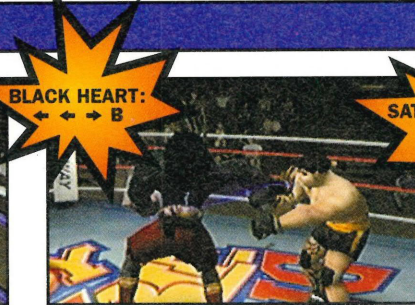
DUMPER:
← → Y B

DAMIEN BLACK

No weaknesses, and every move a killer. Rumble Flurry is devastating, making Damien the most powerful boxer in the game.



666:
→ X → Y B A Y X



BLACK HEART:
← → B

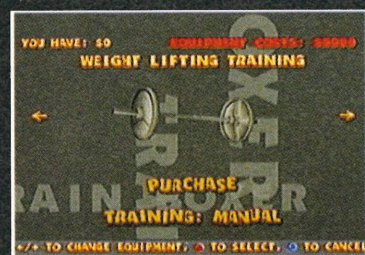


SATAN'S SEED:
→ X → Y

TRAINING MODE

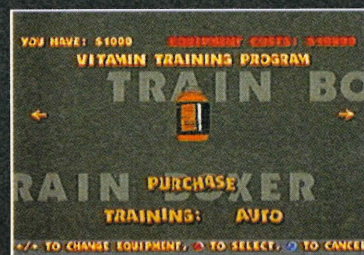
WEIGHT LIFTING

PRICE: \$5,000
ATTRIBUTES: Strength 7.2 / Stamina 0.5
OBJECTIVES: Press and hold the [A] button at the appropriate points.
INQUIRY: Easy and effective. Value for money, as strength gain is rapid.



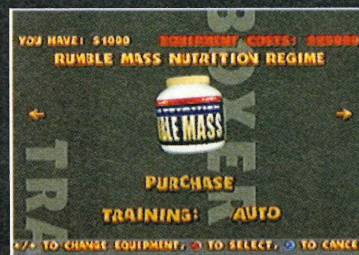
VITAMIN TRAINING

PRICE: \$10,000
ATTRIBUTES: Stamina 1.5 / Dexterity 1.2
OBJECTIVES: No Game.
INQUIRY: Don't get fooled by this! A complete waste of money.



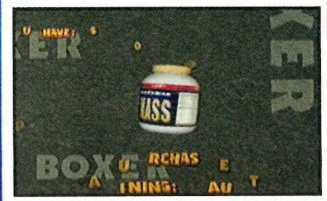
RUMBLE MASS NUTRITION REGIME

PRICE: \$25,000
ATTRIBUTES: Strength 14.0 / Experience 7.5
OBJECT: No Game.
INQUIRY: Purchase one for each fighter then use fights to gain experience.



Inexpensive Training

Highlight Rumble Aerobics, then push ← to highlight Rumble Mass. While the screen is scrolling, press A. You'll receive Rumble Mass, a \$25,000 value, for the knock down value of \$500 - bargain!



TRICKSTYLE

There's no denying that TrickStyle is an awesome game; it's difficult to master alright, but then how easy did you expect **controlling a hoverboard** to be?! Let's get boarding **Marty McFly** style...

TRICKY CHEATS

This is what we like to see here at DC Strats – games with cheat options built into the main menu! If you're having trouble unlocking all that TrickStyle has to offer (and that would be most people we'd guess) then tap in a few of these codes. Go to the cheats menu on the options screen and enter the following codes:

CITYBEACONS

This unlocks everything, as if you had won every race, boss and challenge.

IWISH

No time limit. As you can be in first place and still run out of time you might prefer to attempt the game with just this cheat activated – it makes the whole experience feel much fairer.

TRAVOLTA

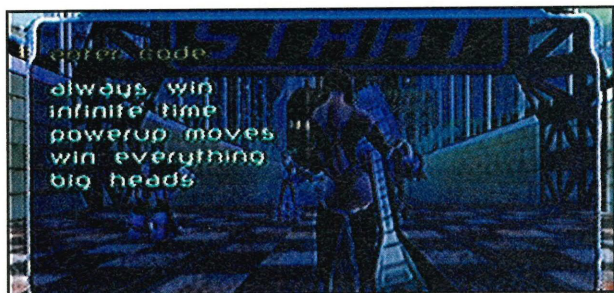
Powered-up moves available without having to collect an orb.

TEAROUND

Finish the race in any position and be declared the winner!

INFLATEDEGO

Bet you feel pretty smug about all these cheats – better activate this big head mode then.



which suits you best. Most courses require a mix 'n' match approach.

- Velocity is lost whenever you bail; a quick Boogiedrill gets you going much more quickly than pressing accelerate alone.

- In order to stop skidding – stop turning! Your natural reaction when skidding too far out is probably to turn even harder, but letting the analogue stick go (once you're facing the right direction, obviously) usually musters some much-needed traction.

- Get used to swapping positions when laying prone on the board – it's much easier to turn when lying stomach down whilst you can travel much faster when flat on your back. Once you become familiar with the layout of the tracks it becomes second nature which position to take and when.

- Don't let yourself be panicked into performing a Speedluge when it's inappropriate, you can make up more time by racing sensibly rather than trying to get a sneaky boost in and plastering yourself onto a passing car.

- If it looks like you're going to crash out of a speedluge after a jump (because you're falling at a dangerous angle or velocity) then press **Y** to lay, stomach down, in the Boogiedrill position. It's much easier to land like this and you can switch back to the speedluge as soon as the next straight appears.

- Races are won and lost during the final straight – this is the most important section of the track to practice and you need to be able to approach the last section with confidence. You can be in the lead the entire race, but it counts for little if you fluff the closing corner – let just one competitor past and you've lost!

- You can invoke a 180-degree spin by pressing **X** whilst pulling down. It's rarely necessary, but handy if you find yourself facing in the wrong direction, turning normally wastes more time and is likely to cost you the race.

- If the other racers seem to be able to whizz past you at certain points along the course then scour the area for speed-pads. TrickStyle's speed-pads don't actually look that impressive for some reason; nevertheless, they give racers a significant boost and shouldn't be

discounted. Learn their position well and exploit them to the max.



- Speed hoops are a slightly different story. Usually they are placed in slightly awkward positions, floating in the air. During a crucial race only risk going for a speed hoop which you are familiar with and are confident of hitting, the last thing you want is to lose a valuable position on a gamble.

- If you actually hold **↑** as you go into a Speedluge or Boogiedrill then you'll find now and again that you won't be able to stall. It's much more reliable to press **Y** or **B** to start either move then, as the racer alters his/her stance, press forward to stall the return to a normal standing position.



- Experiment with the scenery found within each course; a lot of it is destructible and short-cuts are often hidden behind. As in the training session, the beginning of a Boogiedrill or a following Hammerdrill can be used to destroy objects.



CHALLENGE RATING



Hate to say it, but it's tricky! The difficulty of the courses also increases in line with players' skill providing a constant, sometimes overbearing, challenge.

Time to complete

Casual 2 months
Freak 1 month

Expect

You'll soon get the hang of it and really start to enjoy the experience. You'll then suspect that the races are a tad contrived and some of the whats asked a tad unreasonable.

IT'S A LOT MORE BOWVER WITH A HOVER...



For a quick-start, press and hold accelerate just as the word "GO" materialises... your racer dives on the board in a Semi-Boogiedrill.

- Watch the other racers for clues about how to tackle each track, they have different styles which determine their approach. The racers, unsurprisingly, tend to follow the best racing line, stunts use short-cuts and tricks to circumvent obstacles whilst bullies batter the opposition with Hammerdrills. Experiment with each style until you find the approach

CUNNING STUNTS

Normally, you would have to unlock most of these moves (by completing challenges) before putting them into use, but, of course, you now have the code to activate them straight away. Not every racer seems to be able to perform every trick and it should go without saying that it's best to actually choose a stunt whilst trying these out. The best thing about TrickStyle's stunt system is that it allows you to chain basic moves into bigger, better combos. We've arranged the following list to help you create something suitably stunning...

KICKS:

OllieA
Gyropress A then X in quick succession
Kickflippress A+X in the air



GRABS:

Methodpress A then LEFT



Mutepress A then UP



Bonepress A then DOWN

FLIPS:

Backflipdouble-tap A whilst in the air



Doubleflippress A again after a backflip

Tripleflippress A again after a double flip

SPINS:

360 Spin ...X (Can be done after an ollie to gain extra height)

720 Spinpress X again after a 360 1080



Spinpress X again after a 720

BOARD STANCE:

SpeedlugeB

BoogiedrillY

Stall after doing a boogie or speedluge, hold

↑ (Delays returning to normal stance)

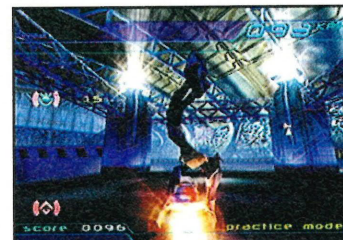
Hammerdrillpress Y after a boogie



360 Spin during stall .press X whilst stalling



Handstand double-tap B during a boogiedrill or double-tap Y during a stalled speedluge
HandspinPress X whilst performing a handstand



HandflipDouble-tap A whilst performing a handstand in the air

Luge/Boogieflip Double-tap X whilst stalling a boogie/luge in the air

POWER MOVES: (GLOBE REQUIRED)

Aerial Power MoveHold [LEFT TRIGGER] and press X



Ground-Based Power MoveHold [LEFT TRIGGER] and press B



- Be wary when you have collected a globe because other boarders can take it from you (avoid running into them). Ground-based power moves result in an enormous explosion (you need a LOT of height to pull one off) whereas the aerial version produces an enemy-slowng shockwave.



- Dotted around the courses are various vehicles. Stationary cars, buses and so on can be ridden just like any other piece of scenery – the ones you really want to watch out for are those being driven around. You can get away with hitting cars and might even manage to



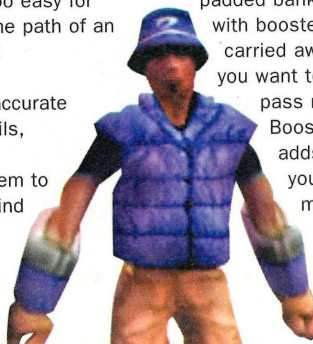
Boogiedrill beneath them. Colliding with vehicles such as the train, however, is fatal so take extra care in such areas until you're comfortable with the way the board handles. It's far too easy for beginners to stray into the path of an oncoming engine – ouch!

- You need to be quite accurate when mounting Magnorails, following their path for a second or so to allow them to drag you up. You might find it easier to attach to Magnorails if you



approach them lying flat on your belly at first, switching to the luge position once you've lined yourself up properly.

- Several of the courses contain speed-padded banks – vertical U-turns lined with booster pads. Don't get too carried away when navigating them – you want to get just high enough to pass round but no higher. Boosting too far up the wall adds unnecessary distance to your journey and allows the more economical competition to gain ground or increase their lead.



HOUSE OF THE DEAD 2

The town is overrun with Davids and Johnnys and the residents are running scared. No, it's not the local branch of Jehovah's Witnesses on a search and rejoice mission terrifying the townsfolk, but hordes of flesh-eating scumbags. We've got the tips and you've got the weapon - let's bust some zombie balls...



CHALLENGE RATING



Completing the game once won't take long. However, try playing through the game on the hardest setting and saving the civilians - it'll prove tough for even the sharpest of zombie shooters...

Time to complete

Casual 2 weeks
Freak 3 days

Expect

Legions of the undead wandering around, just asking to be blown back beyond the grave by your good self. Good, harmless arcade shooting japery.

EXTRA STUFF

Get the most out of the game with this selection of nice little extras that we've collected for you.

INFINITE CREDITS

Successfully complete Training mode and Boss mode with five red stars for each section and get two or more stars in the Fight All section. Start a new game in Original mode and you'll find an infinite continue item in the trunk.

BONUS ROOM

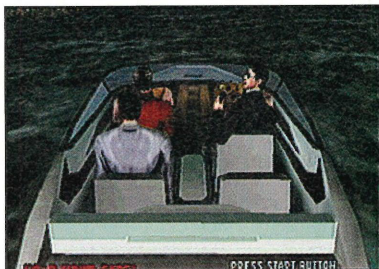
Play through the game making sure you save all the civilians. If you succeed, you'll enter a room containing a load of goodies, just before you head to Goldman's office and the final boss.

UNLOCK ALL TRAINING AND BOSS MODE LEVELS

Successfully complete the game in Original mode.

BOSS MODE EXTRAS

Complete Boss Mode with a rank for each of the bosses. Emperor and Fight All Bosses options will now be available in Boss Mode.



UNLOCK RED BLOOD

Successfully complete the game in Original mode. Go to the Options screen and you can now select red blood.

UNLIMITED SUPER AMMO

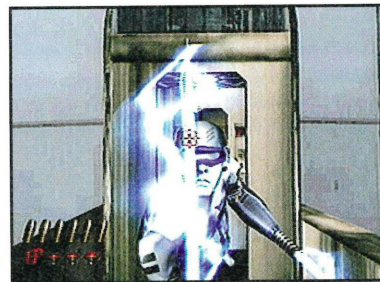
Successfully complete Training mode with five red stars for each section. Start a new game in Original mode and you'll find an unlimited chamber item in the trunk - this item kills with a single shot.

OBTAIN NAPALM GUN

When you start the first level you can see three zombies in the distance. Shoot each of these with perfect head shots. The Napalm Gun will appear on the ground.

OBTAIN THE ROGAN COSTUME

Play a game in Original mode, selecting the 2.0 Bullets and the Double Score items from the trunk. Play through the game and save all the civilians with the exception of the second person on level four. Access the bonus room towards the end of the game and inside you'll find the Rogan costume and an infinite credits item.



UNLOCK GOLDMAN'S OUTFIT

Successfully complete the game in Original mode. When you begin another game in Original mode, Goldman's outfit will be in the trunk.

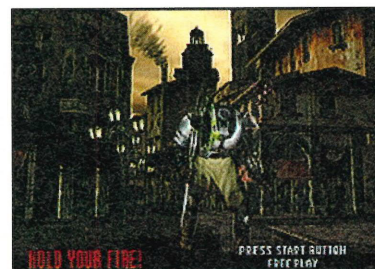
PLAY AS GARY

If you'd rather play as Gary instead of James in a one-player game, simply put your controller into the 'B' pad port.

BEAT THE BOSSES

JUDGEMENT TYPE 28

A formidable fellow that has no head, a big axe and a hefty suit of armour to protect him from your bullets. However, this guy doesn't work alone. He's the brawn and the annoying winged demon



is the brains. Although it's tempting to unload into the brute as he approaches, this isn't going to help you get past this most fearsome of adversaries. Normal bullets will do little damage to Judgement and we advise you don't even bother attempting to bring him down this way. Instead, let him approach and prepare by positioning your cross-hair above him. As he lifts his axe, you'll see the winged demon hovering behind him (egging him on, I'll bet). Shoot the flying menace and you'll inflict pain on both opponents, sending Judgement back a couple of steps. You can repeat this until the giant falls and you're left facing the not-so

fierce half of this strange double-act. You must stay alert - he flies straight for you not giving you a second to spare after dealing with his partner.

HIEROPHANT TYPE B OS

There are two possible locations where you can meet with this terror from the deep (or the river anyway), but killing him is pretty much the same routine wherever you are. However, his attack method is different. If you are standing on a wooden jetty, Hierophant will attack from in front of you. Aim for his chest and shoot it when it opens and reveals his pounding heart. Successfully hitting him will keep him at bay. Eventually, you'll be attacked by flying piranhas from both sides. If you can get a shot at Hierophant and keep the fish off your face, well done. If not, wait for the fish to stop attacking and Hierophant to jump towards you. As he hurtles towards you, shoot his chest before he makes contact with his trident. A few shots and he'll be fish food. If Hierophant attacks on a bridge, use the same method as already described, until he retreats to the water. Try to shoot him in the water, but most importantly, make sure the piranhas don't take a bite out of you. When you back off, Hierophant leaps from the water and attacks with his trident. Just before he jumps, your partner shouts which side the attack is coming from - listen for the shout, aim and shoot Hierophant in the chest before he lands on you.

TOWER TYPE 8000



A five-headed serpent that thankfully attacks one mouth at a time (obviously, a very polite serpent). This creature's weaknesses are its mouths. However, instead of trying to blast them randomly, stay calm and keep your target on the bottom of the screen near the centre. The camera will point in the general direction of the head that's going to attack you and moments before the attack, a golden ring will appear around the neck of the head that's planning on lunging at you. You should only need to move the cross-hair a fraction to get a hit on the gaping mouth.

Continue this until the four 'slave' heads are dead and the head slides away. You'll follow it into either a watery or sandy area. In the water area, you can watch its movements and shoot its mouth as it approaches. In the sandy area, it's a little trickier to spot, but watch for the sand to rise. In both areas, it unleashes a horrid screech before attacking - this is a good indication that you should start shooting.

STRENGTH TYPE 205

This guy is an absolute psycho nutter and not the kind of person you want to meet down a dark alley. Unfortunately for you, you have and he's comin' atcha with slightly more venom than Cleopatra. Strength's weak point is his head, which he unfortunately tends to hide behind the humungous chainsaw that he's wielding.

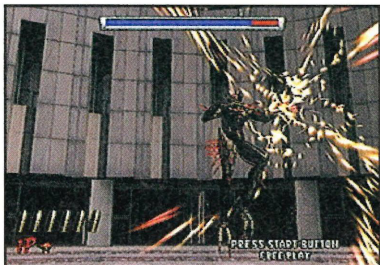
The best way to deal with this particular delinquent is to keep targeting just above the centre of the screen where Strength's head is normally located. Keep firing here and when he moves his chainsaw for an attack, you should get a shot in, causing him to stumble back a few steps. During the attack, Strength will disappear and then reappear either to your side or above you. If he appears from the side, the camera swings round and you don't really need to re-target in order to hit him. However, if he jumps down at you from above, you'll have to try to follow him down as he falls and get a shot in before he lands, otherwise you'll be walking away with more than just a splitting (geddit?) headache.

MAGICIAN TYPE O

You're going to like this character, but not a lot. No, it's not an (even more) mutated Paul Daniels, but your old favourite, the Magician. Yes, after a summer season performing on the south coast, he's back and ready for action. His weaknesses are the pieces of muscle showing through his tough body armour. The easiest one to aim for is on his left thigh.

His first attack is relatively easy to fend off. He throws balls of energy at you, but instead of shooting them, shoot Magician. When you hit him, the balls lose their power and stop. After you've hit him a couple of times, he'll try a different and more deadly attack. You know when this is going to happen because he begins to fly around and his trails turn from blue to red. When this happens, centre the cross-hair and move it down very slightly. Magician will either attack from the left or the right. Move the cross-hair a fraction to whichever side the attack comes from and shoot as he approaches. After some practice, you'll hit him without fail.

For his final attack, Magician flies upwards, leaving a silvery trail behind him, gathers some energy and fires it all at you. If you keep firing where the Magician is hovering, you should get the final finishing shots in without any difficulty.

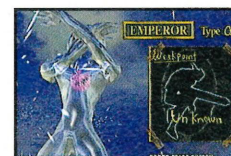


EMPEROR TYPE ALPHA

This is the kind of bloke you definitely want on your side in a fight - he's certainly harder than your average nail. Although this foe isn't made of normal matter, his weak point is the red thing in his chest that resembles a heart.

His initial attacks are a mere taster of what is to come. Concentrate on shooting the spheres as they approach - only attempt to target the Emperor before and after the sphere attacks. When his arm morphs into a blade and he approaches in an attempt to strike, make sure you get a couple of shots in, as this is the easiest time to hit Emperor. When you've sufficiently depleted his life force, he'll try some new strategies. Being the morphing jiggery-pokester that he is, Emperor creates four foes to attack you. These come in the shape of Judgement (winged demon), Hierophant, Tower and Strength. Tackle each of these opponents as you did before. Shooting each of their known weak points destroys the dopplegangers and reduces the Emperor's energy further.

For his final assault, Emperor really pulls all the stops out: morphing into a swimming mass of energy, he hurtles around and attacks you with his spheres. There's not much help we can give here - it's a simple case of hitting the weak point (in the centre of the mass) whenever you can. Good luck!



SHADOW MAN

Shadow Man is perhaps one of the most **complex** and **spine-shivering** games to appear on the **Dreamcast** so far, and although you're supplied a map with the manual, you'll still need all the help you can get. But don't **despair**, as we've dedicated the next 12 pages to take you **completely** through the game.

CHALLENGE RATING



Shadow Man's non linear nature makes it a real bitch to get through without a decent guide. Which of course, the nice bods at Dreamcast Strategies have kindly supplied for you...

Time to complete

Casual 2 week
Freak 3 weeks

Expect

A frightening journey into the deepest, darkest recesses of horror. Oh, and a highly involving 3D action/adventure too.

NOTE: THE COFFIN GATE NUMBERS DETAILED IN THE GUIDE REFER TO THE CORRESPONDING NUMBER ON THE MAP SUPPLIED WITH THE MANUAL.

BAYOU PARADIS FIRST VISIT

Collect the first Cadeaux then follow the path to the bridge. Head down the right path for two more Cadeaux then continue through the tunnel and under the bridge for another Cadeaux before backtracking to the bridge. Use a running jump over the bridge then jump up to the wooden box and continue to the rope slide. Slide across and collect the nearby Cadeaux then head through the tunnel and to the right. Jump across to the ledge and shimmy left to reach the opening above then continue to the

Church and enter to meet Nettie. After Nettie has given you the teddy bear, look in all the rooms for extra Cadeaux (push the block in the small room to grab the four in the corner) before using the teddy bear to access the Darkside.

MARROWGATES FIRST VISIT

Wade through the blood pool and continue along the canyon to Jaunty. Once Jaunty opens the gate, follow the passageway then keep to the left of the rocks and continue down to the gap. Jump over and go down the tunnel while shooting the pots to expose a Cadeaux then continue to the wooden platform above. Continue down the twisting canyon where you will appear opposite the cave entrance you first arrived from. Turn right and jump over the gap then enter the opening around the corner to eventually arrive by your first Coffin Gate (it's marked as 0 on your map). Collect the Prophecy Book from the central structure and read it until you understand the plot and what the various weapons and magic do within the game then jump up to the

nearby ledge and follow it across to the stone bridge and jump the gap. Shoot the govi with your Shadowgun to release your first Dark Soul (1) so that you can enter the next Coffin Gate, marked as 1 on the map. Now backtrack to the Coffin Gate and enter the Paths of Shadow then proceed over the bridge to eventually arrive in Wasteland

WASTELAND FIRST VISIT

Follow either tunnel to the open area then fall off the ledge to the blood pool and shoot the pot for a Cadeaux. Jump out of the pool and venture towards the hut in the corner then press the button on the right before heading for the nearest blood waterfall and jumping over to the ledges to reach the rope slide. Collect the Cadeaux from the top of the hut then dive into the other blood pool and swim through the tunnel. Exit the pool and press the button by the wheel then shoot the pots for the Cadeaux before swimming back to the previous hut and into the opening. Once in the lava room, jump over to the tunnel and enter the open area before using the

shadow man

WALK THROUGH

button in the left canyon. Use the ramp and ledges on the right to climb up and jump over to the tent-like structure then continue over to the ledge on the right. Continue up the ramp and into the tunnel on the right wall and follow the tunnel to the left to the next tunnel and enter. Inside, collect the Dark Soul (1) from the govi then use the ledges to reach the hut at the top of the ramps. Collect the Dark Soul (2) from inside before returning to the previous ledge and back to the ramp outside. Use the rope slide and enter the next tunnel then once inside the cavern, follow the wall to the right and under the wooden platforms. Jump up to the stone ledge and collect the Dark Soul (3) from the govi then jump up to the platforms inside the cavern and grab the Asson from the centre of the walkway. Go back to the open area where the second rope slide was activated and proceed up onto the ramps where you'll notice a ledge behind you. Jump across to the ledge and continue to the higher tunnel then turn left to find a hut. Walk around the right of the hut and across the wooden ramp to a new open area. Enter the first tunnel entrance and proceed to the canyon then follow the wooden ramp to ground level and press the wooden button. Head back up the ramp and past the last hut then continue along the ledge in the opposite direction and use the rope slide.

At the Temple of Life, follow either route to the first room and jump over to the hot coals to land in the room to the right. Proceed across the platforms over the lava then jump the gap and enter the room on the right before using the narrow ledge to jump and shimmy left along the corridor. Back-flip onto the platform behind you then head left while avoiding the fireball and spiked floor, then continue over more platforms to land on another spiked floor. Jump across the gap

and into the room and follow the corridor until reaching the next room then jump into the blood pool via the hole in the floor. Run down the next corridor to appear within a large altar then collect the Voodoo weapon from the middle. The alcoves dotted around the room are for placing the Baton in, but only when you have one hundred Cadeaux. If you haven't 100 Cadeaux, then you will have to use teddy to get back to the entrance of the temple. Return to the entrance ledge and jump over to the wooden walkway to reach the rope slide then shoot the govi at the end for the Dark Soul (4) before entering the tunnel and the following structure. Now return back to where you collected the Asson and proceed along the corridor to find the Coffin Gate marked as 6 on the map which you can't access until you have a Shadow Level of six. Leave Wasteland using the same tunnel you first entered. You find yourself back in the Paths of Shadow that lead to Marrow Gates.

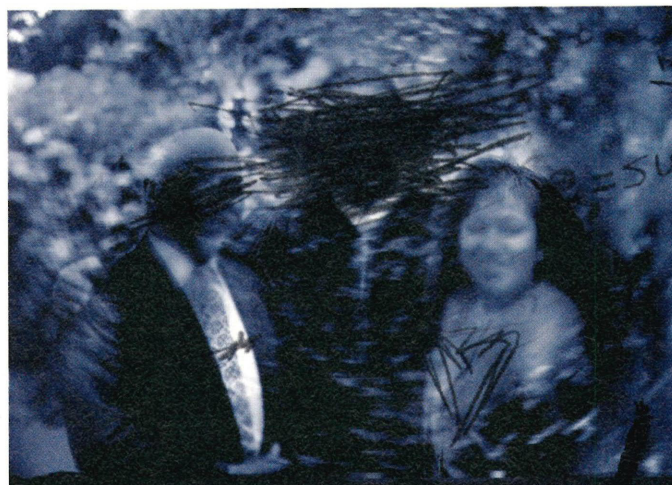
PATHS OF SHADOW SOUTHBOUND

Drop off the bridge to the Coffin Gate below marked as 2 on the map, south of Wasteland then continue along the Paths of Shadow until reaching the Asylum Gateway.

ASYLUM GATEWAY FIRST VISIT

Head past the large pipe and enter into the Asylum, then follow the route on the right to reach the huge courtyard. Continue across the drawbridge then drop down to the right-hand side of the pipe and follow it along before jumping up to the opening. Head past the sliding doors to the next room then use the moving platform at the far end of the room before jumping onto the hexagon-shaped platforms and proceeding through the next entrance. Use the two moving platforms to reach the pipe at the end and then go through the entrance and sliding doors and proceed along the corridor to the opening. Once through the next doors, shoot the barrels for a couple of Cadeaux then head through the next opening and enter the door to the left. The right doorway leads to another door, while the door on the left contains a Cadeaux. Continue into the red/yellow corridor leading left and check all the rooms for Cadeaux then enter the opening in the corner and drop through the hole at the end to collect the engineer's key. Check the entrance next to the red/yellow entrance to collect the Dark Soul (1) from the govi, then proceed through the huge door. Collect the next Dark Soul (2) from the govi then exit the room and continue along the corridor to collect the Dark Soul (3) from the control room before heading back to the entrance of the Asylum Gateway. Walk to the back of the courtyard and use the engineer's key in the lock then head through the first room in the gateway and use the key in the second lock. Once the door has

opened, jump through and collect the Dark Soul (4) from the govi then return to the courtyard and use the lock by the main doors of the Asylum. Now enter the hall and shoot the two barrels for extra Cadeaux then continue to the next room and through the red/yellow tunnel to use the shuttle.



CATHEDRAL OF PAIN FIRST VISIT

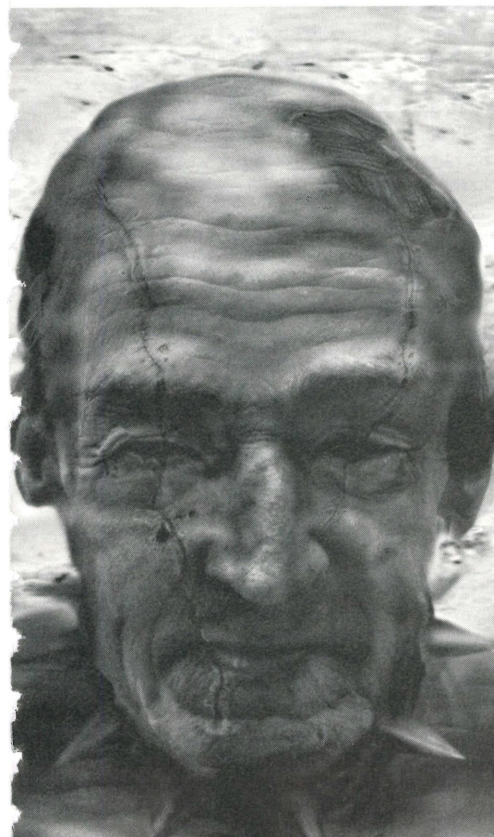
Head into the entrance on the left and follow the corridors until reaching the zombie in a cage then enter the next corridor to appear by a lava stream. Jump over the stream and collect the Dark Soul (1) from the govi then jump back across and shoot the two barrels for the Cadeaux before entering and shooting the next barrels for more Cadeaux. Return back to the main hall and continue through the door at the end of the hallway to enter the main cathedral then wander back to the Paths of Shadow and enter the two Coffin Gates to the south of Wasteland, marked as 3 on the map.

PATHS OF SHADOW SOUTHBOUND

Drop down below and enter the Coffin Gate then shoot the pots down the spiral ramp for more Cadeaux. At the bottom, proceed down the obscure tunnel to arrive by two Coffin Gates then continue through the red entrance to arrive outside the Temple of Fire.

TEMPLE OF FIRE TOUCHER

On entering the tunnel you'll find yourself by two tunnel openings, head into the upper tunnel by jumping over the gaps then drop into the blood pool and swim through the tunnels (while checking the pots for Cadeaux) to the crack in the wall. Walk through the crack to the room then look up to see four glassed entrances, two on either side of the room. Access the first glassed entrance by shooting it then use the lower ramp on the left as you emerge from the blood pool. Once inside the large chamber, use the



blocks to continue to the upper area then press the button on the top block. Return to the blood pool chamber and enter the yellow-lit entrance then press the button on the wall to produce another pillar that encases the previous one. Enter the second glassed entrance then make your way up the ramps to press the button at the top before entering the third room and climbing over the blocks to reach and press the next button. Now make your way up to the last glassed entrance and down the wooden ramps to ground level then press the button on the back wall before returning to the wooden ramps and entering the first opening to collect the Dark Soul (1) from the govi. As you reach the top, the entrance behind you leads back to the blood pool, while the other takes you to another govi holding a Dark Soul (2). Jump and pull yourself up the wall on the right then turn around and shoot the govi on the pedestal and the pots by the fireball shooter to expose more Cadeaux.

Continue along the corridor and onto the top of one of the blood waterfalls then jump down. If you look above the first two glassed entrances, there are two normal openings. To get there, head for the last glassed entrance but continue around the ramps to the larger entrance to see the pillars in the distance, remember to shoot the pots for more Cadeaux. Press the wall button to extinguish the fire then drop off the ledge and climb the pillars to find a govi at the top for the Dark Soul (3). Walk through the circular door opening on the back wall then continue past the blades and mallets to arrive in a lava room. Jump down to the large platform then use the smaller platforms to enter the four alcoves and press the four buttons. Now press the button on the wall where

you entered and step into the crane where you'll be taken high into the air. Once you are back on the floor (and have the Toucher Gad), shimmy along the wall to the right and into the opening above. Shoot the pot by the other ledge and collect the Cadeaux then drop into the room and look for the buttons that will open the door in the corner and create a rope slide. Use the blocks to continue through the new opening then proceed to the next room and push the four fire-blocks to expose an opening. Shoot the govi at the top of the opening and collect the Dark Soul (4) then head back to the Paths of Shadow and enter the Coffin Gate marked as 3.

USING COFFINGATE TO COLLECT LA LUNE

Run past Coffin Gates 4 and 7 to exit down the next pathway then climb the spiral pathway and pass through the entrance of the Coffin Gate. Once on the upper ledge enter the Coffin Gate marked as 3 and collect the La Lune from the pedestal.



MARROWGATES SECOND VISIT

Proceed along the Paths of Shadow to the broken bridge then continue to the opposite end of Coffin Gate 1 and move the fire-block to reveal the govi containing Dark Soul (1). You now have sufficient Shadow Power to enter Coffin Gate 4 and collect the Poigne. Remember to enter the Wasteland at some point to increase your life-force by offering the Cadeaux.

WASTELAND SECOND VISIT

Make your way to the Temple of Life and across the sinking platforms in the lava then go straight ahead instead of right to the fire-block. Push the fire-block and collect the Dark Soul (1) from the govi then return to the normal route and continue to the altar. Use the teddy to warp back outside the Temple of Life then follow the ledge back to the wooden walkway and jump over to it before using the rope slide to enter the next tunnel. Push the fire-block at the end of the tunnel and collect the Dark Soul (2) then return to the Paths of Shadow and head for Coffin Gate 4 to get the Poigne.

TEMPLE OF FIRE SECOND VISIT

Head to the room with the blood pool in the middle and make your way back up the ramps to the third glassed entrance then jump up to the ledge just before it to enter the opening on the right. Push the fire-block and enter the opening to reach the Coffin Gate marked 4 then once inside the room, shoot the pots and collect the Cadeaux and the Poigne. Within the same room, look for the blood waterfall leading to a blue light then climb up it to collect the Dark Soul (1) from the

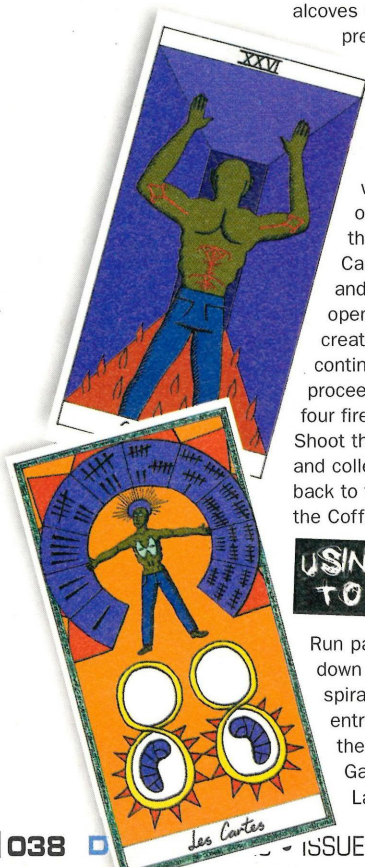
govi before returning to the Paths of Shadow and heading for Coffin Gate 4, next to Coffin Gate 7.

PATHS OF SHADOW SOUTHEAST BOUND

Once entering through Coffin Gate 4 you will only be able to follow one route until you have enough power to use Coffin Gate 5. Find the three pots in this hallway for more Cadeaux, then head down the path to enter Cageways.

CAGEWAYS FIRST VISIT

As you leave the Paths of Shadow, use the ledges above the blocked entrance and continue into the tunnel. Drop into the courtyard then jump up to the brick wall and shimmy right to the end. Back-flip onto the ledge behind, then pull yourself up to the top and collect the Cadeaux. From the top ledge, jump over into the next courtyard then use the rope slide to make your exit. Enter the circular building and proceed up the spiral ramp to collect the Dark Soul (1) from the govi before returning to the train. Enter the train and walk through the carriages to reach the controls then use the engineer's key in the lock. When the train stops, shoot the barrels for Cadeaux, then head right and through the green door. Collect the Dark Soul (2) from the govi then use the lever. When the cage at the end of the room travels along, follow it through the doors then jump onto the box on the right. Look over to the far-left corner to see another lever to pull which moves the cage at the top of the staircase then jump up to the rope slide as the cage passes you and quickly swing to the other side. Use the second rope slide to reach the boxes below then jump onto the next pile of boxes containing the govi to collect the



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Dark Soul (3) before heading through the door by the lever where you'll find the Dark Soul (4) in the govi on top of the boxes. Now follow the pipe into the next room then continue to the control room and collect the Dark Soul (5) before returning to the Paths of Shadow.

PATHS OF SHADOW NORTHBOUND

When attempting to get to the Flambeau, the first Coffin Gate marked as 5 is the entrance south of Coffin Gate 4, so make sure you follow the pathway. The next Coffin Gate you come to is 7, so continue along the pathway, but not the green lit one or you'll end up by Coffin Gate 3. Make sure you take the red lit pathway to arrive back at the Temple of Fire.

TEMPLE OF FIRE THIRD VISIT

Enter and collect the Flambeau from the pedestal then return to the Paths of Shadow or use the teddy to get you back to the Cageways entrance to use Coffin Gate 5 leading to the Le Soleil.

PATHS OF SHADOW SOUTHBOUNDBOUND

Use the normal pathway to get back through Coffin Gate 4 then continue to Coffin Gate 5 in the right corner. Inside you'll see Le Soleil on a pedestal. Collect it then drop to the lower pathway for the two Cadeaux then proceed over the bridge and into the tunnel.

PLAYROOMS FIRST VISIT

Jump into the pool and swim through the tunnel to the ledge then pull yourself up and continue up the ledges before jumping over to the large opening. Once above the pool of blood, jump over to the blue/grey wall then run to the end of the corridor and use the engineer's key in the lock. Now jump into the pool and swim through the hatch then continue through the tunnel until you can resurface and climb out. Walk down to the lowest level and through the door then continue past the next set of doors and go through the door at the end. Pull the lever on the panel to open the nearby cell door before shooting the barrels to expose the two Cadeaux. Now leave the basement area and head up to the level near the top. Head along the walkway and through the door to the corridor. From the junction, follow the path to the left and into the room then continue through the big wooden doors. Before going up the stairs, collect the Cadeaux from the area to the side then continue up to collect the Retractor. Now return to the lower level and the room with the locked door where there is a rope slide that is blocked by a crane. Once by the walkway that spans over the room below, drop to the shallow blood pool with a propeller slightly above it then enter the corridor to the right.

Continue through the door at the end and to the lower ramp then head to the opposite corner of the locked door and through the narrow opening. Collect the Dark Soul (1) from the govi then return to the shallow pool of blood.

Shoot the barrels in the pool for the Cadeaux then shoot the rocks to reveal another tunnel going further down. Don't take this tunnel yet, instead follow the tunnel where the propeller above you is located then climb the blood waterfall and follow the tunnel to the end. From the ledge on the right, turn and jump over to collect the Dark Soul (2) from the govi then return back along the tunnel and swim through the tunnel at the bottom blood pool until arriving at the open area. Climb out and enter the red/yellow entrance and use the engineer's key in the lock to open a hatch in the pool of blood. Exit the red/yellow entrance and continue straight ahead and through the series of corridors that lead to a shallow pool. Jump from the edges and use the blood waterfall to climb up to the tunnel then proceed to the end of the tunnel and collect the Dark Souls (3 and 4) from the govies before exploring the pool for more Cadeaux and then returning to the previous pool and the open hatch. Once through the hatch and inside the caged room, shoot the barrels in the corner then leave through the door. Use the lever at the end of the corridor then enter the cell and collect the Cadeaux before venturing further along to the lock that requires the engineer's key. Use the key then enter the tunnel and swim through the blood pool, remember to check the barrels for more Cadeaux. When you climb out onto the top of the caged area, use the door on the left to exit where you'll see a Dark Soul (5) hovering above a ledge. Pull the lever to release the door then continue to the room where the door to the left wouldn't open. Now leave via the door you entered the room through and continue up the ramps and through the next door to the lever. Pull the lever and enter the cell then shoot the govi for the Dark Soul (6) before leaving the cell and making your way to Marrow Gates.

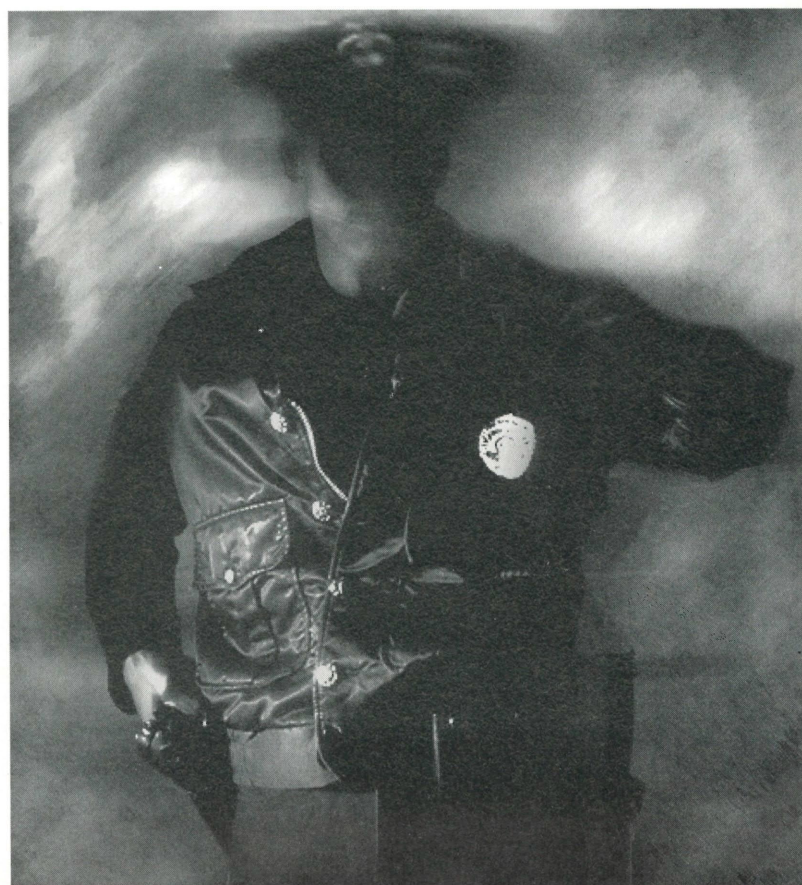
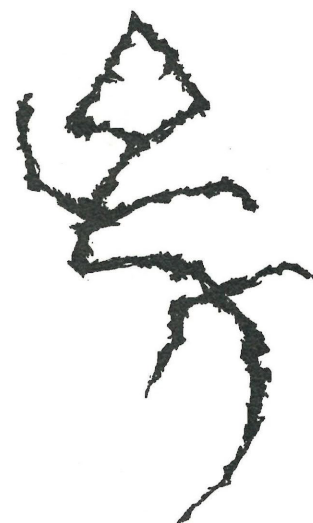
MARROWGATES THIRD VISIT

At the beginning of Marrow Gates, climb up the blood waterfall and collect the Dark Soul (1) from the govi then continue through the corridor and pass Jaunty to enter the gates. Retrace your steps until reaching the stone bridge with the gap in it then fall down to the blood pool below and climb the blood water fall to collect the last Dark Soul (2) before venturing into the Wasteland.

WASTELAND THIRD VISIT

As you enter the main blood pool, climb up the blood waterfall on the left and collect the Cadeaux then continue to the tunnel entrance on the left. Drop into the blood pool at the end of the

tunnel then swim to the right and into the hidden tunnel. When you resurface near the large rock pillar, climb out then use the ledges to jump up to the govi and collect the Dark Soul (1). Continue up the spiral to the wooden hut then locate and press the red button to activate the windmill. Now drop down and return to the previous room via the blood pool but before leaving check the under water alcoves for more Cadeaux. Once back on dry land, look to the right for a second tunnel and enter to appear in an open area. Jump into the pool and collect the Cadeaux from the pot then proceed across the first wooden walkway and into the cradle. From the opposite walkway, continue to the govi to collect the Dark Soul (2). Now jump down and return through the to the first blood pool then follow the stone ledges to the right arrive by a island rock. Jump over to this and collect the Dark Soul (3) from the govi on the little walkway. Climb the second blood waterfall back in the main section and follow the narrow canyon to the hut. Inside, collect the Dark Soul (4) from the govi then destroy the pots outside for another Cadeaux. Instead of heading back past the Playrooms, you can now access Coffin Gate 6 next to the Wasteland. Start by going through the hut opening in the main blood pool room then use the ledges on the right in the next open area. Continue right and use the rope swing then use the wooden walkways and leave through the cave opening. Once through the next canyon you'll be at the entrance to Coffin Gate 6. Open it and go inside to collect the Enseigne before venturing south.



PATHS OF SHADOW SOUTHBOUND

From the Wasteland, travel south and through Coffin Gates 2, 3, 4, and 5, then cross the short walkway past where you collected Le Soleil and open and enter Coffin Gate 6. From here proceed to the right to reach the Temple of Prophecy.

TEMPLE OF PROPHECY FIRST VISIT

The Temple of Prophecy is packed with many rooms requiring certain functions to be done. To make life easier we've numbered each room, as you will have to return to various rooms throughout the level. As you enter the main courtyard continue straight ahead and down the ramp then proceed into the first room.

ROOM 1: Follow the corridor to the room then continue through the opposite entrance.

ROOM 2: Here's your first puzzle. Head for the other end of the room staying on the left side. Head up the ramp and push the button then climb up the blood waterfall nearest the button and collect the Dark Soul (1) from the govi. Now drop down and continue through the next circular entrance on the left.

ROOM 3: Carefully head across the narrow ledges and through the opposite entrance.

ROOM 4: Jump up and grab the beam then swing round and jump on the platform below, near the next entrance. Jump over to the entrance and follow the corridor to the next room.

ROOM 5: Jump over to the wooden platforms then jump to the small platform and continue over to the entrance platform and leave via the next circular entrance.

ROOM 6: Search the area for pots to expose and collect Cadeaux then press the button between the two circular entrances. Use the rope slide that has appeared to collect the Dark Soul (2) from the govi before exiting through the entrance on the left.

ROOM 7: Head right and push the fire-block to expose the hidden room and the govi then enter.

ROOM 8: Collect the Dark Soul (3) from the govi then use the blood waterfall to reach and push the second fire-block to expose the next room.

ROOM 9: Proceed through the upper entrance.

ROOM 10: Press the two wooden buttons on the bottom of the pillars then collect the Dark Soul (4) from the govi before continuing through the next entrance.

ROOM 11: As you enter this room, continue through the next entrance directly opposite.

ROOM 12: Using the Flambeau, explore the small maze to collect the Cadeaux from the pots then head to the back wall and jump up to reach the exit.

ROOM 13: Head left and climb the blood waterfall to collect the next Dark Soul (5) from the govi then enter the corridor above the blood waterfall to return to Room 1.

ROOM 1 (2ND VISIT): Climb the blood waterfall then jump from the top of it and over to the alcove that leads to a next room (opposite the alcove containing the pots).

ROOM 14: Press the button at the bottom of the ramp twice then continue to the button on the upper ledge and press it before pressing first button. Now collect the Dark Soul (6) from the govi then push the first button again for access to the entrance on the upper level.

ROOM 15: Simply run along the walkway to the Room 8.

ROOM 8 (2ND VISIT): Jump down to the bottom then use the left entrance to return to Room 7.

ROOM 7 (2ND VISIT): Proceed to the central platform then use a running jump to reach the ledge and entrance below. Enter to appear at the other end of Room 9 where the caged govi is located.

ROOM 9 (2ND VISIT): Simply run across the wooden walkway and continue through the entrance ahead.

ROOM 16: Carefully proceed along the ledges to the opposite side of the room then press the button before backtracking to the rope slide. Now use the slide to make your exit to Room 17.

ROOM 17: Run along the left ledge to the post then jump up to pull the lever before running to the opposite ledge and up the stairs before it changes back to the ramp. At the top, collect the Dark Soul (7) then continue through the next entrance.

ROOM 18: Jump down below and go to the other end of the room then jump onto the wooden walkway by the exit and leave to appear at other end of Room 11.

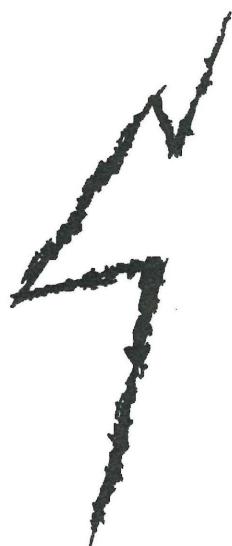
ROOM 11 (2ND VISIT): Jump over to the roof of the big cage and then into the entrance opposite.

ROOM 19: Carefully jump past the mallets and rotating blades then proceed through the circular entrance.

ROOM 20: Climb up and press the two buttons and collect the Dark Soul (8) from the govi that has been exposed before heading through the next entrance.

ROOM 21: Access the upper bridge by jumping up the ledges on the side, then use the Baton in the fire pedestal to be transported to an inner ledge in the courtyard where you'll find a govi and a Dark Soul (9) for the taking. Use the Baton in the fire pedestal to return to ROOM 21 then enter the entrance at the other end of the room.

ROOM 13 (2ND VISIT): Go into the corridor on the right as you walk in, to appear on the near side ledge of Room 1. From Room 1, head through the various room to reach Room 8 then use the second corridor (on the right) to make your way to Room 13. Now go through the tent-like structure and take a huge leap over the lava to arrive in the following tent. Continue to the next tent and step on the cradle to collect the Marcher Gad allowing you to explore the previous rooms where the lava and hot coals blocked your path. After collecting the Marcher, you'll notice there are three circular entrances off the main pathway. Starting from the main path in an anti-clockwise direction, enter the first entrance and collect the Dark Soul (10) from the cage then return and you'll notice the next entrance has a deep fire pool just before it. Run and jump over the fire pool to appear in Room 9 then use the ramp on the left to jump across to the edge of the cage before shimmying around and into the cage to grab the Dark Soul (11). Head back through the lower circular entrance and enter the third room to appear in Room 4 then walk over and press the button to lower the govi and the Dark Soul (12) before making your way to the Temple of Life.





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WASTELAND FOURTH VISIT

Inside the Temple of Life, walk into the lava and go through the tunnel then continue along the lava to the end. Follow the path to the left then jump into the lava stream at the end and collect the Dark Soul (1) from the govi before dropping back down to the lava and proceeding through the archway to collect the next Dark Soul (2). Now exit the Wasteland and head to the Asylum Gateway.

ASYLUM GATEWAY SECOND VISIT

Enter the first room past the ramp and take the Dark Soul (1) from the govi then continue to the next room and along the corridor to collect the next Dark Soul (2). At the end of the corridor go right then take the Dark Soul (3) from the govi and several Cadeaux from the barrels before heading back along the corridor and proceeding in the opposite direction. Go right at the top of the staircase and collect the next Dark Soul (4) from the govi. Although you have sufficient Dark Souls to exit and return to the south of the map, there are some more Dark Souls you can collect from the other side of the Gateway.

Return to where you first dropped down to the lava then continue along the opposite pipe to appear in the lava room that you entered on your very first visit. Instead of going through the sliding doors, walk across the lava to find the ledge and govi containing the Dark Soul (5) then shoot the barrels on the ledge for more Cadeaux. Continue along the corridor and head left at the junction and enter the room to collect the Dark Soul (6). Now head down the opposite corridor to the engine room, enter the opening and continue to the two openings. Follow the first opening to collect the Dark Soul

(7), then enter the second opening to appear above a large hall. Collect the Dark Soul (8) from the nearby govi then use the teddy to leave the Gateway and head back to the Paths of Shadow by the Temple of Prophecy.

PATH OF SHADOW SOUTHBOUND

When you arrive by the tunnel leading to the Temple of Prophecy, you'll see the Coffin Gate 7 just beforehand. Open this to collect the Marteau, now you can bang on the drums to clear the blocked entrance ahead. Continue down the Paths of Shadow to appear back in the hallway with lava and the wooden platforms above then go into the tunnel along ground level and enter the Coffin Gate marked as 7. Collect La Lame from inside then activate the teddy bear to warp back to Bayou Paradise.

BAYOU PARADISE SECOND VISIT

After Nettie has fulfilled the Prophecy of making Shadow Man operate in Liveside, use your Shadowgun on the govies within Bayou Paradise. Collect the Dark Souls (1 and 2) from the govi then exit the church and head right to look for the fire pedestal over by the back wall. Use the Baton to activate it and appear inside a hut to collect the Dark Soul (3) from the govi then use the Baton again to return to the church grounds. Continue to the stone building and shoot the lock then enter and drop into the water and swim through the tunnel to appear on the jetty. Jump into the water again and swim into the tunnel on the right to reach the swamplands then head into the second hut and collect the Dark Soul (4) from the govi. Follow the canyon all the way and you'll find another govi and the Dark Soul (5) then continue around to the right to appear on the ramps to cross the broken bridge.

Once reaching the stranded boat, shoot the wooden planks blocking its entrance then enter to land in the underground cavern, and follow the entrance that leads to the next Dark Soul (6) on the ledge. Jump below and retrace your steps to appear back by the boat again then jump up to the white platform ahead and follow the pathway and go past the second hut and use the rope slide to get across the gap. Use the hut at the end of the grounds again, but now swim through the left tunnel and use the rope slide to get across the gap. Enter the gap in the wall and collect the Dark Soul (7) before making your exit. By now you should have enough Cadeaux to get your extra life-force, so don't forget to return to the Temple of Life.

CATHEDRAL OF PAIN SECOND VISIT

Use the teddy to appear in the main hallway then turn around and leave via the two doors to return where the shuttle stopped. Go through the entrance on the right and continue to the basement. Jump into the lava and head left then use the entrance on the right and proceed past sets of spikes that follow. Jump up onto the ledges then turn around and clear the previous set of spikes by returning over the top of the spindle. At the end, jump to the corridor then head right to collect the last Dark Soul (1) before using the teddy to warp to Cageways.

CAGEWAYS SECOND VISIT

Jump down into the lava pool and go through the opening on the left. At the top of the ramp follow the left entrance to reach the next room where you must jump from lift to lift to access the alcoves. Enter the first two and remove the barrels to collect the Cadeaux then enter the fourth alcove and for another Cadeaux. Jump from the alcove to ledge and the rope slide. Enter the room at the top to pull the lever then stand next to the rope slide then proceed right and to the ledge below to collect the Dark Soul (1). Use the rope slide to drop onto the pillar halfway across for the Dark Soul (2) then return to the top ramp and use the lifts to gain entry to the next room. Jump onto the rope slide and make your way over to the govi for the next Dark Soul (3) then return along the rope slide. Drop down for the Cadeaux as you go then when you reach the first box, use a running jump across to the next box. Don't use the next rope slide, just follow its path to the ledge then jump up and take the Dark Soul (4) from the cage by using the ledge to shimmy along and back-flip into the cage. Now return to the ledge and go through to the next room then jump over the cage and collect the Dark Soul (5) from the govi before backtracking to the ledge and previous room. Look over by the ledge leading to



the first rope slide and you'll see a door on the back wall. Enter the door and continue through the door straight ahead then make your way back to the train. Now head towards the red shuttle and examine the wall to see a ledge. Shimmy along the ledge to the opening then climb up and continue through the door. Head across the green slime by jumping from pipe to pipe then enter the control room and drop down and continue into the end of the room to explore for Cadeaux.

Use the boxes in the corner to reach the upper ledge then use the engineer's key in the lock before continuing along the level to the next lock. Use the key again to release the door then return to the first lock and proceed across the thin pipe and jump over the railings. Continue down several flights of stairs to the opening and use a running jump to collect the Dark Soul (6) from the govi inside the cage. Use the engineer's key in the nearby lock to open the door that you couldn't open the first time you entered the Cageways, but don't go through the door. Instead, head back across the thin pipe and use the door that requires two locks to open it. After a few corridors you will arrive on the ledges above the altar

TEMPLE OF BLOOD FIRST VISIT

Go past the first central stone pillar and all the way to the end then press the button in the left corner. Jump up the stone platforms near the fire-block, then turn around to jump over to press the second button by the wall then push the fire-block before scaling the second entrance to enter the Temple of Blood. Carefully navigate the steps down to the central island then press the left and right wall buttons then go back up the steps and make your way to the right side wall while facing the entrance where you first appeared in this arena. Once at the top step, jump over to the wall and shimmy across to the opening then pull yourself up to arrive on the highest sections of the temple. Now continue along the corridor to appear in a room with a wooden walkway then drop down below to press the button three times. Enter the right opening and press the button on the pillar then return to the first button and press it twice. Now drop down into the room ahead and climb the blood waterfall to collect Cadeaux

Jump to the central platform then jump to the middle platform. When the rising pillar is at its lowest, jump on and rise to the top before jumping across to the ledges and over to the wooden platform to collect a couple of Cadeaux from the pots. Return to the ledge and continue jumping over to more ledges until an opening appears in the wall. Follow the corridor to the button and press it before jumping down below from where the button is and using the steps going down to enter corridor off to the right. Go over the fallen pillar and into a room that's full of floor slabs then turn left and press the button before returning across the fallen pillar to use the little ledge at the end of the column to jump back up to the top button. Run along the top corridor until reaching the end then jump over to the tunnel entrance and venture through the tunnel to appear by Coffin Gate 9 (this is where you get the Calabash once you have a Shadow Level of nine). Use the Flambeau on the opposite entrance to remove the blockage then enter and use the Flambeau again at the bottom. Now return to the room with the swinging mallet and proceed to the top ledge and drop down to where you can see two pillars protruding from the wall. Run past them then jump over to the platform in the lava and jump to the ledge in the right corner to press the button on the wall. Now clear the moving pillars in the fire pool to reach the circular entrance ahead. When you appear in the fire pool room, jump up to the ledge by the first blade and shimmy to the left then drop down once past the last blade and clear the protruding wall pillar. Continue through the circular entrance and follow the corridor to find the button. Once pressed, enter the next room and check the tops of the blood waterfall for Cadeaux in the pots before jumping down and entering the lava section below. At the end of the lava, shoot the govi for the Dark Soul (2) then exit via the circular entrance past the idols to the next room. Use your Marteau on the drums on both sides of the room to unblock the alcove then return to the lava section of the last room and use the under section to appear in the following room. Look behind you and press the button that slightly lowers a cradle over in the main entrance. There are four more buttons to press to bring the cradle down fully. Jump onto the platforms in the fire pool then move on to the ledges for safety. When all five buttons have been pressed, collect the Nager Gad from the cradle. Once you have the Nager Gad you can swim through fire pools. Now dive into the fire pool and look for the opening around the central platform to enter for the Dark Soul (3) in the caged govi.

Head for the swinging mallet room then continue to the room where the govi was out of reach. Dive into the fire pool and swim left through the underground tunnel then dodge the blades and collect the Dark Soul (4) from govi in the passageway at the top of the room. Jump to the entrance below and enter the next

holding the Retractor. Descend and head directly to the altar to collect the Retractor. As you now have a Shadow Level of eight, you should head for the Temple of Blood to collect the Nager Gad. Warp to the Temple of Prophecy, then use the Paths of Shadow to appear in the lava hallway. Now use the stone blocks to reach the upper wooden walkways and Coffin Gates 7, 8 and 9. Open Coffin Gate 8 and you'll appear inside the Temple of Blood.

from the pots then enter the alcove to the right of the blood waterfall and push the patterned block to create an opening. Head past the alcove to reach the next button and press it three times then continue through the corridor and climb the blood waterfall. At the top, turn around and jump over to the govi for the Dark Soul (1) then leave the area completely and return to the other ledge on the opposite side of the main arena.

EVIL





shadow man

WALK THROUGH

room then collect the Cadeaux from the fire pool before entering the next room to reach the idol. Continue along the lower level then head through the circular entrance to the room where you used the Marteau. Stand close to the slope then jump up and climb onto the platform where the govi is. Collect the Dark Soul (5) then jump into the fire pool and swim to the left corner for the next Dark Soul (6). Pull up onto the platform and shoot the govi for the Dark Soul (5). Now jump into the fire pool and swim to the left corner for another Dark Soul (6) in the govi before heading for Coffin Gate 7 to enter the Lavaducts.

LAVADUCTS FIRST VISIT

Enter any of the arches to appear at the lava duct then head left and follow the duct to the small entrance on the left. Continue up the slope then jump into the lava pool and continue to the left to find another duct to follow. Use the engineer's key in the lock to open the hatch above. Enter the hatch opposite and proceed up the ramps to the control room then collect the Dark Soul (1) from the govi. Pull the lever opposite the govi to release the door in the corner then enter and head up the ramp making sure you pull the lever halfway up. At the top, enter the door leading to a small control room then proceed through the next door and head right. Continue to the corridor and follow it to the end then jump left to the duct. Collect the Cadeaux from the barrels, as well as one on the ledge in the corner before heading back to the huge rotating platform.

Travelling in an anti-clockwise direction, jump onto the rotating platform then jump off and on the first ledge. Collect the Dark Soul (2) then return to the rotating platform and jump over to the next ledge and continue down the ramp to a room full of boxes. Collect the next Dark Soul (3) from the govi in one of the boxes then exit through the next opening below to appear in the next room. Walk past the ledges and enter the room filled with boxes then proceed to the box in the far right corner where there's another Dark Soul (4) to

collect. Now head back to the ledges and make your way up to the revolving spiked spindle. After jumping up the ledge, collect the Cadeaux from the pipe to the left then head for the first opening along the ledge and continue down the long shaft. Jump onto the revolving walkway and continue to the next ledge to appear back at the first opening.

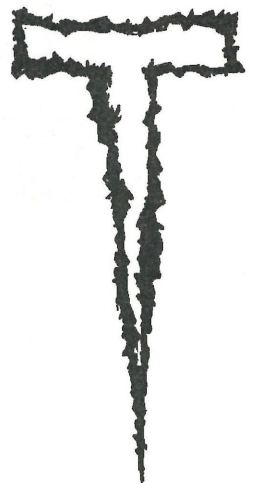
Jump into the fire pool and swim anti-clockwise until reaching the second underground opening. Once on dry land, use the engineer's key in the second lock then jump up through the hatch and go down the corridor to collect the next Dark Soul (5) from the govi then return to the fire pool. Swim into the next opening and continue to swim straight ahead then perform the same routine with the locks as in previous area then jump through the hatch above. At the end of the corridor, jump down to the room then use the boxes to reach the upper level and jump over the railings. Go through the large entrance to find the govi holding the Dark Soul (6) below then return to the top room and jump into the wall opening to drop into a room below. Once back in the hatch room, head back through the fire pool to arrive

in the second fire pool as explained before. Use the lock to open the hatch then enter and head right before going down the ramp and into the room to check the boxes for Cadeaux.

Enter the lower entrance to arrive on top of the second revolving walkway, but this time run clockwise to find a govi at the end containing the Dark Soul (7). Jump into the fire pool and find the opening that brings you to a hatch with yellow squares on it. Enter the room above then drop down to the lower room and continue up the ramp to reach the control room. Pull the lever to open the hatch opposite the control room then proceed through the hatch and continue to the room of boxes below before heading through the first opening to arrive back at the first revolving walkway. Use the walkway for one turn and go all the way to the ramp with the railing to eventually reappear out of the hatch and into the lava duct. Now go right and follow the lava duct tunnel to the next room. Collect the Dark Soul (8) then continue to the lever and pull it before returning all the way back into the main lava pool, where the two lifts on the back wall are now in operation. Continue past the lifts and into the lava tunnel to collect the last Dark Soul (9) then begin the journey back to the Wasteland.

WASTELAND FIFTH VISIT

Drop into the first lava stream and follow the previous route to the ledge where you used a back-flip onto the platform. Keep to the left and follow the lava stream all the way until reaching the fire pool where you'll find the last govi and Dark Soul (1). Enter the corridor behind it to reach the Cadeaux by the bars then leave the Wasteland and go to the Temple of Fire.





TEMPLE OF FIRE THIRD VISIT

After using the teddy bear to arrive at the Temple of Fire, head through the circular entrance then drop down into the lava pool and collect a Cadeaux from either side. Continue across the obstacles and jump into the fire pool in the next room then head below and right to the fire pedestal for the Baton. Turn around and collect the Dark Soul (1) on the opposite ledge then return to use the fire pedestal and swim through the left tunnel. In the next room, jump to the right ledge to press the button then drop down below and make your way to the opposite entrance. When you reach the small maze in the following room, jump up to the higher ledges and continue into the shaft to grab the Dark Soul (2) then jump down to the pillar climbing room and retrace your footsteps. Once back in the second first fire pool room, continue into the next room then drop down into the lava below and enter the right lava corridor to reach and collect the Dark Soul (3) then enter the left corridor to the first set of swing blades. Enter the alcove and press the button then continue to the next alcove and push the fire-block to expose the govi containing the Dark Soul (4). Jump from the ledge to get back onto the obstacle course and enter the cradle room. Run across the lava to the second alcove on the left then push the fire-block and enter to reach the room with wooden ledges that rises up to a higher section. Proceed across the ledges to the fire-wall then shimmy across and into the corridor. Enter the last alcove and collect the Dark Soul (5) then exit the Temple of Fire and head for the Playrooms.

PLAYROOMS SECOND VISIT

After appearing on the beam bridging the room below, enter the door ahead then turn right and drop down into the room below. Follow the side of the room where all the dials are then go through the corridor ahead and turn left in the red/brown brick tunnel. Proceed through the door and then straight ahead through the next door. Enter the door on the right and jump into the lava pool over the ledge then jump into the opening above and venture left to drop into a white tiled room below. Collect the Dark Soul (1) from the govi then pull the lever to unlock the door. Return to the bridge where you started then jump down and dive into the blood pool. After arriving in the open area, swim up through the hatch then exit through the door inside. Continue up the ramp and through the door to the corridor then open the door at the end and use the engineer's key in the lock. Jump in the water and head for the pipe opposite the lock then follow the meandering pipe

until reaching the corridor with four locked doors on the left and a lever console at the end. Pull the lever then go back to the third door that was previously locked and enter to grab the Cadeaux then enter the fourth room for more Cadeaux. Leave via the green door at the end and enter the next door to find yourself in the upper level of the room where a rope slide was blocked by the crane. Look for the govi along the ledge and take the Dark Soul (2), then pull the lever. Go through the door next to the lever console and collect the Dark Soul (3) from the container then exit the room and go through the door furthest away from the lever. Once in the next control room, pull the lever to release the Trueform, then head for the tunnel that led to the white tiled room for the first Dark Soul encounter. There is no easy way to kill the Trueform, just keep avoiding his shots while strafing and returning fire. Watch you don't get trapped behind the pillar or cage as his shots home in on you. Eventually the Trueform will be destroyed, leaving the last Dark Soul (4) behind. You should now have a Shadow Level of nine to go to the Undercity, but first we need to collect the Calabash from the Temple of Blood.

TEMPLE OF BLOOD SECOND VISIT

From the entrance, jump over the steps to the right and enter the opening under the last top step. Head to the bottom of the pillars and jump on the little ledge to reach the upper ledge. Follow the ledge to the end then jump to the higher green/blue tunnel and follow it to reach Coffin Gate 9. Once opened, collect the Calabash then try it out on the floor slab inside the Calabash tomb, as the slab

will smash providing you with an entrance below. Go back inside the main temple and return to the previous room with many floor slabs then use the Calabash on all the floor slabs to find various items and an entrance to the purple altar for the Dark Soul (1). Return to the main entrance and use the steps to reach the right door entrance then use the Flambeau on the darkened entrances to reveal a hidden room. Use the Baton on the fire pedestal then use the Marteau on the drum to break one of the wooden planks on the blocked entrance. Drop down and use the Flabeau on the darkened entrance to expose another drum then use the Marteau on the drum before returning to the main room. Hit the final drum to open the corridor entrance then enter and use the Calabash to expose the Dark Soul (2) from the govi before using the Calabash on the floor slab and following the new corridor (while using the Flambeau on two more darkened entrances) to return at the entrance of the temple, completing the level.

UNDERCITY FIRST VISIT

Head into the first domed building for some extra Cadeaux then exit and follow the edges of the buildings to reach a darkened entrance where the Flambeau must be used. Continue back along the pathway then as you enter the next opening, head to the right of the buildings and to the ledges then climb to the upper doorway. From the circular walkway, head down the stairs to operate the lock then backtrack up to the top and use boxes to access the upper level. Use the ledges to jump onto





shadow man

WALK THROUGH

Jump up to the floor above from the black and white chequered room then continue through the next door and turn right to follow the corridor. Enter the room and push the crate then go through the rooms until reaching a red-carpeted corridor. Go right and head through the rooms where the night sky can be seen above then head through the wooden panelled corridor to reach another red-carpeted corridor. Turn right and walk past the entrance to the balcony of the main room to the blocked entrance on the right. Shoot the planks and enter the room then pull the lever to activate the generator before returning to the main room and using the lift. From the upper balcony, jump over the gap to reach the corridor entrance then enter and head left and through several rooms until reaching the hole leading to a room below. Jump past this hole to land in the entrance of a hidden corridor then follow it to the open the door at the end. Check the nearby rooms for the Accumulator then find the blood waterfall and climb up. When the killer shows himself, give chase and attack to collect the Dark Soul (1) and the prism once he's been defeated. Now go through the opposite entrance from this room to the altar then place the prism on the pedestal before entering the Engine Block.

ENGINE BLOCK FIRST VISIT

Once through the bright light, fight your way through the heavily guarded area to the left ledge then pull the lever to open the door further ahead. Continue up to the central walkway and use the rope slide to make your way over to the opposite ledge then venture down the right corridor and use the next rope slide to reach the opposite platform. Drop down to the control room and use the engineer's key in the lock then battle the two Trueforms to receive two Dark Souls (1 and 2). Exit the room via the long corridor and through the door at the end then continue through the small control room and along the caged corridor. Go through the opening in the wall and follow the tunnel into another control room then use the door in the corner to access Console Room 3. The purple gauges indicate the numbers for the codes, so if the first number of the code is 3, then you must insert the engineer's key into the lock as many times as required to set the purple gauge to 3. You will have to return here after going to London where you will get Jack's Journal. The Journal contains the codes needed to shut down the pistons.

DOWNSTREET STATION

From the Cathedral of Pain, enter the second entrance on the left - it has a purple dagger symbol above entrance, then use the Retractor to activate the schism. Head to the right and collect

the revolving walkway then use the walkway to reach another entrance where there is a inactive revolving walkway. Jump down to the lowest floor to find another lock that activates the revolving walkway then use the lower walkway to spin you around to a single entrance that leads to tunnel that splits into two directions. Proceed along the tunnel to the left and activate yet another lock then drop down below and use either opening to enter the room with the govi to collect the Dark Soul (1). Exit the room by using the box to jump over the cage then return to the triple revolving walkways and jump onto the top revolving walkway and over to another tunnel opening. Drop down below into the control room then go through the opening to appear in a room with a stained glass ceiling window. Continue down the steps and follow the corridor to the next Dark Soul (2) in the govi then jump over the railings and leave via the door to appear outside. Use the rope slide to reach the ledge of one of the buildings then use the yellow shaft to reach the next building before jumping over to the building opposite. Go through the door and use the lock inside the control room to open the door then enter the cage section and activate another lock to open another door leading to an outside ledge. From the ledge, jump down onto another yellow shaft below that leads to the opposite building then run and jump over to the next building and go through the door.

Use the red boxes to jump over the railing and follow the corridor ahead to the next room where there is another Trueform to deal with. Once it has been nuked, collect the Dark Soul (3) then head back to the triple revolving walkways and go through the opening from the lowest walkway before entering the control room and turning left into the corridor. Drop down into the altar room and collect the Retractor from the top of the ramp then head for the Cathedral of Pain and go into the first entrance on the right, it has a yellow mallet symbol is above the entrance.

MORDANT STREET

Draw out a Retractor and use it on the corpse to activate the schism at the top of the ramp then press the button to materialise in Mordant Street. Head left and follow the corridor then jump up to the upper corridor, following it left and through the door where the 'Home Improvement Killer' will show up and interact. Chase after him then head through the first entrance on the left and follow the corridor to the entrance with wooden planks blocking the access. Shoot the planks and enter then look for the desk that holds the Flashlight. Return to the main room and enter the next corridor then follow the it to the end and shoot the lock to enter the pathway outside. Proceed to the large crate at the end then shoot the planks and enter.



Jack's Journal then head through the door in the first room which leads to the underground sewers of London, then follow either path to proceed deeper and to the green slime section which leads to another section of the sewer. However, you must find the opening in the wall further down the sewer first, or you'll spend a long time going through the sewers only to find the end door is locked. Once through the wall opening, jump into the slime ahead and swim through the tunnel at the bottom. Surface into the area above then go into the lift (little blue room) and use the switch to activate the lift. Proceed along the corridor and through the door to the red room containing the Accumulator. Leave via the following door run through the bedrooms and to the end of the next corridor. In the next room, drop down and jump onto the protruding platform then continue into the corridor ahead and turn right to pull the lever on the console. Head to the other end of the corridor and push the block then go back across the extended platform and backtrack to the end of the blue lit corridor, but don't go through the door at the end. Instead, go right from the door to find the three turbines rotating then jump into the slime and locate the tunnel at the bottom which leads to another lever. Pull the lever then check behind each turbine for a Cadeaux, before surfacing in the opposite corridor to where you jumped in. Jump into the big pool and resurface in the next pool before swimming through the obscure tunnel just below the surface. At the end of the corridor, destroy Jack 2 then collect the prism and Dark Soul (1) then check the side entrances of the altar and use the prism to enter the Engine Block once again. Note, to get back to the previous piston room you will have to retrace your steps through New York.



ENGINE BLOCK SECOND VISIT

Drop below then enter the left corridor and use the engineer's key in the lock then return to the ramp and proceed through the hatch. Use your key in the lock then run down to the opposite end of the room and use the lava stream to reach the control room ahead. Enter the opening past the control room and drop below to pull the console lever console then get ready to defeat the Trueform for the Dark Soul (1) then leave via the bottom door to enter the next area and another Trueform. Defeat him and collect the Dark Soul (2) then head into the next room where there's a caged Trueform. Check all the pipes for barrels, then drop down and use the lever to release the Trueform for the next Dark Soul (3). Now go up the pipes again to find the exit tunnel which leads to a large control room. Continue up the ramp and enter Control Room 2 then activate the code before returning to the Cathedral of Pain.

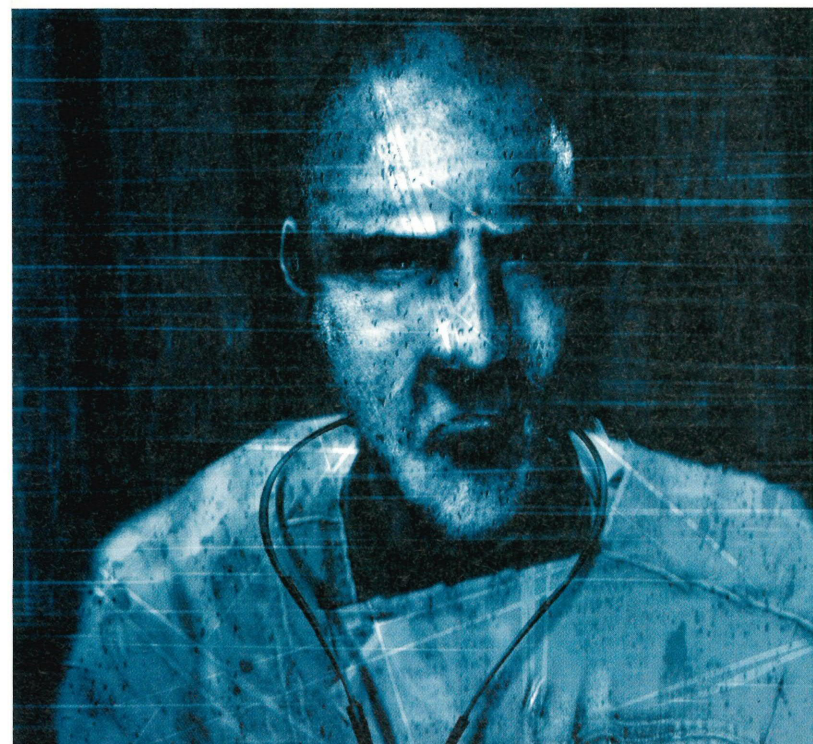
GARDELLE COUNTY JAIL

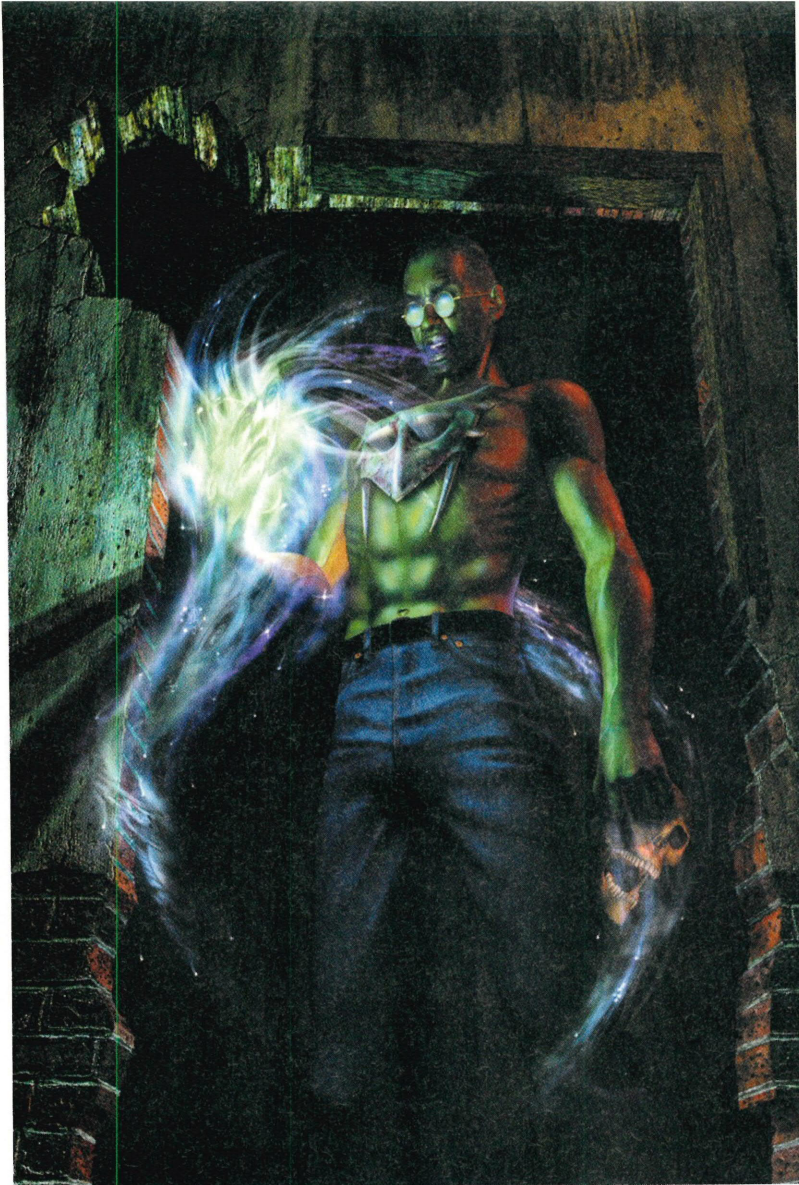
Using Green Lightning Symbol Entrance.

Go through the second entrance on the right (it has a green lightning symbol above entrance) to confront Repo Man. Ideally, you should be using the machine pistol to deal with him, but it's easier to use the Shadowgun. Lure him towards you, then quickly run to the other end of the room and strafe behind the boxes. Once he is used to you doing this for few times, quickly run to the ramp on the left and then up to the upper ledges and use the sniping function to attack. Once destroyed, collect the Dark Soul (1) then Enter the entrance on the upper level to reach the desk that holds the machine pistol then go down the ramp and into the jail. Shoot the barrels for the machine pistol ammo then continue along the corridor then head back into the Cathedral of Pain.

Using Yellow Lizard Symbol Entrance.

Straight ahead is the entrance where you will duel with the Lizard King. Once reaching the schism use a Retractor to activate it then enter and shoot the poster on the wall to the right to expose an entrance. Enter and continue into the room with the floor slab in it then use the Calabash on the slab to create an opening to the area below. Collect the Accumulator then use the ramp to leave the room before shooting the lock on the door. Once inside the corridor continue to the large room then go through the left entrance and past the outside of the prison and into the room at the end. Collect the Key Card, then use it box to change the colour of the lights. Now return to the large room and go along the right corridor then dash past the helicopter and go up the ramp and into the entrance in the left corner. At the end of this corridor is another Key Card box which, when activated, will open the cell gates just past the box. Run through the gates and into the opposite entrance then venture down the next corridor and proceed right to the corridor with wooden semi-circular structures in it. Head past the structures and up the stairs to the open area then into the entrance in the opposite corner and activate another Key Card box. Return to the previous corridor and head through the cell gate has now been opened then run up the ramp and go through the long corridor and past a couple of locked cell gates. At the end use the Key Card in the box before backtracking along the corridor and continue through the cell gate that has just been opened. Enter the kitchen and continue through to the next corridor then use the white appliance in the next room to reach the opening above. Continue along a new found





shadow man

WALK THROUGH

ramp and pull the lever, then head up the ramp in the control room to use the key in the lock. Enter the room when it is safe then head back to the last open room where you will notice a Trueform in the cage to the right.

Step inside and the cage to move to another section of the Engine Block then look behind the cage as you exit to find a door that leads to two Dark Souls (4 and 5) on cylindrical structures. Collect them then leave the room and go up the huge ramp and into the control room. Don't press anything yet; head out of the control room and just press the lever by the lock to release a Trueform below. Destroy the Trueform and collect the Dark Soul (6) then use the lock to open the hatch above.

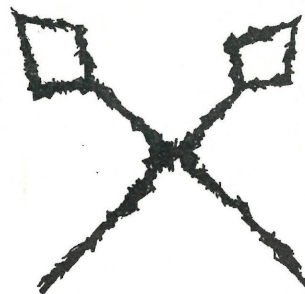
Head back into the control room and pull the lever there then go through the hatch and past the next control room via the door. You are now in Control Room 4 so use the codes. The final battle is now ready to take place in the Engine Block once all four pistons have been shut down, but before you fight the boss Legion, you will need the return to the Playrooms for the Violator.

PLAYROOMS THIRD VISIT

Use the teddy to arrive on the walkway then go forwards and turn right. Drop down into the room below and use the door in the right corner from the dials then use all five Accumulators in the slots to pick up the Violator and its ammo. Now use the teddy to travel to Cageways to shut down the last piston in the Engine Block before boarding the red shuttle to arrive in the Engine Block.

ENGINE BLOCK FOURTH VISIT

From the red shuttle, go down the ramp and head for the ramps opposite where you'll hear Luke beckoning you to follow him. Once in the piston room, go up to the top ramp and enter through the door the in the next room, use the rope slide to reach the opposite ledge before heading down the ramp and through the door at the end. Pass through the small control room then go up the ramp in the next room and continue through another small control room to arrive in Control Room 1. Use the code to shut down the last piston then return to the piston room. Walk over the pistons to speak with Luke then chase after him to the room with caged Trueforms and enter the door in the corner and go up the ramp.. Now enter the arena for the final battle with Legion to complete the game.



corridor then drop down into the open area then enter the corridor that leads to another Key Card box. Use the key then return to the previously closed cell gate and enter to find yourself in the corridor that led to the kitchen. Now leave and head for the last schism in the Cathedral of Pain

Using Green Cross Symbol Entrance.

Follow the right corridor until reaching the large room where you will find Video Nasty Killer inside, armed with a machine pistol. Using the same weapon, start strafing and shoot, then finish him off with the Shadowgun and collect the Dark Soul (2). From the large room enter the corridor in left corner to reach the locked door then shoot the lock and collect the Accumulator from the small room beyond. Exit the room and pick up a more powerful machine pistol from the desk further along the corridor then drop down the shaft at the end. Run to the very end of the corridor, passing a locked cell gate, then use the Key Card box. Run back to where the locked cell gate was enter then go down the stairs and follow the corridor until the lines start to turn green then go right to find a couple of offices Enter the right office and use the Key Card in the box then enter the central room to pick up the last Accumulator from the altar. Return to the corridor and head in the opposite direction to the staircase then turn left and down

a grey stoned corridor. At the end, defeat Lizard King by running circles around him while firing, then collect the Dark Soul (3) and the prism before entering the right room to reach the corridor and then the prism altar for entering the Engine Block.

ENGINE BLOCK THIRD VISIT

Quickly drop to the sides enter the left and right corridors to use the engineer's key in both locks to open the big red door then run down the wide corridor and follow the ramp on the right to arrive by a normal-sized door. Inside the control room, pull the lever to release the Trueforms then run back into the corridor and let the Trueforms follow you up the ramp where you can just pick them off. When all is calm collect the two Dark Souls (1 and 2) then run along the bottom section and use the engineer's key in the lock to open a door above. Use red cages and boxes to enter the door then go along the corridor until reaching the spiked spindle. Head right and up a ramp to position yourself above the spiked spindle then run across the spindle to reach the room at the end. Once in the control room, use the key in the lock to open a hatch above then enter the opening to appear in another huge room with a Trueform to defeat with for another Dark Soul (3). Now go up the



POWER STONE



Like a crazed and drunken **pub brawl**, we punched, kicked and **smashed** our way through each stage of Power Stone to **bring you** this comprehensive guide to the **best battle tactics** and character moves. We've also detailed all the **hidden items** and how to get them...

CHALLENGE RATING



Although heavily arcade influenced, Power Stone is in no way, an easy game. It'll take you a long time to master all the characters and the multi-player game is a whole new kettle of fish to get to grips with.

Time to complete

Casual 3 weeks
Freak 1 week

Expect

To get a good kicking when you first pick up and play then to start improving due to Power Stone's perfect learning curve.

BATTLE TACTICS

Here's a list of the basic moves you'll need to learn and master in order to control your character to the best of their ability. Certain moves have more than one use, depending on your character's position and items or weapons available on the stage. Button usage has been indicated, and is listed using the game's default controller settings.

Jump **A**

You can jump at any time during a battle and will need to do so in order to reach

higher areas and to avoid attacks. Certain characters have the ability to perform a double jump by pressing the Jump button while in the air.

Punch+Kick **B**

1. Throw

This standard move is performed while stood close to your opponent and will throw them to the floor.

2. Grab Weapon

When a weapon is exposed from one of the chests, simply walk over to it and press the Punch+Kick button to pick it up. While holding a weapon, press the Punch or Kick button to fire it at your

opponent or the Punch+Kick button again to drop it.

3. Grab Scenery

Each stage has various scenery items that your character can grab onto and swing from to either evade an opponent or to begin an attack. These items include poles, pillars, nets, ceiling rafters and other surrounding structures. Once you have grabbed part of the scenery (you only need to press the Punch+Kick button once, not hold it) you can then use the D-pad to move around freely.

4. Grab Items

Certain items within the stages can be picked up and used to your advantage.



A circle will appear around any item that can be picked up (although some heavier items can only be picked up by larger characters) and then used to attack an opponent – just throw the item at them. While holding an item, press the Punch+Kick button to drop it back to the floor, or use any other button to throw it directly at your opponent. Although most items will auto-aim at your opponent, it's best to make sure you are facing them for a direct hit. All items can be thrown during a jump and certain characters can also grab and use larger items during Power Drive mode.

5. Catch

Pressing the Punch+Kick button will allow you to catch any objects thrown by your opponent, unless they are too heavy for your character to catch. Unfortunately, the timing for this move is very precise, making it difficult to perform correctly.

6. Dodge

If an opponent is within range and about to attack you, you can dodge their oncoming attack by pressing and holding the Punch+Kick button then using the D-pad to move away, but you'll have to be quick.

Punch X

As well as performing a punch, this button can be used to push items along the floor towards your opponent, as well as throw an item or fire a weapon you have picked up at your opponent. The Punch button also performs your character's Special Attack move during Power Drive Mode.

Kick Y

In addition to performing a kick, the Kick button can be used to push items along the floor towards your opponent, as well as throw an item or fire a weapon you have picked up at your opponent. The Kick button also performs your character's Special Attack move during Power Drive Mode.

Punch Left Trigger

As well as performing a punch, the Left Trigger button can also be used to perform one of your character's Power Fusion finishing attacks when in Power Drive mode.

Kick Right Trigger

In addition to performing a kick, the Right Trigger button can also be used to perform one of your character's Power Fusion finishing attacks when in Power Drive mode.



BATTLE STRATEGIES

- Each character has two Power Fusion attacks that can be performed during Power Drive mode. Both Power Fusion moves are performed by using either Trigger button (see Battle Tactics) and will deliver an awesome attack on your opponent. Unfortunately, using the Power Fusion attack will remove all remaining Power Drive energy, so are best used when the energy bar is getting low in order to maximise your Power Drive attacks while your character is in this super-strong form.

- When the diamond-shaped energy bars on the screen that indicate your character's energy have been emptied they disappear and your character dies. But when they are coloured blue, this indicates energy that can be restored provided you avoid any attacks for long enough while they recharge.

- When trying to collect your opponent's Power Stone, use a flying kick as they are very effective and will knock the Power Stone out quickly. If an opponent tries to use this method to get your Power Stone, quickly dodge to one side then pick up an item and throw it at them as they approach.



POWER STONE COLLECTION

As you progress through the game with the various characters and play the VMS mini-games to collect the coins, the Power Stone Collection book will reveal new pages where weapons, items and game secrets are revealed. Here's the full list of the 15 pages, what they contain and the requirements needed to access them.

1st Page: Extending Staff

Complete Arcade mode with any character on any difficulty setting (see Extra Battle Items).

2nd Page: Mini Gun

Complete Arcade mode with two different characters on any difficulty setting (see Extra Battle Items).

3rd Page: Ray Gun

Complete Arcade mode with three different characters on any difficulty setting (see Extra Battle Items).

4th Page: Shield

Complete Arcade mode with four different characters on any difficulty setting (see Extra Battle Items).

5th Page: Virtual Battle

Unlock Kraken (see Tenth Page), then complete Arcade mode with Kraken on any difficulty setting. This allows the camera to be positioned behind your character during a battle.

6th Page: Dual Battle

Unlock Valgas (see 11th Page), then complete Arcade mode with Valgas on any difficulty setting. This allows the Virtual Battle camera view in Versus mode.

7th Page: Fokker's Mini-Game

Complete Arcade mode with five different characters on any difficulty setting (see VMS Mini-Games).

8th Page: Ayame's Mini-Game

Complete Arcade mode with six different characters on any difficulty setting (see VMS Mini-Games).

9th Page: Gunrock's Mini-Game

Complete Arcade mode with seven different characters on any difficulty setting (see VMS Mini-Games).

10th Page: Play as Kraken

Complete Arcade mode with all eight characters to unlock Kraken.

11th Page: Play as Valgas

Complete Arcade mode with Kraken to unlock Valgas.

12th Page: Play as Mutant

Valgas in Versus Mode
Unlock Valgas (see 11th Page), then beat Arcade mode with Valgas on difficulty level 8. This allows you to play as Mutant Valgas in Versus mode, but only by a single player during each battle.

13th Page: Art Collection

Collect 1000 coins or more in the VMS mini-games to gain access to the art collection (see VMS Mini-Games).

14th Page: Ending Collection

Complete Arcade mode with any character on any difficulty setting. This allows you to view the end sequence for the character you have completed the game with.

15th Page: Sound and Music Test

Collect 2,000 coins or more in the VMS mini-games. This allows you to play the sound effects and music from the game (see VMS Mini-Games).

BATTLE STRATEGIES CONT...

- With the exception of the Bazooka, all item and weapon attacks will usually auto-aim towards your opponent; therefore, always try to attack when they are running away or towards you otherwise there is a good chance that they will evade your attack.



- Bigger and stronger characters can pull trees and posts up from the ground which can then be used to attack an opponent with.
- Never let your opponent collect all three Power Stones – if they do, you're in trouble and will soon take a serious beating.



BATTLE ITEMS

These weapons are available during each battle and can be picked up and then used against your opponent. Your character slows down after picking up certain weapons making them vulnerable to attack (use the **B** button to drop a weapon if it is not required). Weapons can also be knocked out of your character's hands if successfully attacked by an opponent.

1. Sword

The Sword is powerful and has a good range of attack, but it's heavy, making it slow to use and to carry around. There are two types of the single-handed sword that both look different but have the same characteristics.

2. Iron Bar

The Iron bar is very similar to the sword and is just as useful.



3. Mallet

The Mallet is big and cumbersome, but can deliver a heavy blow when in the right hands and used correctly.

4. Handgun

Containing six rounds, the Handgun is fast to use and has a very long range, but it will also slow you down and can be difficult to aim.

5. Bomb

The bomb has a timer of approximately seven seconds and will detonate when this is depleted, even if you are holding it or it has not been picked up. The blast from the bomb covers a wide radius with a powerful explosion that will hit anything within range, including you. As well as being difficult to aim, the Bomb will seriously slow you down.

6. Petrol Bomb

The Petrol Bomb is your basic molotov cocktail and inflicts multiple hits on your



SPECIAL ATTACK MOVES

Each of the eight characters has special moves that they can perform on their opponent, once they have collected all three Power Stones. When a battle starts, each character will begin with either the red or blue Power Stone, and must then try to collect the opponent's Power Stone by knocking it out of them. Shortly after the battle has started, the third Power Stone (yellow) appears in the stage. Whoever collects all three Power Stones is transformed into a stronger form and will then be able to perform Power Drive and Power Fusion attacks. When a character has transformed, a meter appears on the screen to display the amount of energy remaining to perform Power Drive attacks – the energy gradually decreases each time the attacks are performed. At any time the Power Drive is on screen, that character can also perform a mighty Fusion Drive attack which uses any remaining Power Drive energy. The following list for each character's Power and Fusion Drive moves have been detailed using the game's default controller settings.

FOKKER

Power Drive

X Power Missile

Y Power Hariken

Power Fusion

Left Trigger . . . Power Explosion

Right Trigger . . . Power Rocket



ROUGE

Power Drive

X Flames

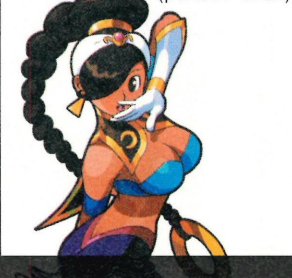
Y Magic Carpet

Power Fusion

Left Trigger Great Fire

Right Trigger Love Dance

Left or Right Trigger . . Skull Fire (perform in air)



WANGTANG

Power Drive

X Dragon Rays

Y Dragon's Wind

Power Fusion

Left Trigger . . . Big Dragon Flash

Right Trigger . . . Mutenryuubu





enemy if used correctly. Unlike the standard Bomb, the Petrol Bomb does not have a timer and will not slow you down, but it can be difficult to aim.

7. Bazooka

This handy piece of kit slows you down and only comes with four rounds, but it's extremely powerful and has the blast radius of a small atom bomb. Ideal for collecting Power Stones from your opponent.

8. Flame Thrower

The Flame Thrower is another weapon that slows you down considerably, but it will provide a powerful jet of flames with a wide range. It's Flaming tasty.

EXTRA BATTLE ITEMS

Extra battle items are only available after successfully completing the required task in Arcade mode (see Power Stone Collection).



Extending Staff

This staff has the ability to extend itself out to any opponent for a direct and powerful hit.

Mini Gun

The Mini Gun is relatively weak and slows you down, but it comes with loads of rounds and rapid fire.

Ray Gun

This shoots a wide radius of rays across a medium distance and inflicts multiple hits on any opponent within range.

Shield

This is the only shield or form of guard that you'll find in the game and is best used to defend yourself once your opponent has transformed and is about to perform a Power Drive or Fusion attack. The shield has a limited life (indicated on the screen) and when equipped stops you from performing attacks.

Food

Collect the food on offer to restore lost health during a battle.



VMU MINI-GAMES

After successfully completing Power Stone with all of the eight main characters, you can download the following three mini-games to your VMS via the Power Stone Collection book.



FOKKER'S AIR RACE

Controls

- A Speed Up
- B Slow Down

Your objective for Fokker's mini-game is to travel long distances by making it to each checkpoint in the required time. During flight you must also avoid the bombs and birds while trying to collect the three Power Stones to transform into a rocket. Once transformed, every bomb and bird will change into a coin which must then be collected. If you are fortunate enough to collect 2,000 coins you will open up the 15th page of the Power Stone Collection book. In addition, for every 100 km you fly, you will be rewarded with \$1 that will be placed in Gunrock's Slot Machine game for you to play with.

AYAME'S SHURIKEN TOSS

Controls

- A Throw Shuriken
- B Throw Super Shuriken

For Ayame's mini-game, you must successfully throw the shurikens at the ninjas and targets to be rewarded with coins. The normal shurikens can only be used on a single target, while the Super Shuriken will act as a smart bomb and clear the screen. When the Power Stones appear, shoot them to receive five coins. After hitting all three Power Stones you will be rewarded with a Super Shuriken. On successfully collecting 1,000 coins, you will open up the 13th page of the Power Stone Collection book.

GUNROCK'S SLOT MACHINE

Controls

- A or B Spin Slots

The object of Gunrock's Slot Machine is to gamble with virtual money and win. Begin by selecting the amount of lines you wish to bet on (there's a total of five lines that cost a coin a line), then while the slots are spinning press the A button to stop them. Each time you manage to stop three in a row, you'll win the bet and will then be asked if you wish to bet for Double or Nothing. If you decide to try and double your money you must then match a single slot.

RYOMA

Power Drive

- X Reijinken
- Y Iaizan

Power Fusion

- Left Trigger .. Mitarezantou
- Right Trigger Tenchiryuudan



AYAME

Power Drive

- X Hanashuriken
- Y Okugakure

Power Fusion

- Left Trigger .. Hyakkaryuran
- Right Trigger ... Ouka no Mai



GUNROCK

Power Drive

- X Gun Gun Rock
- Y Rock the Crash

Power Fusion

- Left Trigger Rock 'n' Roll
- Right Trigger Ass Kick



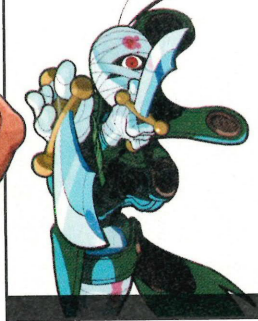
JACK

Power Drive

- X Rolling Slash
- Y Round Slash

Power Fusion

- Left Trigger Killer Dance
- Right Trigger Misery Rain



GALUDA

Power Drive

- X Sabaki's Light
- Y Tenkuu no Sakebi

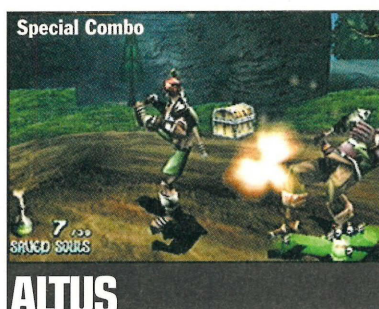
Power Fusion

- Left Trigger Tenbatsu's Light
- Right Trigger Tenkuu no Otakebi



SOUL FIGHTER: CURSE OF GOMAR

Gomar is cursed and you alone must return peace to the land. This would be a daunting task for a mere mortal, but **thankfully** you are not a mere mortal. You are a double 'ard master of fighting and on these hallowed pages you should find more than enough to help in your quest to defeat the dastardly evil minions.



ALTUS

Altus is the slowest of the three warriors, but what he lacks in speed, he makes up for with brute strength and sword skills.

Hand-to-Hand Combat

X – Punch. Tap punch for a punch combo. Tap it three times and Altus will perform two jabs and an uppercut. Tap punch when an opponent is on the floor and Altus will kick them.

Y – Kick. Tap kick for a kick combo. Tap it twice and Altus will perform a high kick and a roundhouse. Tap it three times and he'll unleash an additional roundhouse. Tap kick when an opponent is on the floor and Altus will kick them.

Opposite Direction+**X/Y** – Reverse Punch/Kick. Move the analogue stick in the opposite direction to the way Altus is facing and he'll turn with a hefty punch or kick.

Direction+**X** – Super Punch. Run towards an enemy and press punch; Altus will perform a mighty punch into the foe's midriff.

Direction+**Y** – Super Kick. Run towards an enemy and press kick; Altus will perform a mighty kick that should land itself on the opponent's chin.



B+X/Y – Flying Kick. Altus jumps and performs a flying kick.

XXY – Punch/Kick combo. Altus performs two jabs and a roundhouse.

YYX – Kick/Punch combo. Altus performs a high kick, a roundhouse and a super uppercut to finish.

X+Y – Special Combo. Altus performs an impressive 720-spin kick. Special Combo (combo gauge flashing) – Altus ducks back before unleashing a headbutt, a flurry of jabs and an uppercut.



Sword Skills

X – Tap **X** for a sword combo. Tap it four times and Altus will finish the combo with a 360 swipe. Hit **X** when an opponent is on the floor and Altus will give them a nasty prod with his blade.

Direction+**X** – Super Sword. Run towards an enemy and press **X**; Altus will perform a lunging sword attack.

Opposite Direction+**X** – Reverse Sword Attack. Move the analogue stick in the opposite direction to the way Altus is facing and he'll turn around with a sword blow.

B+X – Flying Sword Attack. Altus will leap into the air with both hands on his sword and bring it crashing down on the enemy.

XXY – Sword/Kick combo. Altus performs two sword slashes and a roundhouse.

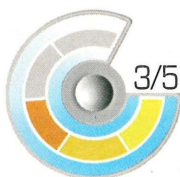
YYX – Kick/Sword combo. Altus performs a high kick, a roundhouse and a sword swipe.

X+Y – Special Sword Combo. Altus first slashes downwards before turning a full 360 with his sword outstretched.

Special Sword Combo (combo gauge flashing). Altus swipes four times before performing a nasty downward blow.



CHALLENGE RATING



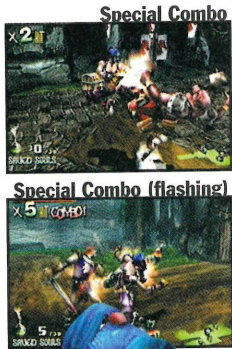
There are only 12 levels to play through and you've got five continues to help you along. Nothing you can't handle.

Time to complete

Casual 1 week
Freak Couple of days

Expect

Lots of wandering around slaying evil hordes, collecting gold and eating pigs' heads; it's fantasy an' all that.



SAYOMI

Sayomi is swift on her feet and she is eloquent in the use of her daggers. Her punch and kick combos can hit an opponent many times.

Hand-to-Hand Combat

X – Punch. Tap punch for a quick punch combo. Tap it three times and Sayomi will perform two overhead punches, a spinning punch and an uppercut. Tap punch when an opponent is on the floor and Sayomi will kick them.

Y – Kick. Tap kick for a kick combo. Tap it twice and Sayomi will perform a high kick and a roundhouse. Tap it three times and she'll unleash an additional roundhouse. Tap kick when an opponent is on the floor and Sayomi will kick them.

Opposite Direction+**X/Y** – Reverse Punch/Kick. Move the analogue stick in the opposite direction to the way Sayomi is facing, she'll turn around with a hefty punch or kick.

Direction+**X** – Super Punch. Run towards an enemy and press punch. Sayomi will perform a double-fisted blow.

Direction+**Y** – Super Kick. Run towards an enemy and press kick. Sayomi will perform a low kick.

B+X/Y – Flying Kick. Sayomi jumps and performs a 360 kick.

XXYY – Punch/Kick combo. Sayomi performs two overhead punches, a roundhouse and a split-kick.

YYX – Kick/Punch combo. Sayomi performs a high kick, a roundhouse and a spinning punch to finish.

X+Y – Special Combo. Sayomi performs a 360 spin kick.

Special Combo (combo gauge flashing) – Sayomi unleashes an unstoppable barrage of kicks and punches.

Dagger Skills

X – Tap **X** for a dagger combo. Tap it four times and Sayomi will finish the combo with a nasty gut-splitting move. Hit **X** when an opponent is on the floor and Sayomi will stab them.



Direction+**X** – Super Daggers. Run towards an enemy and press **X**, Sayomi will perform a low reverse dagger attack. Opposite Direction+**X** – Reverse Dagger Attack. Move the analogue stick in the opposite direction to the way Sayomi is facing; she'll turn around with an overhead dagger slash.

B+X – Flying Dagger Attack. Sayomi will leap into the air with both daggers outstretched and bring them sharply down on the enemy.

XXYY – Dagger/Kick combo. Sayomi performs two stabs of the daggers, a roundhouse and a split kick.

YYX – Dagger/Sword combo. Sayomi performs a high kick, a roundhouse and a swipe with the daggers.

X+Y – Special Dagger Combo. Sayomi performs a vertical spin single dagger attack that leads into a 360 horizontal spin double dagger attack.

Special Dagger Combo (gauge flashing). A wonderful combination of slashing daggers and pleasing acrobatics.



ORION

Although Orion is not as strong as Altus or as swift as Sayomi, his magical staff is lethal against any adversary.

Hand-to-Hand Combat

X – Punch. Tap punch for a quick punch combo. Tap it four times and Orion will perform three light blows, a hook and a strong jab. Tap punch when an opponent is on the floor and Orion will stamp on them.

Y – Kick. Tap kick for a kick combo. Tap it twice and Orion will perform a light kick and a high kick. Tap it three times and he'll unleash an additional high kick. Tap kick when an opponent is on the floor and Orion will stamp on them.

Opposite Direction+**X/Y** – Reverse Punch/Kick. Move the analogue stick in the opposite direction to the way Orion is facing, he'll turn around with a hefty elbow or kick.

Direction+**X** – Super Headbutt. Run towards an enemy and press punch, Orion will perform a headbutt.

Direction+**Y** – Super Knee. Run towards an enemy and press kick, Orion will hit the opponent in the midriff with his knee.

B+X/Y – Flying Kick. Orion jumps forward with both feet outstretched and smashes them into the head of the opponent.

XXYY – Punch/Kick combo. Orion performs two light punches, a light kick and a roundhouse.

YYX – Kick/Punch combo. Orion performs a high kick, a roundhouse and a double fisted blow to finish.

X+Y – Special Combo. Orion does a kind of 720 handplant!

Special Combo (combo gauge flashing) – Orion's special combo starts with a double chop to the foe's chest before continuing with a flurry of kicks and punches.

Staff Skills

X – Tap **X** for a staff combo. Each time Orion performs a move with the staff, it fires a ball of magical energy. This allows Orion to fight foes from a distance.

Direction+**X** – Super Staff. Run towards

an enemy and press **X**, Orion will perform a lunging staff attack.

Opposite Direction+**X** – Reverse Staff Attack. Move the analogue stick in the opposite direction to the way Orion is facing; he'll turn around with a super charge of magic.

B+X – Flying Staff Attack. Orion will leap into the air and lunge at the opponent with the staff instantly setting him/her alight if it makes contact.

XXY – Staff/Kick combo. Orion releases two bolts from his staff, then performs a light kick and a roundhouse.

YYX – Kick/Staff combo. Orion performs a high kick, a roundhouse and finishes by releasing a bolt from his staff.

X+Y – Special Staff Combo. Orion spins around, shielding himself in a wall of flame and burning any enemies close to him.

Special Staff Combo (combo gauge flashing). The most impressive of all the special combos. Orion's staff cuts down any enemies with trails of magical bolts.



Mortal Kombat fans rejoice – Midway's blood-fest has arrived on the Dreamcast. We've torn it apart with a body bag full of cheats and tips that'll help you split it open like a chest cavity and rip out its still-beating heart. Nice.



CHALLENGE RATING



Completing the game with every character on the Master II difficulty setting will be tricky for even the best of Mortal Kombat warriors.

Time to complete

Casual 2 months
Freak 1 month

Expect

Loads of fighters, levels and game modes. Also expect to see more blood than in an episode of Casualty directed by Quentin Tarantino.

ACTIVATE CHEAT

Wait for the Mortal Kombat Gold title screen to appear. Press $\uparrow \uparrow \downarrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow$. You should hear a laugh and the word 'Outstanding' on correct entry. The buttons must be pressed quickly and you may have to try a few times before you can get it to work. When you've entered the code, press Start to enter the main menu. Highlight 'Options', press the Left and Right Triggers and press \downarrow to access the cheat menu. You now have these additional options:

Easy Endings – You will only have to fight a single round to be able to view the character's ending.

Fatal 1 (HP) – To perform the character's Fatality 1 move, you only have to press



MORTAL KOMBAT GOLD



High Punch (default \times) when the words 'Finish Him' appear on screen.

Fatal 2 (LP) – To perform the character's Fatality 2 move, you only have to press Low Punch (default Δ) when the words 'Finish Him' appear on screen.

Pit Fatal (D + HP) – To perform the pit Fatality, you only have to press \downarrow and High Punch (default \times) when the words 'Finish Him' appear on screen.

Danger – Setting this to 'on' will set fights to one-hit wins.

Kombat Kode – This allows the following code entries in two-player mode:

- 0 Default
- 1 Big Head Mode
- 2 Disable Throws
- 3 Disable Maximum Damage
- 4 Disable Maximum Damage and Throws
- 5 Unlimited Run
- 6 Free Weapon
- 7 Random Weapons
- 8 Armed and Dangerous
- 9 Many Weapons
- 10 Silent Kombat
- 11 Explosive Kombat
- 12 No Power/Danger
- 13 Default Kombat
- 14 Weapon Kombat
- 15 Noob Saibot Mode
- 16 Red Rain
- 17 Goro's Lair
- 18 The Well
- 19 Elder Gods
- 20 Tomb
- 21 Wind World
- 22 Reptile's Lair
- 23 Shaolin Temple



- 24 Living Forest
- 25 Prison
- 26 Ice Pit
- 27 Church
- 28 Netherrealm
- 29 Soul Chamber
- 30 Ladder

HIDDEN CHARACTERS

There are three hidden characters that you can fight with. Before you can select them, you must first make the cheat menu active as we've described.

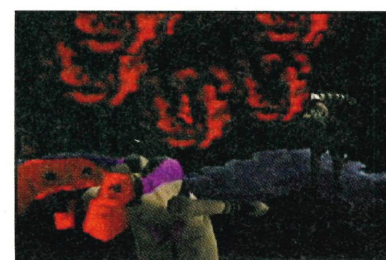
Fight as Goro – Go to the character selection screen and highlight 'Hidden' (at the bottom of the screen). Press and hold the Left and Right Triggers and press $\uparrow \leftarrow \Delta$.

Fight as Sektor – Go to the character selection screen and highlight 'Hidden' (at the bottom of the screen). Press and hold the Left and Right Triggers and press $\uparrow \uparrow \uparrow \uparrow \leftarrow \rightarrow \leftarrow \rightarrow \Delta$.

Fight as Noob Saibot – Go to the character selection screen and highlight 'Hidden' (at the bottom of the screen). Press and hold the Left and Right Triggers and press $\uparrow \uparrow \uparrow \leftarrow \rightarrow \Delta$.

VIEW CHARACTER INFORMATION

If you want to learn about the characters' backgrounds, press Start at the Mortal Kombat Gold title screen, select 'Options' at the next menu screen and choose the 'Kombat Theatre'. Highlight a character and press the Left and Right Triggers. To view Goro's background, choose the opening sequence box.





HIDDEN CHARACTER MOVES

What good are hidden characters if you don't know any of their moves? So, to keep you happy here's a brief moves list for the three extra fighters. Refer to the key in your manual if you're unsure what the abbreviations stand for.



Goro

Draw Weapon – Goro doesn't carry a weapon, but he can use them:

- Fireball – F, B, HP
- 2 Hand Swipe – F, F, HP
- High Stomp – F, F, B, HK
- Weak Upper – D, D, HP
- Big Boot – B, B, HK
- Short Stomp – B, F, D, D, HK

Fatality

Torso Kick – HP with Fatality 1 cheat switched on
Head Punch – LP with Fatality 2 cheat switched on

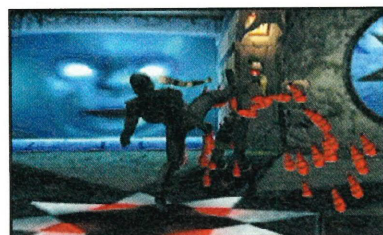


Noob Saibot

- Weapon – F, F, HK
- Purple Fireball – D, F, LP
- White Fireball – B, B, F, F, HK
- Teleport – D, U
- Air Throw – BLK when both in air

Fatality

Torso Kick – HP with Fatality 1 cheat switched on
Ice Smash – LP with Fatality 2 cheat switched on
Fan Stage – D, B, B, HK
Goro Stage – F, D, F, HK



Sektor

- Draw Weapon – B, F, HK
- Homing Missile – F, D, B, HP
- Straight Missile – F, F, LP
- Double Missile – B, B, F, LP
- Teleport Punch – F, F, LK

Fatality

Torch – HP with Fatality 1 cheat switched on
Mechanical Crush – LP with Fatality 2 cheat switched on
Smasher – F, F, F, B, BL
Fan Stage – B, F, F, HK
Goro Stage – D, F, B, LK



CHANGE CHARACTER COSTUME

Tired of wearing the same old thing? Well, this will be just what you're looking for. When choosing your character at the character selection screen, press and hold Start when your chosen player is highlighted and press any other button to make the character image flip over to a Yin and Yang symbol. You can flip it three times for different costumes. One flip will normally change the costume colour. Check this wardrobe and pick what suits you (sir):

- Cyrax – two flips and he'll fight unmasked
- Sonya – three flips and she'll fight in a purple outfit without a cap
- Kai – three flips and he'll fight in a leather jacket
- Reptile – two flips and he'll fight with the ninja outfit from MKII
- Tanya – three flips and she'll fight in a black outfit
- Liu Kang – one flip and he'll fight without a top
- Liu Kang – two flips and he'll fight in a traditional costume
- Cage – three flips and he'll fight in a snazzy tuxedo
- Scorpion – two flips and he'll fight in a grey suit
- Sub-Zero – two flips and his suit will be half frozen
- Sub-Zero – one flip and he'll fight without his mask

SKIP THE CREDITS

As interesting as the credits may be, when you've seen them a couple of times, you really don't need to see them again. So, to get straight back to the main Mortal Kombat Gold title screen, simply press Start **XABY** together.

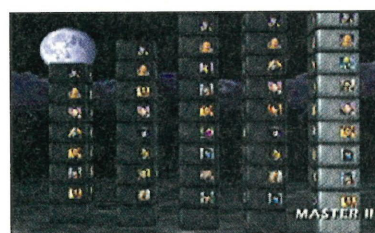
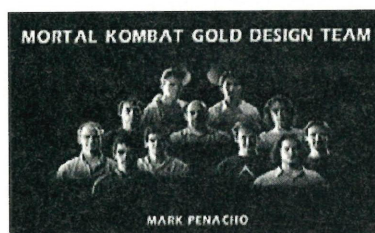
SECRET KODES

After selecting a two-player game, when both players have chosen their characters, a versus screen will appear. At the bottom of the screen is a row of six small boxes. Player one can enter a numerical combination in the first three boxes and player two can enter a combination in the last three. To enter a number in your first box, you should press Low Punch (default **A**), for their second box they should press Block (default **L** Trigger) and for their third box they should press Low Kick (default **B**). The code must be entered reasonably quickly before the fight begins. Try the following codes for different effects. (The codes are the same for players 1 and 2):

Code	Effect
111	Free Weapon (weapon falls in the centre of the screen)
100	Throws Disabled
444	Armed and Dangerous (players armed with weapons at start of fight)
666	Silent Kombat
050	Explosive Kombat
222	Random Weapons
123	No Power (one hit wins fight)
555	Many Weapons (different ones scattered about the arena)
060	No Rain (on the Wind World stage)
002	Weapon Kombat (players can't drop their weapons)
012	Noob Saibot Mode
020	Red Rain (on the Wind World stage)
010	Maximum Damage Disabled
110	Throwing and Max Damage Disabled
001	Unlimited Run
321	Big Head Mode

The following codes access various levels:

Code	Level
011	Goro's Lair (throwable rocks, stage fatality)
022	The Well (throwable heads)
033	Elder Gods
044	The Tomb (throwable spiked balls)
055	Wind World (raining)
066	Reptile's Lair (throwable rocks)
101	Shaolin Temple
202	Living Forest
303	The Prison (fan stage fatality)
313	Ice Pit
323	The Church
343	The Nether Realm
353	The Soul Chamber
363	Ladder



CHANGE FIGHT ORDER

If you're tired of fighting the same old opponents in the same old order, choose Arcade mode, select a character and then press Start to rotate the fight order pillar before pressing **A** to choose your destiny ie. novice.

CAREER OPPORTUNITIES

Taking a wrestler through career mode and winning the WWF title unlocks a host of extra wrestlers and new options. This is what you'll find and where:

Win

European title
Intercontinental title
Heavyweight title
In Your House PPV
King of the Ring PPV
Royal Rumble PPV
Summer Slam PPV
Survivor Series PPV

Unlocks

Trainer, new options in Create Wrestler, squeaky mode
Extra attribute points in Create Wrestler, big-head mode
Head, beep mode, egomode
Sable, Marc Mero
Kurrigan, Taka Michinoku
Jerry Lawler, Paul Bearer
Sgt Slaughter, Shawn Michaels
Jacqueline, Chyna

Once you've unlocked the extra wrestlers, you'll be wanting their trademark and finishing moves, so here they are!

Chyna

TM
Chyna Downstairs
⇒ X (behind tie-up)
FIN
Pedigree
⇒ X (standing)

Head

TM
Reverse Brainbuster
⇒ B (behind tie-up)
FIN
Hanging Powerslam
⇒ B (tie-up)

Jacqueline

TM
Figure Four Leglock
⇒ X (standing at grounded opponent's feet)
FIN
Kamikaze Headbutt
Y+B (turnbuckle move when opponent grounded)

Jerry Lawler

TM
Big Head Punch
⇒ X (tie-up)
FIN
Piledriver
⇒ Y (tie-up)

Sable

TM
Sablecanrana
⇒ X (opponent in corner)
FIN
Sablebomb
⇒ X (tie-up)

Slaughter

TM
Piledriver
⇒ Y (tie-up)
FIN
Cobra Clutch
⇒ B (behind tie-up)

Shawn Michaels

TM
Hurricanrana
⇒ B (standing)
FIN
Sweet Chin Music
⇒ X (standing)

Taka

TM
Swinging Bulldog
⇒ X (opponent in corner)
FIN
Michinoku Driver
⇒ Y (standing)

Kurrigan

TM
One Handed Choke
Slam
⇒ Y (standing)
FIN
Kurrigan Shuffle
⇒ Y (tie-up)

Marc Mero

TM
Mero Sualt
X+A (turnbuckle move when opponent grounded)
FIN
TKO
⇒ B (standing)

Paul Bearer

TM
Bearhug
⇒ Y (standing)
FIN
Buffett Buster
B+A (turnbuckle move when opponent grounded)

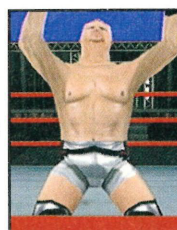
KEY
TM Trademark
FIN Finishing

WWF ATTITUDE

Want to **get tough** and kick some serious ass? Or would you rather prance about like a **big girl** in a leotard? If it's the latter, then welcome to the world of WWF. Strategies have **applied the grease**, stuffed socks down the front of their pants and said **'Grrrrrr'** in a slightly **menacing manner** to bring you all the attitude you need...

Jeff Jarrett

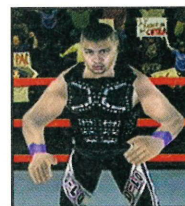
TM
Front Russian
Legsweep
⇒ Y (behind tie-up)



FIN
Figure Four Leglock
⇒ X (standing at grounded opponent's feet)

D Lo Brown

TM
Sky High
⇒ X (standing)



FIN
Lo Down
A+B (turnbuckle move when opponent grounded)

The Rock

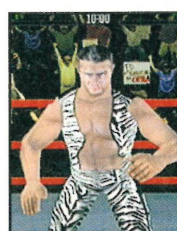
TM
The People's Elbow
⇒ Y (at grounded opponent's side)



FIN
The Rock Bottom
⇒ B (standing)
The Rock Bottom
⇒ Y (tie-up)

Too Sexy

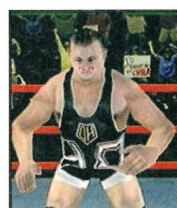
TM
Front Russian
Legsweep
⇒ Y (behind tie-up)



FIN
Tennessee Jam
A+B (turnbuckle move when opponent grounded)

Owen Hart

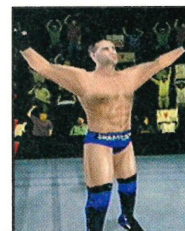
TM
Enziguri
⇒ X (standing)



FIN
Sharpshooter
⇒ X (standing at grounded opponent's feet)

Shamrock

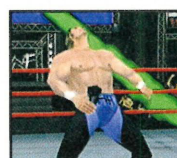
TM
High Angle Suplex
⇒ B (standing)



FIN
Shamrock
Ankle Lock
⇒ X (standing at grounded opponent's feet)

HHH

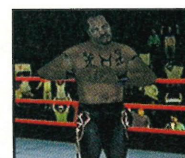
TM
Knee To Face
⇒ X (standing)



FIN
Pedigree
⇒ B (standing)

Faarooq

TM
Spine Buster
⇒ B (standing)



FIN
Dominator
⇒ B (standing)

CHALLENGE RATING



There are plenty of belts to be won, heads to be stomped and moves aplenty to master. It's a toughie.

Time to complete

Casual 1 month
Freak 2 weeks

Expect

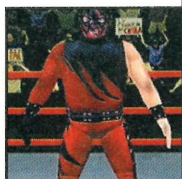
A ring pumped full of steroids that's harder than your granny's corns.

TRADEMARK AND FINISHING MOVES

Each wrestler has special moves that can only be performed when the opponent is sufficiently weakened. Trademark moves can only be performed when the opponent's energy is in the yellow and finishing moves can only be performed when the opponent's energy is in the red. The move commands all assume that you are fighting from left to right. Reverse them as necessary when you move around the ring.

Kane

TM
Chokeslam
⇒ Y (tie-up)



FIN
Kane's Tombstone
⇒ B (standing)

Undertaker

Chokeslam
⇓ ⇑ Y (tie-up)

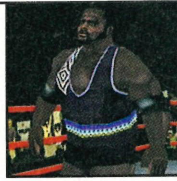
Undertaker's Tombstone
⇓ ⇑ ⇓ B (standing)



Mark Henry

Gorilla Press Slam
⇓ ⇑ ⇓ Y (standing)

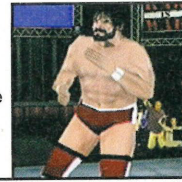
Death From Above
⇓ ⇑ ⇓ B (standing at grounded opponent's side)



Dr Death

Dr Bomb
⇓ ⇑ ⇓ B (standing)

Oklahoma Stampede
⇓ ⇑ X (opponent in corner)



Christian

Falling Reverse DDT
⇓ ⇑ X (standing)

The Impaler
⇓ ⇑ ⇓ B (standing)



Goldust

Shattered Dreams
⇓ ⇑ Y (opponent in corner)

Curtain Call
⇓ ⇑ B (behind tie-up)



Gangrel

Floatover Suplex
⇓ ⇑ B (tie-up)

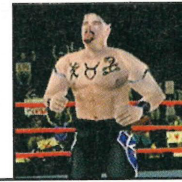
Implant DDT
⇓ ⇑ X (standing)



Bradshaw

Powerbomb
⇓ ⇑ X (tie-up)

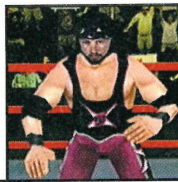
Fallaway Slam
⇓ ⇑ B (standing)



X Pac

Bronco Buster
⇓ ⇑ Y (opponent in corner)

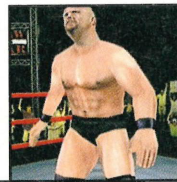
X Factor
⇓ ⇑ B (standing)



Stone Cold Steve Austin

Vertical Body Press
B (running)

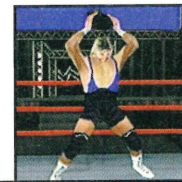
Stone Cold Stunner
⇓ ⇑ ⇓ B (standing)



Al Snow

Underhook Headbutts
⇓ ⇑ B (tie-up)

Snow Plow
⇓ ⇑ Y (tie-up)



Mankind

Double Arm DDT
⇓ ⇑ ⇓ Y (standing)

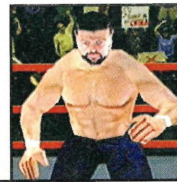
Mandible Claw
⇓ ⇑ ⇓ B (standing)



S Blackman

Four Kick Combo
⇓ ⇓ B (opponent in corner)

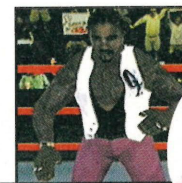
Pump Kick
⇓ ⇓ B (standing)



Godfather

The Ho Train
⇓ ⇑ X (opponent in corner)

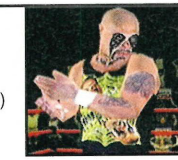
Pimp Drop
⇓ ⇑ ⇓ Y (standing)



Thrasher

Running Butt Bump
X (opponent in corner)

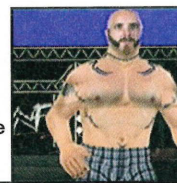
Stage Dive
Y+X (turnbuckle move when opponent standing)



Droz

X2 Underhook Suplex
⇓ ⇓ B (standing)

New Jersey Naptime
⇓ ⇑ Y (tie-up)



Bossman

Sidewalk Slam
⇓ ⇑ X (tie-up)

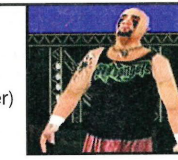
Bossman Slam
X (following whip onto ropes)



Mosh

Running Butt Bump
X (opponent in corner)

The Mosh Pit
Y+X (turnbuckle move when opponent grounded)

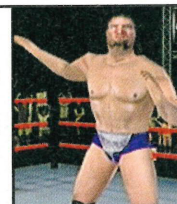


Val Venis

Fisherman's Suplex
⇓ ⇓ B (standing)

Fisherman's Suplex
⇓ ⇑ Y (tie-up)

Money Shot
Y+X (turnbuckle move when opponent grounded)



Billy Gunn

Ass Kisser
⇓ ⇑ X (opponent in corner)

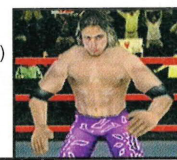
Fame Asser
⇓ ⇑ ⇓ Y (standing)



Edge

Dragon Suplex
⇓ ⇑ Y (behind tie-up)

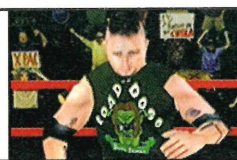
Downward Spiral
⇓ ⇑ X (standing)



Road Dogg

Crazylegs Kneedrop
⇓ ⇑ B (standing at grounded opponent's side)

Stretch Armstrong
⇓ ⇑ X (behind tie-up)



TWO-PLAYER MOVES

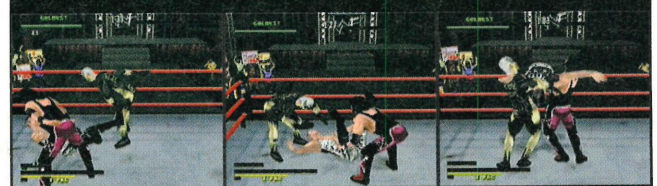
Select a tag match, tornado or a 2-on-1 fight. The following moves can be performed on a dazed opponent by both you and your partner by simultaneously pressing the Tie-up button when both in position. These moves are very satisfying when performed against a friend and accompanied with words like 'ha-ha-ha! Feel our mighty power you fool!' Or something like that.

Move

Double Suplex
Double Powerbomb
Double Wishbone Legsplitter
Doomsday Device

Position

Both in front of dazed opponent
One in front and one behind dazed opponent
Both standing at feet of grounded opponent
One with the opponent on their shoulders and the other on turnbuckle. Note that only the player on the turnbuckle needs to press the tie-up button to perform this move.



SPEED DEVILS

Woohoo! Bet this game made you glad of your investment in Sega's new baby. Arcade mode is fine but **championship mode** is really where it's at! This is the heart of the **game** and although we didn't **actually** notice that much devilry going on, we sure witnessed a whole heap o' speed. Here's how to get some **of your own...**



WANNA BET?!

Ahhhh, here's a wee bit o' devilry! Deal is another name for the Devil you see, and if you want to make serious amounts of extra cash then you're going to have to make a few! Before some races the cash icon will flash to indicate that one of your opponents has a proposition for you, but before you shake hands there are a couple of things to consider. First off don't let the promise of easy cash tempt you into accepting a challenge which you are unsure of being able to accomplish. You get it easy on the first set of tracks because nobody will challenge you until season two - by which time you'll have had chance to gauge both the tracks and your rivals; in later classes you don't get this safety margin so be cautious about taking on new faces over unfamiliar courses. Secondly remember that, no matter how good you are, accidents can always happen! Don't accept bets which seem ridiculously easy if losing is going to wipe you out... play it safe and give yourself a margin for error.



CHALLENGE RATING



Championship mode starts off relatively easy, but thing hot up after a couple of seasons. You'll accumulate enough money to buy each car eventually - it's more a matter of time with this one.

Time to complete

Casual 3 months
Freak 1 month

Expect

To dive into arcade mode straight away, then have a crack at the championship and be blown away by the immersive experience.

GRIPPING STUFF

As you progress through the championship ranks, choosing the correct tyres becomes more and more important to success. Although each type of tyre is detailed in the add-ons section of the garage it can be a pain to keep having to refer to it when you're itching for the next race. Instead, why not check the race roster to see what the conditions are going to be like then simply use the quick-reference table below to decide on your choice of tyre. In order to change the tyres on your car, press **X** at the car selection screen just after choosing the 'Race' option.

TRACTION ACTION

Now you can see at a glance which tyres to use in particular conditions, but which are really best for each track? Here's what we think (but don't forget to check the roster for rain!)...

HollywoodLots of paved surfaces and proper roads. DC Strats recommends: Slicks
MexicoThe vast majority of this track is made up of dirt trails. DC Strats recommends: Super Dry
Aspen SummerLike Hollywood, this area boasts well-developed roadways. DC Strats recommends: Slicks
NevadaSome roads present but also plenty of desert track. DC Strats recommends: Super Dry
Canada AutumnPlenty of road and dirt track, the demanding curves in the developed areas place the emphasis on control rather than speed. DC Strats recommends: Super Dry
Aspen WinterRoads lightly covered with snow. DC Strats recommends: Snow
LouisianaExpansive areas of road and dirt track. Your choice of tyre should reflect whether you want to push it hard on particular sections (whilst holding back on others) or drive at a comfortable pace throughout. DC Strats recommends: Super Dry/Normal/Slicks
Canada Light WinterThere are some harsh courses which make even light snow treacherous. DC Strats recommends: Spiked
Canada Heavy WinterConsidering the above, this should go without saying! DC Strats recommends: Spiked
Hollywood DisasterMore hazards than previously but the surface remains similar. DC Strats recommends: Slicks
Louisiana TornadoThe increased hazards place the emphasis well and truly on control. DC Strats recommends: Super Dry

TYRE SELECTION, QUICK REFERENCE TABLE

TYPE OF TYRE

Slick
Rain
Super Dry
Snow
Spiked

BEST USED ON...

Dry Paving
Wet Surfaces
Dry Roads/Dirt Track
Light Snow
Heavy Snow

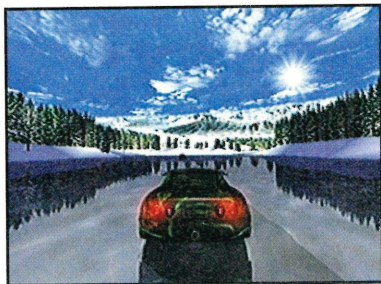
OKAY WHEN USED ON...

Dry Developed Road Surfaces
Light Snow
Dry Paving
Wet Surfaces/Heavy Snow
Light Snow

NEVER USE ON...

Wet/Snowy Surfaces
Dry Roadways/Heavy Snow
Wet Surfaces/Snow
Dry Roads/Paving
Rain Soaked & Dry Surfaces

GENERAL TIPS



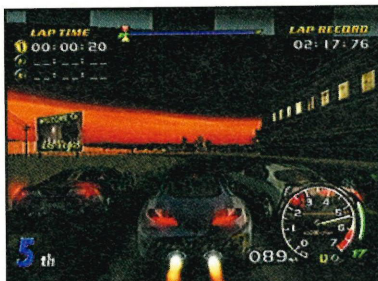
01 There are plenty of shortcuts to be found in Speed Devils but it's not always appropriate to use them. Sometimes they will save you time overall but put you into a bad position for radar-busting along the way. At other times, they become treacherous or disappear altogether. Check out Aspen for a good example of this – there's a cave hidden behind some trees which will get you a better lap time, but only if you can avoid the stalagmites which have fallen from the roof. The lake in Aspen also freezes over in winter to form an excellent shortcut; in summer it's a death-trap!



02 There are too many shortcuts to detail in the space available here but finding them isn't too difficult if you keep your eye on the opposition. Your rivals will make use of shortcuts on many occasions so if any of them veer away suspiciously you'll know that a particular area of the course is worthy of further investigation.



03 Ration your nitro boosts over the entirety of the course – you'll often have more than you can sensibly use anyway so don't feel obliged to use 'em up at inappropriate points – especially if you're in the lead! During championship mode, your nitro is best employed to ensure that you win any bet which might have been placed. They are particularly useful for radar-busting challenges.



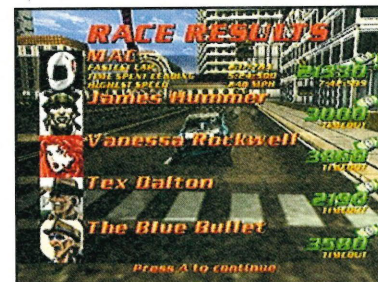
04 Nitro boosts can act as a handy way to achieve good acceleration at the start of the race and after a crash, but be sure that the area is generally appropriate for the use of a turbo.



05 In championship mode you cannot modify your car unless it is in pristine condition so get into the habit of repairing it before you go slaving over the add-ons list! Keep the vehicle you are racing in fairly good condition – you'll find it difficult to compete at night if your headlights are busted!

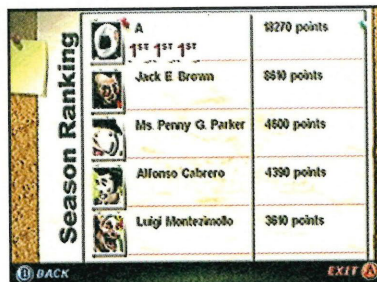


06 Arcade mode isn't really our cup of tea being a bit featureless when compared with the proper championship game. However, it is a good place to test out the regular cars before you go and buy them in the championship and it also gives you a useful chance to familiarise yourself with the various courses in differing conditions and guises (rain, reverse, mirror etc...).



07 Save your championship game before investing in anything you are unsure about, like a new super-car or a difficult

wager. If everything goes wrong then reset the game and re-load your saved position (just to make sure the failure isn't auto-saved). You can effect a soft-reset mid-game by holding **X+Y+A+B+START**.



08 Think twice before moving up into the next class. The rewards may be potentially larger but until you have upgraded they will be significantly harder to get your mitts on. If you're enjoying the races then it's worth hanging back for a season – you shouldn't get too bored as mirrored and reversed versions of the tracks usually come into play. Only progress once you have earned enough money to upgrade and stand a decent chance of success in the new league.



09 Power-sliding is great in Speed Devils and you really have to go overboard to mess up in this area. Just press **Y** to use the handbrake whilst turning and throw the car into a drift. This can be done in snowy conditions too (as long as you have spiked tyres) but don't attempt to drift around hairpins in such wintry climates – the most you can get away with are 90-degree turns.



10 When buying tyres, it's important to get a selection which suit as wide a range of conditions as possible. The first set you buy should really be rain tyres as along with your default set, these will give you options to deal with dry conditions, wet AND light snow.

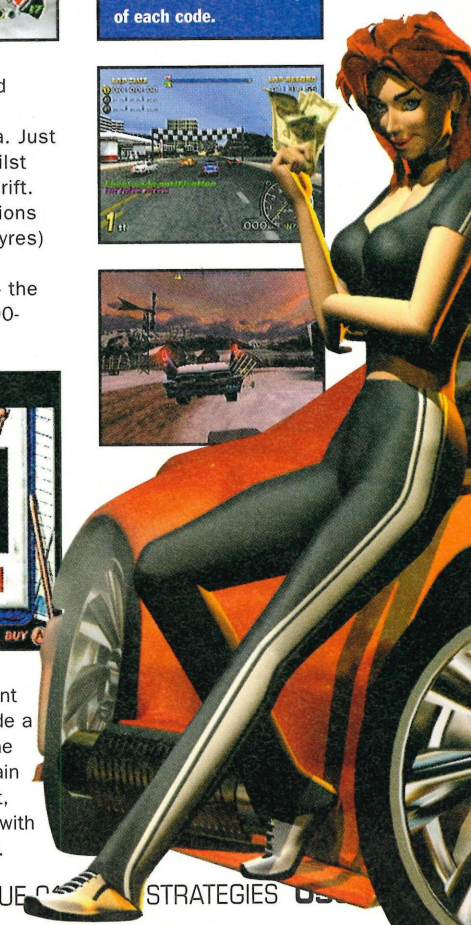
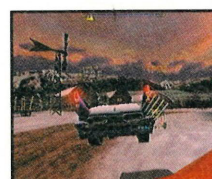
DANCE WITH THE DEVIL

Making use of this section is a sure sign that you have chosen to follow a dark path. We pray not for your soul (entering the following codes will only cost you time) but for the longevity of the games you possess...

For each of the following cheats you must begin a race and enter the code without pausing. You'll probably crash if you enter any code whilst hurtling along but heck, it's no less than you deserve for committing such evil deeds:

Press **↓ ↓ ↓ ↓ A X A**
Unlimited boost (if it only appears to replenish your stock then restart the race or wait until the next event).
Press **B ⇒ B ⇒ ↓ B ↓**
Unlock all cars and tracks.
Press **A ⇒ A ⇒ ↓ B A**
Boost cash reserves (championship mode only).
Press **↓ ⇒ ↓ ⇒ A X A**
Skip current class (championship mode only).

On-screen text will confirm the correct entry of each code.

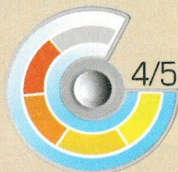


SEGA

RALLY CHAMPIONSHIP 2

It's fast, furious, fun and oh so frustrating. **Sega Rally 2** has already established itself as one of, if not the **top arcade racing game** on any format.

CHALLENGE RATING



With so many different cars, all with different handling, **Sega Rally 2** is a toughie. Once you have the basics, though, it shouldn't take too long to tame each car.

Time to complete

Casual 1 week
Freak 3 days

Expect

To breeze through the first seven years of the 10 year championship, then hit a brick wall as things become way too tough.



THE TRACKS

There are five different track environments, each with three stages, in **Sega Rally 2**. That's a total of 15 main tracks for you to master if you're ever to complete the incredibly challenging Ten Year mode.

Luckily then, we've already mastered them, and we're only too happy to give you what you need in order to become the **Sega Rally** champ.

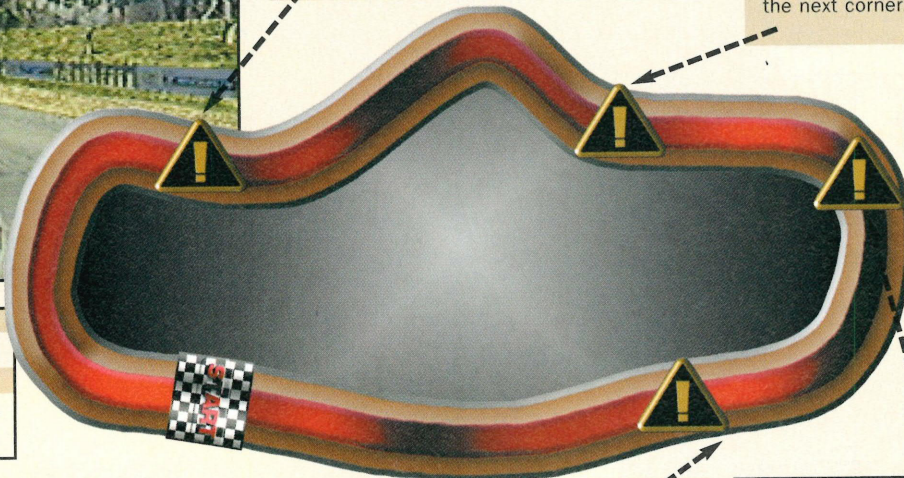
NB. The car set-up information we have provided is general, as the cars handle

differently. Use our information as a general starting point. We haven't bothered with steering and braking set-up as this is down to the way you like to drive, and is not necessarily important to the tracks.

DESERT



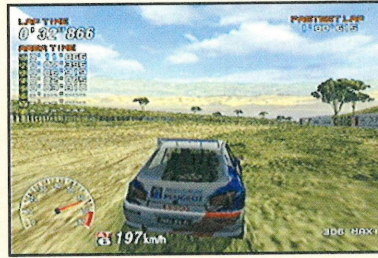
Desert SS1	
Difficulty Rating	1/5
Set-Up	
Shocks	+4
Gear Ratio	+5



4. The last three bends are all easy lefts, but you may have to apply the brakes on the final one if you've managed to keep up a good speed through this section.

3. As you approach the right-hand bend here, try to cut across the grass a little and turn to the right, then, once through, powerslide to the left to make it cleanly around the next corner.

2. Approach this medium left-hand corner on the outside then dab the brakes and head for the apex for a clean powerslide. Watch out for the pool of water which may slow you down.



1. The section through the rocks can be taken at full speed right up until you reach point two. Try to keep as straight a line as possible so you can make in-roads on the cars in front.



Desert SS2	
Difficulty Rating	2/5
Set-Up	
Shocks	-1
Gear ratio	+3

4. Try to take the final corner in the centre of the track (it may mean going a little slower) as the inside and outside lines have large ruts that slow you down a great deal.

1. Just as the track starts to get muddy, wang on the anchors and make a sharpish turn to the right to avoid colliding with the barriers on the left.



3. Just before the end of the bumpy, muddy section is a tight chicane marked by barriers. At the entrance stay to the left, jab the brake and touch left, then swing through it, throttle open.



2. The right-hander just after the checkpoint can be taken at quite a hefty speed – just don't be fooled by the width of the track here, as it soon narrows again.

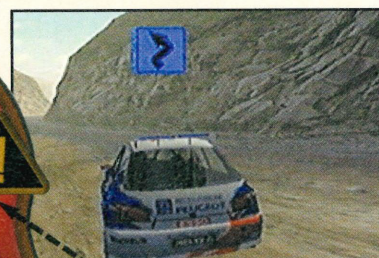


Desert SS3	
Difficulty Rating	4/5
Set-Up	
Shocks	0
Gear Ratio	+1



2. Because this hard right is uphill, it's hard to get a good powerslide going around it. So instead, brake beforehand and power through with grip.

3. Up until point three, keep the pedal to the metal and use the car's slide to help swing you around the bends. Use the brakes when you reach here, but power it through the following easy chicane.



4. From here on in, the course is very wide, which makes it perfect for overtaking towards the end of your run.

1. Cut the corners on this snaking path to keep your speed, but watch for the hard right warning, where you'll need to dab the brake and flick to the right.



MOUNTAIN

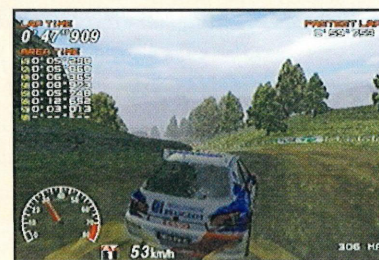
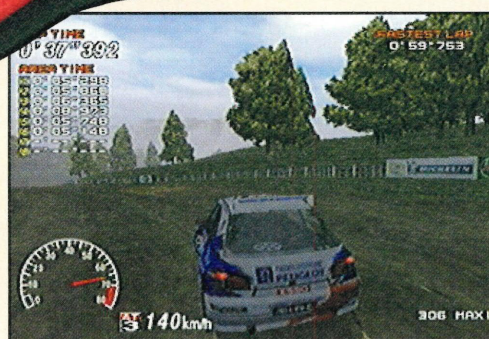
Mountain SS1	
Difficulty Rating	3/5
Set-Up	
Shocks	+3
Gear Ratio	+2



3. Get ready to brake for the first part of the chicane on the gravel after the checkpoint as it's very sharp. In fact, the rest of this section requires some precise braking to make it through safely.

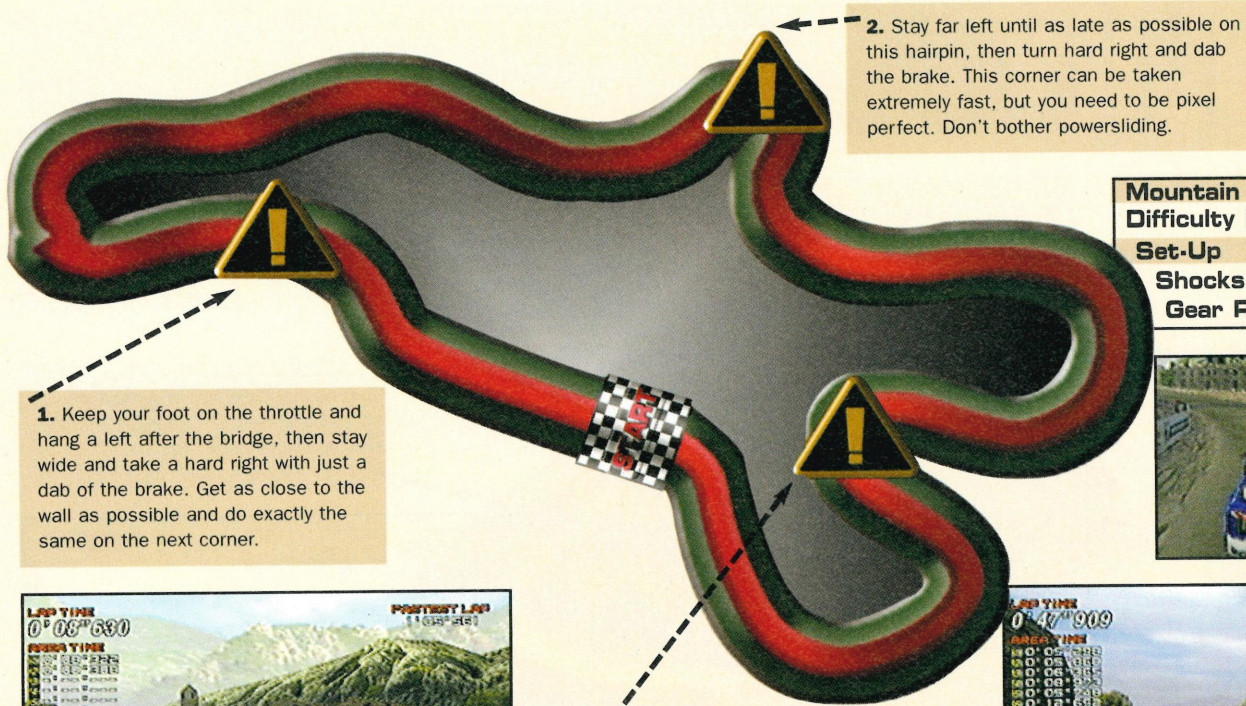
2. This short, medium right comes out of nowhere just as you hit a small crest, so get ready for it – or lose time as you hit the barriers. Try to just dab the brakes before you clear the crest and take it on the far right, whilst turning right.

1. The start straight can be taken at full whack and is good for making time on the cars in front. Stay close to the inside of the easy lefts as much as possible.



sega rally 2

DRIVE THROUGH



Mountain SS2	
Difficulty Rating	3/5
Set-Up	
Shocks	0
Gear Ratio	-1



1. Keep your foot on the throttle and hang a left after the bridge, then stay wide and take a hard right with just a dab of the brake. Get as close to the wall as possible and do exactly the same on the next corner.



3. This open hairpin is much harder than the last tight one. Try to keep to the centre of the track and slide around but be careful not to touch the verge as you'll end up sliding too far.



Mountain SS3	
Difficulty Rating	5/5
Set-Up	
Shocks	+2
Gear Ratio	+2

5. This right-hander is deceiving, so slow down more than you think you should.

4. A nice, full power-slide gets you through here safely and in style.

3. You need to slow right down and stick to the left to get through this incredibly sharp bend. Don't try to slide and don't try to speed it, just drive through safely.



2. Release the accelerator just before this hairpin and you should be able to coast through at a nice speed.



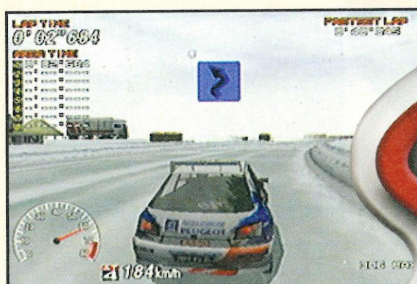
1. This harsh left jumps out of nowhere so be ready to jab the brake and turn sharply to the left. Now get ready to swing right and then left through the narrow tunnel.

6. There's a crest just on this sharp but small right-hander. Momentarily release the throttle as you hit it then turn hard right.

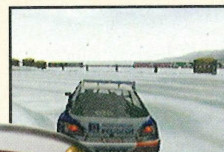


SNOWY

Snowy SS1	
Difficulty Rating	2/5
Set-Up	
Shocks	+3
Gear Ratio	-2



1. Stick to the right at the entrance to this chicane section and take as straight a line as possible through it. You shouldn't slide too much.



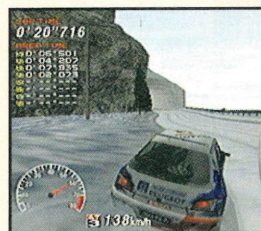
4. A dab on the brakes and a small slide will see you through this section with speed.

3. Cross to the right of the track as you hit this crest and you're set-up for the next corner when you land.

2. Enter this corner fast, to the right, release the gas for a split second then slide through.

Snowy SS2	
Difficulty Rating	3/5
Set-Up	
Shocks	+3
Gear Ratio	0

2. Watch out for the bank on the left just before the small tunnel - if you're out of line, you're going to hit it hard.



1. This snaking section can be taken at top whack. Try to clip the verge on each bend to maintain as straight a line as possible.



4. Take this downhill section with care as it can be deceiving. Switch right immediately after the second easy left to get around the next easy right without a collision.

3. Although this hairpin looks sharp, a small dab of the brakes and a smooth powerslide are enough to get you through at a fair pace, as long as you enter in the middle of the track.



sega rally 2

DRIVE THROUGH

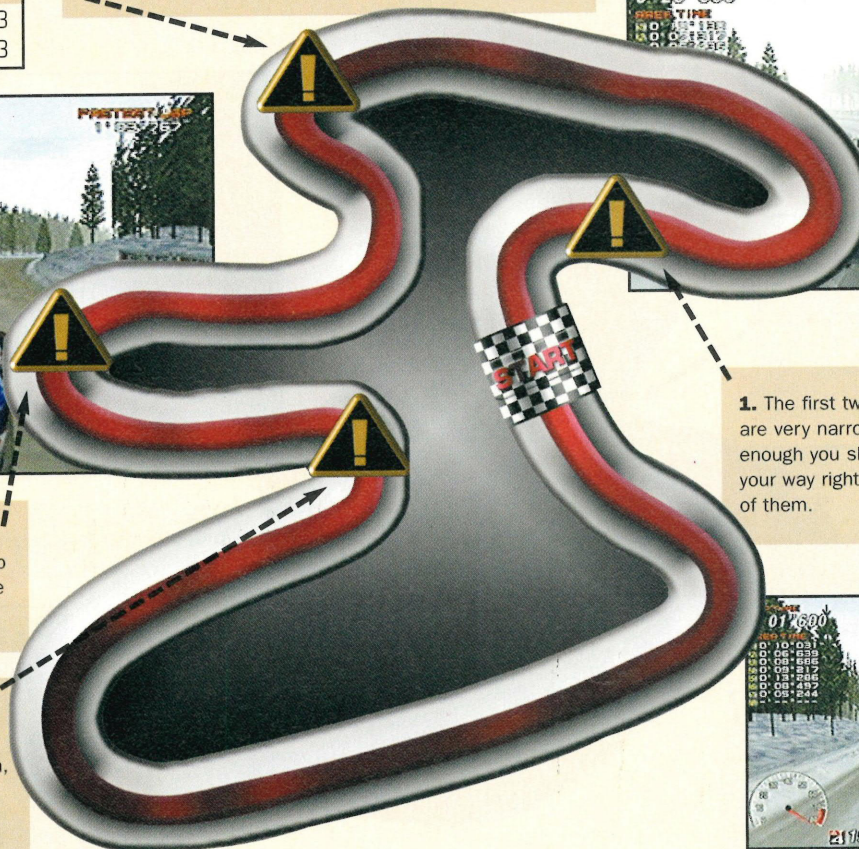
Snowy SS3	
Difficulty Rating	4/5
Set-Up	
Shocks	+3
Gear Ratio	-3

2. Just release the gas as you hit this medium left, then reapply to slide your way through it.



3. This easy left requires a touch of the brakes if you don't want to end up in the drifts to the right. Stay as close to the left as possible to avoid this.

4. Don't try anything fancy on this hairpin as it's just too sharp. Simply slam the anchors on as you approach, stick to the inside line and power through. It's not pretty, but it works.



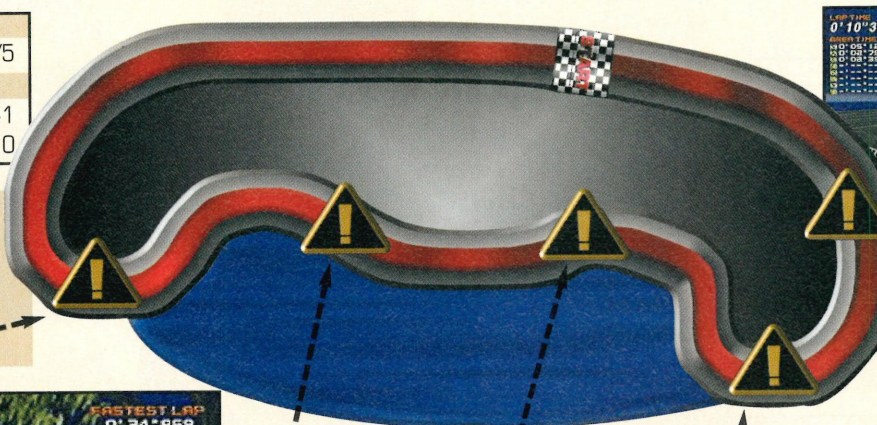
1. The first two corners after the start are very narrow, but if you are precise enough you should be able to powerslide your way right through the centre of both of them.



RIVIERA

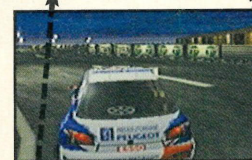
Riviera	
Difficulty Rating	3/5
Set-Up	
Shocks	+1
Gear Ratio	0

5. Again, this hairpin is very tight. Brake until you're straight, then power through to the next corner, which doesn't require brakes if you hug the inside line.



4. You need to release the gas just before the first part of this chicane, then power through as close to the left-hand barrier as possible as you exit.

3. This first chicane can be taken at full speed in an almost straight line. Get as close to each barrier as you possibly can to do this.



2. This hairpin is so tight that you need to brake for about three quarters of its length. Once the car straightens up, though, give it some welly.

1. If you stick close to the right-hand barrier here you can get around this initial bend at a ridiculous speed, and not so much as scrape the far barrier.

MUDDY

Muddy SS1	
Difficulty Rating	2/5
Set-Up	
Shocks	-1
Gear Ratio	-2

2. If you managed to keep full speed through the first bend, keep to the left of the track here, dab the brakes and swing a hard left to cut the corner. If you're not at top speed simply swing around.



1. Stay to the left about a quarter of the way into the first bend, then start moving right and you should be able to take it at full speed and in style.

3. Take care on this corner as using too much power slides you into the far right barrier. Try and keep a nice smooth slide going.

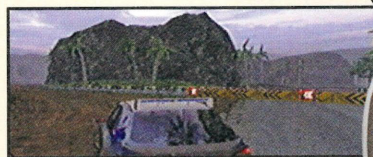


4. Get through here across the grass to the right at top speed.



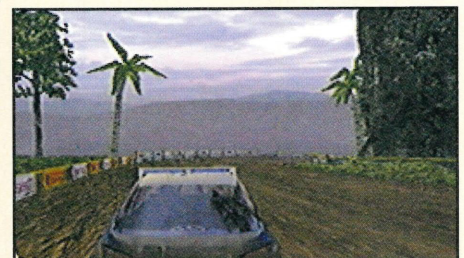
Muddy SS2	
Difficulty Rating	3/5
Set-Up	
Shocks	-2
Gear Ratio	-2

3. Brake on the inside of this corner and power away through the rest of this section.

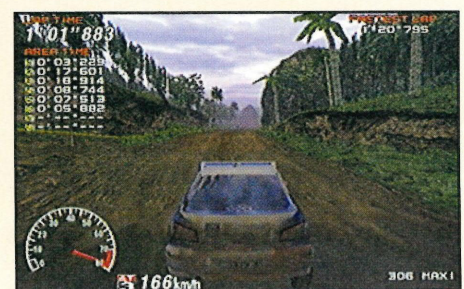
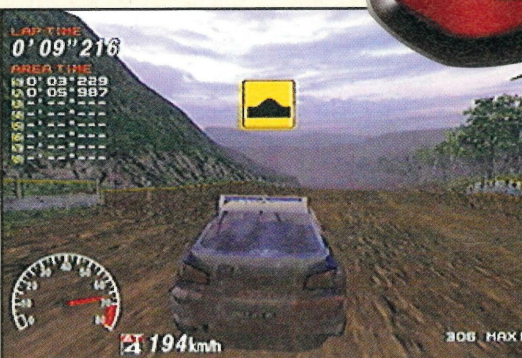
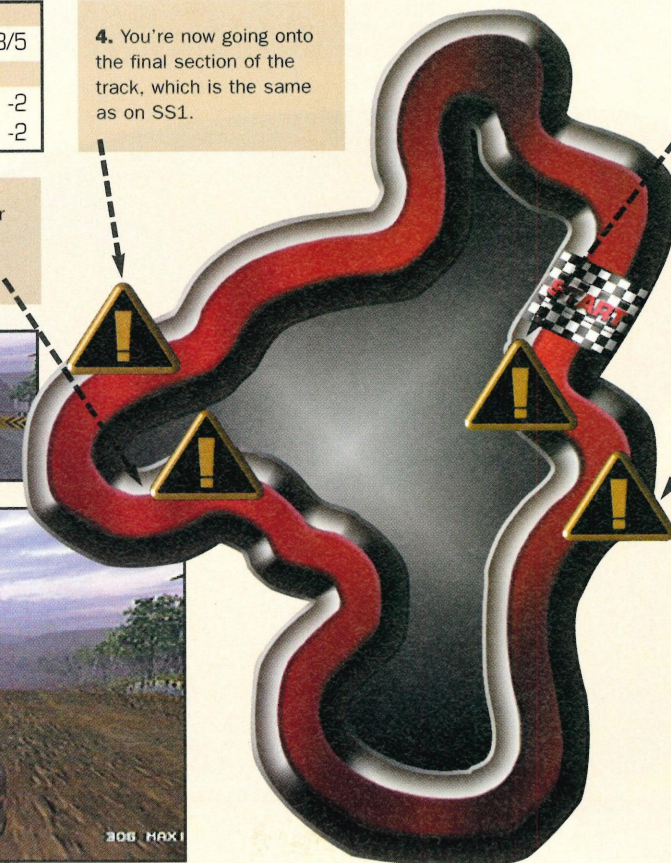


4. You're now going onto the final section of the track, which is the same as on SS1.

1. You may start in the same place as SS1 but be ready for quite a hard left just before the corner would normally go to the right.



2. This downhill section is extremely bumpy, so try to keep in a straight line to gain more speed for the next few easy corners.



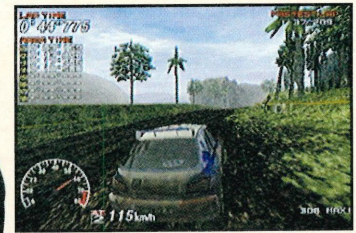
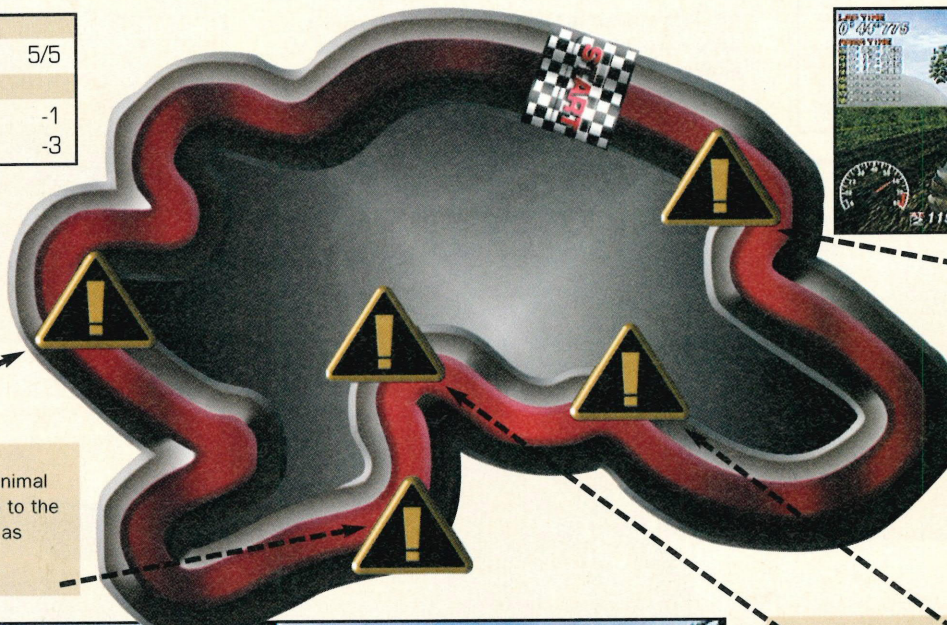
sega rally 2

DRIVE THROUGH

Muddy SS3	
Difficulty Rating	5/5
Set-Up	
Shocks	-1
Gear Ratio	-3

5. Another fast but tight bend, this can be taken centrally at high speeds, but watch out for the next left-hander, as you need to slow down considerably to make it through safely.

4. This hard right only needs minimal braking; just don't get too close to the grass on the inside. Try to stay as central as possible.



1. The whole first section is exactly the same as that on SS1, but to beat the times you're up against on this course, you will need to really push the envelope.

3. You should be at a high velocity as you hit this hairpin, but you can actually take it at speed. Stay as close to the inside as possible, dab the brake and ride it through. Try to avoid sliding.

2. When you can see the barriers in the road, get ready for a sharp left, but don't be fooled into turning into it too early.



ISLE

Isle SS1	
Difficulty Rating	2/5
Set-Up	
Shocks	+3
Gear Ratio	0

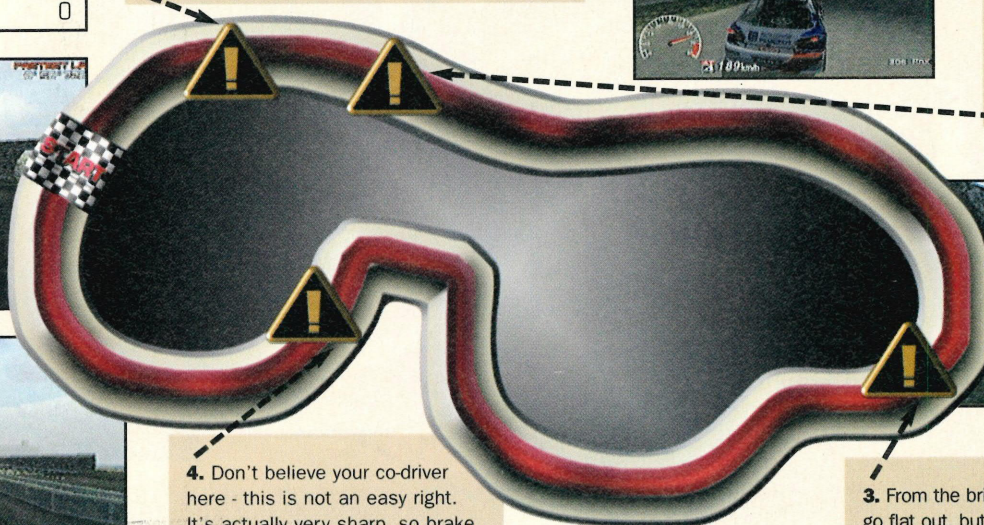
1. You need to release the throttle momentarily just before you hit this corner if you want to make it through here safely.



2. It looks as though you have to brake here but don't - instead just concentrate on keeping left and steering as hard as you can.



4. Don't believe your co-driver here - this is not an easy right. It's actually very sharp, so brake just before you hit it then cane your way through.



3. From the bridge to here you can go flat out, but dab the brake just before you hit this tunnel, or you'll literally hit it.

Isle SS2	
Difficulty Rating	3/5
Set-Up	
Shocks	+2
Gear Ratio	0

NB. This course is Isle SS1 backwards with a little extra bit added on. You should be able to deal with the old part of the course so we'll concentrate on that extra bit.



2. Don't brake for this tight left. Just let off the gas for a while and whack it back on when you're a little over half-way through the corner.



1. The entrance to the new section is very sharp, so get ready with the anchors to avoid smashing into the solid wall on the left.

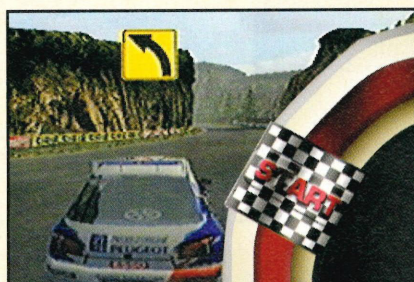


Isle SS3	
Difficulty Rating	4/5
Set-Up	
Shocks	+2
Gear Ratio	0

1. Just after the first bridge the track strays from its original path and goes to the right. Don't slow down for this turn as you can make it at top whack. Release the throttle just as you hit the next corner though, as it's quite sharp.

2. The right-hand corner after the bridge isn't as tough as it looks, so instead of braking, simply release the gas for a second or so.

3. This hairpin is very sharp so slam those anchors on before you hit it, turn sharply right and power away. Be careful not to turn too early, though.



4. The first part of the chicane that takes you onto the old track can be taken at top speed, but slam the anchors on just before you hit the right turn, otherwise you might have a rather large prang with the wall on the left.



Don't play games with criminals.



It will end in tears.

A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

ALL RELEVANT EQUIPMENT OWNED BY OFFENDERS WAS SEIZED
AND FORFEITED FOLLOWING CONVICTION

Police and Trading Standards are cracking down
on computer games piracy.

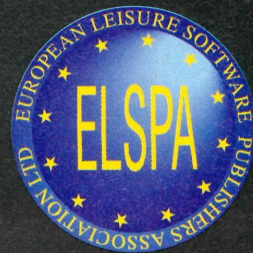
Offenders will receive a criminal record plus a
fine or up to 10 years in prison.

DON'T RISK IT.

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STREET FIGHTER ALPHA 3

Can't pull off Ryu's Fireball or Dhalism's Yoga Flame? Well, here's some **street manoeuvres** that you can't afford to miss if you want any chance of mastering the Dreamcast's **first taste** of Street Fighter. Let's all do the **Sonic Boom...**

SPECIAL MOVES

Listed are two special moves for each character in the game. Using the analogue stick as opposed to the D-pad makes performing the moves a lot easier. Before you try to use the special moves in the game, practice them in training and familiarise yourself with the commands. At first, you may find the moves fairly tricky to perform, but with enough practice, you'll soon be able to apply them to fights with surprising ease.

CHALLENGE RATING



Completing the game with every character and in each of the different modes could take you some time (at least until the next SF game comes out).

Time to complete

Casual 2 months
Freak 1 month

Expect

Tons of characters, plenty of modes, oodles of moves and three 'isms'; a glimpse of utopia for SF fans.

Ryu

Electric Bolt X
↓ ↘ ↙, ↓ ↘ ↙ + P
Power Fists (level 3)
↓ ↘ ↙, ↓ ↘ ↙ + K



E Honda

Flying Headbutt X
hold ⇐, ⇐ ⇐ ⇐ + P
Sumo Bounce (level 3)
close 720 P



Blanka

Fast Spin X
hold ⇐, ⇐ ⇐ ⇐ + P
Falling Fruit
hold ↘, ↘ ⇐ ↘ + K
press punch or kick



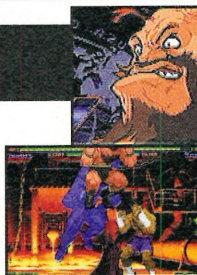
Chun-Li

Lightning Legs X
hold ⇐, ⇐ ⇐ ⇐ + K
Power Ball
↓ ↘ ↙, ↓ ↘ ↙ + P



Zangief

Flying Piledriver X close
720 P
Jumping Slam
↓ ↘ ↙, ↓ ↘ ↙ + K



Dhalism

Foot Hold
↓ ↘ ↙, ↓ ↘ ↙ + K
Yoga Belly Blast
↓ ↘ ↙, ↓ ↘ ↙ + P



Ken

Super Uppercut X
↓ ↘ ↙, ↓ ↘ ↙ + P
10 Hit Super Kick
↓ ↘ ↙, ↓ ↘ ↙ + K



KEY

X/V – all moves can be performed in A-ism, if they are also available in either X or V-ism the relevant letter appears after the move name

(level) – Some moves can only be performed when the power gauge is above one. These moves are indicated with the required level number in brackets

P/K – press any punch/kick button

PP/KK – press both punch/kick buttons together

LP/LK – light punch/light kick

MP/MK – medium punch/medium kick

HP/HK – hard punch/hard kick

close – perform move when directly next to opponent

360/720 – move direction full rotation once (360) or twice (720)

hold – the direction must be held for a couple of seconds

Gouki

Super Uppercut X
edc, ed+P
15 Hit Lightning Blow X (level 3)
LP, LP, ⇐, LK, HP



Nash

Sonic Attack
hold ⇐, ⇐ ⇐ ⇐ + P
Flash Kicks
hold ⇐, ⇐ ⇐ ⇐ + K



Cammy

Windmill Rising
↓ ↘ ↙, ↓ ↘ ↙ + K
Drill Kick X
↓ ↘ ↙, ↓ ↘ ↙ + P



Balrog

Charging Fist X
hold ⇐, ⇐ ⇐ ⇐ + P
Spinning Charging Fist (level 3)
hold ⇐, ⇐ ⇐ ⇐ + K



street fighter alpha 3

SPECIAL MOVES GUIDE

Evil Ryu

12 Hit Lightning Blow X (level 3)

LP, LP, ⇨,
LK, HP
Double
Uppercut
⇩ ⇨,
⇩ ⇨+K



Sodom

Sharp Attack X

⇩ ⇨, ⇩ ⇨+P

Rag Toss

close 720 P



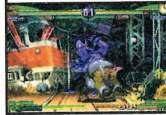
Birdie

Charging Fist X

hold ⇨, ⇨⇨⇨+P

Rag Toss

⇩ ⇨, ⇩ ⇨+P



Rolento

Exploding Roll

⇩ ⇨, ⇩ ⇨⇨+P

Falling Knives

⇩ ⇨, ⇩ ⇨+K



Sagat

Energy Fist

⇩ ⇨, ⇩

⇨⇨⇨+P

Rising

Uppercut

⇩ ⇨, ⇩

⇨⇨⇨+K



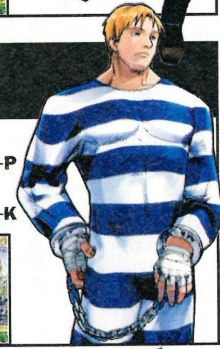
Cody

Furious Fists X

⇩ ⇨, ⇩ ⇨⇨+P

Furious Feet

⇩ ⇨, ⇩ ⇨+K



Adon

Rising Uppercut X

⇩ ⇨, ⇩ ⇨⇨+P

Crushing Kick

⇩ ⇨, ⇩ ⇨+K



M Bison

Flying

Force X

hold ⇨, ⇨⇨⇨+P

Flying Feet

hold ⇨, ⇨⇨⇨+K



T Hawk

Head Smash

⇩ ⇨, ⇩ ⇨+P

Rag Toss

close 720 P



Guy

Air Punches

⇩ ⇨, ⇩ ⇨⇨+P

10 Hit Lightning Blow X (level 3)

close ⇨⇨⇨⇨⇨⇨⇨⇨⇨⇨

⇨⇨⇨⇨⇨⇨⇨⇨⇨⇨



Rose

Energy Whip

⇩ ⇨, ⇩ ⇨⇨+P

Increase Attacks

⇩ ⇨, ⇩ ⇨+K



Sakura

Fast Feet

⇩ ⇨, ⇩ ⇨⇨+K

Powerball

⇩ ⇨, ⇩ ⇨⇨+P



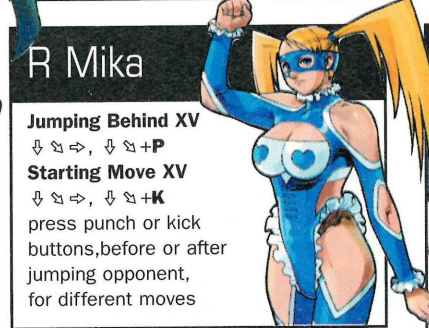
R Mika

Jumping Behind XV

⇩ ⇨, ⇩ ⇨+P

Starting Move XV

⇩ ⇨, ⇩ ⇨+K
press punch or kick
buttons, before or after
jumping opponent,
for different moves



Vega

Swipe Attack

hold ⇨, ⇨⇨⇨+P

Rising Attack

hold ⇨, ⇨⇨⇨+K



Dee Jay

Hopping Kicks X

hold ⇨, ⇨⇨⇨+K

Uppercut

hold ⇨, ⇨⇨⇨+P



Karin

Fist Attack X

⇩ ⇨, ⇩

⇨⇨⇨+P

Jumping

Twister

⇩ ⇨, ⇩

⇨⇨⇨+K



Juli

Twisting Kicks

⇩ ⇨, ⇩ ⇨+K

Whirlwind X

⇩ ⇨, ⇩ ⇨+K

press punch or kick repeatedly



Guile

Flip Kicks X

hold ⇨, ⇨⇨⇨+K

Sonic Strike

hold ⇨, ⇨⇨⇨+P



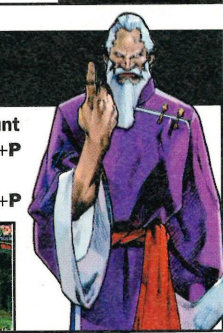
Gen

10 Second Count

⇩ ⇨, ⇩ ⇨⇨+P

Push Punch X

⇩ ⇨, ⇩ ⇨⇨+P



Dan

Palm Powerball

⇩ ⇨, ⇩ ⇨⇨+P

Punch Up X

⇩ ⇨, ⇩

⇨⇨⇨+K



Juni

Bison Force X

hold ⇨, ⇨⇨⇨+P

Twisting Kicks

hold ⇨, ⇨⇨⇨+K



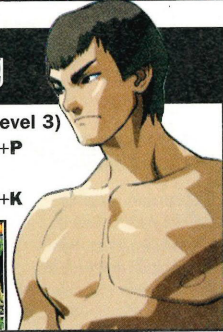
Fei-Long

Blazing Fists (level 3)

⇩ ⇨, ⇩ ⇨⇨+P

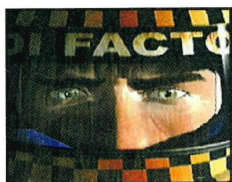
Blazing Feet

⇩ ⇨, ⇩ ⇨⇨+K



MONACO GRAND PRIX

It's a testament to the popularity of the damn things that there are already two F1 racing games available for the Dreamcast. In fine videogame tradition they manage to display all the family resemblance of a clan of **agoraphobic billies** who live on a particularly remote hill. They each have the odd deformity, but essentially they're the same. If you want the gen on MGP's courses then you'd best get yourself to page 72 as they're identical to those featured in F1 World Grand Prix... and we're not ones to repeat ourselves, dear me no. We're not ones **to repeat ourselves**. We're not ones to... If on the other hand, you want the low-down on how to approach MGP's particular game modes and, while we're at it, F1 racers in general, then you're in the right section of the mag. Read on...



DRIVEN TO SUCCESS

01 It's a fundamental thing, but considering the awesome power which F1 cars hoard beneath their bonnets, it's essential to brake just before entering a corner and equally as important to power out of them. Failing to do either will have you either driving round at a relative snail's pace or, with more potential for disaster, skidding off the track with vigour. The balance is difficult to achieve, so accept that it's going to take some time to get a feel for what speed is necessary for each corner of every track using the different cars!

02 The analogue throttle is your best friend when it comes to getting round corners without the free lawn-mowing service thrown in. Unlike some DC racers we could mention, MGP's analogue acceleration is well spread out over the entirety of the trigger's action. This

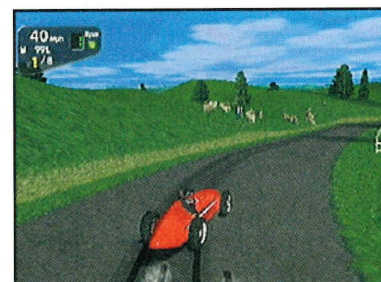
makes fine control over your speed relatively easy, a bonus considering that the skill goes hand in hand with good steering - learn the two together!

03 If the worst does happen and you are thrown into a violent slide or spin, the best thing you can do is to hit the brake and bring the car to a halt as quickly as

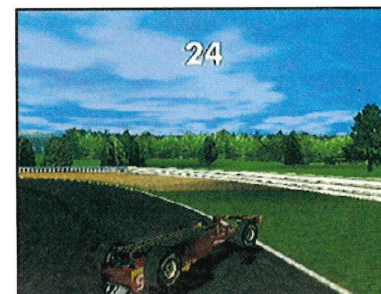


possible. We're in the realm of damage limitation here - the quicker you stop and realign yourself, the faster you can be away and back into the race. You could probably survive quite a considerable time with the car in a not-quite-under-control-but-hey-I'm-still-moving-in-some-direction type situation, but without full control this is only going to waste time and ruin your position.

04 When turning you can watch your tyres for an early warning of an impending skid. If your car starts to leave rubber marks on the track then you know that it's beginning to lose traction - your signal to ease up a bit.



05 This is Formula One and collisions with other competitors cannot be encouraged, but sometimes this will happen accidentally - hopefully in such situations you'll be lucky enough not to be thrown into a spin. When you are attempting to overtake, however, be especially careful not to lock wheels with your opponents as this can sometimes result in your car being flipped into the air. Given the number of racing games that we've covered in this issue, we must have already mentioned somewhere that this is definitely a BAD thing!



CHALLENGE RATING



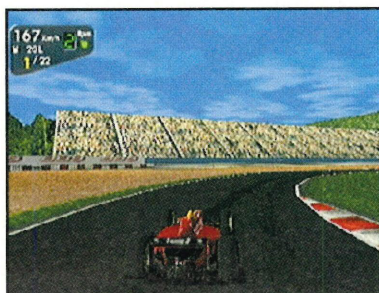
There are enough difficulty levels to keep you going forever - by the time you've developed the skill to take on the highest level of opposition you'll be so old that your joints will have seized up!

Time to complete

Casual 3 months
Freak 1 month

Expect

A pleasant surprise - the sleeky update and its friends impress. Some may be dismayed that this targets veterans, not first time F1 fumlbers.



MODES OF PLAY



ARCADE

Surprisingly challenging, this mode offers few concessions compared with its not-that-much-bigger brother, simulation mode. In fact, it almost feels crueler than simulation mode as not only do you have to beat the competition but the clock as well! Extensive play reveals that arcade mode is a bit more lenient - it seems a tad harder to skid-out and crash; the differing road surfaces don't affect the tyres to such a great extent either. Arcade mode is probably the first place you'll visit when getting yourself familiar with the game - just remember that it's easy to pick up bad habits here and many tricks will be impossible to get away with in the 'proper' simulation event.



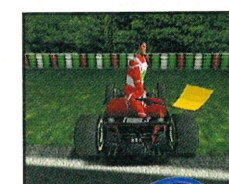
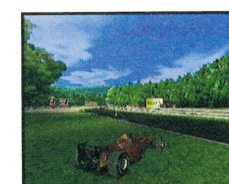
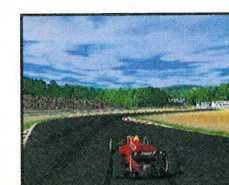
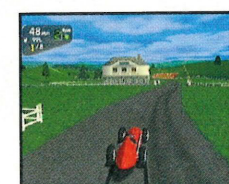
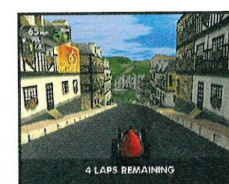
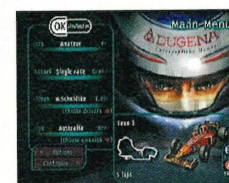
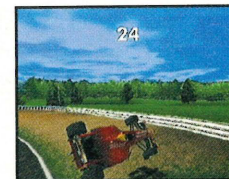
SIMULATION

The heart of the game is simulation mode, but don't feel bad if it takes a while before you can approach it with confidence - it starts off hard and has the potential to become extremely demanding. This is because you can slowly begin to introduce more and more realism into the proceedings, allowing all sorts of damage and mechanical failures to creep into the game. You should start with everything turned firmly off, introducing new challenges to your prowess one at a time - racing in a full-on simulation too early will be overwhelming. What cannot be helped is the fact that your car will now be much more prone to skidding should you abuse its power when cornering. Filling your tyre tracks with grass and gravel will only intensify this effect and as a consequence, you should be especially careful not to leave the dark grey stuff in sim mode.

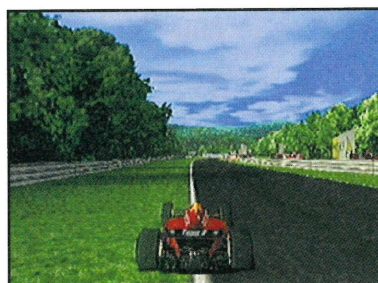
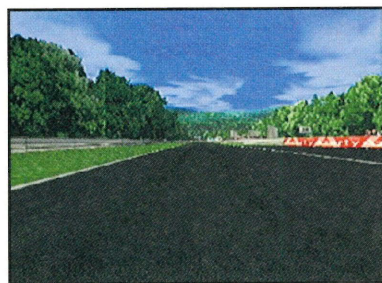


RETRO

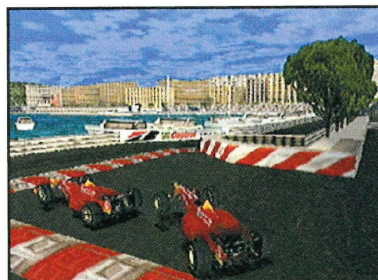
If you think that this mode is something that your granny will be able to enjoy, then forget it - these jalopies are just as demanding, in their own way, as modern vehicles, so don't be fooled by their reduced capacity for speed. In fact, it's this very area which will probably make you fluff the race. These vehicles seem so sedate compared with the high-performance F1 cars featured in the other two modes that you're likely to both underestimate your speed and overestimate your car's ability to cope. These models can be controlled through skid with more ease than their modern counterparts. Only rely on this factor in an emergency, though, rather than incorporating it into your general driving style - it's still far too easy to mess up and end up skidding-out. In particular, it's extremely easy to overdo things when you're counter-steering out of a skid. One moment you'll be slowly pulling the vehicle out of its drift and the next, it'll suddenly lurch too far the other way bringing you to an embarrassing (and dizzy!) halt.



06 The ideal racing line appears immortalised on the circuit as a set of distinct tyre tracks - it's there to help you so use it! If it leads you into a crash it just means you were going at an unrealistic speed or should have had the sense to swerve out of your opponents' way (they're pretty good at following that line too!).



08 Around the track are a number of run-off areas (usually striped red and white) which are raised and slightly angled to help keep your car on the track where it would usually have gone for a burton. Even though the



racing line ignores their existence, once proficient enough you can make use of these to squeeze the maximum amount of speed out of each section of the track. As you move up through the difficulty levels

being able to milk as much velocity as possible becomes vital to success. Do not, however, attempt to cut right across these runners as their raised nature will throw you into a skid or, quite possibly, a wall.

09 It seems that Ubi Soft hasn't really taken this sim business particularly seriously. You can't run over stewards no matter how accurately the manoeuvre is lined up - and we should know, we've tried to take out our frustrations on these flag-waving upstarts enough times! Hey, if it wasn't for us drivers YOU wouldn't have a job, buddy! [What kind of tip is that? - Ed]

07 If you run onto the grass you'll notice that it sticks to your tyres, discolouring them in a similar fashion to gravel. Compared with F1 World Grand Prix, hitting the grass in MGP doesn't seem so bad - it doesn't suck the car off the track in quite the same disconcerting way for a start. However, the effects of churning up the green stuff do seem to linger that bit longer in MGP, so you must take care after leaving the track as your traction will be noticeably compromised.



TOY COMMANDER

Hmmmm, intriguing. Not a game about war but, unusually, a game about a pretend war. If videogames are an art form would this make Toy Commander a post-modernist masterpiece then?! Probably not, but it's certainly tricky in a practice-makes-perfect sort of way, so if you're having trouble recapturing your youth let DC Strategies regress you back gently. Now, relax on our squishy black couch and think of your first pet...

CHALLENGE RATING



Missions span the entire difficulty range, but aren't really complete until the barely realistic boss records are bested. The odd one or two levels are annoyingly obscure.

Time to complete

Casual 4 months
Freak 1-3 months

Expect

A fair bit of frustration, what with the ambiguous nature of certain objectives, demanding controls and, frankly, miserly time limits. There's plenty of fun to be had in the peaks between the troughs, however.

WROOM!

Every respectable toybox needs a varied selection of toy-transportation. But, as anyone who has tried to get a matchbox Ferrari to loop a cardboard loop can appreciate, miniature motors can be difficult to control. In TC things are no different and unless you want to live up to your "toy wrecker" reputation you'd better be prepared to practice! Not every single toy is a nightmare to navigate with, but quite a few of them have weak areas to work around, watch out for...

PLANES

The fairly loose nature of the Dreamcast's analogue stick makes it easy to oversteer when cruising about in one of the game's planes yet, perversely, the actual turning circle of these birds is quite large so you'll often find it difficult to bank hard enough when you really need to (during a race, for example). Judicious use of the throttle should see you right although collisions are rarely fatal anyway - these

are toys after all so Grumpy's (or whatever he's called) biggest danger when hitting a wall or door is that he'll get a smacked arse off his mum for scratching the paintwork! The toys aren't indestructable unfortunately so keep a weather-eye out for fire and water (for example). If you lose track of your place in the sky (the best reason to crash into a hazard!) then letting go of the analogue stick will cause your plane to right itself, although the pitch will not alter... pull up kid PULL UP!!



CHOPPER

Easier to control than any plane, the helicopter's main function is that of aerial transport, taking items from one place and dropping them off at another. By far and away it is this 'dropping off' bit which is the hardest element of the chopper's repertoire to master and you must bear a few things in mind if you want to hit your target.

- (i) When delivering cargo in a chopper the view often changes to give you a better look, this is a godsend because it allows you to simply line up the helicopter's shadow over the target area. You really shouldn't miss when this happens!
- (ii) Sometimes, there is no camera

BANG!

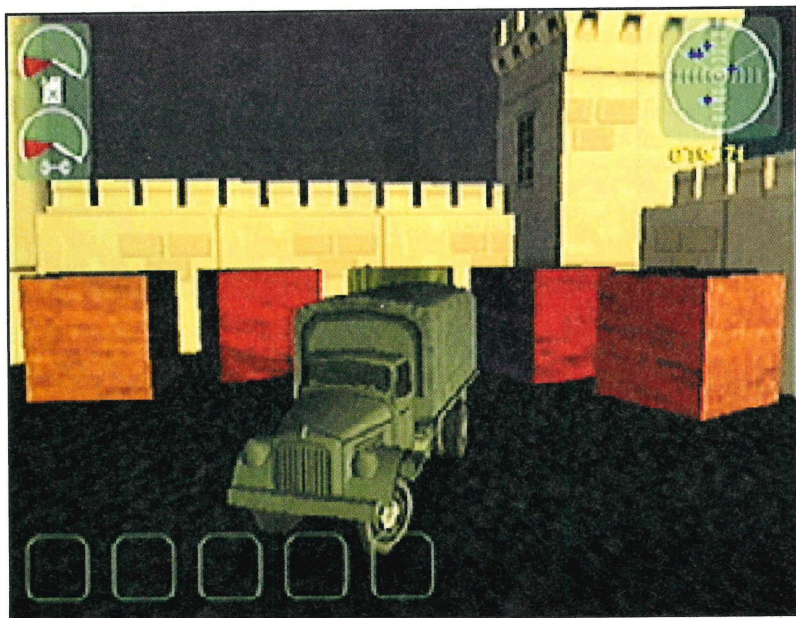
change, however, and in these instances it's important to make use of the various other views which you can call upon from the D-pad – they might not be perfect, but they can certainly help you judge your position.

(iii) You can't always drop your payload without first obtaining a certain altitude above the target area, it's important to bear this in mind during missions with a time limit as having to adjust your height (especially after already setting up and attempting a drop) can waste valuable seconds.

F1 CAR



Nyeeeeeeoowm! This is more like it! The F1 car is almost too fast and control is certainly a challenge the first time you go out for a (literal) spin. Until you get used to this beast you shouldn't really be steering to extremes, instead use shallow steering at a reduced speed to get you safely around the track. Braking and accelerating at exactly the correct moment is, unfortunately, nearly as demanding as steering, but there is a method which should make the technique easier to develop. Hold Right Trigger down fully for the entire race and slow down by pressing Left trigger as well – this causes less aggressive deceleration and reduces the lag-time you would normally experience between letting go of the brake and re-pressing the accelerator.



If you were a young lad playing with your toys and it looked as if the imaginary baddie was about to win, wouldn't you just pretend that your kaleidoscope (remember those?) was a nuclear missile and blow the smegger to imaginary kingdom come?! Little Grufty (or whatever he's called) doesn't quite have the

ARMoured TRANSPORT

Another non-offensive vehicle which exists to ferry your forces around... oh, and the occasional bomb. Okay, okay, so it's a wee bit offensive! It's also a tad sluggish where deceleration is concerned and this is why you must take care. You'll be wanting to pick up and drop items at specific places with the truck, but approaching them too quickly can cause you to either overshoot the mark (when dropping) or, worse still, career into the very object you were trying to collect. Major time-wasting can ensue, robbing your chances of beating the boss's record at the very least and, depending on the level, perhaps even losing you the battle.

imagination that we do (perhaps he's had an idyllic upbringing and knows nothing of atomic horror... or maybe he's simply dim), but he's still managed to think up a fairly impressive arsenal for his troops...

PENCILS

Yes, pencils. Mankind's faithful tool allowing the expression and communication of diverse thoughts and feelings, or spiteful twisted sticks of doom which poison those they stab with lead? In Toy Commander they're the latter and against stationary or slow-moving targets, they're second to none as aiming is so easy. A lone pencil won't destroy



anything, however, so learn how many are necessary to obliterate each type of enemy then fire off the correct number at once for quick, efficient kills.

ERASER

When the Strategies team was last in the glorious education system only the plebs involved themselves in rubber flicking... but then they were the staff so maybe we can forgive the considerably younger Toy Liberation Front. Erasers do make pretty good mortar bombs after all, but there is the fiddly business of finding the range before firing from ground-based vehicles. This makes it all too easy to put yourself in a vulnerable position when aiming an eraser strike so keep your distance... you want to catch the enemies' attention by blowing them up not parking next to 'em and faffing about with your turret.



PIN/TACK

Once laid they take a second or so to become active then cast



themselves in the despicable role of the proximity mine. Anything which brushes past them triggers an explosion – even the toys under your control so be mined-full (oho!) of where you have placed them; they can be hard to spot at times! We're not big fans of the things here, there's no guarantee that your enemy will wander into 'em (unless it follows a predictable path like Chuck) and your time would usually be better spent hunting out some pencils and using those instead. Their only saving grace is that they can hang in the air allowing you to block off a variety of areas.

MACHINE GUN

Don't underestimate the humble machine gun – it may not have a particularly impressive range, but it fires rapidly as long as you give it the occasional rest (the kid would hyperventilate if he made "ak-ak-ak" noises continuously). The machine gun is ideal for racking up additional damage when fired along with a secondary weapon – when fighting Chuck, for example, you should fire the machine gun every time you shoot a missile because the extra damage it inflicts will soon add up.



P-UP

The simplest icon to explain by far as it does exactly what it says on the tin, giving your assault some extra welly. The time you spend collecting a power-up is often returned with interest due to the increased speed at which you can slice through enemies.



BOOST

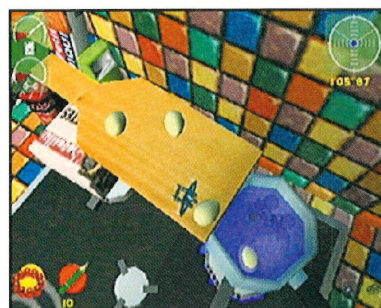
Self-explanatory once again. Run into the boost icon for a temporary burst of extra speed, these become most important when making a serious attempt at beating a boss record.



PLAYTIME

Just in case you're not getting on with Toy Commander, here's a run-through of some of the trickiest early levels. Once you've got a few of these out of the way more options will unlock for you, allowing you to get a bit more out of the game...

DISH OF THE DAY



You get two vehicles for this level, but don't let those sneaky toys fool you because only the plane is needed. Take off and bank to the right, head for the stove and your first target – the hob controls. Shoot the knob nearest the wall to turn on the gas-ring and heat the water – it's worth slowing down to line up the shot accurately as you're only going to waste even more time if you miss and have to make another pass. Now the tricky bit. You need to bank around in a wide circle and push the eggs into the pan with the plane. Approach the board on which the eggs are sitting as if you intended to land; you need to be travelling as slowly as possible and push your nose down so that you grind to a halt. Using the throttle in short bursts you should be able to manoeuvre each egg into the pan, but remember to keep the nose of the plane down otherwise it'll

simply soar back into the air, forcing you to set up another run. You only need to get two of the eggs off the board and into the pan so don't worry too much if you lose one; make two runs (dealing with a single egg each time) and the chances of fluffing it will be minimised. One final point – don't try to shoot the eggs into the pan, they just break!

DEEP SEA TRAP

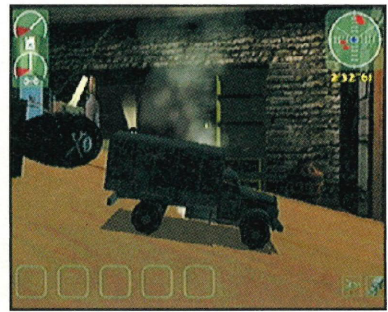
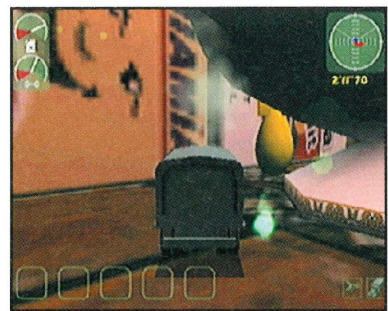


The biggest danger here is that you'll dive into the sea during a sortie against one of the enemy submarines – something which, more often than not, is induced by wild panic about getting rid of the subs before they blast your precious supply tug to smithereens. Well relax 'cos you've got plenty of time to get the job done as long as you go about it sensibly and resist any urges for a kamikaze run. Begin by taking off and circling around to pick up the pencils which sit patiently near the runway; there should be another set on the table next to the right-hand door and your radar will also show a lone enemy sub in the vicinity. After collecting both sets of pencils you should turn against this sub first as it's the only immediate threat to your supply ship – the method for dealing with submarines is pretty simple...

First you need to make sure that there is a fair bit of distance between you and the sub – enough space to allow you to line yourself up, climb to a decent height and bear down upon the enemy without crashing straight into the water. Ensure also that you are travelling as slowly as possible because this allows you the longest attack run possible. Accuracy is important too, but you only need to get the subs within your large circular sight to actually lock on (obviously, the nearer the centre the enemy is the less likely you are to lose the lock). Once you have a lock (a green square around the enemy indicates this) fire four pencils in rapid succession and, hey presto, the submarine is obliterated! Don't forget that you can fire pencils at subs even when they're submerged so no waiting around for them to break the surface.

The second sub awaits just beyond the right-hand doorway; deal with it in a similar fashion to the first then return to the runway room and pick up the pencils which have re-generated – you now have more than enough firepower to complete the level! Head back through the doorway once more and take out the next two subs which should be skulking around the far end of the table. Take care, however, as it's easy to stray into the range of the SAM-style missile launchers in this area. The launchers sit under the alcove at the far end of the room – lock onto them from a distance and let loose five pencil missiles in rapid succession to guarantee a critical, pick-up dispensing, assault. The final three subs are docked, hidden within the alcove. They're not daft and when you attack the missile launchers with all guns blazing they'll prepare to dive and move against your tug. Pencil them as quickly as you can to catch 'em before they submerge or, if needs be, hunt down any that get underway in the usual fashion.

INFILTRATION

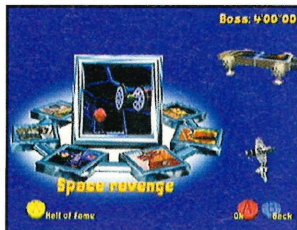


Commander Cheats

For each cheat pause the game, hold Left Trigger and enter the code you want. Music will indicate correct entry. (You have to enter the code quite quickly after pausing for it to work.)

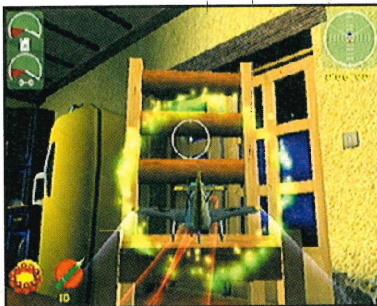
UNLOCK ALL LEVELS
A Y X B Y X

POWER-UP ALL WEAPONS
X A Y B A X
POWER-UP MACHINE GUN
B A Y X A B
FULL SECONDARY WEAPONS
A B X Y B A
FIX TOY
A X B Y A X



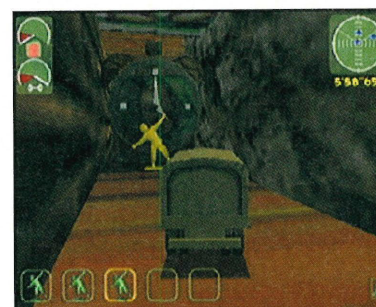
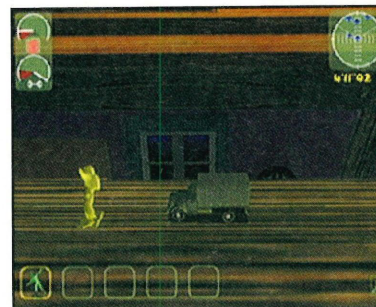
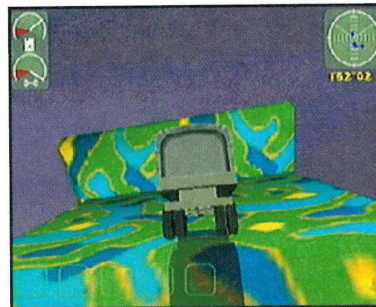
One of the more obscure ones this. You can see a blue dot on your radar right? But where's this secret bomb eh? To actually make the bomb (which is behind the white pot) available you must blow up the enemy base's front gate. Be sure to take out the fort's defences as well because you now have to drive the truck there in order to collect the explosives. Destroying pencil-launchers should be second nature by now, but you'll have to be more cautious with the enemy tanks, however. Try to attack these from behind and break off the assault to collect the repair-icon if you're taking a beating. You may decide not to destroy all the tanks, reasoning that the truck can probably get in and out of the base without being fully destroyed. Do deposit the bomb upon the makeshift bridge – don't attack the convoy itself and remember that if you drive the truck to the edge of the bridge immediately (at the start of play) then you won't have to race the convoy there later (there's a boost on the kitchen floor to help you along). Remember to leave your plane in a safe place once you have opened up the base for the truck because you'll need it to trigger the bomb once it's in place. To do this simply shoot it, and with one swift explosion, the bridge is gone.

THE RING RACE



This is bound to frustrate at first so don't be put off, disheartened or throw your Dreamcast out of any windows – it's actually not that difficult once you've completed a few practice runs. Essentially, the race is a memory test although you can employ a few strategies along the way to increase your chances. The foremost of these is gentle steering as the course demands that you change your elevation significantly from one ring to the next and it's very easy to over-do things and set your plane upon a race-wrecking trajectory. Whereas before it was brilliant that the planes just bounced off surfaces, now you'll find it difficult to recover from an unfortunate collision with the scenery. Think ahead, therefore, and pass through every ring in a way which will make the following one easier, rather than tougher, to hit – a skill which can only be expected to come once you're familiar with the course. Shooting the opposition will most likely take your attention from the course and

cause you to plummet into it so don't behave aggressively until you have the actual flying malarkey off to a tee. Don't be afraid to use the brake either – there are a couple of tight turns thrown in for good measure and you'll fall foul of them by acting like some kind of psycho child who's had too many e-numbers from gobbling cheap crisps.



Drive recklessly out of the fort and fall onto the main area. Approach the town and pick up the stinking traitor from behind the first building. Drive back to the base, all the time telling the treacherous degenerate how he's going to spend the next six months peeling spuds; once there deposit him on his pedestal. You now have enough space in the truck to pick up all the others in one rabble-busting trip. Head back to the town and head upwards along the winding TCR track. The summit is made of a rather sickening piece of Sixties furniture on which you will find a ramp – you must now use this to jump up to the peak. From here, drive onto the skateboard and up to the platform above where a balloon-operated lift will carry you up to the rafters from this point. Ignore the soldier you can see behind the netted material and instead drive

Ramps

Not vehicles themselves, but definitely vehicle-related and often constructed out of other toys. The most noticeable thing about ramps is how easy it is to fall straight off them should they be mounted at the wrong angle or velocity. It might seem obvious, but take the time to set up your approach up carefully as Toy Commander's levels are set against the clock and anything which speeds up your performance is worth the indulgence. Brilliantly, TC allows you to drive ground-based vehicles straight up walls as long as there is a ramp connecting them to the floor. Strangely, however, little Grunty (or whatever his name is) must have freakishly long arms because, once on

the wall, you can drive right up to the roof! He's also a believer in fair-play we're sorry to say, and you can't get off the wall again unless you can find a similar ramp to dismount with... a sad fact, but pertinent to anybody wanting to complete the initial training level.

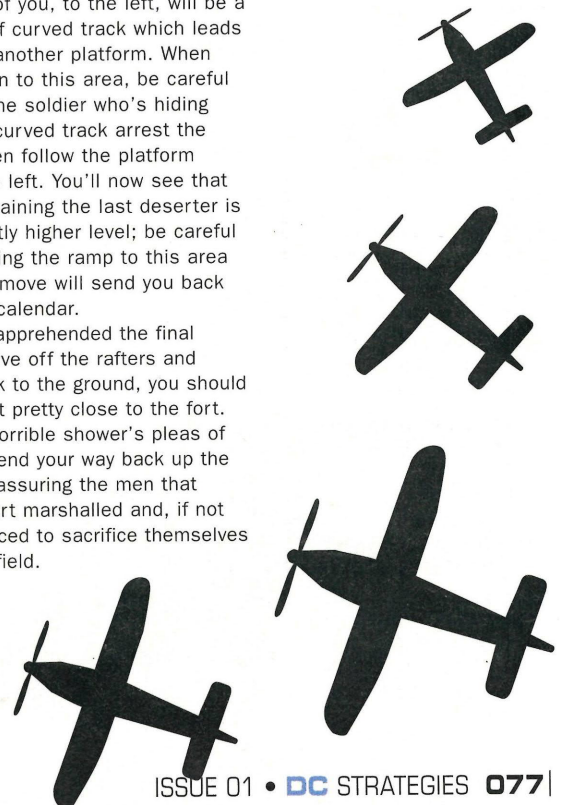


round behind the speaker; drive up the Sonic calendar and onto the wooden beam. In front of you will be a ramp with a Boost pick-up on it. Be sure to approach the ramp either head-on or veering slightly to the right-hand wall otherwise you'll be boosted far away into a different room.

On the other side is another ramp leading up onto the beam which spans the length of the entire level – to its left hides another soldier. Go pick him up then drive up the ramp onto the middle beam. Carefully proceed across it to the next renegade and once he's firmly locked in the back, carry on across to the other side of the room. To your right you will see another ramp on a cross-beam with enough space for you to drop down in-between – do so and trundle up to the next 'soldier'. Pick him up then head back to the ramp, using it to jump over the middle beam (again be careful not to fall down into the room).

Just in front of you, to the left, will be a short piece of curved track which leads you down to another platform. When you drop down to this area, be careful not to miss the soldier who's hiding beneath the curved track arrest the miscreant then follow the platform around to the left. You'll now see that the area containing the last deserter is up on a slightly higher level; be careful when ascending the ramp to this area as one false move will send you back to the Sonic calendar.

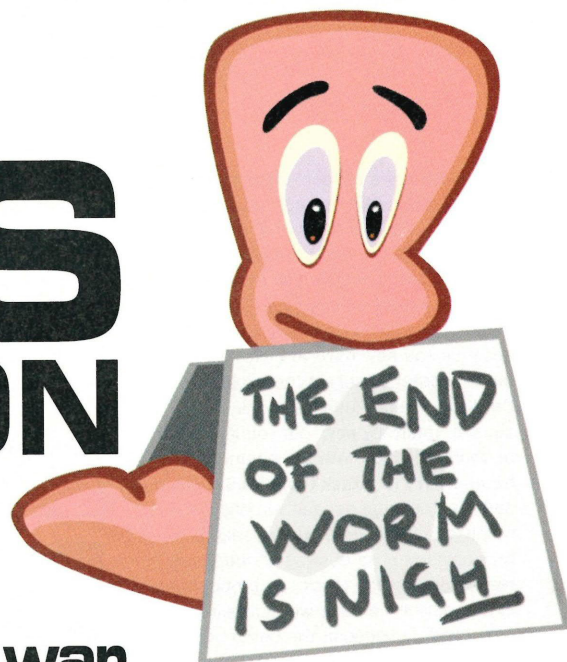
Once you've apprehended the final reprobate, drive off the rafters and plummet back to the ground, you should be able to get pretty close to the fort. Ignoring the 'orrible shower's pleas of innocence, wend your way back up the guitar whilst assuring the men that they'll be court marshalled and, if not executed, forced to sacrifice themselves on the battlefield.



WORMS ARMAGEDDON

Never before has the common earthworm had such a fine array of weapons At his disposal. But then, these aren't your average everyday WORMS – they're tooled up and ready for war.

And to help them achieve Armageddon, we've got a weapons and tactics guide that no pinkie can do without.



ROPING

small swings it's a good idea not to alternate between the left and right keys, but hold just one.

Before moving on to intermediate roping, try out the Tarzan swing. To do this you swing, release, fire and

repeat. This is an important skill that can help your overall game. You can use it to reach a far off place when you've reached the end of your current rope. Bounce a little, fly through the air and fire again. Be sure to use the entire length of the rope if you've got time.

If not, attach your rope as before and find a small overhang. Start bouncing and quickly extend out over the overhang. You should bounce back up over it. Repeat this and when you're heading straight up, release and fire at the ceiling. Practice these two methods until they are easy to execute. Practising swings is also advisable. When you release, try to make your Worm stay airborne for the longest amount of time possible. If you don't need to immediately fire again, then don't.

Used a lot in rope games is the reverse. When you get to the ceiling of your cave and attach the rope, immediately disconnect and fire again. This reverses the angle that the rope was fired, allowing you to fly off in the other direction.

If you want to knock enemy Worms off cliffs, attach your rope to something and position yourself next to the opposing Worm. Start a small swing and release when you're near the Worm. If you hit them too hard, you'll both go off the cliff. However, do it right and you'll remain safe while your foe tumbles helplessly. If you want to play safe, select parachute while roping. If you hit one of the platforms, you should just float down on your chute, which will auto open if you didn't hit too hard. With the confidence building out of the way, why not try getting to the ceiling of the cavern? Attach your rope to something higher than you or level to you. Now start bouncing and build some momentum before you release and fire. If you go high enough you'll catch the ceiling.

INTERMEDIATE

As this roping is slightly more hair-raising than the basic skills, a good way to build some faith in yourself is to attempt roping across a big cavern containing platforms in the middle and water at the bottom. When you're feeling confident, try selecting parachute while roping. If you hit one of the platforms, you should just float down on your chute, which will auto open if you didn't hit too hard. With the confidence building out of the way, why not try getting to the ceiling of the cavern? Attach your rope to something higher than you or level to you. Now start bouncing and build some momentum before you release and fire. If you go high enough you'll catch the ceiling.

BASICS

If you're not good at roping, try setting fall damage to zero and have a go at getting to grips with things. Once you've got the swing of things, try some of the following techniques.

To get above something, attach your rope to an object higher than it. You can pull yourself up easily. If you can't attach to anything higher, attach to something that's as close as possible. Pull in, swing around and push out when you're at an angle where you can get over the obstacle. When swinging, try to avoid banging your head on the landscape and on



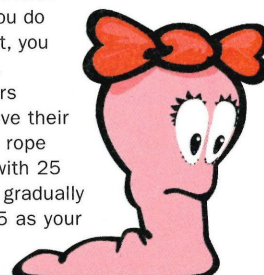
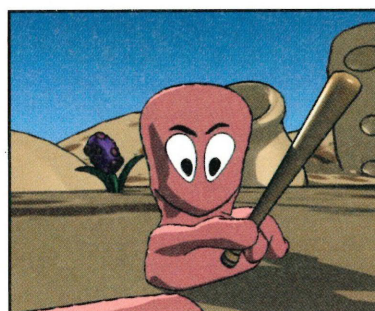
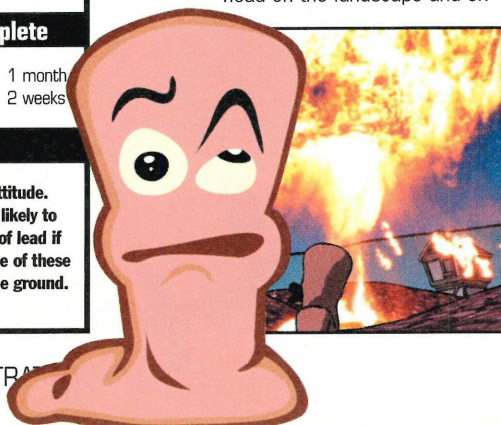
Perfecting your skills and becoming a wily worm capable of dishing out untold amounts of pain and misery on his fellow earth eaters will take a lot of battling. Does a dead worm become worm food?

Time to complete

Casual 1 month
Freak 2 weeks

Expect

Wrigglers with attitude. The early bird is likely to get pumped full of lead if it tries to pull one of these muthas out of the ground.



GRENADE TIMERS

1-second Fuse

Ideal if you want to hit a Worm about the same vertical level as you, but who is several inches away. Do not use this with high power as it is very inaccurate. In rope games, drop a 1-second Grenade, pull away and slide in next to the same enemy Worm to annoy your enemy and possibly prevent from getting shot at. Can also be used to hit Worms directly above you, but use with limited power.

2-second Fuse

A 2-second fuse is generally useful to hit Worms on an arc and if thrown well, will blow up in your enemy's face. Three seconds is too long for most Grenade shots and the 2-second fuse, when done correctly, will produce computer-style shots. (You know, the ones where it blows up right on top of a Worm a screen away.)

3-second Fuse

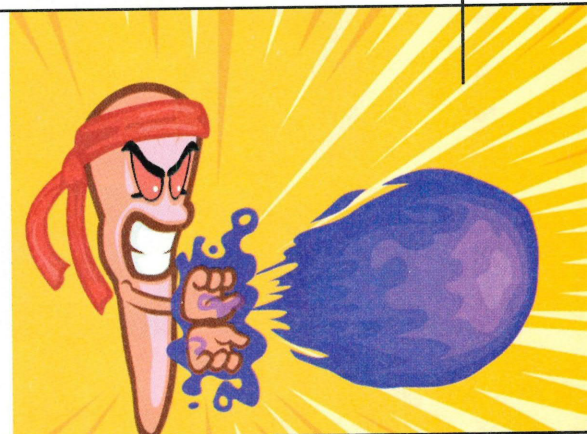
An overused setting, mostly because nobody bothers to change it. This is useful for longer shots, or if you need the Grenade to settle into a hole nearby an evil enemy Worm. Avoid using the 3-second setting, as most of the other ones will work much better.

4-second Fuse

Use the 4-second setting on shots with a very high arc. If you're throwing Grenades up at near full power, this is probably the best setting to use.

5-second Fuse

If you don't have much of an angle on a shot and must aim it extremely high, on full power, use this setting. The 5-second setting is another one to avoid, as another setting will probably work better.



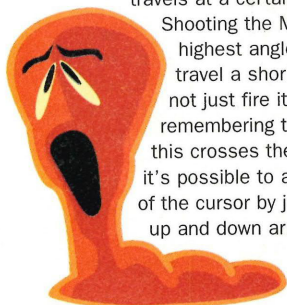
MISSILES

BAZOOKA

An easy weapon to use and one that can take a maximum of 50 points of energy. The power of the shot can be charged, making the missile travel further. Because shots are affected by the wind, it's worthwhile learning how to pull off 'wind shots'. These take wind direction into account and steer the missile towards a target. When you are trying for a wind shot, you will normally have to aim the weapon high (75-degree angles are ideal) and probably give it a lot more power than you would expect; the projectile has to travel quickly to make the wind really affect its direction.

HOMING MISSILE

This is a charged weapon that is not affected by the wind – but the target is set before the shot is taken with a press of the FIRE button. The Homing Missile can do 45 points of damage. The missile guides itself towards its target when it runs out of power. So shoot it high into the air with a lot of power and facing away from obstructing landscape.



MORTAR

It shoots a missile that releases a shower of Clusters. The power of the missile is very low, and will not take much energy off an Enemy Worm. It's the Clusters that do the damage! Firing the Mortar at a piece of landscape causes Clusters to be released, dropping on any Worms that may be below. It's possible to do 100+ points of damage, depending on how many Clusters hit the Worm. The Mortar isn't charged or affected by the wind and this means that if you keep the position of your Worm the same, any shots will land in the same place. So, remember where you fired the Mortar and where it landed; it could prove very useful. Try to remember how far a Mortar travels at a certain angle.

Shooting the Mortar at the highest angle will make it travel a short distance and not just fire it straight up. By remembering the length that this crosses the landscape, it's possible to adjust the angle of the cursor by just tapping the up and down arrow keys.

GUNS

Shotgun

The shotgun fires two shots. These aren't affected by the wind and aren't charged. After the first shot, you can move your Worm around before re-targeting. Each shot can take up to a maximum of 25 points of energy off an enemy worm.

The shotgun can be fired at close range without harming your own wriggler or losing the remainder of your turn. Like all the guns, it's ideal for moving Enemy Worms on to Mines, Oil Drums (use the second shot to blow up the drum) or off the landscape entirely. Firing downwards can shoot through a bridge and drop any Worm into the water.

As the shot is taken, the Worm takes a little amount of time to load the Shotgun. Even after FIRE has been pressed, the target can still be re-positioned and this time can be used effectively when you are pressed for turn time and have to get that shot off before your time runs out.

Handgun

Not much good really. It fires 6 bullets, each inflicting 5 points of damage if they hit the target. You can reposition the target while firing.

The Handgun can be used to shoot Mines out of the way, but in multi-player games it is primarily used to pick off Worms with little health remaining.

Uzi

The Uzi fires a stream of bullets and is not charged or affected by the wind. You only get the one chance to take the shot, but while the Uzi is firing, you can move the target up and down. With a direct, constant hit the Uzi can do a maximum of 50 points damage.

This weapon can push Worms around at close quarters! You can use it to slide Worms across land, pushing them up into the air and into the water.

Try pushing a Worm towards an Oil-Drum and then changing the target position so that the Drum blows up.

Minigun

Similar to the Uzi, but much more powerful. It can cause 100 points of damage and is best used on Worms that can't be knocked into the water or have a lot of energy remaining.



TOKYO HIGHWAY CHALLENGE

Fancy yourself as a bit of a boy racer but not too keen on the expense of a fast car and the label of 'complete prat'? Never mind, your faithful Dreamcast can help out, whisking you away to a foreign freeway and allowing you to cut it up to your heart's content. I drove all niight...



01 You get more Construction Points (CPs) for beating an opponent first time, but the reward drops for subsequent races where the rival is re-challenged or a draw/lose result is set to rights. Bearing this in mind, you should be fairly certain about being able to defeat an opponent before taking them on. During the opening hours of the game you should seek out members of Rolling Guy, SS Limited and Curving Edge as these are the weakest teams. It's really sad, but you can ensure constant first time wins by reloading after each failure and saving after every victory.

04 Never assume that the race is in the bag. CPU opponents don't give up just because the challenge looks hopeless, they drive the entirety of the race intending to win and will retake the lead and go on to do just that given the slightest chance.

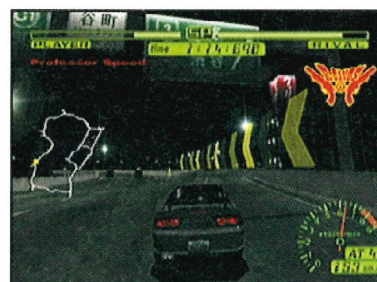
05 You still get CPs for a loss so even if you have no chance of winning a race, doing your best to string the race out will get you more cash than simply giving up.

06 If you really are keen to get out of the current race and move onto another (more realistic) opponent, then drive down an exit lane or take a different route to your rival once the road branches. The race will be termed a draw and if you used an exit lane, you'll be repositioned back on the track.



02 The amount of CPs you get is directly related to the distance over which the race took place. Once you are confident about keeping certain opponents at bay it becomes possible to artificially increase the length of the race by letting them catch up a little. This will get you more CPs than simply grinding your opponent into the ground. Obviously, don't try this against genuinely dangerous opponents.

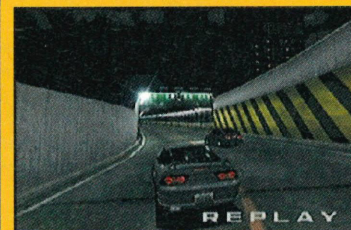
03 Opponents can be re-challenged after they have been beaten – well worth the effort if a defeated rival sits between you and your next quarry (you'll make some extra cash).



07 Be careful after upgrading your car significantly. The drift nature of the control makes it all too easy to slide out onto an exit lane when you're pushing it hard during a race. Most annoying when it looks like you've finally got that difficult opponent licked.

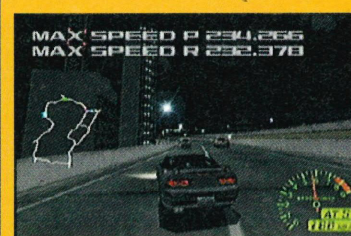
08 Some of the team drivers out there (the Divas especially) can be quite aggressive and will happily barge into you

SECRET BITS!



BEHIND-CAR REPLAY

At the 'Race Over' menu press and hold Left Trigger+Right Trigger whilst selecting the 'View Replay' option. You'll now view the race from behind, as if you were still in control of the vehicle.



FULL SPEED IN QUEST MODE

Pressing Y at the auto/manual transmission menu toggles the max-speed gauge on and off. This allows you to keep a note of your highest speed during any particular session on the highway and also that of your rivals.

AVOID A LOSS RECORD

If it looks like you've messed up a race (and you don't fancy the prospect of having to accept a reduced reward when you re-challenge) then you'd probably appreciate some way of getting the game to forget the particular contest in question? Well, simply pause the game and select 'Main Menu' before the race finishes and no loss or draw will be recorded in your results... phew!

EXTRA CARS

Keep a-checkin' the shop! Once you've defeated the four Divas the car dealers should have some new wears for you to slaver over – ought to come in handy as you struggle to close down the final speed devils!

in a vie for power. When pushed, push back hard! Don't be afraid to be just as ruthless as your opposition; use your own car to block them off and box them in behind other road users.

09 Use the road in between opponents to practice rather than the dedicated menu option. You get plenty of time to hone your skills during Quest mode and there will be other vehicles on the road, providing worthwhile training. In Tokyo Highway Challenge it is as important to learn how to deal with traffic as it is to get a feel for the layout of the course – cruising around looking for a challenge will allow you to do both.

CHALLENGE RATING



This is quite a sedate game and plugging away at it should eventually see you through. Get lucky with the traffic and better opponents can be beaten without too much hassle.

Time to complete

Casual 1 month
Freak 1 week

Expect

To be underwhelmed at first then, as you upgrade your car and meet some challenging racers, slowly get drawn into the proceedings.

tokyo highway challenge

MOTORWAY TUITION

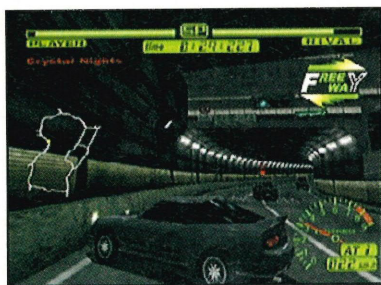
10 You'll probably develop favourite bits of track on both circuits and learn which areas are most hazardous and difficult to navigate. Hold off from challenging opponents until a section of track which you feel comfortable with is approaching – it's a simple thing but racing on difficult parts of the course just doesn't make sense.

11 Early opponents tend to have better acceleration and a higher top speed than you, but will often slow right down when they meet either a bend in the road or a bit of traffic! Use this knowledge to select the best area of the track on which to challenge them.

12 You can often get by on the extreme right or left of vehicles so don't despair when it looks like there's no way through. Creating a three-car-wide blockade by sitting between two other cars is difficult to do as vehicles tend to travel at differing speeds. Your opponent will rarely have any qualms about giving you a shunt in such situations either, although this is useful for giving you an extra boost whilst slowing him/her down.

13 You can literally bounce off traffic (and even your opponent!) to help get around corners which would normally require much more braking. If you blind-side a vehicle just right it will push you forward on an advantageous racing line.

14 The worst thing which can happen during a race is your car being sent into a violent skid which turns it 90 degrees, causing it to face across the road. It's hard to rescue a car from this position before it grinds to a halt and even then, with your nose against the wall, it can take ages to turn and set off. You can usually kiss the race goodbye if this happens so it's worthwhile noting its number one cause... slamming full-tilt into the back of another vehicle (especially whilst turning) is most likely to bring about such a disaster. Do we need to advise you not to do it? Well, don't!



15 Novices will find that they lose races not because their opponents drive vastly superior cars (as long as careful challenges are made), but due instead to errors made on their part which allow rivals to zoom ahead. CPU opponents win by driving steady, sensible races; human players ruin their chances by flooring it when it's inappropriate, putting themselves in no

"LUCKY YOU ASKED US TO CHECK OUT THAT LIGHT GUV, WE'VE 'AD TO REPLACE THE ENTIRE ENGINE..."

When you start out upon the long and tortuous road to becoming king of the highway only a small, budget-limited, selection of vehicles will be available. Fortunately, they can all be upgraded significantly and should get you through the vast majority of the game, so why buy an expensive new motor when your old jalopy can be upgraded and moulded into a personal statement of cool? Because you're not sure how best to go about it? Read this and you will be...



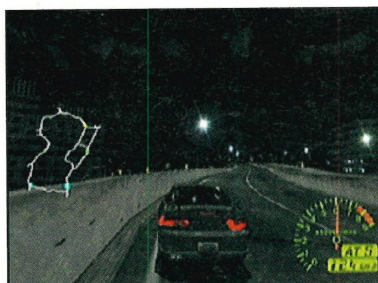
Engine: You'll no doubt have noticed that your car's production-line acceleration is frankly cack. Slapping in a new engine will help sort things out whilst increasing its top speed.

Suspension: Improve all the braking gubbins to help stop, er, quicker. Might not sound like the most exciting upgrade, but the faster your car is able to go the more important being able to slow down becomes. Don't neglect this upgrade if you want to make the most of your motor's increased speed.

Drive Train: As with the engine upgrade, this increases both speed and acceleration.

Chassis: Upgrading this element of the car will give you finer overall control – invest in this area if you're getting bullied or battered about on the highway.

position to take advantage of the straights. This is a shame as THC is really quite lenient, allowing you to hit the roadside at a modest speed and continue without a severe reduction in velocity – it's only when you take the mickey and plough into a corner at full speed that the game begins to dole out race-endangering penalties. Respect the fact that the road actually bends and you'll be able to maintain a much higher average speed.

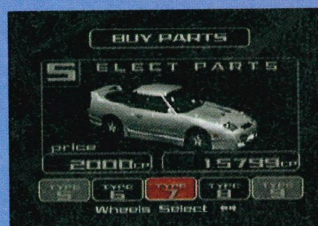


16 The further behind the loser gets in a race the faster his, her or your challenge bar decreases. When in the lead be sure to keep your eye on the challenge bar as it'll warn you if your opponent begins to gain ground – just watch for a reduction in its speed of decline.

17 Don't be pressured into reckless driving by the fact that you're losing a particular race. It's in this situation more than ever that you need to drive

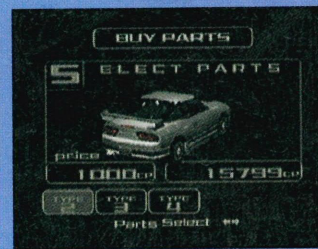


Muffler: Not to be overlooked as there are some top-speed and acceleration gains to be had here, not to mention the chance to make your car look cooler. Hardly a priority purchase (it can only squeeze so much extra speed out of a tired old engine), but every little helps if you've got the spare cash.



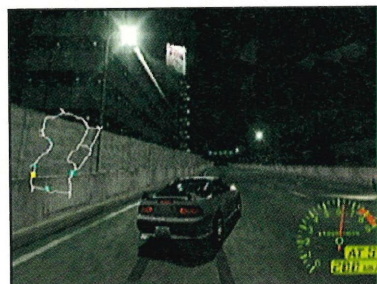
Wheels: Another control-related upgrade which will provide the best gains when utilised in unison with a brand-new chassis. You'll still notice an improvement by fitting better wheels alone and tyres should really get an upgrade each time the car's top speed is pushed up a notch.

Aeros: Customise your car into a vision of vehicular beauty. To be honest, we didn't notice any affect on



expertly and regain some ground; resist the temptation to floor it as your challenge meter deteriorates – the first corner you meet will set you back even further.

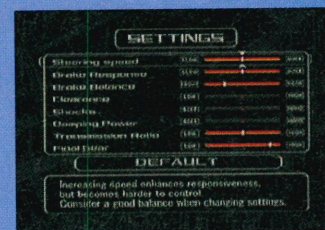
17 Tokyo Highway Challenge is game for some Sega Rally-style powersliding. Simply tap the brake whilst turning hard then slap on the power to navigate those twisty, tight corners sideways. Control the slide well and you should be able to set up better racing lines when exiting the more testing turns.



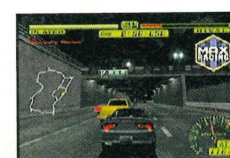
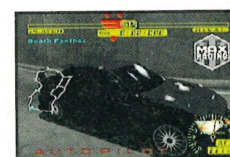
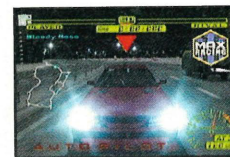
performance from this section, but hey, as long as the car LOOKS faster, that's what's important, right?! Needless to say, only spend spare cash in this area if there is a performance-related upgrade in waiting then put your narcissism on hold.



Colour: Again, don't waste money you need for a valid upgrade just to change the colour of your car. If we were less politically correct, we'd probably make some misogynistic comment about it being the kind of thing women would do but, being an unadventurous, banal, humourless and passion-robbed product of the Nineties, we'll refrain.



Upgrading certain areas of your vehicle allows you increasing access to the various gauges housed within the tuning screen. You won't be notified when an upgrade unlocks a new area for you to tweak with so be sure to check the tuning screen after each buying spree. Remember that it's the upgrades themselves which make the biggest difference to your car's handling and performance. Don't expect tuning to radically alter the vehicle (it won't turn into a wonder machine because you reduced the ride-height), just experiment with the settings to find the levels which suit you best. The effect which each gauge will have upon performance is detailed at the bottom of the screen as they are highlighted so we'll not repeat the information here – if we did there'd be no room for the secret bits.



SONIC ADVENTURE

Sonic boom boy is back in his first ever Dreamcast adventure. It's also his **best game yet**, not to mention the **toughest**, which is why we've prepared this extensive guide that shows you **how to complete** the game with all six characters. So let's cut to the chase and **get on** with it shall we?

CHALLENGE RATING



Six characters, a multitude of action levels and one hell of a big adventure to complete, Sonic is one of the toughest games we've encountered on the Dreamcast so far.

Time to complete

Casual	1 week
Freak	2 weeks

Expect

A cool but ever-so-challenging mix of speed, platforming and exploration. You'll be pulling your hair out at times.

ADVENTURE AREAS

The game starts with the police surrounding a strange water creature, which they have at gun point. The police soon open fire, but the bullets simply fall from the creature and to the floor. This is where Sonic steps in and you take over.



SONIC'S ADVENTURE

After Tails' plane crashes when Sonic is by the pool, guide Sonic down onto the beach to begin his first Action Stage, Emerald Coast.

go to ACTION STAGE EMERALD COAST

Once back at the hotel swimming pool, Tails shows Sonic his Chaos Emerald. Once the conversation has ended, go to the main street. Enter Central Station

CHAOS 0

To defeat Chaos 0, move within range then jump up and use a Homing Spin attack to strike him on the head when the Chaos Emerald inside is glowing, then stand back and prepare for your next attack when he reappears. If Chaos 0 gets the chance, he jumps high in the air and sends down powerful water beams that Sonic must avoid by running around. Strike Chaos 0 three times to see him off - for now.



(large building to the left) and climb up the first set of stairs (left or right), then jump onto the thin ledge and guide Sonic across to the opposite wall to find a Sonic Emblem. Now board the train.

On arriving at Mystic Ruin, exit the train station and head down the stairs to ground level then, with the station behind you, head right and under the tall archway then continue up the set of stairs to meet Tails and Dr Robotnik. Once the conversation has finished, it's time for a fight.

Once the battle is over, Tails produces his Chaos Emerald, which is then stolen by Robotnik and given to Chaos 0. When you're back in control, head up the next set of stairs to reach Tails' house and pick up the Wind Key stone. Go back down the stairs and under the archway and continue to follow the cliff on the right, then enter the narrow pathway through the rocks to reach the altar. Now place the Wind Key stone on the altar to activate the nearby air current. Jump into the air current to reach Sonic's second Action Stage.

go to ACTION STAGE WINDY VALLEY

Return to Station Square. Exit Central Station, and head along the street past where the police cars where previously parked. Locate the burger shop (it has blue doors) and enter to collect the Sonic Emerald from inside. Now find the sewers outside and go inside. Proceed to the balcony and into the next room to find Sonic's first upgrade, the Light Shoes. Once collected, step onto the floor button to activate the line of rings then use the Light Speed dash to follow them through the hole. Now return to the street.

Guide Sonic back into the hotel and walk up the stairs to the first floor where there are two floor buttons that allow Sonic access his next upgrade, the Light Bracelet.

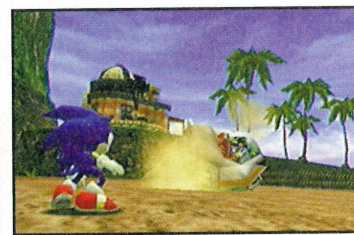
To successfully collect the Light Bracelet, press and hold the Action button until Sonic is ready to perform a Light Speed dash, then guide him across the first button (to the left) and onto the second button before releasing the Action button. This opens the doors that conceal the Light Bracelet.

Go to the reception desk. A new section of street can also be accessed



EGG HORNET

Dr Robotnik begins his attack by launching air-to-ground missiles. Quickly move either left or right to avoid being hit, then once the missiles have stopped, stand still and let Robotnik target Sonic again. This time the Egg Hornet suddenly shakes. Move Sonic to one side as the Egg Hornet shakes, then once it has buried itself into the ground quickly approach it and use a Spin attack to strike Robotnik. Do this three times to win the battle.

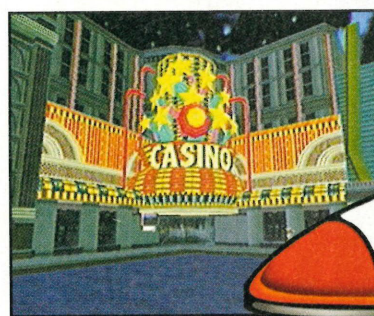
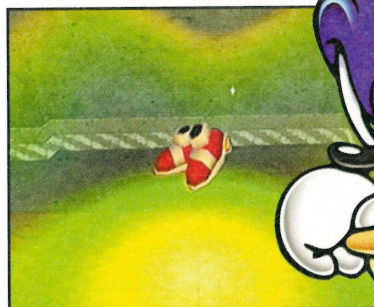


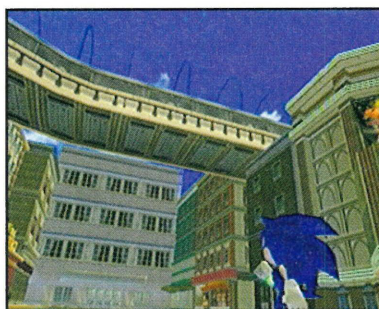
through the side door in Central Station. Walk to the end of the street and step on the floor button to create the line of rings up to the large button above the entrance to the casino. Use Sonic's Light Speed dash to strike the button and open the entrance to his next Action Stage, Casinopolis.

go to ACTION STAGE CASINOPLIS

After completing Casinopolis, Dr Robotnik suddenly appears, gasses Sonic and Tails, then takes the Chaos Emerald. Once this has happened, enter the alley to the left of the Casino and collect the Ice Key stone that's located there then head to Central Station and ride the train to Mystic Ruin.

Exit the station and enter the cave that has been exposed along the cliff to the





left. At the end, jump into the air current to reach the passage above, then walk along to the altar and place the Wind Key stone on it. Once the door has opened, enter the ice cavern and proceed across the water to the opposite ladder. Climb the ladder to enter Sonic's third Action Stage, Icecap.

go to ACTION STAGE ICECAP

Head back across the water to the entrance of the ice cavern, then head left and down the hole to return to the cave below. Exit the cave and guide Sonic up the hill towards the lake to meet Knuckles. When Knuckles and Sonic begin to fight, you must attack Knuckles from either side or behind.

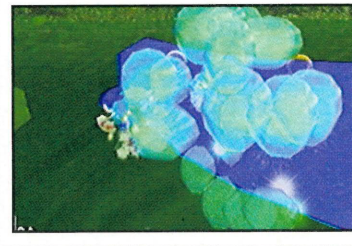
Using Spin Dash provides the safest form of attack. After successfully striking Knuckles a few times, the two Chaos Emeralds are knocked to the floor. Robotnik steals them and gives them to Chaos, making him Chaos 4. It's time to fight.

After the Egg Carrier shoots down the Tornado, Sonic falls out of the sky to land on the beach outside the hotel at Station Square. Head through the hotel towards the Casino to meet Amy. Now head back through the hotel and towards Central Station where you see Zero, Robotnik's sentry robot. Now chase after Amy into Twinkle Park, the next Action Stage.

CHAOS 4

Use the lily pads to attack from. Keep your distance from Chaos 4 as he tries to knock Sonic into the water. Strike him only when the emerald in his head glows and you should have this over and done with in no time at all.

Now jump into the Tornado Aeroplane to chase Robotnik. See Bonus Games, Sky Chase act 1.



go to ACTION STAGE TWINKLE PARK

Try the Twinkle Circuit bonus game then head to the section of grass that's outside the entrance to the hotel, where Sonic finds a Keycard. Pick it up and head back past the entrance to Twinkle Park, to the garage entrance (with large roller door). Once the garage door has opened, walk inside and enter either of the two elevators to reach Sonic's sixth Action Stage, Speed Highway.

go to ACTION STAGE SPEED HIGHWAY

Go to the hotel and through the doors that lead to the Casino where Amy is being kidnapped by Zero. Now catch the train to Mystic Ruin.

At Mystic Ruin, the Egg Carrier appears overhead and beams Zero and Amy up. Once you're back in control of Sonic, enter the cave that leads to Icecap, and continue past the entrance to the Ice Cavern then head down the slope to reach the area where the Floating Island

ACTION STAGES



EMERALD COAST

Playing as Sonic
Start by heading along the beach to the wooden jetty while watching out for the Cheeky Monkeys and Robotic Rhinos, then use the spring at the end of the jetty to continue onto the next platform. Once you've negotiated the walkway and passed the section with bouncy bands on either side, you can drop down onto the sand below to collect the rings on offer. If you decided to jump down to the sand, use the spring to return to the original path.

When the wooden platform comes to an end, continue down to the bottom of the slope then use the speed strip to speed Sonic through the loop, off the ramp and onto the next beach. Remember to keep

pushing forward to keep Sonic in a straight line once across the speed strip. From the new beach section, collect the rings then head through the first checkpoint while avoiding the Cheeky Monkey throwing bombs at Sonic. When you reach the slight uphill slope that leads to a speed strip, follow the grass section to collect the rings from the box, then remove the Cheeky Monkeys before using the speed strip to reach the second checkpoint. There's an extra life to be collected from the sea, just to the left of the speed strip.

Follow the path as it turns to the right then use the next speed strip to send Sonic speeding up the slope and onto the grass area above. Carefully proceed under the spiked pole when it has raised up then follow the path to the next speed strip that sends Sonic haring through the following



loop and onto the wooden platform. Grab the rings from the box then continue along the walkway to the third checkpoint. When you reach the next area's speed strips, keep pressing forward to ensure that Sonic makes it to the end before the whale does a Moby Dick on him.

After going through the fourth checkpoint, destroy the Cheeky Monkey then collect the rings and carefully head under the spiked pole, but before heading up the slope, collect the rings from the nearby box then walk around the island to discover another three ring boxes hidden out of sight. Continue up the grassy slope and use the springs to reach the walkway at the top. Don't worry about the two gaps in the walkway as there is an air current below that stops Sonic from falling. Continue along the walkway and past the Cheeky Monkey above to enter the cave.

•Inside the cave, head down to the bottom of the slope and through the fifth checkpoint. As Sonic passes under the waterfalls, there is a curved bank to the left that he can spin along to collect the rings and the Speed Boots from the box. In the next area, Sonic must use the pads in the water to reach the opposite side. There are two Pond Skaters that Sonic must either avoid or destroy. Carefully continue under the following spiked poles to the sixth checkpoint then

run down the slope and use the speed strip to send Sonic through the large loop and across to the next area of sand.

•Use the speed strip to reach the top of the tall slope then continue along the path and remove the Cheeky Monkeys waiting at the foot of the steps. Continue up the steps and through the tunnel to the seventh checkpoint then head down the slope and across the speed strips. Quickly destroy the Cheeky Monkey then collect the rings from the boxes. If you want an extra life, drop down to the sand below and collect it from the box then locate and use the spring to return to a later section of the level. If you decided not to opt for the extra life, step onto the nearby warp pad and use the following pads to reach the next platform. At the warp pad, Sonic meets the spirit of Tikal.



•Carefully head past the two spiked poles then speed down the slope and use the following speed strips to send Sonic onto the final section of sand. Collect the rings on offer while following the path to the other end where Tails and his crashed plane are waiting. On reaching Tails, Sonic rescues him and completes the level.

Playing as Big

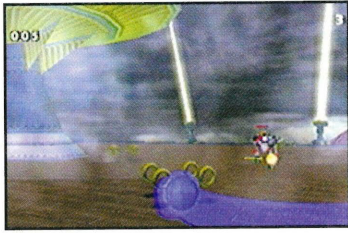
In this Stage there are various pools of water that Big needs to search, there is also an underwater cavern for Big to explore. Start by looking around the large pillars for Big's frog then once you have located it, climb out of the water onto the nearest section of land and begin fishing.

Playing as E-102

•Guide E-102 along the first section of beach while using his Rocket Gun to destroy everything in sight. Use the spring at the end of the jetty to reach the next walkway but make sure that E-102 doesn't roll over the edge. Continue to follow the path by destroying everything in E-102's way. When you reach the next section of beach, head onto the grassy area where E-102 will catches Big's frog and complete the stage.

BATTLE AGAINST E-102

Use Spin Dash to send Sonic spinning around E-102 while he tries to attack with his weapons. When he starts to move, roll in closer enough to perform a Homing Spin Attack, then move away to a safe distance while preparing for your next attack. Simply repeat this method of attack and E-102 soon falls.



is located. Walk towards the narrow bridge that's connected to the Floating Island, and continue past it to the small ledge where Sonic's Light upgrade is located. Collect it and head along the rockface until you reach the caged monkey. Using the Light upgrade, perform a Light Speed dash to destroy the monkey and open the gateway to Sonic's next Action Stage, Red Mountain.

go to ACTION STAGE RED MOUNTAIN

Jump into Tails' Tornado plane to get to the Bonus Game, Sky Chase Act 2.

Once you're back in control of Sonic, head along the deck of the Egg Carrier which will then be transformed into its attack mode, exposing the entrance to Sonic's eighth Action Stage, Sky Deck.

go to ACTION STAGE SKY DECK

Sonic finds himself inside the Egg Carrier. Guide him onto the small pod that's on the raised platform which lifts him back up to the deck. After Robotnik has stolen



the Chaos Emerald from around the bird's neck, he summons E-102 to fight Sonic.

After Amy has come to E-102's rescue, head along the right hand side of the deck (towards the spotlight) and go through the door which takes Sonic to a small room that has another two doors leading from it plus a ring switch. Press the switch and enter Dr Robotnik's control room. Jump onto the large chair to make it slide forwards, revealing a floor switch then quickly step on the floor switch to transform the Egg Carrier back to its original mode. Now head through the door and along the deck. Use one of the springs to reach the large circular platform to fight Chaos 6.

After the battle Dr Robotnik does a bunk. Sonic then decides to make his exit and jump off the side of the deck. When Sonic finds himself at the ancient Echidna temple in the rain forest section of Mystic Ruin, he notices the spirit of Tikal enter the temple. As soon as you're back in control, send Sonic into the temple to begin his next Action Stage, Lost World.

go to ACTION STAGE LOST WORLD

Guide Sonic towards the shrine, where he sees a young Echidna girl (Tikal) and a few dead Chaos lying on the ground. After this Sonic finds himself back outside the temple and. From the rear of



the temple, head through the largest hole in the wall then proceed across the river and along the opposite path. Continue around to the right and follow

CHAOS 6

Run to avoid being sucked into Chaos 6's mouth. Once this has stopped, wait for Dr Robotnik to drop freezing bombs at Sonic, then spin into them to make them safe enough for Sonic to pick up. Now throw a freeze bomb at Chaos 6. As soon as Chaos 6 has been frozen, move within range and attack with a Homing Spin. Now simply avoid the ensuing attacks and repeat this process.



ACTION STAGES



WINDY VALLEY

Playing as Sonic

Follow the path and collect the rings, then remove the scorpion and caterpillar. Once through the first checkpoint, continue up the large steps to the spring. While Sonic is floating in the air current, carefully guide him over towards the second checkpoint. Now use speed dash to send him down the slope and off the end into the air current.

Collect the rings from the box then jump across the gap and use the air current to reach the next platform and rope bridge. There is an extra life on the opposite ledge - use the spin dash to reach it in time. Once on the other side, continue along the path until you get sucked up into the tornado.

Once you've regained control, guide Sonic off the air current and onto the path, then use the spring to reach the ledge above on the left. Use the warp pads to reach the third checkpoint then use the trampoline to reach the rope bridge. Move Sonic slightly to the left to land safely on the bridge. Collect the rings then use the spring to send Sonic to the next air current. From here, guide Sonic across to the platform then head into the small building to use the spring.

Once Sonic has arrived at the next area, follow the path and destroy the caterpillar and scorpion, then collect the Speed Boots from the box. Now head around to the wall that's blocking the path and use a Spin dash to smash it down, then speed along the following path and use the speed stripe to send Sonic to the next platform. Collect the



rings from the box then continue along the path to the rocket, and use it to reach the fourth checkpoint. Once through the checkpoint, use the following speed strips to get through the loops and across to the springs to reach the next platform. Collect the rings and destroy the scorpion then carefully proceed past the spiked ball to the speed strip.

On reaching the fifth checkpoint, head along the walkway and use the speed strips to reach the final platform where the Chaos Emerald is located. Collect the rings from the box then grab the emerald to finish the level.

Playing as Tails

When playing as Tails, you only play the last section of the stage, in which you must beat Sonic to the Chaos Emerald at

the end. This can be achieved simply by running all the way but there are large coloured rings that Tails can use as a shortcut. Once Tails has entered one of the coloured rings, he is pushed forward to the next one and so on.

Playing as E-102

Guide E-102 to the bridge while using the Rocket Gun to clear the way of enemies. Watch out, as the bridge collapses if you attack the approaching enemy. Use E-102's hover ability to get safely across to the other side. Use caution when crossing the next bridge then blast the 'Hit' signs at the top of the slope to clear the path. Drop down the following hole and try to target and destroy the caterpillar below as you fall.

Continue through the next checkpoint while destroying everything possible.



Once across the third bridge, blast a more walls to create your own pathway. After the second checkpoint, make sure your clear the gap of all enemies before hovering across to the next ledge. When E-102 is confronted by E-103, use Rocket Gun attack as much as possible while moving around to avoid being targeted. Once E-103 has been removed, the stage is complete.

CASINOPOLIS

Playing as Sonic

This Action Stage is different to the others as you don't have to race Sonic through it. Once inside Casinopolis, Sonic becomes trapped there until he has collect the required amount of rings (about 400) and dropped them off in the small side room which contains the Chaos Emerald. When Sonic enters this room, two robotic arms shake all the rings from him, raising the level of the floor and eventually allowing access onto the opposite ledge.

Start collecting rings by playing the two pinball games. Both pinball games also contain mini-games and additional tables, which help to increase your ring collection. After ending a pinball



the following order to open the door and entrance to Sonic's tenth and last Action Stage, Final Egg: Middle left, middle right, Bottom left, bottom right.

go to **ACTION STAGE FINAL EGG**

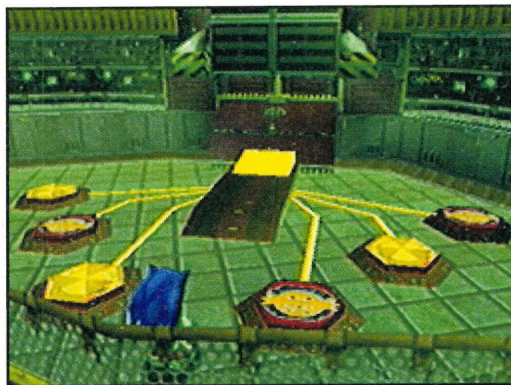
On completing the Final Egg, Sonic has to battle Dr Robotnik in the Egg Viper attack pod.

When Robotnik changes his attack method and appears at the end of the platform, he starts moving towards Sonic while blasting away with more laser beams. Run towards him and use a Spin dash to dodge past the laser beams and under the Viper pod. After completing another attack, position Sonic at the end of the platform and wait for Robotnik to appear on the other side. This time he will release his two spinning blades that will fly towards Sonic in an attempt to knock him over. Carefully time Sonic's jump to land on one of the blades which will then take him back to Robotnik. Once the blade has reached Robotnik, jump up and use a Homing Spin attack to strike him. Repeat this until the Egg Viper gradually explodes. Now quickly move Sonic to the end of the platform, sit back and wait for the credits to roll.

the path directly up to reach Big the Cat's house. From here, follow the steepest path up to the fallen tree where there is a Sonic Emblem waiting to be collected.

Now return to the stream and follow it down to the connecting bridge that leads to the Egg Carrier's docking station.

Enter the connecting bridge to reach the first room then walk around to the opposite side where there are six floor switches. Step on the switches in

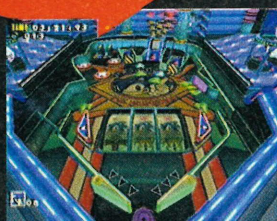


EGG VIPER

Head along to either end of the platform and collect one of the rings if Sonic doesn't have any. Leave a few rings behind as Sonic may need them later on if he takes a hit. Dr Robotnik starts attacking by flying along the length of the platform while blasting at Sonic with his laser. Use Spin dash to avoid these attacks and change direction in between each attack to avoid getting caught at the end of the platform. After this first attack, Dr Robotnik laughs, which is Sonic's cue to make his attack. Approach the Egg Viper as it opens up to reveal Dr Robotnik inside then wait for the tail to rise up completely before jumping in the air towards the tail, then jump four more times to use Homing Spin attack to bounce from the first green section of tail to the next and then into Robotnik himself. After this attack, Sonic lands on the opposite platform, and Dr Robotnik attacks, as last time, but finishes his attack by blasting a single but powerful laser beam towards Sonic. Just before Robotnik is about to shoot this beam, a green ring appears around the laser, when this happens quickly use a Spin dash to move along the platform and away from Robotnik. When Robotnik laughs again, approach and use the same method of attack.



ACTION STAGES



game, you return to the main hall of Casinopolis, but if you fail to get less than 100, Sonic is sent into the sewers below.

The sewers contain many rings for Sonic to collect, but there are many obstacles too. Once inside the sewer, proceed up the long slope while following the line of rings and collecting the items from the boxes. At the top, carefully head past the spiked balls and through the door to the large ventilation shaft. Use the air current to get to the top of the shaft and collect the rings from the boxes. Leaving off this shaft are four small shafts that take Sonic into the next section of the sewers - they also contain ring boxes.

Once in this new area, carefully guide Sonic past the spike traps and balls to the ladder on the opposite side. At the top of the ladder, Sonic appears in the toilets. Head into the main room and enter the drop-off room to get rid of the rings Sonic has just collected. If you are still in need of more rings, return to one of the pinball games and get playing until Sonic has accumulated 400 rings or more. Once the Chaos Emerald has been collected, Sonic can leave Casinopolis.

Playing as Tails

On entering Casinopolis, Tails is dropped directly into the sewers section where he has to race Sonic to the Chaos Emerald at the end. Unfortunately, you can't use Tails' flying ability to your advantage so keep running.



Playing as Knuckles

Inside Casinopolis, Knuckles is able to reach the second floor as well as the wooden ships on the next level up. Start by using the springs to reach the top of the level where there's an extra life and many other items, then glide down while looking for shards. There's a ledge very high up which has a switch that opens the nearby hatch. Below this hatch is the mechanical room where there is usually a shard to be found. Another favourite hiding place is inside the large statue of Sonic positioned in the centre of the floor. To expose this shard, you must use Knuckles to punch the red crack in Sonic's left foot. It is also worth checking the small room where Sonic previously stock-piled his rings.

ICECAP

Playing as Sonic
From the start of this stage, collect the rings then carefully remove the Freeze Machine before stepping onto the speed strip. Use Spin dash to send Sonic up the slope to collect the rings from the boxes, then use the spring to



reach the cave entrance. Continue into the cave and onto the spring that leads to the stalagmite. Carefully guide Sonic across the stalagmites to the opposite ledge and spring, then use the spring to reach the ledge above to the right. Continue onto the following ledge to collect the extra life then jump across to the passage and use the rocket to fly across the snow slope to the next passage.

Head through this new passage to the first checkpoint, then drop down to the frozen pond below. Destroy the caterpillar to avoid getting hit should Sonic fall, then use the platforms, springs, and stalagmites to work your way around and up to the floor switch at the top. Step on the switch to create the narrow bridge across to the opposite

ledge, then carefully but quickly send Sonic across the bridge to the second checkpoint. From the checkpoint, continue along the wooden walkway and use the speed strip to send Sonic safely to the warp pad. It's important to remember to keep pressing forward once off the speed strip, as Sonic may fall back down to the frozen pond below.

Use the warp pad to reach the walkway at the top of the cavern, and to dislodge the large stalagmite in the centre of the cavern, which exposes another passage that leads to the snowboarding section of this stage. For the first part of the snowboard ride, Sonic faces the screen, so you can't see what obstacles and ramps await. Simply keep him in the middle of the slope and away from the walls to avoid danger.





TAILS' ADVENTURE

Tails crash-lands on the beach at Emerald Coast. Fortunately, Sonic is there to rescue him. When Sonic and Tails reach the hotel at Station Square, Tails shows Sonic his Chaos Emerald. Once the conversation has ended, guide Tails through the hotel and to the sewers behind the entrance to Twinkle Park. Inside, fly up through the hole where Tails finds his first upgrade, the Ankle Boosters. Once he has them, exit then head over to Central Station to ride the train to Mystic Ruin.

Head up the stairs to Tails' house where he meets Sonic and has to fight Dr Robotnik in his Egg Hornet. Use the same tactics that Sonic used to defeat him (see Egg Hornet). After beating the Egg Hornet, Dr Robotnik steals Tails' Chaos Emerald

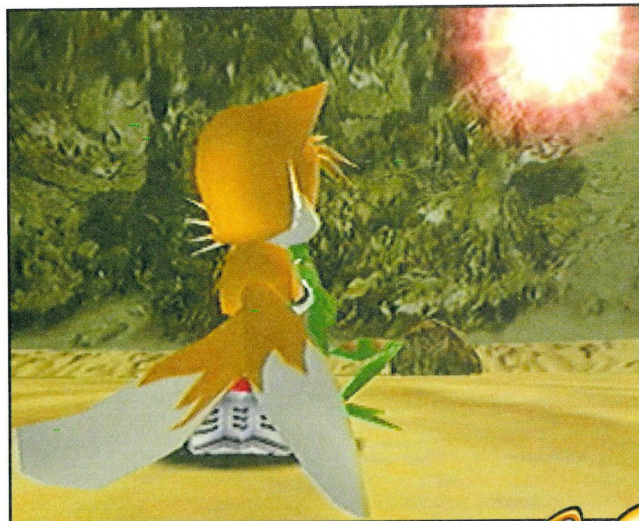


and gives it to Chaos 0 when he appears. Now go up to Tails' house where you find the Wind Key stone on the ground. Before collecting it and using it to enter Windy Valley like you did with Sonic, walk around to the other side of the house and use Tails' flying abilities to get the emblem. Now use the Wind Key stone to enter Tails' first Action Stage, Windy Valley.

go to ACTION STAGE WINDY VALLEY

Go back to Station Square and head to the Town Hall, then use Tails' Tail Whip to cut the grass behind the lamp post to uncover a Sonic Emblem.

Head through the hotel to reach the Casino, then enter the alley and fly up to collect another Sonic Emerald. Now approach the Casino and fly up to hit the large button above the entrance.



Once the doors have opened, enter the Casino to begin Tails' second Action Stage, Casinopolis.

go to ACTION STAGE CASINOPOLIS

After the cut scene, head into the alley and collect the Ice Key stone, then go back to Mystic Ruin. Just before you arrive at Mystic Ruin, some rocks fall to reveal a cave entrance that leads to Tails' next Action Stage, Icecap. Enter the cave and use the air current to reach the passage above then walk along to the



ACTION STAGES



For the second part of this snowboarding section, you view Sonic from behind. This means you can guide Sonic into rings, items and the jumps that lead to more items as you near the bottom of the slope. Collect the Chaos Emerald at the bottom to complete the stage.

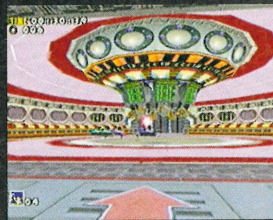
Playing as Tails

Tails only plays the snowboarding section here, and has to beat Sonic to the Chaos Emerald at the bottom of the slope. As with Sonic, though, the first part of the slope is viewed from the front, so follow the Sonic advice. After a short while, the camera changes to chase mode, allowing you to guide Tails into item boxes and jumps. Although there are various hazards to avoid, as well as a few of Robotnik's ships attacking, it is not really that difficult to reach the Emerald before

Sonic. Try to keep on the main section of the slope, and press jump just before the end of the yellow ramps to perform a few impressive tricks.

Playing as Big

Once on the large frozen pool inside Icecap, locate the weak section of ice then use Big to jump on it and smash a hole in the ice. Just below the surface is usually where Big's frog is located, but before catching the frog, enter the water and sink down then head through the passage to the next cavern. Carefully explore this cavern and the various pools to locate the dinosaur skeleton where there's another Lure upgrade for Big to collect. Once you have it, return to the first pool and fish for his frog.



TWINKLE PARK

Playing as Sonic

Once inside Twinkle Park, venture along the passage to the main room and grab the rings on offer. Quickly destroy the two Cheeky Monkeys and walk into the main hall. Get ready to use a Homing Spin attack to stop one of the robot controlled bumper cars. Jump into the doorway that has now opened. Carefully guide the bumper car along the track while collecting the items, using the speed strips and avoiding the Cheeky Monkeys that try to halt your progress. When Sonic reaches the end of the track, jump down through the hole and into the rollercoaster.

After exiting the rollercoaster, head through the first checkpoint and collect the rings then carefully remove the Cheeky Monkeys. After attacking each monkey, make sure that you move Sonic away from the TNT barrels before they explode. From the barrels, guide Sonic into the two runners that shoot him towards the pins at high speed. Press the Jump button when the runners are lined up with the middle pin to give Sonic a strike.

Continue through the next door and carefully remove the Jelly Droid then move along to the section of water and use the platforms to jump across to the second checkpoint. Remove the Pond Skaters and then the two Jelly Droids before heading to the two runners. Once through the next door, proceed along the path and destroy the Cheeky Monkeys



then head up the steps and into the carousel. Exit through the opposite door to the third checkpoint while collecting the rings from the various item boxes.

From the third checkpoint, head down the stairs to the area below and collect the items scattered around the swimming pool. When you are ready, use the line of springs to send Sonic to the ledge above. Walk to the next ledge up and collect the rings then approach the monkey positioned on the TNT barrels. Continue down the next slope and across the speed strips, then through the water and onto the floating platform. Now use the following rotating roof tops to continue to the next ledge which leads to the fourth checkpoint. Should Sonic fall from any of the rooftops or platform, simply follow the path to reach the fourth checkpoint. Remember to collect the rings along the way.

After the fourth checkpoint, carefully head along the narrow walkway to the spring which sends Sonic to the next platform. Collect the extra life from the box on the previous platform then continue across the following platform and onto the roof. Position Sonic next to the ring switch, then get ready to perform a Light Speed dash. Now step onto the switch then drop down to the



altar and place the Ice Key stone on it. As soon as the doorway has opened, venture into the Ice Cavern and across the water then climb up the ladder to enter Icecap.

go to ACTION STAGE ICECAP

Once back in the Ice Cavern, head across the water and down the air current then exit the cave and proceed to the lake where Tails will bump into Knuckles and then start a fight. To defeat Knuckles, repeatedly strike him from either side or behind with a Tail Whip until Knuckles and Tails end up bumping into each other and dropping their Chaos Emeralds. Once this has happened, Dr Robotnik appears to collect the emeralds and then gives them to Chaos, transforming him into Chaos 4. See Chaos 4 for battle tips.

Head up to Tails' house to open the hangar doors and bring out his aeroplane, Tornado. Sonic jumps on and you're off (see Bonus Game, Sky Chase act 1).

From the lake guide Tails into the mine cart that's next to the lake. From the small ledge, jump down to the right and walk along the canopy of the trees until you come

across a large hollow tree. Fly down inside the tree to collect the Sonic Emblem from inside then head back across the tops of the trees to the ladder that runs up to the platform Tails has just come from. Climb the ladder to return to the ledge then head left (while still on the canopy of trees) to find a Chaos Emerald. Before Tails can get to the emerald, a frog appears and eats it. Follow the frog into the cave then fly up to the ledge above and jump onto the plunger to remove the sand that's blocking the path below. Now drop down to the path and jump down the hole to enter Tails' second bonus game Sand Hill (see Bonus Games).

Tails eventually catches up with the frog, but is then taken through time to the ancient Echidna Village on the Floating Island. From Tails' starting point, head left and up the stairs and then to the right to find his second upgrade, the Rhythm Broach. Once he has the upgrade, head to the front of the main temple where Tikal is waiting. After meeting Tikal, Tails is taken back to the lake at Mystic Ruin, where Big the Cat arrives and chases the frog from Tails' hands. From the lake head to Tails' house where he uses the Chaos Emerald to power his new jet-powered Tornado aeroplane. After taking off, Tails sees Sonic at the Mystic Ruin Chaos Garden and decides to pick him up. Tails now begins his third bonus game (see Bonus Games, Sky Chase act 2).

After destroying the Egg Carrier's main gun, Tails lands the Tornado on the deck of the Egg Carrier. Once you are in control of Tails again, head along the deck and through the door to enter Tails' next Action Stage, Sky Deck.

go to ACTION STAGE SKY DECK

Guide Tails into the pod on the raised platform to reach the deck above. Once Robotnik has stolen the Chaos Emerald from Amy's bird, he summons E-102 to attack Tails (see Battle against E-102). Before Tails can make his final attack on E-102, Amy steps in to save E-102. Sonic

then appears and asks Tails to take Amy to safety. After the following sequence Tails decides to follow Robotnik and enters Speed Highway for his final Action Stage.

go to ACTION STAGE SPEED HIGHWAY

Once the battle has ended, Tails is cheered by the crowd and then flies off to find Sonic for a high-five fly by.

EGG WALKER

Fly Tails towards the Egg Walker to avoid the initial missile attack then wait for the Egg Walker to raise one of its legs. When the leg stomps on the ground, jump Tails in to the air and hover him while the shockwaves disappear then drop him back down to the ground and quickly approach the leg that's glowing and use a Tail Whip to strike it - this lowers the pod. Once the pod has been lowered, move within range and spin into it for Tails' first attack. The Egg Walker now moves to the other end of the street to begin another attack. Quickly move between its legs again to avoid being hit. Keep a safe distance to avoid the fire-bomb attacks. As the Egg Walker continues to move from one end of the street to the other, try to keep Tails between his legs to lessen the chance of getting hurt. Once Tails has struck the pod a couple of times, the Egg Walker stamps two, then three feet. Tails must continue to strike the feet as soon as they start glowing in order to lower the pod for another attack. Simply repeat this attack method and the Robotnik soon admits defeat.



ACTION STAGES



line of rings and release the button. Use the following ring switches to continue around the roof to the spring that sends Sonic towards the final area of this stage. Collect the rings from the three item boxes then climb the stairs and grab the emerald to complete this stage.

Playing as Amy
When you begin this stage with Amy, she must walk around the pool and press the switches to open the gates to the castle. As she ventures through this stage and the others, she is always chased by Zero who must be avoided. Amy can attack Zero with her hammer, but it won't stop him for long. She must also avoid being targeted by his laser sights.

Once the Castle is open, enter and carefully proceed past the spiked balls and through the following door. Quickly destroy the Cheeky Monkey then head through the next door and into the first hall of mirrors. Guide Amy along the passage while keeping to one side to avoid the spiked balls in the centre. Head through the following door and along to the first checkpoint.

Continue into the second hall of mirrors and study the different images to discover which one is Amy and not a reflection. Quickly guide Amy along the passage and past the Spiked Balls to the next door. Proceed through the door and up the slope to the next room where there is a large mirror along the wall to the left. This mirror displays the trap doors in the floor which Amy must avoid. Once across the other side of this



room, head up the stairs, across the gaps and through the door. Guide Amy along the next passage and through the door and second checkpoint then use a Hammer Flip to send her over the gate and up the slope to the final area where she must use the hammer to hook the balloon.

Playing as Big
Walk down to the water and have a look in the corner to the right for Big's frog as it's usually swimming around this section of the pool. If you are unable to see it, send Big into the water to have a closer look. Once you know the frog's location, cast the line into the water and begin to fish. Remember that this takes a few attempts.

SPEED HIGHWAY

Playing as Sonic
From the start, head along the path and use the speed strips to send Sonic speeding along the track while collecting the rings. After the large loop, guide Sonic down through the glass roof where there are more rings to collect, then use one of the springs to reach the next platform. Use the next spring to reach the square yellow platform which takes Sonic up to the first checkpoint and the next section of track. Once again, send Sonic speeding along the track. When the track ends, continue across the platform and past the Hover Bats to the stairs and the bell above. Striking this bell makes a few rings drop down.

Continue past the bell and onto the next section of track. Further along this track, small ramps appear that allow Sonic to reach higher sections of track that contain more items. At the end of the track, use the rotating platforms to reach the next section of track and eventually the three springs that send Sonic towards the helicopter. Jump up under the helicopter to grab hold of it, which then flies Sonic across to the third checkpoint.



Once through the checkpoint, remove the Hover Bat and bumper car, then collect the rings and speed boots before using the rocket to send Sonic across to the next section of track. You need to keep pressing forward on this section of track to stop Sonic from falling off the side. When Sonic reaches the circular room, continue onto the track and across the speed strip. At the end of the track, collect the rings then use the rocket to reach the next section of this stage.

Head along the pavement and to the right then use the speed strip to send Sonic onto the rooftops where there are more rings to collect. Continue across the roofs to the section of road and follow it up the slope. Use the spring to enter the small passage above then use the speed strip in the passage to send



KNUCKLES' ADVENTURE

Guide Knuckles along the street to the Town Hall where Sonic fought Chaos 0, then smash through the barrier and continue through the main doors to begin Knuckles' first Action Stage, Speed Highway.

go to ACTION STAGE SPEED HIGHWAY

Go to the casino and just in front there's a line of rings leading up to the poster above. Send Knuckles up the wall and onto the poster then jump from the poster

and glide him across and into the button above the casino entrance. Once the doors have opened, send Knuckles inside the casino to enter his second Stage, Casinopolis.

go to ACTION STAGE CASINOPOLIS

Guide Knuckles to the opposite side of the Echidna village and see Tikal and the village elder arguing. After this, Knuckles is taken back to the entrance of the casino. Now head back into the hotel and follow Robotnik into the lift to reach the area above where Knuckles has to fight Chaos 2.

Once at Mystic Ruin, head towards Tails' house, but don't climb the stairs - instead continue along the path and enter the cave. Go through the next entrance to find Knuckles' first upgrade, the Silver Knuckles. Now head into the small passage where he to find a Dr Robotnik symbol floating up and down. Position Knuckles on the mound then make him dig down to collect the bomb from below. Now grab the bomb and place it under the Cheeky Monkey in the cage to destroy it and open the gate.

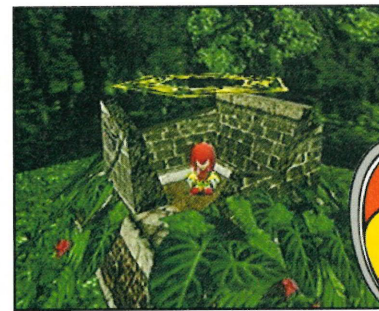
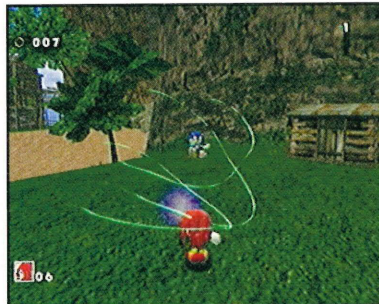
Carry the bomb out of the cave and back past Tails' house and then into the opposite cave (where Icecap is located). Continue through the cave and out through the other side then proceed to the entrance of Red Mountain and use



the bomb to destroy the caged monkey to open the gate. Continue through the gate to begin Knuckles' next Action Stage.

go to ACTION STAGE RED MOUNTAIN

From the entrance to Red Mountain, head back through the passage to make your way to the lake in Mystic Ruin. Once there, Knuckles fights Sonic. Use Knuckles' Thrust attack until Sonic and Knuckles eventually fall to the floor, dropping their Chaos Emeralds. Shortly afterwards, Dr Robotnik appears and takes the emeralds and gives them to Chaos when he appears, Knuckles now



ACTION STAGES



Sonic onto the next springs that. Once Sonic has fallen down to the road below, use the spring on the right to reach the speed strip above.

Once inside the next passage, follow the road to the end where the fountain is located. Search the surrounding area for rings and the extra life that's tucked around the corner then use the springs to reach the bell and the end of the stage.

Playing as Tails

Tails only has to play the first section of this stage, where he has to race Dr Robotnik to his rocket. Once again there are various coloured rings that Tails needs to use in order to speed up his progress and to make it safely across certain gaps. Just before Tails reaches the end of the stage, there are various rings that he can use - try to reach the

highest rings as these send Tails directly to the final platform, instead of him having to climb up the moving platforms to reach his goal.

Playing as Knuckles

As with all of Knuckles' stages, the three Emerald Shards that he must locate to complete the stage can be positioned at random each time you begin that stage. You have to rely on the signal strength indicated at the bottom of the screen to find them. The indicator starts to flash blue when a shard has been detected; it then turns green as Knuckles gets closer, then yellow and finally red when he is very close to the shard. Shards can be concealed inside enemies, objects and underground.



Start by dropping down to the left-hand side to collect the extra life then proceed along the streets while waiting for the indicator to start flashing. There are various springs along the first section of road that lead to ledges and rooftops that you need to be explored. Also remember to use Knuckles' climbing ability to reach any particular areas should the indicator become active. If you reach the other side of the stage without collecting all the shards, be sure to climb up to the high ledges and platforms where there are useful box items.

RED MOUNTAIN

Playing as Sonic

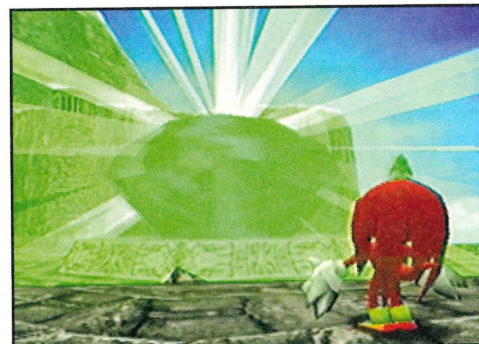
Start by collecting the rings and destroying the Cheeky Monkeys, then use the rocket to send Sonic to the next ledge. While being propelled up through the air, press left to guide Sonic into the ring box and then onto the single platform. Continue onto the ledge and past the spiked balls then use the horizontal bars to swing Sonic safely across to the other side. Collect the rings then proceed up the slope and remove the Cheeky Monkey before using the spring to reach the area above, and the first checkpoint.



Head around to the launch pad and continue past the spiked ball to the rocket switch. Wait for the spiked ball to hit the ground, then press the switch to make the rocket appear then run around and use the rocket to reach the platform above. You need to push forwards as Sonic flies through the air to guide him safely onto the ledge. From here, you can take the long route by heading across the horizontal bars and along the path to reach the next spring where with a Cheeky Monkey and Flame Thrower to tackle. Alternatively, use the quicker route by jumping onto the wooden boxes and then across to the spring. Now use the next spring to reach the second checkpoint. Continue across the rope bridge and carefully past the spiked balls and steam jets to reach the box containing the extra life, then use the spring to reach the next area.

Quickly remove the Flame Thrower then jump onto the small platform and jump up again to use the slide that takes Sonic to the third checkpoint. From the checkpoint, carefully proceed across the set of platforms to the spring while avoiding the flame jets. Use the spring to reach the next platform, then collect the rings by using a Spin dash to send Sonic across the rock bridge before it collapses. For this next section, you are going to need to rely on Sonic's Homing attack and the Hover Bats to help him reach the next platform. Start by jumping towards the first bat then quickly press jump three more times to bounce from the first bat to the second and then into the extra life box on the platform. Alternatively, walk around the small volcano and across the platform to the rocket, then step on the switch to expose the rocket. This takes Sonic to a set of horizontal bars you should cross.

Jump up to the next platform and then onto the warp pad and use it to send Sonic to the next platform. From this platform, use the Homing Spin attack to bounce from one Hover Bat to the next, to get across the gap and safely onto the next ledge. Head through the fourth checkpoint and quickly across the two narrow bridges to the opposite platform. Continue to follow the path while



Chaos when he appears, Knuckles now has to fight Chaos 4. Use the same attacking tactics used by Sonic to defeat Chaos 4 (see Chaos 4).

After the battle, use the mine cart next to the lake to reach the rainforest section of Mystic Ruin.

CHAOS 2

When Chaos 2 transforms back to its normal shape, position Knuckles on the opposite side of the arena while waiting for your foe to begin his second attack by stretching out his arm. Once his arm is extended, jump over it and glide into the glowing emerald inside Chaos 2's head, or strike it using a Thrust Attack. Chaos 2's third attack method is by spreading himself thinly across the arena floor in liquid form. You must glide Knuckles around the arena to avoid touching the liquid. Continue to attack Chaos 2 each time he stretches out his arm, for another three times to defeat him.



From the ledge, glide to the right and continue to the ledge on the cliff just above Big's house. Here Knuckles finds his second upgrade, the Gold Gloves. Now return to the previous ledge (at the top of the ladder) to find an Echidna idol. Collect the idol and head down through the trees to the Echidna temple.

Climb up the stairs at the back of the temple and place the idol on the golden altar then head down the stairs and out to the fence that runs along the edge of the cliff. Follow the path to the left and keep looking at the tress along the left for a small entrance which leads to a mound of earth and some Robotnik symbols. Position Knuckles

on the earth then dig down for the second Echidna idol. Now return to the temple and place the second idol on the silver altar. Once it's in place, drop down the hole to begin the Action Stage, Lost World.

go to ACTION STAGE LOST WORLD

On completing Lost World, Knuckles finds himself in the past, where the Master Emerald shrine used to be. After the cut scene you come across E-102. Knuckles decides to follow him, but before making your way to the rain forest section and the temple, walk across the bridge and onto Floating Island, then head left and glide back across the gap. About half way across, Knuckles there's a Sonic Emblem floating in mid-air. Once collected, head back to the lake at Mystic Ruin then use the mine cart to reach the ledge in the rain forest section.

From the ledge, glide across to the temple then head to the cliff where the connecting bridge is located. Here, Knuckles sees E-102 enter the bridge, and then the Egg Carrier take-off. After Knuckles has given chase and makes it onto the outer deck, guide him along the Egg Carrier until it transforms into its other mode, then head back to the first door and enter. Once inside the pool room, collect the Sonic Emblem from the ledge opposite the diving board by climbing the wall, then enter the door at

the bottom of the pool to begin Knuckles' final Action Stage, Sky Deck.

go to ACTION STAGE SKY DECK

You find yourself on the Floating Island, which is on fire. Send Knuckles up the steps to find Tikal lying on the ground. After the conversation with Tikal has ended, Knuckles finds himself back inside the Egg Carrier. Head back through the pool room door and out onto the deck where to meet Dr Robotnik, and battle against Chaos 6. Use the same battle techniques as before to defeat Chaos 6 (see Chaos 6).

Once the battle is over, Knuckles glides away from the Egg Carrier as it explodes. When he arrives at the Floating Island, he repairs the Master Emerald, causing the Floating Island to return to the sky, completing Knuckles' adventure.



ACTION STAGES



collecting the rings, then use the springs to continue further along the path. When you reach the launcher and rocket switch, wait for the hammer to smash down then as it raises up, quickly touch the switch and use the rocket before it disappears.

Head through the fifth checkpoint and onto the wooden boxes then use the horizontal bars to swing past the hot lava pool and to reach the next section of ground. Collect the rings on offer then use the slide to reach the next platform. Now jump down through the hole in the floor to reach the underground section of the mountain and the sixth checkpoint.

Head through the checkpoint and along the passage while collecting the rings, then make your way past the Flame

Thrower and onto the sloped left-hand bend. Use a Spin dash to help Sonic through this bend and to keep him away from the lava. When Sonic enters the lava cavern, you must guide him around while using the platforms, springs and Hover Bats to work your way around while gradually climbing higher. Eventually you reach the seventh checkpoint, and another passage. Guide Sonic along the passage to the rocket while avoiding the Flame Thrower and large hammers. Now use the rocket to send Sonic to the level above. Stage Over.

Playing as Knuckles

Knuckles only has to venture through the first section of this Stage in order to find the three Emerald Shards. Start by making your way through the level, until the shard indicator becomes active then start to locate it's position. Remember to use Knuckles' climbing ability to gain height when required and that certain shards may be hidden underground.

Playing as E-102

Use the Rocket Gun to blast through the first wall then continue along the tunnel while destroying everything possible. When E-102 reaches the sloped section of path, quickly send him along the

granite path before it breaks up and falls away. In the next area, there are gaps that E-102 has to hover across while destroying the enemies in front of him. Once past the large hammer, ensure that the path is clear before hovering across to the platforms and under the second hammer. Drop down the hole at the end of the path then head through the first checkpoint and blast through the wall to reach the next area. Position E-102 on the small ledge then blast away at everything in front of him to destroy the rocks and create large stepping stones. Once across the lava, E-102 is confronted by E-104. Use the same method of attack as before to defeat E-104 with ease.

SKY DECK



Playing as Sonic

Once Sonic and Tails have entered the Sky Deck, they get blasted out of a large cannon and onto a pillar. Guide Sonic around the pillar to the first checkpoint, then quickly send him across the walkway to the opposite pillar before the centre gun has a chance of blasting the walkway away. Grab the rings from the box then use the ladder to climb to the top of the pillar where there is a spring that sends Sonic onto the next pillar. While the pillar is rotating, carefully jump across the remaining pillars until you reach the next platform. Now use the speed strip to send Sonic speeding to the second checkpoint.

Proceed through the checkpoint and onto the speed strip, then guide Sonic around the pillar and onto the next speed strip to reach the next set of ramps which lead onto a set of springs and then to another set of ramps. This time you need to watch out for the spiked balls that block your path. Continue along the path to the third checkpoint then use the ladder to climb past the rotating spiked balls. When Sonic reaches the top of the ladder, guide him across the horizontal bars that suddenly swing down. Now climb to the top of the bars and along to the top platform. Collect the Electric



Shield then use a Spin dash to send Sonic across the walkway while destroying the Hover Bats.

Head past the monitor and onto the large pillar then guide Sonic around and onto the platform to the right. Use Spin dash again to send Sonic across the walkway before the centre cannon can shoot it out from under Sonic's feet. Continue around the following pillars and along the walkways until Sonic reaches the rocket. Use the rocket to send Sonic onto the outside upper deck of the carrier where the third checkpoint is located. While on this upper deck, Sonic has to be careful each time the Egg Carrier flies into the clouds as the wind may push him over the edge, don't attempt anything too tricky.

AMY'S ADVENTURE

After the intro sequence Amy hides in the Burger shop as Zero passes by. Once the danger has passed, guide her to the hotel and to the casino where she meets Sonic. After Sonic has run off, head back through the hotel and proceed to Twinkle Park where Amy catches up with Sonic. Once again Zero appears, and Amy then decides to venture into Twinkle Park, closely followed by Sonic.

go to ACTION STAGE TWINKLE PARK

Once Amy has completed Twinkle Park and has evaded Zero, continue through the door in front of her to return to the street. Once back outside Amy is covered by the shadow of Zero who then grabs her and takes her to the Egg Carrier. When she awakens, she finds herself locked inside a prison cell, and is then approached by E-102 who eventually decides to release her. Guide Amy through the door to the next room where she has the option of playing Robotnik's bonus game, Whack-a-Sonic (see Bonus Games, Whack-a-Sonic). Once she has finished with the bonus game, head through the next door then walk towards the middle door and use Amy's hammer to strike the nearby switch. You can now begin Amy's second Action Stage, Hot Shelter.

go to ACTION STAGE HOT SHELTER

On completing Hot Shelter, Amy is taken to the ancient Echidna village. Head through the door that's behind Amy and into the temple. She then ends up in the pool room on the Egg Carrier. Guide Amy through the door and out onto the deck where Dr Robotnik steals the Chaos Emerald from around the bird's neck and will then summon E-102 to fight Sonic. Once Amy has stepped in to save E-102, Tails will take her back to Station Square where they see the Egg Carrier explode.



As Amy begins to walk down the street, she notices a picture around the bird's neck and takes a closer look. She sees that the picture is of the bird's family and decides to go to Mystic Ruin to try to find them. After Amy arrives at Mystic Ruin, guide her into the mine cart next to the lake to reach the

ledge in the rain forest, then continue towards the cliff and the connecting bridge to the Egg Carrier's docking station. Now head through the door to enter the docking station then walk around to the floor switches and press them in the same order as before (middle left, middle right, bottom left, bottom right). Once the door has opened, enter to begin Amy's final Action Stage, Final Egg.

go to ACTION STAGE FINAL EGG

Amy decides to look on the Egg Carrier, which has crashed into the ocean.



Guide Amy to the train station at Mystic Ruin, but don't use the train. Instead, enter the hut below to reach the raft, then jump on to reach the Egg Carrier.

Once onboard, the bird is re-united with its parents, but is then shot down by Zero. At this point Amy decides it's time to get rid of Zero once and for all, and begins her final fight against Zero.

After successfully defeating Zero, Amy runs over to her bird friends and discovers that they are all okay. The birds then fly off into the sky, ending Amy's adventure.

ZERO

As soon as the battle starts, collect one of the nearby rings then approach Zero and use a Jumping Hammer attack to strike him. For Amy to win this battle, she must force Zero against the electric fence, and then strike his head each time it opens and reveals the small button inside. Zero attacks by trying to target Amy, and by smashing his fists to the floor causing shockwaves that she must jump over. Repeatedly push Zero into the fence then strike his weak point until he falls.



ACTION STAGES



Avoid the speed strips to allow Sonic to collect the rings from the boxes then use the speed strips to send Sonic swiftly onto the next area. From the small pillar, slowly make your way along the deck while using Homing Spin attack to destroy the large and small turret guns. At the other side of the deck, climb the small slope and use the spring to send Sonic onto the horizontal bars, then jump from the bars and onto the upper deck before being hit by a missile.

Quickly send Sonic to the other side of this area to avoid falling through any of the holes that soon appear. At the far end Sonic comes across a large cannon in the centre of the deck. Locate the central rocket and use it to destroy the cannon, by using the rocket when the cannon is facing you. After the large

cannon explodes, Sonic finds himself in the next area. Quickly head in the direction that the barrels are coming from and then onto the path to the right where the platform raises and takes Sonic to the walkway above. Follow the path and use the speed strip and strips to cane Sonic through the level.

When Sonic reaches the ladder, climb to the top and head past the Hover Bat to the end platform, then wait for one of the hooks to swing towards Sonic before jumping up to grab it. Let the hook swing around once completely to collect the extra life then jump down onto the platform where the fourth checkpoint is located then head up one of the ramps on either side. Use the sliding blocks when they move into place to reach the opposite rollers on the left which take Sonic to the area above.

As Sonic starts to make his way into the new area, the Egg Carrier suddenly changes its position, turning everything on its side. Using the springs and horizontal swing bars, guide Sonic up to the top ladder and the platform with the fifth checkpoint. Once through the checkpoint, use the spring to reach the section then continue along the narrow walkways that lead down to a platform at the bottom. From this platform, follow the centre path to complete the stage.

Playing as Tails

When playing this stage with Tails, you only have to complete the first section. The level is pretty much the same as before but does include a few coloured rings for Tails to fly through. Flying directly from one walkway to the next saves Tails lots of time and helps him beat Sonic to the end of the stage, but you need to beware that each time the Egg Carrier moves into the clouds the strong winds can send Tails over the edge and down to this death.

Playing as Knuckles

There's a lever at the beginning of this level, that when pushed in one of the four directions, tilts the Egg Carrier. Occasionally, shards are located inside the chute hatches, and Knuckles needs



to pull the lever towards him to open the hatches. From the start of this level, progress forward and down onto the lower level and destroy the large and small red turret guns as they constantly hamper Knuckles' progress. While keeping an eye on the shard indicator, continue along the deck to destroy more turret guns. Once all enemies have been removed, Knuckles can search for the shards unhindered.

HOT SHELTER

Playing as Amy

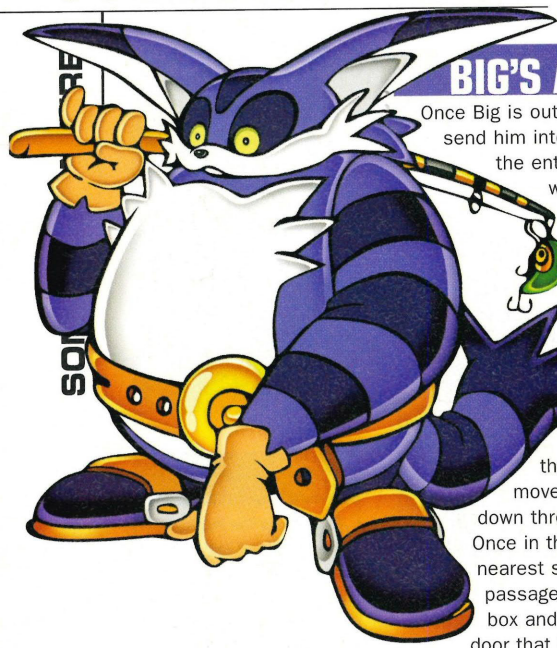
Leave the lift, enter the room and approach the valve wheel on the other side. Press the Attack button to make Amy grab the wheel then rotate the analogue stick anti-clockwise to raise the door. Continue along the next passage and carefully past the Robotic Guard and spiked balls. Further along, Zero comes smashing through the wall to attack Amy. Carefully guide her across the water and through the first checkpoint. If Amy falls into the water, quickly use the ladder on the far side to climb out.

When Amy reaches the next valve wheel turn it as before then enter the next



room and climb to the top of the centre platform. Step on the switch to open the water gates and flood the room then use the floating platform to reach the next valve. Continue through the opposite door and the second checkpoint then up the next set of stairs and through the small hole to the left. When Amy has passed through the third checkpoint, head into the next area and quickly approach the door with the Robotnik Guard and spiked balls. Further along, Zero comes smashing through the wall to attack Amy. Carefully guide her across the water and through the first checkpoint. If Amy falls into the water, quickly use the ladder on the far side to climb out.

Now guide Amy carefully across the rotating gears to the first switch that she must strike with the hammer to change the direction of the next gear. On the opposite platform, continue through the fourth checkpoint and collect the rings from the item boxes then use the gear to



BIG'S ADVENTURE

Once Big is outside Central Station, send him into the sewers behind the entrance to Twinkle Park, where he finds his first Lure upgrade. Return to the street and walk towards the Town Hall section, where Big sees his pet frog jump under a car and into the sewers below. Position Big next to the car then use the Action button to move the car and send Big down through the hole. Once in the sewers, walk up the nearest slope and into the passage then continue to the box and use it to reach the exit door that leads to the overpass by Twinkle Park. Continue along the overpass and through the door then head

through the following door to begin Big's first Action Stage, Twinkle Park.

go to ACTION STAGE TWINKLE PARK

After catching his frog (for the first time), guide Big back along the overpass and onto the street then walk around the back of the entrance to Twinkle Park and collect the Ice Key stone that's sat on the opposite ledge. Now guide Big into Central Station and onto the train to reach Mystic Ruin.

From the train station at Mystic Ruin, head into the cave that leads to Icecap, and place the Ice Key stone on the altar to open the entrance to the Ice Cavern. Walk into the cavern and collect Big's main upgrade, the Lifebelt, then continue across the water and up the ladder to enter Big's second stage, Icecap.

go to ACTION STAGE ICECAP

From the Ice Cavern, head back through the cave and then to the lake in Mystic Ruin where Big sees Tails holding his frog. As Big attempts to grab the frog from Tails, it jumps in the air and manages to escape. Now return to the train to ride back to Station Square and as Big exits Central Station, he sees his frog enter the hotel. Guide Big into the hotel and then through the doors that lead to the pool. From the pool head onto the beach to start Big's third Action Stage, Emerald Coast.

go to ACTION STAGE EMERALD COAST

Once Big finds himself on board the Egg Carrier, send him to the three doors at the far end of the main room then jump on the switch to open the door on the right then enter. Continue past Robotnik's Whack-a-Sonic game and into the prison room to find another of Big's Lure upgrades in one of the cells. Jump on the nearby switch to expose the Lure and collect it then head back to the three previous doors and continue through the middle door to enter Big's final Action Stage, Hot Shelter.



go to ACTION STAGE HOT Shelter

Once Big finds that he has been taken back in time to the Floating Island, guide him up the stairs to find Tikal talking - she then continues up the steps to the Emerald and starts to pray. Once this has happened, Big finds himself back onboard the Egg Carrier. Guide him along to the centre of the room where Tikal's spirit summons the monorail. Ride the monorail up onto the deck then use one of the lift pods and Springs to send Big onto the large green centre platform where he encounters Robotnik and Chaos. Once Robotnik has given Chaos Big's frog, you fight Chaos 6. Simply use the fishing rod and aim at the target inside Chaos 6 to catch the frog. Once Big has hooked his frog, he appears by the Tornado, Tails' jet-powered aeroplane. Now jump in to enter the adventure.



ACTION STAGES



the right of the checkpoint to reach the next switch. Once hit, jump across to the opposite gear and onto the level above.

Head through the two large doors then walk onto the centre platform and press the switch before heading through the next set of large doors. Continue up the steps to the platform then jump across to the line of rings to reach the small platform with the handle. Now turn the handle to raise the platform then jump down to the floor below and use the spring to reach the fifth checkpoint.

Inside the next room is a puzzle where Amy is required to place the coloured blocks into the corresponding hole. Once the exit has been exposed, proceed through the sixth checkpoint and up to the next ledge and puzzle. Place the

three coloured blocks into the corresponding holes, then use the spring to reach the fourth block from the girders above. Once the Robotnik door has opened, continue along the passage to the end of level balloon.

Playing as Big

Once out of the lift, proceed along the passage and through the large doors to the aquarium section. When Big reaches the circular room (where Amy opened the water gates), he sees his frog swimming around in one of the water tanks. Guide Big onto the centre switch to flood the room, then jump into the water and swim around to locate the frog. Once you've found it, begin fishing.

Playing as E-102

When the lift stops and the door opens,



exit and head along the path while blasting at everything. When you reach the four-way junction, proceed through the first door to the right then drop down the hole to the first checkpoint. Now guide E-102 carefully across the large gears to the next platform before blasting the container to reverse the direction of the next gear. From this gear, hover across to the ladder and climb to the top and the second checkpoint.

Blast your way through the next set of containers then use the spring to reach the next platform where there are more containers to destroy. Once through the large Robotnik doors, walk to the end of the platform and target the centre button. Proceed through the next set of Robotnik doors and destroy everything in your path then use the speed strips to send E-102 over the slope. After using the second set of speed strips, use E-102's hover ability to make it across the path to the opposite platform. Destroy the Cheeky Monkeys as you approach them then head through the next checkpoint and position E-102 on the crane switch. This activates the crane which picks E-102 up and places him on the next platform.

Destroy the containers on the next platform and press the crane switch then



quickly position E-102 onto the small platform to be picked up by the next crane and placed onto the train. While on the train, you must guide E-102 along towards the front of it while destroying the enemies and obstacles that block his path. Each time E-102 reaches a carriage that he can't get past, jump across to the second train and proceed further towards the front.

When the train has stopped, head through the checkpoint and along the path then drop down through the hole to the room below. Destroy all enemies and containers in the room then use the speed strip to send E-102 up the ramp and to the next checkpoint. Continue across the next speed strip to send E-102 face to face with E-105.

As you can see, E-105 is the latest model, and has got a lot more firepower than anything E-102 has met. Although E-105 continuously fires homing missiles at E-102, he can be relatively easy to beat. Simply position E-102 in the middle of the track that is revolving, then continuously rotate the analogue stick while firing the E-102's Rocket Gun. Not only does this tactic destroy E-105's homing missiles, you're also able to target E-105 occasionally and eventually destroy him.

LOST WORLD

Playing as Sonic

At the start of this stage, enter the first room and destroy the flying caterpillar then follow the line of rings through the water. Attack the two scorpions then head up the stairs and into the passage. Now use Spin Dash to send Sonic speeding through the next few passages passage. The best way to avoid the flame jets in the second passage is to keep Sonic spinning all the way through the tunnel. Continue through the next passage and off the ramp to the first checkpoint then destroy the scorpion before heading up the stairs and along the bridge to the next entrance.

E-102'S ADVENTURE

When Robotnik has walked off, guide E-102 out of the containment unit and to the left where Robotnik sends him into the Swatbot firing range. This is where E-102 begins his first Action Stage, Final Egg.

go to ACTION STAGE FINAL EGG

Robotnik now wants to test E-102 once more, and summons E-101 beta to fight him.

After E-101 has been defeated, Dr Robotnik summons all the Swatbots into the main room and orders them to catch Big's frog, which has swallowed one of the Chaos Emeralds. When E-102 appears outside Central Station, head into the hotel and through the door to the swimming pool, then target the barriers that cover the entrance to Emerald Coast and enter to begin E-102's second Action Stage

go to ACTION STAGE EMERALD COAST

When E-102 appears at the Floating Island after being taken back in time, send him along the path and up into the Emerald shrine. Once Tikal has spoken to E-102, he's transported back to the Egg Carrier, where he gives Dr Robotnik Big's frog. After the other Swatbots have been beamed off the Egg Carrier, Robotnik orders E-102 to go and collect the Chaos



Emerald from around the neck of Amy's bird. Once you are back in control, proceed through the third door on the right and into the prison room where Amy is being held captive. After the conversation with Amy has ended, E-102 decides to release her. Now head back into the main room where Robotnik summons E-102 to the main deck, but before using the yellow pod to reach the deck, climb onto the narrow walkway above and enter the middle door (initially to the left) to collect E-102's first upgrade, High Power Booster.

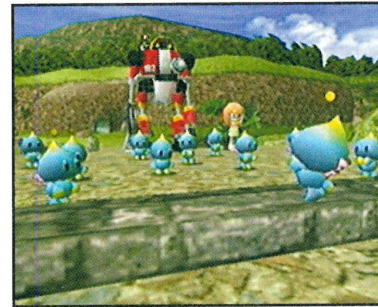
When fighting Sonic, use the same tactics as for the battle with E-101. Just as E-102 is about to finish Sonic off, Amy steps in and stops the fight. When the conversation with Amy has ended, E-102 jumps off the Egg Carrier before it explodes. Once E-102 has landed in



Mystic Ruin, head up the stairs to Tails' house and collect the Wind Key stone then head towards the lake and along the path to the altar. Place the Wind Key stone on the altar then jump into the air current to begin E-102's third Action Stage, Windy Valley.

go to ACTION STAGE WINDY VALLEY

From the platform at Mystic Ruin station, head through the cave that leads to



E-101

This is a very easy battle to win as long as E-102 keeps on the move while targeting E-101, and continuously fires at him. If you get hit, make sure you collect a few rings first before going back into battle.



ACTION STAGES



Start this circular room by collecting the rings from the box to the left, then walk around to the next platform and climb to the top to step on the floor switch, which raises the level of the water. Now continue in the same direction to reach and press the next switch. This switch is different and is one of three switches that opens the exit at the top of the room.

Continue around the room in the same direction and climb up to the next platform and switch - once pressed continue to the next switch but don't press it. Instead jump up to the platform above and press the square button to unlock the second part of the exit door at the top. Now continue to the end of the platform and use the blocks to jump to the next platform directly above.

Carefully jump across the gap and the spikes to reach the next switch. From this platform, you can see the next platform and switch that Sonic needs to reach. Achieve this by heading towards it and jumping into the water then using the platform to climb up to the switch. Don't take too long as Sonic may run out of air, and don't press any other switches that you come across as they only affect the water level.

Once you've reached the third and final square switch, press it, then carefully jump onto the serpent's back for a ride around to the exit that is now open. Continue up the stairs and through the second checkpoint and along the mirror to the right then proceed forward and past the Flame Thrower to the second light. Point the light onto the mirror to the right then continue across the gap and spikes to reach the next light. Shine this light onto the mirror to the right then carefully jump across the gap and destroy the next Flame Thrower.

Shine the fourth light onto the mirror to the left then jump the gap and shine the

fifth light to the right. When you reach the last platform and the line of rings, use a Light Speed dash to send Sonic safely into the next passage. Continue through the third checkpoint then enter the water and guide Sonic through the rings as he slides along. At the end of the water slide, use the springs to bounce across the water, alternatively you can jump across the blocks to reach the next passage. Use a Spin dash to get Sonic safely past the flame jets then continue through the next door.

You're chased by a boulder here. Use plenty of Spin dashes to keep a good distance between Sonic and the boulder. When you reach the end of the passage, Sonic runs into a row of springs and is sent to the safety of a high up platform. Proceed through the door and the fifth checkpoint then



destroy the caterpillar before collecting the rings and proceeding up the slope and through the next door.

There are two switches in the water, and various blue tiles on the walls. Using the blue tiles Sonic is able to walk up the wall. Start by stepping on the furthest switch then jump up and down until the blue tiles in front of Sonic line up and glow. Guide Sonic up the tiles to the platform above then carefully jump onto the next platform and quickly move to the right to avoid being spiked. Press the switch once then use the following blue tiles to reach the final platform and the sixth checkpoint.

Quickly destroy the Flame Thrower then collect the rings before spinning along the next passage and past the flames to the switch. Step on the switch once to create the next path of blue tiles then carefully guide Sonic along the tiles and past the spiked blocks. When you reach the end of the platform, drop down the hole and into the passage then walk Sonic past the flame blocks. Drop down the next hole and approach the ring switch. Press the switch then use Light Speed dash, to send Sonic across to the to the opposite passage. When Sonic comes to a halt, guide him through the remaining passage to reach the exit.

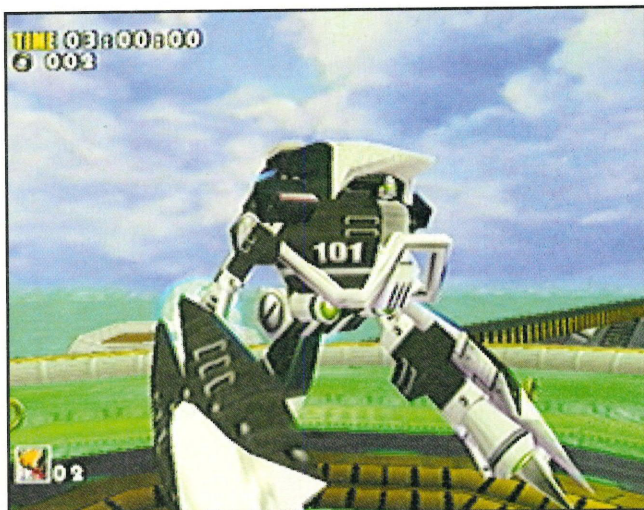


Playing as Knuckles

This is one of the easiest stages for Knuckles to find the three Emerald shards as there are not many enemies to destroy, or obstacles to overcome. Make sure that you collect all the rings and items available before collecting the last Emerald shard, and explore each room and passage for extra items and rings.

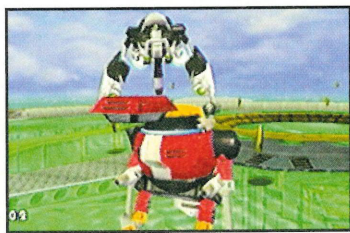
FINAL EGG

Playing as Sonic
Start by collecting the rings then quickly move to the left and head along the path and over the laser beam before use the springs to reach the



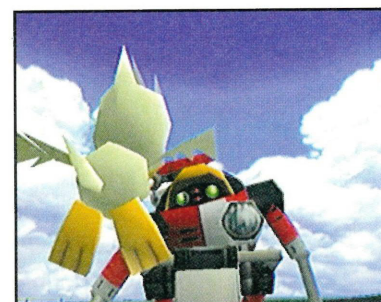
E-101

As soon as the battle against E-101 has begun, try to move around the back of him for an attack while using the Rocket Gun to destroy any missile attacks that he may use. E-101 is heavily shielded at the front and sides, so get behind him to cause damage. After a short while, E-101 takes to the sky and shoots down powerful flame attacks that must be avoided, make sure that E-102 is kept on the move at all times. When E-101 returns to the deck, continue moving around behind him again for another attack. Repeatedly use this method, while collecting rings, to blast E-101 out of the sky.



Icecap, and continue along the passage to reach the entrance to Red Mountain. At the gateway, target and destroy the caged monkey then head through the gate to begin E-102's next Stage, Red Mountain.

go to **ACTION STAGE RED MOUNTAIN**



When E-102 appears back outside the entrance to Red Mountain, guide him back to the station in Mystic Ruin, then send him into the hut below the station to reach and use the raft. It takes him across to the crashed Egg Carrier. From the main deck of the Egg Carrier, head back along the deck to the yellow pod then place E-102 in the pod to be lowered into the main room below.

From the pod, head along the narrow walkway on the upper level to reach the door along the right. Go inside to find the Gun upgrade. Now return to the main room and enter the middle of the three doors to begin E-102's final Action Stage, Hot Shelter.

go to **ACTION STAGE HOT SHELTER**

On defeating E-105, E-102 heads back to the main room in the Egg Carrier. From here, guide E-102 into the yellow pod that takes him up to the main deck to see E-101 flying past. Now send him along the deck for the final battle against E-101.

On defeating E-101, he uses his last shot to target E-102. Shortly

afterwards, E-102 is approached by the bird that was inside E-101. As this bird begins to fly off, E-102 falls to the floor and explodes, releasing a pink bird which then flies after the blue bird. Both of these birds are the parents of Amy's bird. As the scene fades, we see them flying off into the distance. Adventure over.

ACTION STAGES



centre platform to collect the shield and extra life from the boxes. Continue down the next slope and use the speed strip to reach the next area. Quickly speed Sonic past the mechanical arms and to the first checkpoint before they get the chance to grab him. Once through the checkpoint, use a Homing Spin attack to destroy the capsules on either side that are controlling the laser beams then proceed forward and past the Robotic Guards. Using the speed strips and Spin dash, send Sonic quickly past the section of mechanical arms until he reaches the room with the Hover Bats.

Jump up to the platform where the boxes are located behind the laser beams, then use Sonic's Light Speed attack to smash the laser beam pods, allowing Sonic to

collect the extra life and rings from the boxes. Now move to the next platform and remove the bats before using the springs to reach the second checkpoint.

From the second checkpoint, jump onto the first conveyor belt and then across to the second belt to the left. Now quickly jump onto the third and then the fourth conveyor belt and carefully spin Sonic past the spiked poles and into the spinning tunnels. At the end of the tunnel, carefully jump across onto the first floating platform and then onto the second platform. Now use a Homing Spin attack to destroy the Hover Bat and the nearby item box to land safely on the ledge. Proceed into the next room and collect the rings from the box then enter the passage and use the speed strip to send Sonic to the next chamber and floating platform.

From this platform, jump across to the next one then carefully jump onto the remaining platforms to reach the next ledge. Continue to the next room and grab the extra life from the box then enter the passage. At the end of the passage, Sonic finds himself in a large circular room that has a platform and switch in the centre. Stand on the switch to activate the platform then once it is

in place wait for the floating platform to come within range then jump across to it. Jump across to the next platform, then wait for the large hammer to swing away before jumping to the following platform. You may need to rely on Homing Spin attack in order to successfully jump across this rather large gap. Once across the gap and safely on the ledge, enter the elevator to be taken down to a lower level.

At the bottom, step off the elevator then carefully head past the spiked balls and destroy the Hover Bats. Continue through the third checkpoint and down to the platform, then use the platforms that follow to reach the circular platform further down. Collect the rings from this platform then enter the elevator to reach the next level down.



Exit the elevator and enter the next room where there are rings and items to collect from the various boxes. Once you have collected the items, head down the slope and into the next room where to find lots of small pink crabs that attack. Use Homing Spin attack to make your way safely across to the ladder on the opposite side then climb the ladder and carefully jump over the spikes to proceed along the path to the third checkpoint. From the checkpoint, walk over the fans to make Sonic float then guide him across to the opposite platform. Continue across the next set of fans then proceed through the door and across more fans until Sonic reaches two Hover Bats.

Destroy the bats then head across to the next room where there are more

pink crabs to deal with. Use the speed strip on the opposite wall to continue along the path and into the passage where the fourth checkpoint is located. Once through the checkpoint, head into the next chamber where Sonic falls down to the platforms below. Steer Sonic into the centre of the chamber as he falls to avoid the spiked balls and land on the centre platform. Collect the speed boots then jump across and onto the springs to send Sonic back up through the chamber. Keep pressing forward while Sonic is in the air to guide him onto the set of fans as he falls back down. Using the fans, guide him into the passage which takes him into another room full of pink crabs.

Continue through the large doors and remove the Hover Bats and Robotic Guard then head through the fifth checkpoint and destroy the next Robotic Guard. Continue to the slope and head down the other side to destroy the dummy characters then follow the line of rings through the sixth checkpoint and up the stairs. In the next room, quickly destroy the Hover bats and then the two Robotic Guards before use Sonic's Light Speed dash to send him along the line of rings and onto the next platform to complete this stage.



SUPER SONIC'S ADVENTURE

Super Sonic starts as the same character as Sonic, but in order for him to become Super Sonic, he requires two things. First of all, he must have all seven Chaos Emeralds, plus 50 extra rings. Once he has been transformed into Super Sonic, he cannot be hurt by attacks, and can move fast enough to fly over land and water. Every second he is in this form requires one gold ring. Once all 50 rings have been used, Super Sonic returns to his normal form. When Sonic transforms into Super Sonic, his moves are the same as before, but a lot more powerful.

When Super Sonic's adventure begins, there is still one of the Chaos Emeralds in Tails' aeroplane, Tornado. Shortly after

PERFECT CHAOS

This is the final and ultimate battle against Chaos, who has now been transformed into Perfect Chaos. To win, just make sure that you collect as many rings as possible, and reach Perfect Chaos as quickly as possible.



Once Super Sonic has landed on the water, guide him along between the buildings while collecting the rings and using the Speed strips positioned on the small sections of road that are scattered along the route. When Super Sonic nears Perfect Chaos, guide him around any attacks Perfect

Chaos many use, and into the base of Perfect Chaos. Provided that Super Sonic has not been slowed down by being hit, he spirals up Perfect Chaos' neck and slams into his brain. Once Super Sonic has managed to strike Perfect Chaos' brain three times, the first stage of the battle is won.



During the second stage of this final battle, Super Sonic must strike the brain of Perfect Chaos another three times. Careful, though, as he attacks with much more power than before. Remember to continue collecting

rings, and to use the Speed Strips to help Super Sonic evade attacks from Perfect Chaos.



On defeating Perfect Chaos, he is reverted back to his original state, Chaos 0. While Sonic, Tails and Knuckles are looking from overhead, Tikal appears and leads Chaos 0 away to the Masters Emerald, but before she leaves she thanks Sonic and his friends for their help. At this point Sonic notices Dr Robotnik disappearing off into the distance, and the adventure ends.

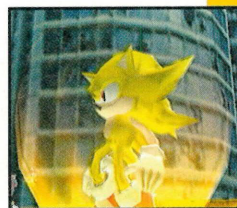
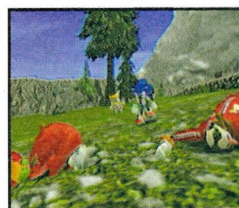
the floating island falls, Dr Robotnik can be seen making his escape through the rain forest. Next we see Knuckles on the Floating Island, who figures out that the island fell back into the ocean because one of the Emeralds is still missing.

After Tails has told Sonic that Dr Robotnik has been seen near the Floating Island, guide Sonic through the cave near Mystic Ruin station and along the passage to the Floating Island where he finds Knuckles and Robotnik. Tikal soon appears and takes Sonic back in time to the Master Emerald shrine when it is on fire. Send Sonic towards the shrine where the chief of the Echidna Tribe has gathered with some warriors. Shortly afterwards, Chaos appears.

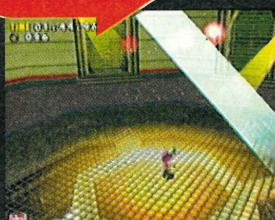
Once back in control of Sonic, send him closer to the shrine. After the scene, Sonic is transported back to the Floating Island. Once Tails has told Sonic about

the final Chaos Emerald in his aeroplane, use the mine cart next to the lake in Mystic Ruin to reach the rainforest section. Unfortunately they are beaten to the Chaos Emerald by Robotnik.

Once the scene of Station Square being destroyed has ended, Sonic is joined by all the other characters. Tails then suggests that Sonic should use all the Chaos Emeralds to become Super Sonic and defeat Perfect Chaos. Sonic then takes the Chaos Emeralds to become the almighty Super Sonic.



ACTION STAGES



Playing as Amy

Amy starts this stage by running away from Zero. Quickly move to the right and jump over the laser then head along the path to the springs. Once through the first checkpoint, use a Hammer Flip to clear the next set of lasers. Use this same tactic to get past more lasers then enter the passage and continue through more lasers. After the second checkpoint, step on the switch to summon the lift. From the bottom of the lift, head past the laser and into the next room, then avoid the Hover Bats and enter the following passage.

When Amy reaches the circular room, enter the first door to the right and strike the Robotnik tile then enter the next doorway along to reach the third checkpoint. In the next room, use a Hammer Flip to launch

Amy into the opposite passage which leads to the end of level balloon.

Playing as E-102

Once inside the first room, target and destroy the three target dummies then continue to the next room where there are more dummies to shoot. Use the springs to continue along the path through the first checkpoint then move out onto the small ledge and continually shoot the Sonic dummy to destroy it and complete the stage.

BONUS GAMES

Sky Chase Act 1

Once you are in control of Tails' Tornado, it automatically follows a certain flight path towards the Egg Carrier, and then



around it. As you approach the Egg Carrier, manoeuvre the plane to line your cross-hairs up with the targets enemy craft. Pressing and holding either the Jump or Action buttons while lining up your cross-hairs enables you to lock-on various targets, then release the button to open fire. As you are gradually taken around the Egg Carrier, repeatedly shoot at all targets.

Twinkle Circuit

Playing this mini-game is optional, but it must be played and successfully completed if you wish to collect the two emblems it contains. To receive the first Emblem, enter Twinkle Circuit and complete three laps of the track. To receive the second emblem, complete three laps within the time limit. When racing at Twinkle Circuit, use the Jump button as the accelerator. From the start line, press the Jump button when the words 'go' appear for a quick start.

Sky Chase Act 2

This bonus game is very similar to the previous one where Sonic and Tails flew around the Egg Carrier. Use the same method of attack by pressing and holding either the Jump or Attack button to lock-on targets, then release the button to open fire. As you approach the underside of the Egg

Carrier, target and shoot as many of the turret guns as possible. After making the first pass, Tails transforms the Tornado into a jet aeroplane and makes another pass at the Egg Carrier. Continue to target and destroy the enemy craft, as well as the mounted guns on the Carrier until Sonic and Tails are ready to attack the main gun. When attacking the main gun, destroy the missiles launched at the Tornado with your guns, then aim at the main gun when the shield is open. Repeat this attack to complete the battle.

Sand Hill

This bonus game is very similar to the snowboarding section in Icecap, but is slightly harder to control due to the terrain, there are also more obstacles to avoid. Once Tails is under way, you must constantly guide him through the hurdles to gain points until he reaches the frog at the end. Each time Tails successfully passes under a hurdle, he gets an 'x1' which he must continue to build up by passing the next hurdle within three seconds. There is not set route, but certain obstacles appear from the sand and must be avoided.

Whack-a-Sonic

This bonus game is only accessible by Amy, which was devised by Dr Robotnik.



The idea is to hit the heads of Sonic and Tails dummies each time they appear, to increase your score. Try to avoid hitting the Robotnik heads as this greatly reduces any score you may have accumulated. After beating the game for the first time, Amy receives her first upgrade, the Soldier's Feather. If she managed to beat the game once more, she then receives the Long Hammer.





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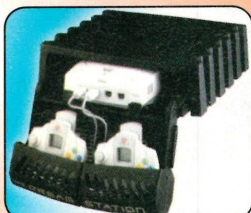
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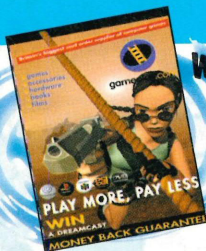
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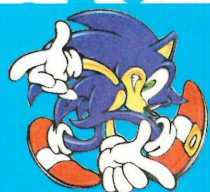
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KEY

P Punch
G Grab
K Kick
E Evade

Each fighter has more moves than Gary Kasparov up their sleeves and the best way to learn and master these is by spending a few hours in Training. What you really want to know, though, is how to pull off the most impressive moves. Although the ones that we've listed are pretty devastating, they're also very difficult to execute; especially against the computer. However, there's nothing more satisfying than crushing your mates in a two-player session!

CHALLENGE RATING



Completing the game once won't take long. Perfecting the moves for every character, however, could take you into old age with very sore fingers.

Time to complete

Casual 1 week
Freak 2 weeks

Expect

An array of Fighting styles, combos, special moves and other fight-related stuff like head bands and make up.

Pai Chan



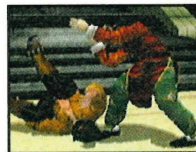
As you'd expect from someone who enjoys dancing, Pai is very supple and quick on her feet. Her speed is, indeed, her greatest asset. Try this... Press **↵+P, P, P, K** (Punch and Kick Combo) for a fast crouching attack and follow with **↵+P** for a stomp attack when your opponent is downed.



Lau Chan



Like his daughter, Lau is very fast and can inflict heavy damage in a short amount of time with his fast punch and kick combos. Try this... Execute this excellent throw move **↵, ↵+P+G** (Shoulder Twister) and follow up with **↵+K** (Ground Smasher) to really grind your opponent into the dirt.



Akira



His fighting style is difficult to master, but worthwhile. Try this... Get behind your opponent by pressing **↵+P+G** (Advancing Throw). Now press **P+G** (Double Fists). Press **P+K+G** (Palm Hit) and quickly press **↵+P+G** (Shoulder Throw) to deck your opponent while they are momentarily stunned.

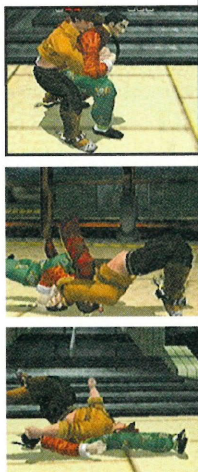


Wolf Hawkfield



If you're a wrestling fan, you'll love this guy.

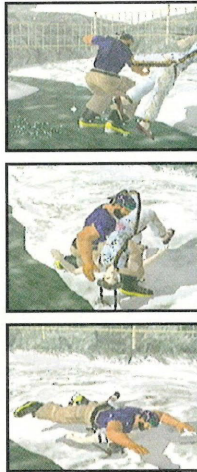
Try this...
Press **⇒+P+G** (Grab), **⇒+P+G** (Behind Opponent), **⇐+P+G** (Suplex). While the opponent is down, press **⇐+K** (Body Smash) to conclude the move with a bone-shattering dive.



Jeffry McWild



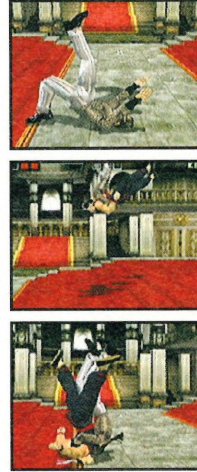
Like Wolf, Jeffry is one great big muscle-bound mutha! Try this...
Press **⇐+P+G** (Reverse Throw), **P+G** (Back Breaker) and finish with **⇐+X** (Body Splash). Your opponents' spine should now be shattered beyond repair.



Kage-Maru



Fast, silent and deadly. That's why everybody loves a Ninja. When you master this move you'll love 'em even more.
Try this...
Press **⇐+P+G** (Throw), **⇐+P+G** (Catch and Dive). Don't forget a stomp attack while your opponent is recovering on the floor from their nasty fall.



Sarah Bryant



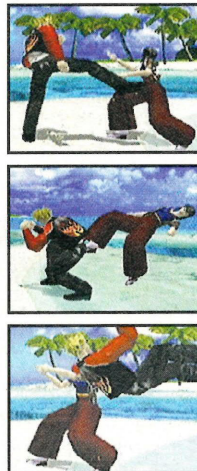
What she lacks in power, she makes up for in speed. Try this...
A quick move that should leave your opponent's head spinning: **⇐+P** (Forward Screwdriver), **⇒+P+G** (Suplex) and as your opponent rises press **⇐+P+G** (Neck Breaker).



Jacky Bryant



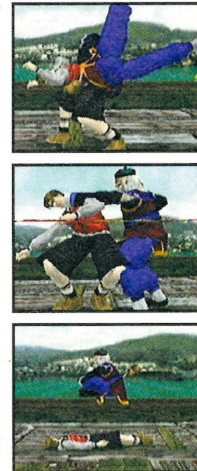
Just like his sister, he's a fast mover and has lots of nice combos in his repertoire. Both these combos are effective.
Try this... Press **⇐+P+K, K, K, K** (Killer Kick Combo). Press **P+K, P, ⇐+K** (Punch and Kick Combo). For a quick flooring move, try **⇒, ⇒+P+G** (Standing Clothesline).



Shun-Di



An alcoholic fighter that offers a lot more technique than your average bar room thug down at the Pig and Whistle.
Try this...
Check out this most amusing of moves.
⇐, ⇐+P+G (Shoulder Twister), **P+G** (Head Shake). Press **⇐, ⇐+P** (Sitting Air Attack) while the opponent is on the floor.



Lion Rafale



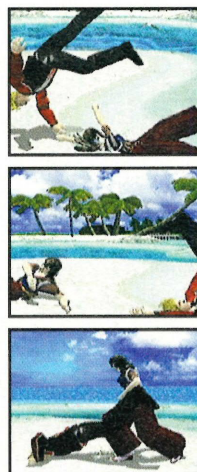
Don't be deceived! Although his stance makes him look like he's rewinding an invisible motorbike with strap-on attachments, the Mantis style of fighting Lion uses is both fast and deadly.
Try pressing **⇐+P+G** (Under The Bridge), **P+G** (Round The Back) and **⇐+P** (Spring Attack) to finish the move nicely.



Aoi Umenokouji



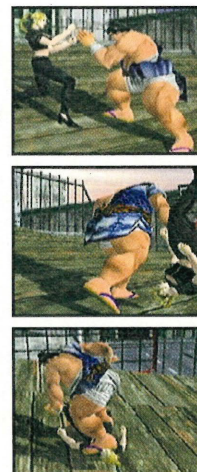
Very light on her feet but she can hit like a breeze block. Aoi is certainly no pushover. Her best moves are fast punch and kick combos. Give these two throws a try.
⇐+P+G (OTT) and when behind an opponent simply press **P+G** (Back Stamp).



Taka-Arashi



He's fat, slow and he wears nappies. However, anyone who's had the misfortune to share a ring with a Sumo wrestler will know it's not a pleasant experience.
Try this...
This little combo should install some faith when using the big man.
P+K+G (Chop-Chop), **⇒+P+G** (Sumo Toss), **⇐+P, P** (Gut Buster).



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Want to know how to beat the best and thrash the rest? Well, read the Dreamcast Strategies Ten Commandments for Virtua Fighter 3tb and Victory will be yours...

TEN COMM

BASICS



There's a lot to be said for utilising your basic kicks and punches against an unsuspecting enemy. Practice the basic moves like crouching and dashing, then learn to incorporate them with the more complex moves such as combos and special moves. Remember you can enter a dash into the command buffer, so that once you've stopped you immediately start to run again.



ATTACKING



To attack is to win. Nobody ever forced a Ring Out, Time Victory or Knock-Out by shying away from the punch and kick buttons. Relentless attack is not the key to victory. You need to mix up all of the attack control aspects – throwing, combos and special moves. An attack can be counted in three stages: execution, hit and recovery time. Remember that you can be vulnerable to attack during execution and hit time.



THROWING



Throws can drain a great deal of your opponent's energy, but they must be used sparingly as a) you don't want to become predictable and b) they can easily be countered. A throw, however, is very useful against a blocking opponent as all throws can be completed even against somebody using guard. Watch out when throwing as nine times out of ten, an attack (punch or kick) will defeat a throw.



BLOCKING



Blocking is as important to get right as attacking. After all, whilst you attack, you can guarantee that you are being attacked. Which is why you need to learn to guard immediately after an attack flurry. You can block low or high, depending on where you expect to be hit but remember that CPU-controlled players usually go for the area you are not blocking. Make sure that you learn to predict this.



DODGING



Using the 'B' button allows you to dodge in and out of the screen and around the player. This is a useful alternative to blocking and should be used to avoid attack as well as to set up attacks. Dodging around a human player makes it harder for them to track you, but remember that it's not so hard to be tracked when playing a one-player game against the CPU.



Dos

- Learn the nuances of the command buffer.
- Attack with basic kicks and punches. You can win without special moves.
- Use the different jumping techniques.

- Attempt to get the first attack in.
- Attack grounded players.
- Make use of low kicks.

- Use different types of throw.
- Make sure you're close enough to get a good hold.
- Follow up a throw with a stomp attack.

- Block immediately after an attack.
- Use the block button to cancel buffered attacks.
- Tap Down and Block for an instant crouch guard.

- Attack immediately after you've dodged an attack.
- Dodge to put your opponent off.
- Learn to time dodges perfectly for best results.

Don'ts

- Simply edge forward. This is practically useless.
- Get into the habit of using one basic kick. It's boring and unsporting.
- Stay crouching. It may look safe but a good player will give you a hiding.

- Attempt moves that you're not sure of.
- Get carried away. You'll never win with an all-out attack.
- Stick to one or two moves.

- Throw at the very start of a bout.
- Rely on throwing as your gameplay style.
- Attempt a throw directly after missing the first one.

- Just stand and block. Cover high and low ground.
- Block on the edge of the ring. You'll be pushed off.
- Try to block a throw. It won't happen.

- Use dodge too close to the edge in hectic moments. You fall out.
- Rely on dodging. Some attacks can auto-track you.
- Dodge one way then the other. You're easy to strike.

ANDMENTS

REVERSALS



Only Dural, Aoi, Akira, Pai, Kage, Taka and Wolf have the ability to reverse an attack. Reversals are very hard to get working as they can only be achieved during the execution time of an attack, which takes good timing. You must also reverse an attack at the same level it is launched, which takes a lot of quick thinking. To make a successful reversal you need to recognise what the execution time of an attack looks like.



- Learn to recognise the execution period of an attack.
- Practice. It's the only way to become adept at reversals.
- Choose the right characters. Otherwise you're wasting your energy.

- Expect a 100 per cent success rate. Reversals are very hard to pull off.
- Rely on reversals. Blocking and dodging are safer options.
- Reverse when you can attack first.

COUNTERING



A Counter is where you get an attack in on your opponent whilst they are in the execution stage of an attack. A Major Counter can result in an extra 50% worth of damage, so like Reversals, it's worth learning to recognise that split second before an attack occurs. Counters can also happen in the recovery time of attack although the extra damage is less than a Major Counter.



- Practice Major Counters.
- Attempt to counter a floating victim. Often known as a juggle.
- Counter whilst an opponent is staggering. This could make them float.

- Counter after you have just blocked.
- Counter throws, as you need to be close for success.
- Counter regularly with kicks. They take longer than punches to execute.

COMBOS



Virtua Fighter 3tb is not as combo based as Tekken 3, although it's true to say that the biggest damage will come from a combo. Pre-programmed combos are the easiest to achieve as they can be entered into the command buffer before the combo hits. Off-the-cuff combos are harder to execute but can produce better, more painful results.



- Learn the pre-programmed combos.
- Do add your own variations to the pre-programmed combos.
- Practice combos. You know what practice makes, don't you?

- Hit the buttons randomly and expect a combo to happen.
- Go for a throw after your opponent staggering after a combo.
- Let up once you have a big combo underway.

SPECIAL MOVES



The game manual contains many of the special moves for all the characters, but there are plenty more to be found yourself. Go into training mode or start a two-player game on your own to practice the special moves. The best form of attack is a succession of combos and special moves so you need to remember loads of joystick movements to be successful.



- Use the correct move for the right situation.
- Mix it up by not relying on special moves.
- Keep a few moves under your hat for maximum effect.

- Rely on a couple of special moves you remembered.
- Attempt a complex special move when you're under pressure.
- Use a special move as a counter or reversal.

MERCY



We're not talking about being merciful. No, we're talking about being merciless. It may earn you zilch in the way of friends, but keeping your opponent in the air with a juggle, pushing them out of the ring or simply not letting up on the aggression if they can't handle it are all satisfying ways of showing everyone who's boss.



- Psyche your friend out with banter.
- Use stomp attacks (↑ and X) at all available occasions.
- Pull their joy-pad out before a bout.

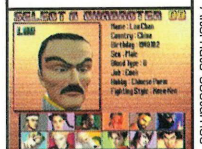
- Give people a chance. They wouldn't do the same for you.
- Stop using a killer move just because no-one can do anything about it.
- Have a heart. You'll never win.

Virtua Cheater

Here's a few other little nuggets of info. To help you get more from Virtua Fighter 3tb.



Play Against the Alphabet Character
At the character select screen, highlight Akira and press START. Then highlight Lau and press START and finally highlight Pai and hold START and press X.



Alternate Costumes
Hold the start button before selecting a character with button A.



Arcade Backgrounds
Let the time run out in the stage select screen to get the original arcade backgrounds.



Play as Gold Dural
Press START+Y+A at the character selection screen. This only works in Training mode.



Play in slow motion
Press and hold the Dodge button at the 'KO' screen.

Alphabet

Alternate costumes

Arcade backgrounds

Gold Dural

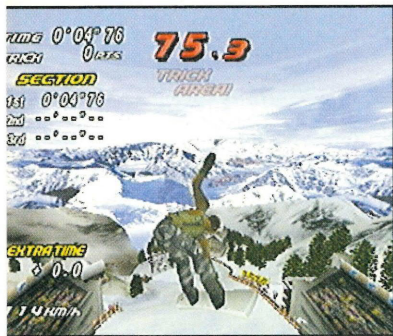
Slow Motion

SNOW SURFERS

SNOW SURFERS

Snow Surfers started life as **Coolboarders** Burrn in Japan. It's developed by the same people as the PlayStation's **Coolboarders** although sadly, it's not quite up to the **quality of the third** in the PSX Series. Still it's good fun and damn hard. You may need the following then...

WHAT THE HELL'S A FAKIE MUTE?



The tricks on Snow Surfers are very hard to pull off considering that you only need to utilise a few buttons in the first place. This, of course, is down to the inherently dodgy control system in place. However, there are a few golden rules to remember:

- You can't actually turn your boarder whilst holding the **A** button to jump. This means that you have to wait until you're perfectly lined up for the ledge or lip that you want to get a trick off if you're going to avoid bailing out.
- Don't go too wild at first. Learn to string together a couple of grab tricks of the bigger jumps or pipes before you start to add spins into your trick repertoire.
- Always make sure that you have the possibility of at least a 180-degree spin if

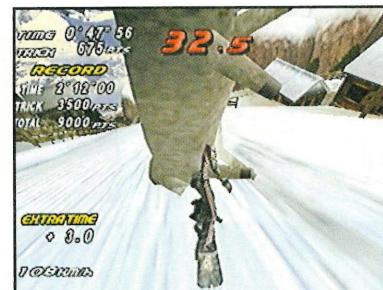
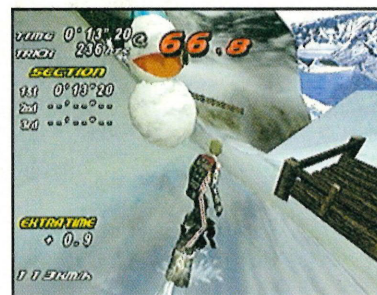
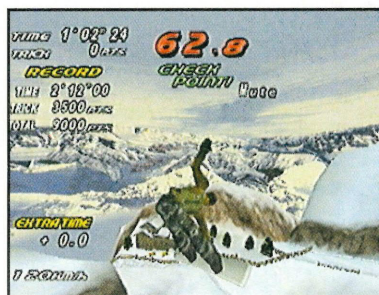
you are to attempt any spinning at all. Spinning does mean points, but it also makes it harder to land. Bail out and you lose the points.

- Flips are the hardest type of trick to pull off in the game, but once you've got used to them you should be flipping from here to kingdom come. The only rule to remember when flipping is that you must have enough height. So wait for ramps and high cliffs rather than trying to do flips off of the moguls.
- The biggest way to score points is to combine flips, grabs and spins into one spectacular trick. Now this is very hard to do so get yourself on to a half-pipe and get practising.

TAKE A FREE RIDE ...

The main part of Snow Surfers is the Free Ride section where it's simply you against the clock – and a very steep mountain side. Oh, and lots of obstacles such as trees, buildings, bridges, boulders, snowmen, and huge gert jumps. There are five courses in total, each with its own set of problems posed, but with the little space we have, we're not going to be able to take each course in turn. But we've got some general tips that you'd do well to bear in mind.

- You can only score points for big tricks in certain areas so don't spend your time pulling off moves on every little



bump and rut you come across. Of course this looks cool and is extremely satisfying, but you'll only end up wiping out, wasting valuable time on your way to the next checkpoint.

- The fact that you only have a few areas to score trick points makes the Free Ride section a basic time trial game, so it's up to you to find the correct and fastest lines as well as all of the shortcuts on the tracks. This means learning the courses off by heart as well as taking some time out to do some exploring.
- To get extra speed try using the high banks on some of the corners as extra hills. Get to the top of them then use the down-slope to give you extra speed into the next section of track.
- Watch out for moving and often unpredictable objects such as sheep, huge snowballs and falling boulders. These should get you on your first few runs down a course, but you should be able to predict object movements once you used to a course.
- We said earlier that you shouldn't be tricking off every bump and rut on a course. This doesn't mean you shouldn't make use of the jump button, though. As jumping over some dodgy sections is faster than trying to navigate your way through them. And you can add a few tricks if you're feeling confident.
- It's tempting to over-use the **X** button to get a sharper turn on some of the tight corners. Try to refrain from this as much as possible though as it slows you down to much. Sometimes it's faster to just take a bump off a barrier than slow down using **X**.
- The later courses have quite a few right-angle turns off jumps. There's a knack to getting these right. And it's actually very easy. Just turn into the corner much earlier than you normally would do. Instead of hitting the wall or barrier you'll continue sideways in the air, and land perfectly for the corner.
- Always try to follow the flattened snow as this is always the fastest line. Hit the powder and you'll lose a hell of a lot of speed and balance.
- Finally, always watch the bottom left

CHALLENGE RATING



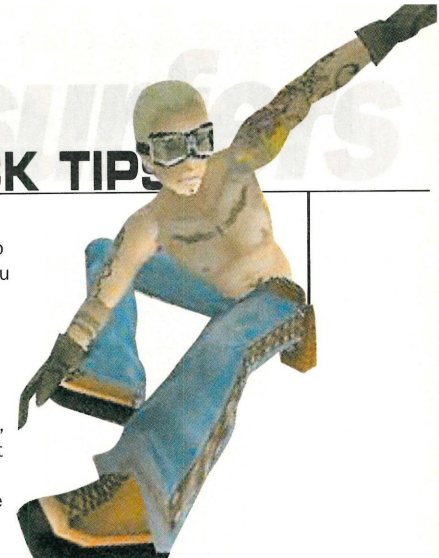
Although the trick control system has been simplified compared with that of **Coolboarders 3** on the PlayStation, it's still damn difficult to get used to.

Time to complete

Casual 2 weeks
Freak 3 days

Expect

To be frustrated by some of the toughest courses you've come across on a racing-style game, then to accidentally fluke your way through them one at a time.



THE RIDERS

There are six starting riders on Snow Surfers, each with their own advantages and disadvantages. Here's the low-down on those six cool boarders then:

AXEL

This guy starts off almost level in all of the areas, but he is a little stronger in the power and max speed stakes which makes him a good bet for beginners, especially on an All-Round board.



TIA

Tia is strong on balance quickness and technique but lacks on max speed and power. This makes her useful for half-pipe events when you just start playing, but an Alpine board is required if you want to win on the downhill events.



RONNIE

Ronnie can jump with the best of them as well as give it large in the power stakes which makes him good for a two player race. His lack of technique, quickness and max power, though, means that he could do with an All-Round board.



MONICA

Monica is a very, very fast rider, as well as being able to jump high. Put her on an Alpine board on Free Ride then, and she's a winner. You'll need a lot more effort to be victorious when you go for trickery though.



DJ KEN

DJ Ken can't jump and has got the balance of a baboon with a club foot. This puts him out of the running on the half-pipe and doesn't help him much on Free Ride so a beginner's character, he most definitely ain't.



BOB

His jump technique and max power attributes make him a worthy contender for Free Ride but take him onto the half-pipe and he'll need a very good Freestyle board to make up for the lack of the other attributes.



though it looks as though you're about to crash. Because nine times out of ten, you won't and you'll end up scoring some extra points.

I'M BOARD...

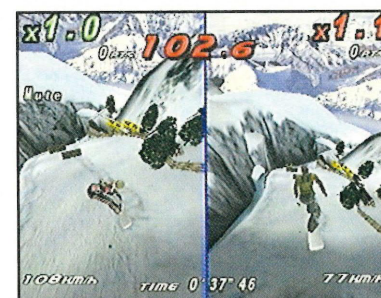
Choosing the right board is as important, if not more so, than choosing the correct rider. There are three types of board: Freestyle, All-Round and Alpine. Freestyle boards are best for half-pipe riding and general trickery as they are very responsive and stable. The drawback of a Freestyle board, though, is that the top speed sucks. However, if you match up a fast rider with the fastest Freestyle board, you could have quite a formidable



combination for a downhill game. The All-Round boards speak for themselves really. They're average in all departments, so choose your rider carefully to boost your performance in their strongest area. Alpine boards are dedicated downhill boards so they are very fast but lack in the response and stability departments. They also have a disadvantage in that they are even slower if you pull into a Fakie position as they have one blunt end. Use Alpine boards only when you have mastered Snow Surfers fully.

COME RIDE WITH ME

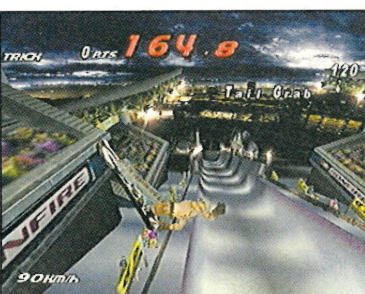
Aha! This is more like it. The single-player game is lacking in some departments, but get yourself a friend and there's plenty of multiplayer snowboarding action to be had. Not only that, but you have to use your block and guard buttons to avoid any attacks from your opponent. A bit like downhill snow-based Road Rash then. Anyway, the best advice we can give you for winning over a human player is to avoid getting into any tussles. It's just not worth. So avoid as much contact as possible and just play to the best of your abilities as much as possible. It may not sound like a lot of fun for a two-player game, but it's still very satisfying to reach the bottom of the course before your human opponent.



corner of the screen to make sure that you're not in a fakie position as this too will slow you down considerably.

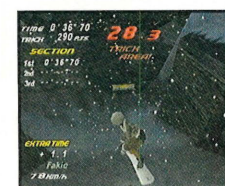
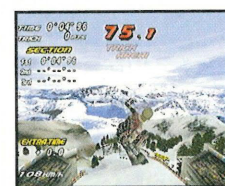
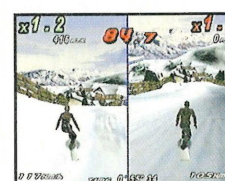
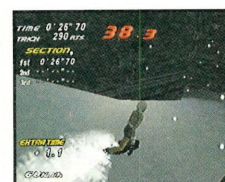
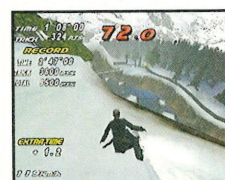
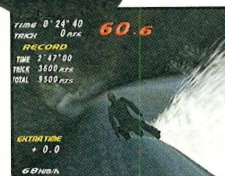
PUT THAT IN YOUR PIPE & SMOKE IT...

Being successful on the half-pipe courses is a completely different kettle of fish to



winning in Free Ride mode. The first thing to take into account as that you can't turn when holding jump so always make sure that before you crouch for a jump you have quite a tight angle at the pipe. This gains you more height as well as saving you time, and distance travelled down the pipe. Once in the air, don't spend all of your time going for the biggest trick combos as possible. Of course, you'll need to get some spins and flips in somewhere on the ramp, but more often than not, it's safer to try and get in as many grab tricks as you can in one jump. Three grab tricks in one jump can often score you up to 900 points!

The jumping physics on Snow Surfers aren't exactly rocket science so forget about the realism side of things when you're on a half-pipe. If you hit a snaking piece of half-pipe and get some air off a corner, still go for a few tricks, even



NBA SHOWTIME: NBA ON NBC



NBA SHOWTIME: NBA ON NBC

America's first passion is eating junk food, their second is eating junk food while watching basketball. And just like our American friends, **this game is absolutely** stuffed; not with burgers and burritos, but codes, loads of 'em. Indeed, if this game was an adolescent American, it would be called **'fat boy'** and sent to the fat farm during vacation.



HIDDEN PLAYER STATS

These hidden players are all well and good but you're not given their attributes when they've been unlocked. For all you know, they might have feeble dribbles and duff dunks. Fear not, all you need to do is stick in your VMU and all the required info will be displayed there for you, which is nice.

CHALLENGE RATING



Perfecting your skills and beating all the teams in the roster will take even the most boomshakalakin' players quite some time.

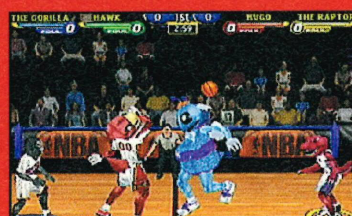
Time to complete

Casual 2 months
Freak 2 weeks

Expect

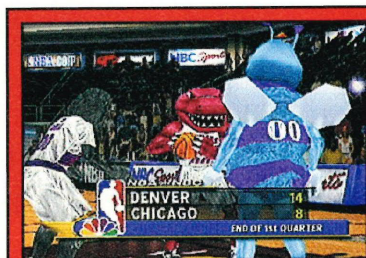
Serious court action complete with theatrical commentary and squeaking sneakers.

UNLOCK TEAM MASCOTS



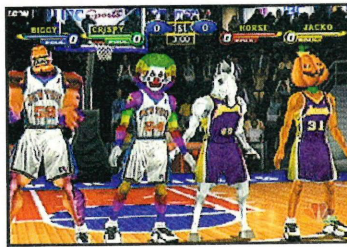
To play as your favourite fluffy mascot, enter one of the following names and PIN numbers at the 'Enter Initial' screen.

Utah Jazz	BEAR - 1228
Chicago Bulls	BENNY - 0503
Indiana Pacers	BOOMER - 0604
Minnesota Timberwolves	CRUNCH - 0503



Phoenix Suns	GORILA - 0314
Atlanta Hawks	HAWK - 0322
Charlotte Hornets	HORNET - 1105
Toronto Raptors	RAPTOR - 1020
Denver Nuggets	ROCKY - 0201
Seattle Sonics	SASQUA - 7785
New Jersey Nets	SLY - 6765
Houston Rockets	TURBO - 1111

UNLOCK CREATED PLAYERS



Can't be bothered to create your own player? Enter these codes as before and take your pick from this motley crew.

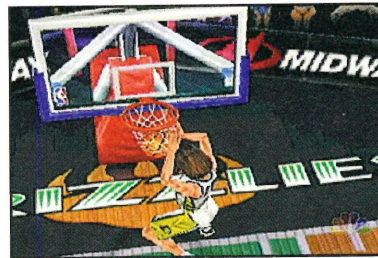
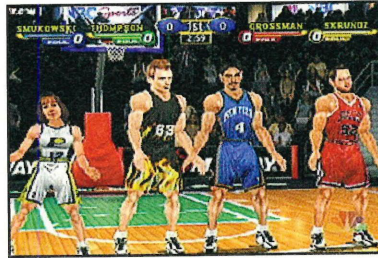
Large Alien BIGGY - 0958
Clown CRISPY - 2084
White Horse HORSE - 1966
Pumpkin JACKO - 1031
Kerri the Female Player KERRI - 0220
Kerri in Alternate Uniform KERRI - 1111
Lia the Female Player LIA - 0712
Lia in Alternate Uniform LIA - 1111
Nikko the Devil Dog NIKKO - 6666
Old Man OLDMAN - 2001
Pinto Horse PINTO - 1966
Retro Rob RETRO - 1970
Small Alien SMALLS - 0856
Referee THEREF - 7777
Wizard THEWIZ - 1136

UNLOCK MIDWAY STAFF



Want to play as a member of the Midway team? No, didn't think you would. Well, have the codes anyway - they may come in handy one boring rainy Sunday afternoon.

Beth Smukowski (Midway Creative Media) BETHAN - 1111
Chris Skrundz (Midway Creative Media) CMSVID - 0000
Dan Thompson (Midway Programmer) DANIEL - 0604
Dave Grossman (Midway Creative Media) DAVE - 1104
Jim Tianis (Midway Creative Media) DIMI - 0619
Eugene Geer (Midway Artist) E GEER - 1105
Andy Eloff (Midway System Hardware) ELOFF - 2181
Rob Gatson (Midway Programmer)

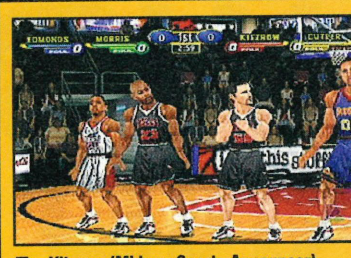


..... GATSON - 1111
Jim Gentile (Midway Artist) GENTIL - 1228
Brian LeBaron (Midway Game Tester) GRINCH - 0222
Mark Guidarelli (Midway Programmer) GUIDO - 6765
Jeff Johnson (Midway Programmer) JAPPLE - 6660
Jason Skiles (Midway Programmer) JASON - 3141
Jennifer Hedrick (Midway Artist) JENIFR - 3333
Jennifer Hedrick Alternate Uniform JENIFR - 1111
Jon Hey (Midway Sound and Music) JONHEY - 8823
Alex Gilliam (Midway Game Tester) LEX - 0014
Mike Lynch (Midway System Hardware) LYNCH - 3333
Matt Gilmore (Midway Artist) MATT G - 1006
Paulo Garcia (Midway Game Tester) PAULO - 0517
John Root (Midway Artist) ROOT - 6000
Sal DiVita (Midway Lead Artist) SAL - 0201
Paul Martin (Midway PC Support) STENTR - 0269
Larry Wotman (Midway Creative Media) STRAT - 2112
Tim Moran (Midway Creative Media) TIMCRP - 6666
Tim Bryant (Midway Artist) TIMMYB - 3314
Mark Turnell (Midway Lead Programmer) TURMEL - 0322

UNLOCK EXTRA STAFF



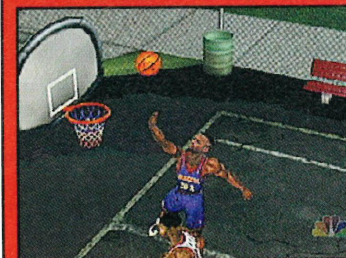
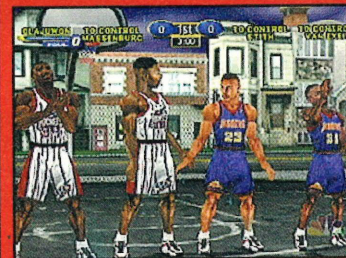
Not content with putting themselves in the game, those cheeky monkeys at Midway have put in some of their work buddies too. Jeez, they're funny guys, don't ya think?
Shawn Liptak (Programming Consultant) LIPTAK - 0114
Isiah Thomas (NBC Sports Announcer) THOMAS - 1111



Tim Kitzrow (Midway Sports Announcer) TIMK - 7785
Willy Morris (Motion Capture Actor) WIL - 0101
Greg Cutler (Motion Capture Actor) CUTLER - 1111
Chad Edmunds (Motion Capture Actor) CHAD - 0628

UNLOCK STREET COURT

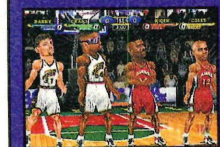
Being a basketball player is all well and good, but running around indoors all day can't be good for any man. What you want to do is get outside and get some fresh air into your lungs. To access the street court, press and hold \rightarrow +Turbo (default X) immediately after choosing your team players. Keep them pressed until it comes to the 'Tonight's Match-up' screen. You can release them and enter any further codes you wish from the 'match-up codes' selection.



MATCH-UP CODES

At the 'Tonight's Match-up' screen you will see three Midway logos in the bottom left-hand corner. You can enter a code there by pressing either your turbo X, shoot Y or pass B button (default settings). Turbo moves the first logo, shoot the second and pass the third. The codes below represent each button in order and how many times each one must be pressed. After the code has been entered, press the direction indicated. If the command has been entered correctly, text will appear above the code to confirm. If an effect is preceded with an 'O', it means that the code will only work on outdoor games. If an effect is preceded with a 'T', it means that the code will only work in a multi-player game (all teams must input the code).

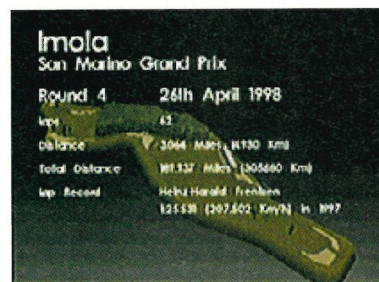
ABA Ball 2-3-2 \leftarrow
Alternate Uniform 4-3-0 \leftarrow
Away Uniform 4-2-0 \leftarrow
Big Head Mode 2-0-0 \leftarrow
Home Uniform 4-1-0 \leftarrow
Midway Uniform 4-0-1 \leftarrow
No Replays 3-3-1 \leftarrow
No Tip Off 4-4-4 \uparrow
Show Hotspot 1-0-0 \downarrow
Show Shot Percentage 0-0-1 \downarrow
Tournament Mode (no power-ups) 1-1-1 \downarrow
O - Blizzard On 1-3-1 \leftarrow
O - Fog On 1-2-3 \uparrow
O - Night Fog On 1-2-3 \leftarrow
O - Rain On 1-4-1 \leftarrow
O - Snow On 1-2-1 \leftarrow
O - Swamp Fog On 1-2-3 \leftarrow
O - Thick Fog On 1-2-3 \downarrow
T - No Hotspots 2-0-1 \uparrow
T - Team Uniform 4-0-0 \leftarrow



F1 WORLD GRAND PRIX

F1 fanatics will no doubt already be familiar with every individual tree and crisp packet lining their favourite **sport's circuits**. Video Systems, in its wisdom, saw fit to ignore any debris which might have been hanging around as the **company squeezed each course** into our beloved caster of dreams, concentrating instead upon the various curved and straight bits of tarmac. Here, for the uninitiated, is an overview of **each racing strip...**

over 100 kph and they shouldn't be a problem. Putting in a good performance (meaning actually staying on the track itself) here IS a challenge, but Imola is one of the most lenient tracks in the game. A pleasure.

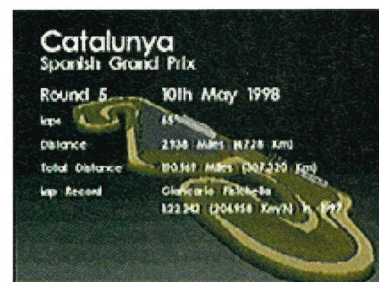


SPAIN: CATALUNYA

Difficulty Rating 4



In truth, this sits somewhere between the 3 and 4 mark in terms of difficulty. It's a real mixed bag of a course, but the emphasis on tight corners rather than more gradual curves should provoke vigilance rather than apathy when racing here. Its two main straights lead, cruelly, to quite demanding corners so there is as much of a need for restraint here as throughout the rest of the track. Driven in a careful, mature way, Catalunya should keep you busy without ever becoming too overwhelming.



MONACO: MONTE CARLO

Difficulty Rating 4



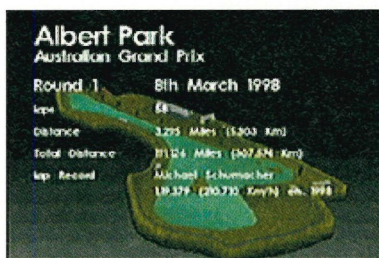
Being penned in by barriers seems great at first (no grass to mess up your run) but it'll soon dawn on you how little room this leaves to manoeuvre. Bumping off the barriers themselves isn't really an option as it's likely to spin you in an awkward direction. Add to this the fact that it can be hard to tell where the track actually goes at first (activate the racing line to help) and Monte Carlo can seem pretty daunting. The opening climb can be taken at speed; it's only when you begin the descent towards the sea front that the course gets tricky - tackle these bends slooowly (entering corners at about 40 kph and powering out at 70). Open it up in the tunnel, but brake hard for the torturous twist which greets you at its exit - from here you can pretty much floor it again (through the S-bend) until you approach a 90-degree right, followed by 90-degree left. Take these at around 100 kph and resist the temptation to accelerate away as the following square U-turn is one of the slowest sections of the track. Only another hard right stands between you and the starting grid and that, with a fair dollop of discipline, is Monte Carlo licked.

AUSTRALIA: ALBERT PARK

Difficulty Rating 4



Don't be fooled by the relative ease of the opening corners, this is a devil track with just many 90-degree turns held together with just enough straight track to allow unwary drivers to get up too much speed! Your judgement in braking and accelerating will be tested to the limit by this circuit so it's not really a suitable place for novices to begin, the majority of corners allowing no leeway for error (the one corner surrounded by tarmac rather than grass is a Godsend!). By far and away the final third of the track gives you the greatest opportunity to open up because many of the turns are less harsh here - by the time you reach the final four corners things have returned to normal, however, so approach the starting grid with renewed caution



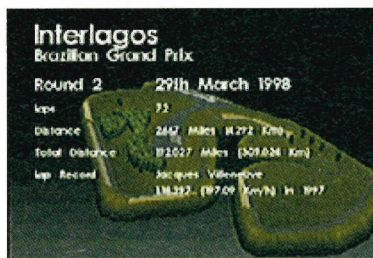
BRAZIL: INTERLAGOS

Difficulty Rating 2



This is more like it! The Brazilian track features many lazy bends and long straights, allowing you to get up plenty of speed and cruise corners at a reasonable velocity. It's also fairly easy to spot the turns approaching, the straights being so lengthy that it's possible to give the horizon your attention and plan the particular line you want, well in advance. There are some areas to watch out for (of course - there has to be some challenge!) - the

opening corner is deceptively sharp and will have you making use of analogue acceleration in order to creep carefully around it. Also, be wary when coming out of Ferradura - the next few turns are tricky and you must brake significantly before opening it up on the final section of track.



ARGENTINA: BUENOS AIRES

Difficulty Rating 4



Albert Park's big brother boasts longer straights, but still sports a fair selection of very nasty corners; not a track for beginners, despite the straights allowing much-needed time to prepare for its twists. Looking at the map as it appears on the racing screen, the corner leading into the leftmost straight is where power can be applied (it's sided by extra tarmac which you can run onto). The following hairpin demands respect, but the chicane just after it can be taken at speed and that's about all the fun Buenos Aires allows! Approach the rest of the course with extreme caution, braking early and only powering out of corners which lead to a straight.

SAN MARINO: IMOLA

Difficulty Rating 3



S-bend central! An excellent track for beginners to practise on, its S-bends punish drivers minimally if taken badly and can often be cut across without too much worry. There are some tight corners thrown in to add a bit of spice - cruise them at just

CHALLENGE RATING



Hate to report this, but it's the lurching update and twitchy controls which will challenge your driving skills most of all (not to mention your patience).

Time to complete

Casual 1 week
Freak 3 weeks

Expect

To spend time getting used to compensating for the jerky update. There is some enjoyable racing, it's just a pity you have to dig for it. Video Systems, overhaul this potential-filled engine!

f1 world grand prix

DRIVER'S MATE

Montreal Canadian Grand Prix

Round 7 7th June 1998
Laps 68
Distance 270 Miles (432 Km)
Total Distance 18937 Miles (30304 Km)
Lap Record David Coulthard 1:19.55 (109.85 Km/h) in 1997

CANADA: MONTREAL

Difficulty Rating 5



Completely at odds with the kind of laid-back, relaxing and pleasant experience you'd expect from our be-mapled cousins. A variety of testing corners have been stitched together into a patchwork of evil - we can't emphasise enough how much you'll have to practise this track because learning it by heart is the only way to put up any decent competition against the CPU cars (who love courses like this!).

The main problem is that many of the harshest corners appear almost out of nowhere, a dummy section of track often continuing straight into the distance whilst the real course veers off sharply. None of this is helped by the fact that the corner labels appear too late to warn drivers of approaching danger; it's certainly a very difficult track to get to know. Don't try to cut across the S-bends (they're nowhere near as friendly as Imola's) and use extreme caution when negotiating ol' Virage Du Casino - around 40 to 60 kph is the maximum here.

Magny-Cours French Grand Prix

Round 8 28th June 1998
Laps 72
Distance 267 Miles (429 Km)
Total Distance 19004 Miles (30574 Km)
Lap Record Nigel Mansell 1:17.07 (109.12 Km/h) in 1992

FRANCE: MAGNY-COURS

Difficulty Rating 4



You can push things quite hard along the opening section of the track, just don't go crazy or you'll spin out on the long corner. Once you reach Adelaide the course begins to reveal its dark side; the S-bends can be cut but doing so is not economical and you may as well slow down and navigate them properly as each is followed by an extremely tight corner.

BRITAIN: SILVERSTONE

Difficulty Rating 5



This circuit is demanding throughout and, as with Montreal, really needs to be continuously practised until it becomes second nature. After the initial right corner there are a series of turns which can be taken reasonably quickly as the road curves from side to side.

The last of these turns (straight after Becketts) is considerably tighter, however, so don't be caught out. Be especially careful when you take on Vale and Abbey Curve as they are particularly unforgiving.

AUSTRIA: A1-RING

Difficulty Rating 5



Much more treacherous than you might guess from looking at the map. If you can't see what's coming then brake like crazy... the A1-Ring's nastiest corners are hidden by undulations in the road and must be taken extremely slowly. Overtaking is particularly difficult on this track as you have to commit yourself to a poor line at an inappropriate speed; overtake when exiting a corner, early on the straights, or not at all (you'll only force yourself onto the grass otherwise).

GERMANY: HOCKENHEIM

Difficulty Rating 5



The dangers on this notably slim track are few but significant. Be sure to break well in time for the potentially lethal chicanes which await you at the end of each straight - they are barricaded and any misjudgement in velocity or line can spell disaster. On the straights themselves, be careful not to catch the grass with even a single wheel. If you do then the car will be pulled onto the grass by the difference in traction, spelling disaster for hopes of glory.

HUNGARY: HUNGARORING

Difficulty Rating 4



Comparatively humane but still no pushover, Hungaroring is another mixed bag containing plenty of intermediate corners with a few more arduous arcs thrown in for good measure. Learn the position of the 90-degree turns off by heart, as they constantly manage to surprise all but the most familiar drivers. Of equal concern is the run up to the second S-bend; it's extremely easy to throw the car into a spin here as the approach allows drivers to gain too much speed (the preceding corners are relatively shallow).

BELGIUM: SPA-FRANCORCHAMPS

Difficulty Rating 4



Phew, it's easier to drive than say! Take the opening hairpin slowly (40/50 kph) to be presented with a great view of the track ahead, which dips and bends slightly. Floor it until you're almost on top of the approaching bend. Easing off the accelerator should get you round and onto the next straight. There are two sharp bends approaching so don't let the straight carry you away. Following this is a series of intermediate corners which won't trouble sensible drivers. The final obstacles are two chicanes; the first and biggest should be navigated carefully, but the second is small enough to cut. If you can't be bothered with any chicanery by this point, then simply ignore the first, drive straight on (avoiding the boxes) and you'll sneak past them both!

ITALY: MONZA

Difficulty Rating 3



An enjoyable track with a chicane fetish, Monza is only a nat's nad off being a 4 in the difficulty stakes, but heed our advice and you should be able to put a decent show on. You really can't get away with only slowing down as you enter each chicane because the key to getting through them is to make an initially tight turn which'll give you a direct line through the rest of the hazard. As your turning circle is reduced when braking you really need to have altered your velocity before meeting the chicane in question. This way you'll get a good enough line to power through and out of it. Although you can get away with cutting a corner during the first one, Monza's chicanes are generally too large to snub, so practise steering through them properly.

Monza Italian Grand Prix

Round 14 13th September 1998
Laps 63
Distance 358.2 Miles (576.5 Km)
Total Distance 22566 Miles (36314 Km)
Lap Record Mika Hakkinen 1:24.00 (244.92 Km/h) in 1997

LUXEMBOURG: NURBURGRING

Difficulty Rating 4



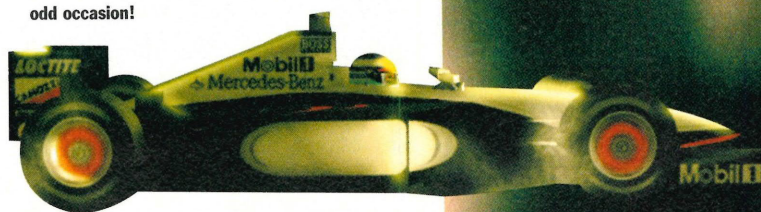
Despite sporting a fair few sweeping shallow corners this track is still challenging; not a place for beginners to roam, but it does bear the promise of interesting competition in the future. This is made all the more unusual by the rather featureless nature of the course - it really is a bunch of unremarkable corners grafted together in a very interesting way. There's no particular knack to learn here, no crafty tricks to employ (except perhaps that you can severely cut through the closing 'half roundabout' chicane) - success comes by learning the layout and driving a sensible restrained race.

JAPAN: SUZUKA

Difficulty Rating 3



This thoroughly pleasant course (nice Ferris wheel!) almost scored 2 - you can get round most corners simply by letting go of the throttle! Don't forget to reintroduce the pedal to the metal once the cars turning arc falls in line with the flow of the track; you should be able to maintain a healthy pace throughout the majority of this circuit and its single chicane can be cut if hit with enough velocity. The most dangerous areas centre around the Shell bridge - the corner just before you go under the bridge is troublesome whilst the first left turn after it is the slowest part of the course. Do brake on the odd occasion!



TO UNLOCK... SHADOW LADY

YOU MUST...

Highlight Morrigan and press ⬆, ➡(x2), ⬇(x4),
⬇(x3), ⬆(x4), ➡(x2), ➡(x2), ➡(x2), ⬇(x2), ➡(x2),
➡(x2), ⬇(x2), ⬇(x2), ➡(x2), ⬇(x2), ⬇(x2),
⬇(x5) Move below Gambit to select Shadow Lady

Hard-man cartoon capers with a psychedelic tint.

CHOOSING YOUR SPECIAL PARTNER

Normally, the computer chooses your special partner for you after you've selected your two main characters. However, press and hold Start with the following button combinations before selecting your second player and you can select the special partner yourself. If you aren't sure which buttons the following commands are assigned to, go to the options menu and Select Button configuration.

UNKNOWN SOLDIER

Hold L. Punch

AVAILABLE USES IN A FIGHT 4

When called upon, the Unknown Soldier responds quickly. Armed with a rather large gun, he inflicts reasonable damage and it's difficult for opponents to avoid his fire power.



LOU

Hold M. Punch

AVAILABLE USES IN A FIGHT 8

A small fella that fires flaming arrows at the opponent. Try calling him when your opponent is close to the side of the screen that Lou appears on. The opponent will then also get burned with the flames. The one draw back with using Lou is that he isn't very quick. When he appears on screen, opponents have time to avoid his attacks.

ARTHUR

Hold L. Punch+M. Punch

AVAILABLE USES IN A FIGHT 8

Anyone familiar with Ghosts 'n' Goblins should recognise this chap. When called, he appears quickly and throws three lances that inflict high damage on opponents. As in his previous outings, Arthur still loses his armour when hit! The only damage this does, though, is to his pride!



SAKI

Hold H. Punch

AVAILABLE USES IN A FIGHT 7

Another one to respond quickly when called. She has a nifty charge gun that gives opponents a nasty shock. However, the gun does minimal damage.

TON-POOH

Hold L. Punch+H. Punch

AVAILABLE USES IN A FIGHT 9

Very quick on screen and an excellent choice to slow down advancing foes. Her kick does some nice damage and the fact that she can be used nine times makes her a good choice as your special partner.

DEVILOT

Hold M. Punch+H. Punch

AVAILABLE USES IN A FIGHT 5

A rather bizarre special partner. Upon summoning, she appears centre screen standing on a large turret. After a couple of seconds, the whole thing explodes, hopefully damaging your opponent. Although Devilot can inflict a great deal of damage on opponents, she's just too slow and opponents have enough time to avoid the blast.

ANITA

Hold L. Punch+M. Punch+H. Punch

AVAILABLE USES IN A FIGHT 5

A small lady surrounded by floating objects. After a couple of seconds, these objects fly towards the opponent. The objects sustain reasonable damage and blocking the attack doesn't reduce this.



PURE & FUR

Hold L. Kick

AVAILABLE USES IN A FIGHT 5

Dashing quickly on to the screen, she makes a shower of dice fall from the sky. She only drops these dice in your starting corner of the screen, regardless of where you are standing. It's best to call her when you find yourself stuck in the corner or the opponent is launching a dashing or jumping attack towards you. If an opponent is hit, it can cause considerable damage.

MICHELLE HEART

Hold L. Punch+L. Kick

AVAILABLE USES IN A FIGHT 6

A wing-ed beauty indeed. She flies on-screen very quickly. The gun she uses has an excellent range and spreads across the screen. It also causes reasonable damage.

THOR

Hold L. Kick+M. Punch

AVAILABLE USES IN A FIGHT 7

When called upon, the mighty Thor drops from the top of the screen and fires a bolt of lightning from his hammer. Unfortunately, the bolt misses short or ducking players. Quick opponents can avoid his attack relatively easily.

CYCLOPS

Hold L. Punch+L. Kick+M. Punch

AVAILABLE USES IN A FIGHT 7

Jumping in quickly when called, this leader of the X-Men fires a single beam that can cause up to four points of hit damage. However, quick opponents can jump his beam without much trouble. If opponents are hit by the beam, they are momentarily defenceless.

MAGNETO

Hold L. Kick+H. Punch

AVAILABLE USES IN A FIGHT 7

Flying on from the side of the screen, Magneto fires a wide beam at the opponent which causes reasonable damage. Because the beam is fired centrally, it can be tricky for opponents to jump and dodge the attack.

STORM

Hold L. Punch+L. Kick+H. Punch

AVAILABLE USES IN A FIGHT 6

She appears behind your player and casts a twister out in front of you. She is rather slow and opponents have time to back off and avoid the attack with ease. Even if opponents do get caught in the attack, it doesn't do a great deal of damage. However, it does render them defenceless on the fall back down to Earth.

JUBILEE

Hold L. Kick+M. Punch+H. Punch

AVAILABLE USES IN A FIGHT 8

She jumps on to the screen and doesn't release her attack for a couple of seconds; this gives opponents plenty of time to block. The crackling light balls fly around the screen, but only hit the opponent three times at the most, doing very little damage.

ROGUE

Hold L. Punch+M. Punch+H. Punch+L. Kick

AVAILABLE USES IN A FIGHT 6

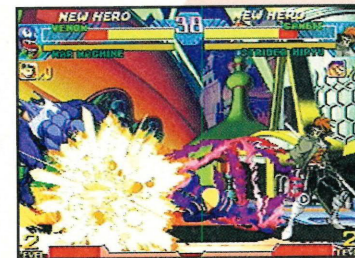
Rogue flies on from the top of the screen at a downward angle. Calling her should be timed well for maximum damage. Call her when the opponent is around the centre of the screen. She's good to use against advancing opponents.

PSYLOCKE

Hold M. Kick

AVAILABLE USES IN A FIGHT 5

Surrounded by a shimmering force field, she appears quickly and runs at the opponent. If your opponent is quick enough, Psylocke can be jumped easily. If she does make contact with an opponent, she does a respectable amount of damage.



COLLOSUS

Hold M. Kick+M. Punch+L. Punch

AVAILABLE USES IN A FIGHT 5

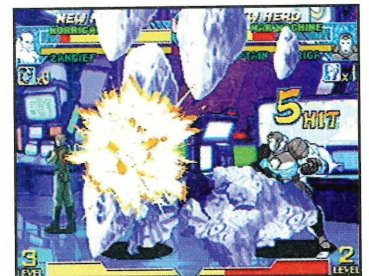
Dropping diagonally down from the top of the screen, Collosus charges across the bottom towards the opponent. He can be blocked and opponents can jump him if they're quick. Because he pushes opponents back, it gives your player an excellent opportunity for a follow-up.

ICEMAN

Hold M. Punch+M. Kick

AVAILABLE USES IN A FIGHT 4

Best used when your opponent is close to your corner of the screen. This way the Iceman's shower of ice blocks get in more hit points. He's quick to appear on the screen, making it difficult for opponents to block his attack.



JUGGERNAUT

Hold L. Punch+M. Kick

AVAILABLE USES IN A FIGHT 3

A big bloke. He charges on from the side of the screen towards the opponent. The sheer size of him makes him difficult to avoid. He can cause a lot of damage and pushes opponents back to the side of the screen.

US AGENT

Hold H. Punch+M. Kick

AVAILABLE USES IN A FIGHT 5

His attack style is similar to Juggernaut and his appearance is akin to Captain America. He is quick on the screen, can cause a lot of damage and is difficult to avoid. One of the best helpers.

SHADOW

Hold L. Punch+M. Kick+H. Punch

AVAILABLE USES IN A FIGHT 3

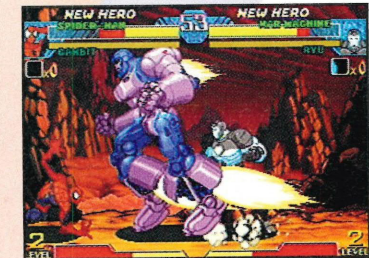
Very quick on screen and, because of his shadowy form, he can sometimes take opponents by surprise. He causes a lot of damage and is best used when the opponent is near the centre of the screen. He knocks opponents into the air, allowing for a follow-up attack.

SENTINEL

Hold M. Punch+M. Kick+H. Punch

AVAILABLE USES IN A FIGHT 4

A monstrous robot that towers above any opponent. There's no way to dodge him, leaving opponents only able to block. However, opponents still sustain considerable damage even when blocking. The only drawback with Sentinel is that you can only use him four times.



UEFA STRIKER

The premier football game for the Dreamcast has arrived. With it comes the most definitive guide this side of the **Ginster Pasty**

Sunday League.

So, if you're having more trouble scoring than **Jimmy Hill** in Stringfellows on a Saturday night, you're most definitely going to **need the help** of Strategies...

CHALLENGE RATING



Keep your balls pumped and your studs clean as the journey to becoming top striker in Europe isn't going to be a stroll in the (ball) park.

Time to complete

Casual 1 month to openeach tournament
Freak 2 weeks

Expect

A game of two halves, comprising a tough training section and equally challenging match scenarios.

TRAINING CAMP



You must complete this section of the game to a requisite standard if you wish to unlock all the options. Scoring at least 5/10 on each area of training gives you the UEFA Trainer Certificate. You're then able to enter the European Championship Qualifiers and Finals. Scoring at least 8/10 gives you the UEFA Coach Certificate. You're then able to enter the International Cup. To get you through the Certification with a decent score, we've covered each area of the training.

SHOOTING X

To complete the first four sections, you need to learn to swerve and power the ball correctly. A quick tap of the shoot button sends the ball along the ground. After the ball has been kicked, add swerve by moving the stick in the relevant direction ie. towards the flashing panels. To hit the higher panels, keep the shoot button held down longer. Unfortunately, there is no quick way to becoming a super shot. Practice until you've perfected how



to add the desired swerve and power to the ball. To beat the sections with a keeper, run close to the goal and dummy a shot (left trigger + X). Remember to stay out of the yellow and red markers before finally shooting on goal.

PASSING A

Play the ball around and don't make any silly mistakes on the first sections. There's no time limit, so make sure any shots at flashing panels are on target. When facing a defence, use a player to lure out the keeper before passing the ball back to an unmarked player who can knock the ball into the open net.

DEFENDING

A fairly easy part of the training. If defending while no attackers are present, press and hold left trigger as the ball is played in to bring it under control before clearing up field. When faced with attackers, press X as the ball is played in to head it away. To block a free kick, move as close as you can to the wall and jump by pressing X as the ball is kicked.

PENALTIES

Use the skills learned in the shooting section to complete the penalties with no real problems. Remember that the longer you keep the stick pushed in any direction, the more likely it is that the shot goes wide.

SETPIECES

With no defenders, press the left trigger as the ball is played in. Bring it under control and take your time to knock it into the net. If there are any white markers, be sure to place the ball within the boundary. When faced with defenders, play the ball into space and press left



trigger. Draw the keeper out before passing back to a free player. From a free kick, use swerve to knock the ball around the wall toward the appropriate area in the goal.

FREEPLAY

Use all the skills you've learned to score as many goals as you can within two minutes. There are two tactics that give you a better chance of scoring: first, attack the goal from the wings, lure the keeper out and pass to an available player, then shoot into an open goal; second, use the left trigger and go on a solo run through the defence, using your skills to pass the keeper and tap it in.

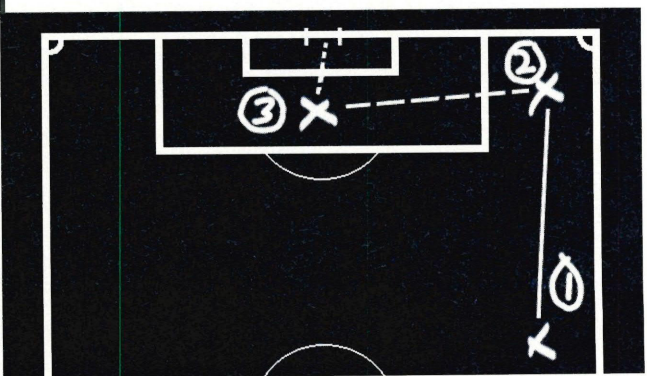


Team Chalk

Although play is fairly unpredictable on the pitch, it's always good to have a few setpieces up your sleeve. On the chalk board we've got a few moves and plays that should help you produce some goals.

Down the wing

1. Pass the ball to an available player on the wing. A through ball should help your man get behind the defence.
2. Run with the ball until parallel with the penalty area and either cross it or play a through ball into the box.
3. As the ball heads towards your player in the box, press shoot to head or shoot the ball goalward.





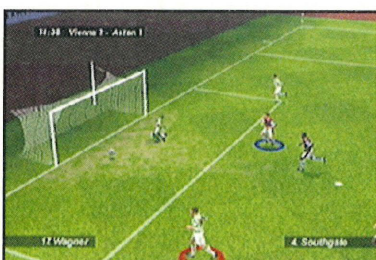
STRATEGIES

MATCH DAY

FORMATION

Lure the keeper

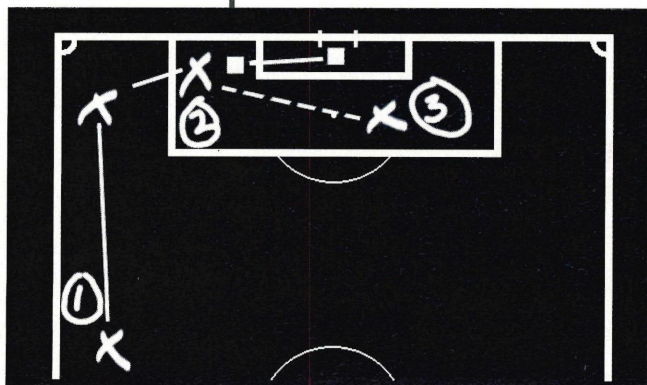
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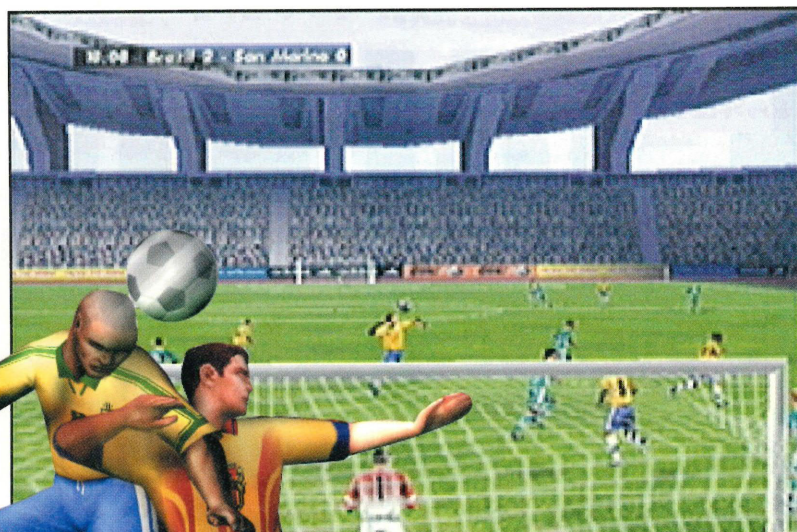


TACKLES

SPRINTING

THROUGH BALL B





FANCY FOOTWORK

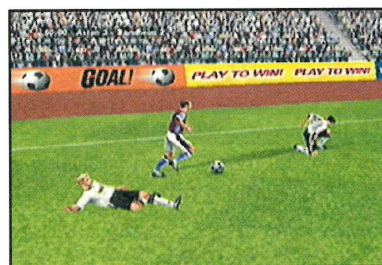


Right, you know how to shoot, pass and all the boring stuff, but what you really want to know is how to perform the skills that are accustomed to such greats as Ronaldo, Michael Owen, Dwight Yorke and, of course, Ipswich Town FC.

draw defenders to you. As they get close, play the through ball and you should find a player running on to it with nothing ahead of him but the goalie and some glory if he manages to score. Once perfected, your goal tally can increase rather healthily.

SETPIECES

Although covered in the training section, you find that in a match scenario, your players need to be positioned with a little more forethought. When playing the setpiece, press **B** to select a player and position him accordingly. As well as playing high balls or shooting directly at goal, a sneaky little pass along the ground can be just as effective.



CLOSE CONTROL

Keep the left trigger pressed when in control of the ball to make it harder for the opposition to tackle you. When receiving the ball, either through the air or on the ground, press the left trigger to bring it under control immediately.

HIGH THROUGH BALL

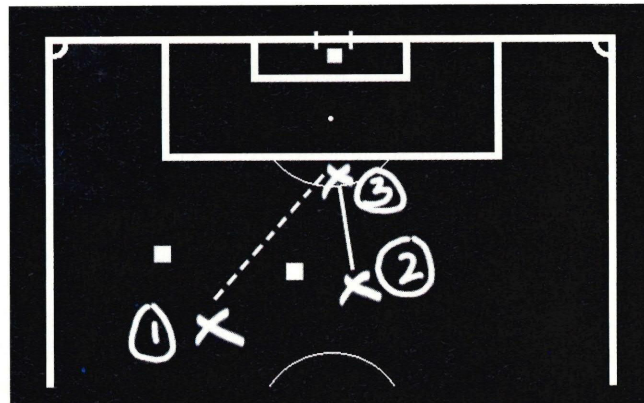
A lovely way to chip defenders and make them look pretty stupid. Simply press left trigger and **B** to perform this most effective of moves.

STEP OVER

With the ball at your feet, pressing left trigger with no other buttons performs a nice little step over.

STOP DEAD

Whilst running with the ball, press left trigger and release the analogue stick.



1. If you're in possession midway between the centre line and the oppositions penalty box, hold the ball up and as the defenders come out of position to tackle you, play a through ball.
2. You should have a player getting behind the defence and running onto the ball.
3. Once you've collected the ball, either have a shot first time or take it closer to goal for more of a definite scoring opportunity.

Through ball

The player stops with the ball firmly under his boot. When chasing a ball, just press left trigger to send your player after it. When he reaches the ball, he automatically brings it under control. Keep left trigger pressed and the player starts doing a few keep-ups.

DUMMY

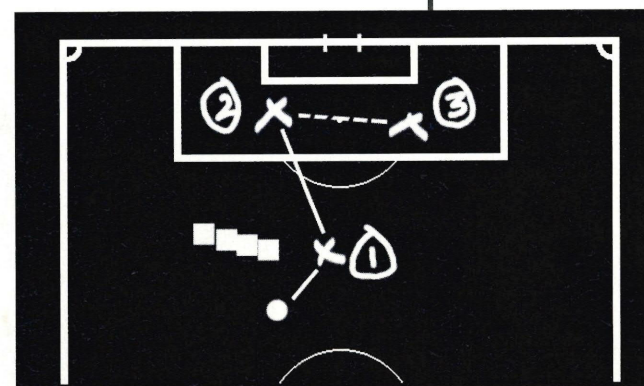
Press left trigger and the shoot button to make your player dummy a shot. This is a most useful trick when trying to beat the keeper at close range. Simply dummy a shot and the keeper should dive to make a save. Now you can just run round him and put the ball into the back of the net. Sweet.



Free kick

Obviously this is only an example, but the strategy can be applied whatever the position the free kick is being taken from.

1. Instead of having a direct shot at goal, position a player goal side of the wall and pass to him.
2. Run the player towards the goal. You can then either shoot or pass back to a player after the keeper has come off of his line (point 3).



YORKIE TALKIE

After perfecting **UEFA Striker** and feeling fairly pleased with ourselves, who should decide to **stick his nose in?** None other than that **most notorious** of red devils, **Mr Dwight Yorke** himself. So, in he strolls, givin' it all that and making out he's some kind of authority on the game. **The cheek of it.** Anyway, just to make the most of his presence, we asked a few **probing questions** on how to become a top-flight player and make your team into **champions of Europe.**

Q Obviously you're a prolific goal scorer in real life, but can you cut the mustard in the world of console footie? Any tips for getting the ball in the back of the net?

A I found that most shots were on target. So, always have a crack at goal if the opposition's keeper is off his line. Even if the angle looks impossibly tight, you'll find that the ball will head goalward. I wish things were really that straightforward!

Q We were going to ask Ian Bennet (keeper at Birmingham City) if he had any advice on how to keep the opponents from scoring, but we thought better of it. Could you offer any pearls of wisdom instead?

A Giving possession away carelessly close to your own goal mouth is a deadly mistake. Play the ball around with extra vigilance when you're defending. If in doubt, give it a good kick up field and clear the danger. Also, exercise caution when the opposition are pressurising your penalty area, don't go

diving in with sliding tackles. You'll end up giving away a penalty and that's the last thing you want to do.

Q So, playing the ball about too close to your own goal mouth can be dangerous. What about general passing, though? I can't believe you play the game with a 'hit and hope' attitude.

A Definitely not. It's imperative to keep moving the ball around quickly. Press pass or through ball before the ball reaches your player and he'll automatically knock it on to the next available man. I found these tactics were excellent for catching the opposition unawares, allowing you to penetrate their defence.

Q The partnership you have with some of your team-mates seems to indicate that you possess levels of ESP that Uri Geller can only dream of. How did you manage in UEFA Striker? Any advice for those who aren't blessed with such instinctive awareness?

A Keep an eye on the coloured arrows at the side of the screen. They indicate where your own, as well as the oppositions', players are. Being aware will help in completing more passes and through balls. You also know if you're through on goal as there will be no opposing arrows ahead of you.

Q Although football's primarily a team game, solo efforts are often just as effective and also exciting to watch. How can the legions of finger footballers impress their mates by weaving through the defence and dummyming the keeper before knocking the ball into the back of the net?

A I'm well into using the left trigger for skillful play.

I found that pressing it just as a tackle was coming in was an excellent way to avoid the challenge, allowing me to pass the player and make progress on an individual run. I spent some time on the training pitch practising these moves to pull them off though.

Q You think it's important to use the training pitch then?

A Absolutely. At first, I went straight into a knockout tournament and the computer stuffed me! After a couple of practice sessions, though, I could control the ball, pass it around and score some superb goals from setpieces. If we didn't train at Man. United, we wouldn't be the best club in Europe. Exactly the same principles apply in UEFA Striker, so practice, practice, practice.

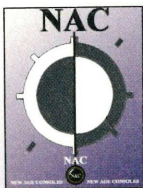
Q I would imagine that having Alex Ferguson as your manager, you'd be quite competent when choosing formation, strategy and players to select for the side. Where there any formulas you found that worked particularly well?

A Again, the game is just like the real thing as nothing is a dead cert. I usually started off with a safe formation like 3-5-2 or 4-4-2. In most games I changed this depending on how well or how badly I was doing. As for choosing players, I would recommend fielding your strongest team. Check the players stats at the team management screen and remove and replace players as required.

Q There's a huge selection of both international and club teams to choose from. Which ones would you recommend as the best of the bunch?

A Not surprisingly, I went straight for Manchester United. Other club teams of considerable merit included Rossi di Milano, Munchen, Firenze and Kyiv. As for international squads, you can't go wrong with teams like Brazil, Italy or Argentina. Although England aren't as strong as these teams in the game, they're most definitely a competent squad.

Well, that's that, thanks for your time Dwight

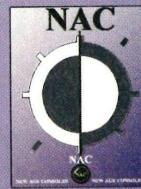


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JIMMY WHITE'S 2: CUEBALL



"It's awnly a gaay-ame diddley-de-da-dum, er, diddly-dee tah-night!" Okay, we're not exactly au fait with snooker here, but you do need expensive equipment and a ruddy great mansion to play in after all [or a snooker club – Ed]. Luckily, Cueball has all this and more. So, how's your game?

DIFFERENT STROKES

Put down your joypad for a minute or two. Cueball is such a fine simulation that in order to get the best out of it you really need to approach its digital representations of pool and snooker as if they were the real thing. Now, we're not pros or anything (we'd be on the telly and stinking rich if we were) but we can certainly direct all you rookies out there as to how to get the best from each game...

APPROACH TO SNOOKER

- You may not have realised this but snooker is a waiting game in which victory rolls towards the patient player with nerves of steel. The key for beginners is to play it safe, don't go for risky shots and wait instead for your opponent to slip up so that you can capitalise on their misfortune. Don't be greedy, as they won't hesitate to do the same to you should you mess up. It's usually easier to pull off a safety shot than an actual pot anyway, so brush up on this area first.

- Ideally, at the end of your turn, you want all the reds in a big pack at one end of the table with the cueball nestled against the cushion at the opposite end. Why? Because this situation makes it harder for your opponent to pot anything and easier to foul or fluff the shot, leaving you on for a scoring opportunity.

- As you've probably seen on the telly, the best tactic to use for a high break,

once you've secured a good scoring opportunity, is to hang around the bottom of the table potting red, black, red, black and so on. Again, don't be too ambitious because you could only end up giving your opponent the chance to work the black if you mess up; if you think that your little potting spree has run its natural course then it's best to play a safety back up to the opposite cushion.

- It may sound obvious, but learn the colour order, how else are you going to make the most of each frame's final stages? Games can be won and lost in the last few pots, so you need to know exactly how to plan your assault on the coloured balls.

- Remember that you are trying to delay the point at which you are forced into taking a risky shot, while at the same time attempting to pressurise your opponent into making a mistake which opens the pack for you. Yes, if you were playing a fighting game this would be the equivalent of blocking continually and using the same cheap move over and over again - but this is snooker and such tactics are actually expected, so enjoy the freedom to cheese away! (And they call this a sport!)

APPROACH TO POOL

I wonder if Jimmy White actually plays pool at all? I mean, it's not going to be very challenging for him is it, what with that weeny little table with its huge gaping chasms for pockets... and who would be up for a game against him?!

- Oh, you would?! Right then, if you fancy your chances against ol' Jimbo then you'd better ease yourself into the sport nice n' gently - which is simpler to do than in snooker thanks to the dimensions of the game. The size of the pockets and table in pool mean that it's often just as risky to attempt a 'safety' as to try for a pot so, as a consequence, rookies can place a higher emphasis upon attacking play. This should help hold your attention long enough for your skills to develop which, in turn, makes returning to the snooker table less of a chore.

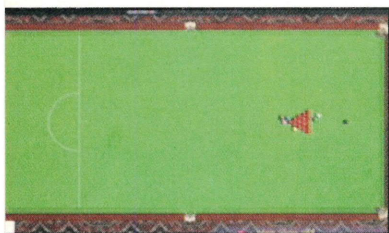
- The break should be approached in direct contrast to that of snooker, in that you want to split the pack up as much as possible, hopefully potting a few balls in the process (but not the white or black, obviously). In order to split the pack to the max you've got to transfer as much energy from the cueball as possible which, if the pros are to be believed, is achieved by hitting one of the foremost balls head on (no glancing blows). The best place for the cue ball to end up is somewhere towards the middle of the table, as this will give you the best set of options for clearing up the now well spread-out pack. Hit the cue ball straight on (no top, bottom or spin) when you break in order to get it to sit obediently in the centre of the table after it strikes.

Having one set of balls for each player opens up new possibilities for snookering the other fella. It's worth remembering that you can 'close down' pockets by nudging your own balls in front of them, reducing your opponent's options vastly at times. If an opponent's ball is very near to a particular pocket then try to position one of your own in-between (especially if it's his last!) - your opponent then has to avoid knocking yours in by mistake at some point, which would give you an extra shot.

CUE TIPS

01 Fine rotation is necessary to line up all but the most straightforward shots; press X to activate it whilst moving the analogue stick left or right. The normal movement is too unwieldy to aim with accurately.

02 Always use the view-line to help gauge distance, but remember that it does tend to be a little over-generous in its estimation of how far the cueball may



CHALLENGE RATING



Just like the real thing in that you can always improve your game, making the challenge practically infinite! On its hardest setting, the CPU always proves to be a lethal adversary.

Time to complete

Casual Are you kidding
Freak Maybe never

Expect

A fair amount of frustration until you get a feel for the angles - after which you realise that there's more to snooker and pool than just hitting balls into pockets

jimmy white's 2-cueball

WHIRL THROUGH

travel. Make allowances by adding a little more power than seems necessary - the further away from the target you are, the more compensation is needed. Use the plan view to see the view-line clearly as observing it at an angle can give a false impression of its length.

03 Get into the habit of chalking often. Never attempt a particularly powerful shot or screw without a quick squeak (that goes for Friday night too).

04 Be aware of your situation. View the whole table before each strike and plan ahead by at least one shot to avoid snookering yourself or setting up your opponent for easy points.

05 When changing the elevation of your view it is all too easy to nudge the cue left or right by mistake, ruining that blazing shot you just took ten minutes to set up. Choose a suitable viewing angle first or zoom out to get a better look instead.

06 When setting up a shot, the first thing to do is to use the 'line-up' function to lock onto the target ball dead-centre (even when you really want to go on to strike it at an angle). It's only when locked on like this that you can be 100 per cent sure where the target ball is going (straight ahead) so it provides a useful point of reference for gauging how much of a nudge left or right is necessary to fine-tune the shot and send the ball where you actually intended.

To lock onto a ball: first turn on the view-line then press **Y**. Now use the D-pad to select the target ball and press **[A]** (twice if necessary) to lock onto the target. **X** and **Y** take you back to the icon menu allowing you to fine-tune your shot.

07 Use practice mode and 'shot suggest' to get a feel for the kind of approach you need to be taking. Plan your shot then see if the CPU agrees or can suggest something even better. This should hone your skills and allow you to 'get into your opponent's head' when playing against the CPU.

08 Distancing the cueball from all legitimate targets should be enough to scupper the early CPU opponents and your flawed human friends. More competent opponents necessitate the use of proper snookers if they are to be kept at bay.

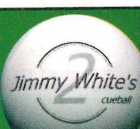
09 The multi view-line in practice mode is cheesy but effective. You might feel like a bit of a cad using it but it allows you to concentrate on tactics rather than worrying about that pesky business of actually judging shots. Don't develop a dumb reliance upon the multi view-line, though, as you can't use it in a proper match. Once you have a grasp of the best way to tackle each game you should slowly begin to wean yourself off it.

POT SHOTS

Theory is all well and good but by now you should be itching to rack up them thar balls and pot your way to glory. Trust us, you'll be needing a firm grasp of a few basic shots if you're going to make any impression on the game so we've kindly summarised the fundamental techniques for you here. Now practise, practise, practise!

THE BREAK (SNOOKER)

Difficulty Rating 4/5



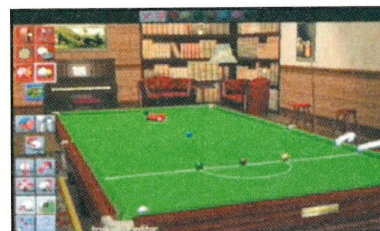
THE IDEA

To split the reds as little as possible whilst returning the cue ball to the far end of the table.



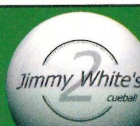
HOW?

The power bar should be set to roughly the same length as three icons. Make sure that the view-line is on, then, using the plan view, ensure that the cueball only glances against the pack of reds. If all goes well your opponent has next to no chance of potting anything!



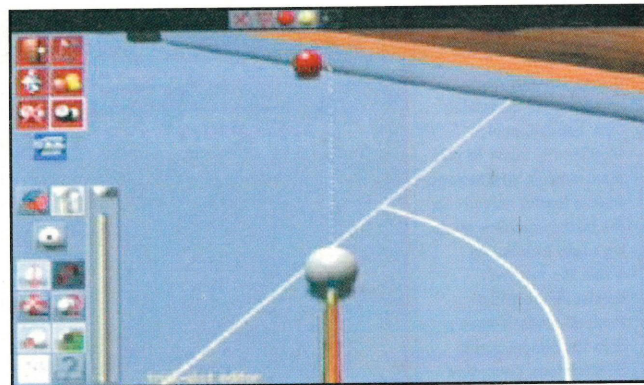
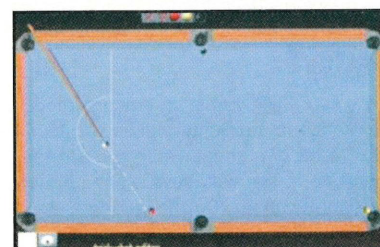
SAFETY SHOT (SNOOKER/POOL)

Difficulty Rating 2/5



THE IDEA

To ensure that the cueball comes to rest in such an awkward position that the chances of your opponent going on to pot anything are practically nil. Ideally, you want to make sure that the bugger is well and truly snookered.



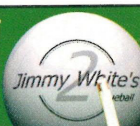
HOW?

Use plan view to help gauge the power needed. You can see here that Mr Red wants to roll the white up to his remaining ball, making Mr Yellow's life very hard indeed. Bastard. Turn the plan-view off and use fine rotation to ensure that the shot is aimed up correctly... and voila! Let's see him get out of that one!



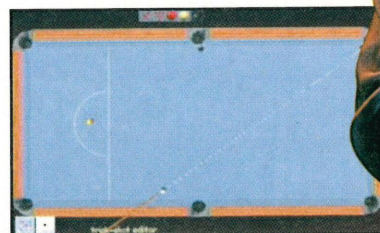
STRAIGHT LONG POT (SNOOKER/POOL)

Difficulty Rating 2/5



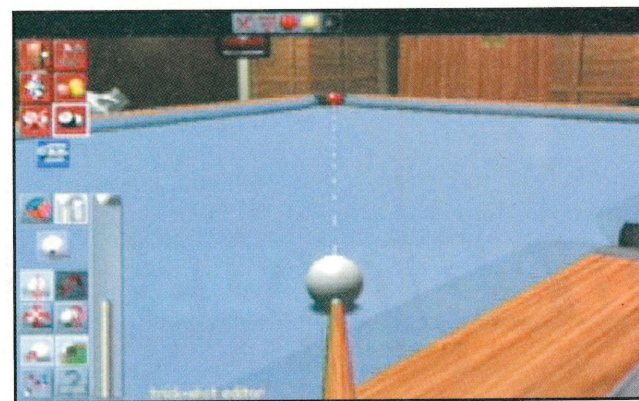
THE IDEA

To stop the cueball rolling on into the pocket after a long pot, instead coercing it back towards the centre of the table.



HOW?

As usual the plan view helps you set the initial strength of the shot then, back in first-person view, you should put as much back-spin on the cue ball as possible. The last thing to do is to add some extra power to compensate for the backspin (increase the gauge by at least the length of two icons). If all goes according to plan, you should remain in a healthy position, one step closer to victory.



HEAD FOR THE POOL

Unless you and your opponent are completely cack-handed, pool is significantly faster to play than snooker, so when you wave a tearful goodbye to the homely practice mode, it's worth training up within the relatively hamlet-like realm of Poolsville before moving onto the citadel that is Snookerdom. Doing this allows you to take the odd risk (something which the more aggressive nature of pool encourages), developing a better feel for the angles whilst keeping frustration to a minimum. After all, if your shot goes horribly wrong, unlike in snooker, you won't be overwhelmed by the feeling that you've thrown the entire match on a dumb whim, wasted the last hour in the process and you didn't even like the game anyway 'cos losing is boring so you'll trade it in for a mindless shoot-'em-up tomorrow... (We know how your minds work!)



CURVED SHOT (SNOOKER/POOL)

Difficulty Rating 4

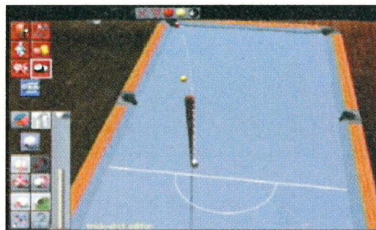


THE IDEA

To hit the cueball in an arc, avoiding any other pesky balls which might be sitting between it and the intended target.

HOW?

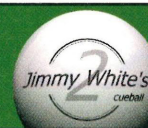
To get a curved shot you need to raise the butt of the cue up above the white. This is simply done by holding **X** whilst pushing the analogue stick forwards. If you turn on the view-line at this point you'll see that it's still straight. To invoke a curved trajectory you need to alter the strike point on the cue ball. The more 'side' you give it, the tighter the arc is - do bear in mind, though, that increasing the strike power decreases the amount of curve on the shot.



This shows you the trajectory of not only the white, but the ball it strikes, and the ball that one strikes, and so on. Using the plan view to line up shots, sinking doubles and cannons is now child's play! The miracle multi view-line is, of course, useless in proper matches so don't become dependent upon it. Instead, line up practice shots using the single view-line only, then employ the multi view-line to check how close to the mark you are. Use this technique and eventually you'll become proficient at pulling off swanky shots without the multi view-line's assistance.

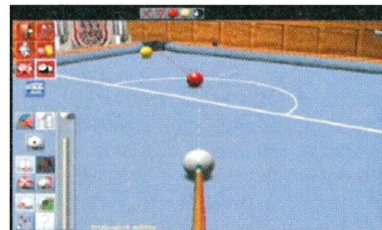
COVER SHOT (POOL)

Difficulty Rating 3



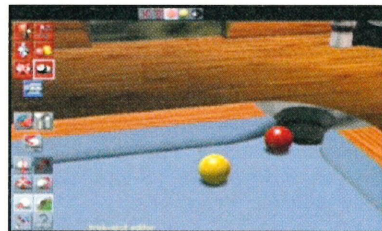
THE IDEA

To sit one of your own balls between a pocket and one of your opponent's spheres, hopefully inducing a foul out of the sod.



HOW?

Even using the view-line in plan view, it's all too easy to hit the ball too far or, even worse, not far enough. With practice you can develop a feel for how much strength is necessary for a certain distance, but until then you can increase your chances of success with this handy tip: instead of aiming the ball directly at the pocket, target your shot a little to the left or right - this increases the chance of the ball ending up in the right area even if you strike it too hard.



DOUBLE & CANNON (SNOOKER/POOL)

Difficulty Rating 5



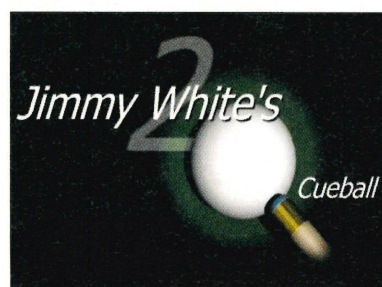
THE IDEA

To look like a flash git as you rebound balls off the cushion (double) and each other (cannon) in order to pull off a particularly awkward shot.



HOW?

It's surprisingly easy in practice mode although this method makes you feel like a bit of a cheat - still, you are the kind of person who buys a cheats mag so here we go... On the view-line icon press **[B]** to turn on the multi view-line.



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UNLOCK ALL EXTRAS

If you want to get the most from the game but don't have the time or patience to perfect your flying skills, then this is the shortcut to the skies that you've been looking for. Simply press Left and Right triggers at the Aero Wings title screen when 'Press Start' appears on the screen. This easy manoeuvre unlocks all the exhibition levels, planes and also gives you access to the Dolphin and Buggy. What more could you ask for?



UNLOCK EXHIBITION MODE

Successfully completing each of the 20 steps in the Blue Impulse Missions gives you access to Exhibition mode. You can now choose from another 22 manoeuvres. These include the romantically titled 'Vertical Cupid' and the not-so romantically titled 'Low Angle Cuban'.



UNLOCK SPECIAL OPTIONS

If you enter your name as 'TASCAS' (you can be either male or female) you can unlock a 'Special' option. After you've entered TASCAS, go to the 'Mode Select' screen and choose 'Options'. Now, choose 'Game Config' and you should find a 'Special' option available to you. Here you'll find three new options: 'Hud', 'Cockpit' and 'Player Assist'. Using the 'Unlock All Extras' cheat does not open this 'Special' option; it can only be opened by entering TASCAS as your name.

AERO WINGS

Ever fancied yourself as the Evil Knievel of the skies? Well, now's your chance to fulfil those dreams you've harboured since childhood. And to help all those rookie pilots out, we've got every cheaty code thing just for you. Remember, the sky's the limit.



UNLOCK EXTRA SKY MISSION

Successfully completing each of the seven missions in Sky Missions gives you access to an eighth Sky Mission, entitled Moon Light. As the name suggests, you now have the opportunity to fly over the surface of the Moon. However, it's not really that light.



UNLOCK DOLPHIN

Successfully completing all the missions in Sky Missions, including the eighth Moon Light mission, unlocks an extra craft that comes in the unlikely shape of a dolphin. This is very peculiar as dolphins are usually found in the water and not in the sky. However, if you deliberately fly the dolphin into the water, instead of swimming away merrily, it just crashes like a normal plane. Which is odd.

UNLOCK BUGGY

Successfully completing all the missions in Sky Missions using the dolphin, including the eighth Moon Light mission, unlocks another craft, this time in the shape of a buggy. This is slightly more believable than the dolphin; at least a buggy is engine driven. However, it has no wings and the physics of such a vehicle would make flight virtually impossible. Oh, and it crashes if you try and drive it on the ground. Which is most peculiar.



UNLOCK EXTRA FIGHTERS

Successfully completing certain missions unlocks various fighters. But what unlocks what? Just check the list below to find the answers to all your questions.

Sky Mission Attack 1	F-4EJ
Sky Mission Attack 2	F-1
Sky Mission Attack 3	F-15DJ
Sky Mission Attack 4	F-4EJ
Sky Mission Attack 5	F-2 (F-16)
Sky Mission Attack 8	Dolphin
Blue Impulse 10	Blue Impulse T-4
Blue Impulse 15	T-2
Blue Impulse 20	F-86F



CHALLENGE RATING

This game is just as hard as learning to fly a real plane and is one for simulation heads only. There are manoeuvres to learn and they're all tricky. Only those determined enough will get their wings.

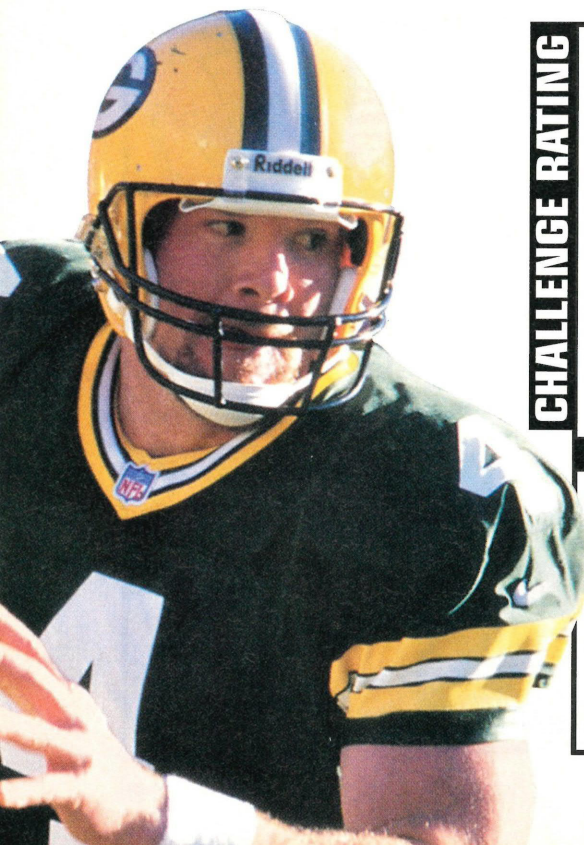
Time to complete

Casual	4 months
Freak	1 month

Expect

Lots of flying. This includes flying alone or in a group completing missions or performing in exhibitions. Oh, look out for the dolphin.

The upsurge in the popularity of **American Football** in the **UK** has, we would guess, more to do with the revolutionary **John Madden's series** than the actual game itself. Since then players have become a little **disenchanted** by the predictable yearly updates, and the more extravagant interpretations of the sport (Blitz for example) have **begun to steal** the limelight. Quarterback Club tries bravely to **redress the balance** between serious simulation and outright fun via its built in **cheats option**. If you think it's time to **pep up proceedings** then you've come to the right page...



CHALLENGE RATING



We pitted the best team against the worst (both CPU controlled) and... nobody made a touchdown! The bruisers who do all the tackling are far too effective for a balanced game.

Time to complete

Casual N.A.
Freak N.A.

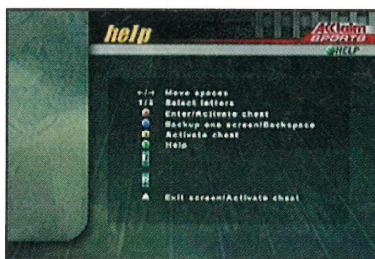
Expect

To be pretty bored - most of the play revolves around failing to make any distance then punting the ball as far as possible.

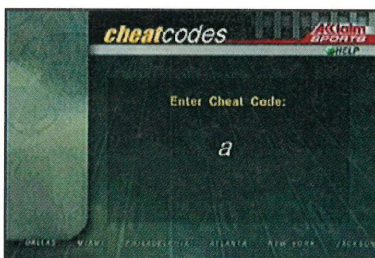
NFL QUARTERBACK CLUB 2000

ATTENTION VIRGIN FRAUDSTERS!

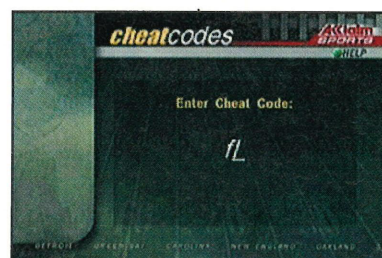
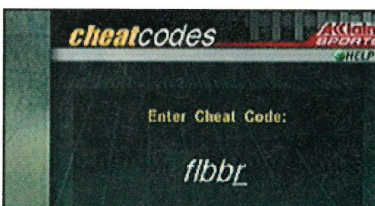
We like built in cheat options here at DC Strats, but we have to admit that Quarterback's code entry screen isn't as straightforward as it could be and novice cads might appreciate a bit of reassurance. We all know the procedure: you learn of an exciting new cheat and try to activate it without success... So what's going wrong? Are you entering it right or did the magazine just not bother to test it before printing? Well, let the bags under our eyes reassure you that these babies work, and with a bit of guidance you should be able to enter them just fine.



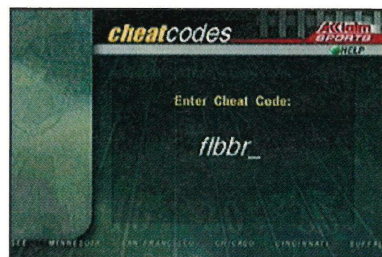
The area of confusion centres around **A** being used to "Enter/Activate Cheat" whilst **X** is simply used to "Activate Cheat". Here's what to press and when...



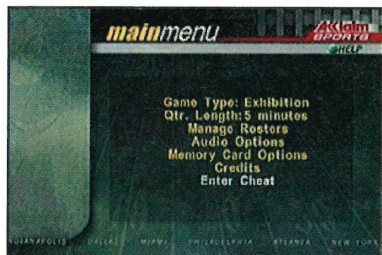
01 Here we are at the cheat code screen. The d-pad and analogue stick do nothing at first. In order to begin to enter a code you must first tap **A**.



02 A cursor will now have appeared underneath the letter 'a'. This signifies that pressing up or down will now alter the letter and pressing right will allow you to add further letters to the code. Press **B** to erase any extra letters that you might add by mistake.



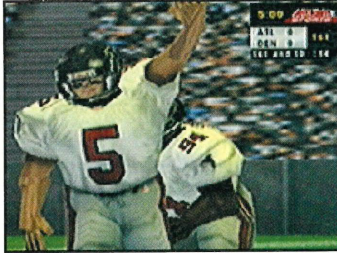
03 With the code written, make sure that there are no extra spaces after the word - the cursor should be underneath the last letter of the code rather than to its right. Now press **A** to enter the cheat, this will cause the text to reset but don't worry because it's supposed to - and it also makes it easier to start on the next code you want. Pressing **X** doesn't have this effect, so always use **A**.



04 Pressing **B** will only erase a letter when the cursor is activated, otherwise it can be used to return to the main menu.

MRSMLLW: Team Of Fatties

You'll see a fair few chunky asses on the pitch even without this cheat switched on (too much of mom's apple pie, we say) but if you want an entire fleet of Fridges, then look no further. Beware though, there might not be enough space left on the field to actually play.



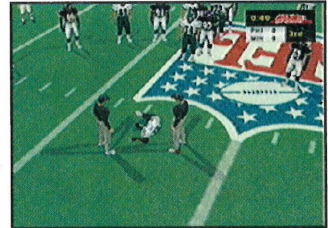
TTHPCK: Skinny Team

What better to accentuate all that obesity than a group of Ukrainian gymnasts who only play American football at the weekend and have trouble walking in all that padding? If you want to lessen the chance of colliding with any other players, then use this code to instantly emaciate the teams.



HSPTL: Players Prone To Injury

Not that we'd ever say this to their faces, but we reckon that American football players are a right bunch of pansies for wearing all that padding. What with all the stopping and faffing about it's not as if they even see as much action as the average rugby player. If you want to give 'em a taste of all the pain they're missing then tap in this cheat - the padding will still be worn but will be about as effective as strapping cornflakes to various parts of your body.



BCHBLL: Massive Ball

Having trouble keeping track of that teeny oval? Can't afford a bigger telly? Well don't fret 'cos there's a cheaper solution built into the game. Activate this cheat to inflate the ball to gravity generating proportions (almost). Oh well, didn't manage to stick any elephantiasis jokes in this section (dammit!)



HSNFR: Smoke Trails From Ball

Goodness gracious, great ba... No, that's far too predictable. Ahem, smoking balls are the high price of popular... No, too vulgar. Sorry folks but this has to challenge the usual "Big Heads" mode for the title of most useless cheat in the universe (at least in games where you get to snipe, Big Head Mode actually serves a useful purpose). Activate it, start a game, say "Oh look, the ball leaves a smoke trail, heh, heh!" Play and let the novelty wear off, then never activate it again. Ever.



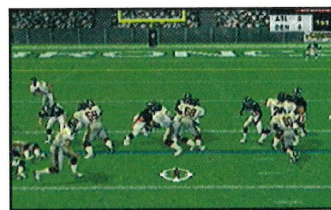
RGBY: Rugby Mode

Wayhaaa, there's a proper game in here! Well, not really - entering this code won't allow you to play a genuine game of beautiful rugby but the rules will be changed for the better. The pace of play takes a much needed boost as players can simply scoop up a loose ball and run with it rather than having to stop for a dull ten hour tactical chat. Try conversion is also included.



BTTRFNRS: Ball Always Fumbled

Hmm... Vaseline! There are loads of good uses for the stuff, including making American football more of a challenge. Enter this cheat to give all the players a generous coating...but only on their hands you pervert!



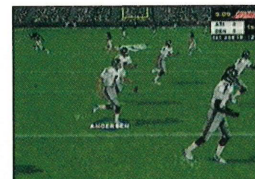
FLBBR: Flubber Mode

A genuinely interesting cheat this one. When activated the ball develops 'impossiball' (remember those?!) like tendencies, bouncing all over the place and generally being even more difficult to handle than the already awkwardly shaped oval. Whilst it's in a player's possession you wouldn't know the ball had taken on any such devilish qualities but as soon as it is fumbled, kicked, or hits the floor the fun will begin, with players chasing it around like lunatics. If you want a good laugh then check this cheat out.



FRRSTGMP: Slow Motion

How are we supposed to screenshot a slow motion feature? Only with your help, dear reader... simply stare at the screenshot for a couple of seconds and you'll get the general idea of how slow the action proceeds with this cheat activated. To be honest we can't recommend you indulge in this one, American Football takes long enough to start with and it'll take yonks for any injured players to hobble off the pitch (you do have the injury cheat switched on don't you?!).



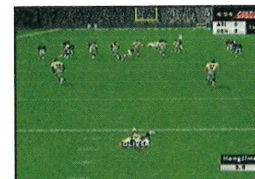
DBLDWNS: Four Extra Downs

This is a classy little extra and well worth activating if you and a pal are new to the game. Enter the code and you'll get eight downs in which to successfully make a play rather than the usual (and somewhat stingy) four. Use the extra chances to gain ground in order to experiment with the various plays and get to know the game better. Once you're more familiar with the available options and how to utilise them you can return to the standard game with confidence.



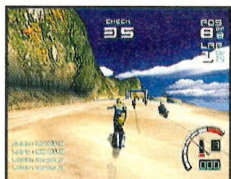
SLPNSLD: Slippery Pitch

Another good way to spice up two-player games, although the pitch might be just a little bit too slippery in our opinion. Basically, with this cheat on, turning direction once you have begun to run becomes a treacherous task. Definitely one to use when everybody's fairly sozzled (it certainly looks like the players have been befuddled by booze!).



SUZUKI ALSTARE EXTREME RACING

For some, the call “Hey babes, let’s get you strapped up in those leathers!” is a familiar sound – we refer, of course, to **racing leathers**. Cow skin designed to perform a practical function: allowing riders’ extremities to remain firmly **attached to their bodies** when man and machine part company mid-race. And in **Extreme Racing**, they **WILL** part company on quite a **regular basis**, unless you heed our **friendly advice** that is...



CHALLENGE RATING

5/5

Some of the races are a walkover, others are a real pain. One small piece of bad luck can spell disaster during a session, the challenge is in motivating yourself to try again when this happens.

Time to complete

Casual	2 months
Freak	1 month

Expect

Annoyance at being up against your local papergirl (when fully loaded with the local weekly freebie) one minute, Street Hawk the next!

Bike racers are quite the rarity on consoles so it's little wonder then that players both old and new find themselves treading unfamiliar ground with Suzuki Alstare Extreme Racing. Let's get used to how these beasts handle compared with what you're used to...

01 Bikes can turn much more tightly than cars, but with all the years of conditioning instilled by the likes of Gran Turismo and Ridge Racer, you're probably not taking full



advantage of the fact. You'd be surprised at what you can get away with in Extreme Racing if you're willing to experiment. The bikes really hug the road and the only factor to consider when taking a corner is the vehicle's own turning circle – forget about skidding, it ain't gonna happen! Make sure you modify your approach to finding the best line by taking the biker's thin profile into consideration; you can really afford to scrape around corners and chance narrow gaps now you're sat on a seat rather than in one.

02 The price of all this manoeuvrability is, rather worryingly, fragility. Let's just say that there's a good reason why there's no such thing as 'Demolition Biking'. Contact with other riders during vital stages of the race is therefore ill-advised as you can sometimes find yourself pushed off course and hurtling towards a five-star dirt meal at the Gritz. Crashing isn't always a given thing mind – your trajectory will often remain unchanged by a collision with another rider; it's just sod's law that you'll fall foul of such an occurrence at exactly the worst possible moment! Play it safe and respect your opponent's personal space.



03 My God, it IS Street Hawk! Push **B** and provided the system has any juice, your turbo will kick in and throw you into a wheelie. The turbo bar itself will fill a little each time you pass a checkpoint and it's worth waiting until you have a substantial amount stocked up because you'll only really begin to accelerate once the front wheel returns

to the tarmac – something which takes a little time. Don't waste the turbo on short spurts, wait until a long straight and really open it up, holding **B** for as long as possible. Once the bike comes out of the initial wheelie you'll be able to steer once more, even if the turbo is still kicking in.

04 Be very careful when using turbo at low speed and when travelling uphill... it's easy to overdo it and come off the back of the bike (a certainty if you 'pump' the turbo by repeatedly tapping **B**)! This is a double error as you'll lose time from having been dismounted and will also have sacrificed a percentage of your turbo bar... the very thing which could have helped you get back into a good position! Note that you can turbo at the beginning of the race if you time it right as you set off (the bike will return to a horizontal position rather than flipping). Get it wrong, however, and suffer the most embarrassing start possible.

05 Don't squander your turbo bar – try to leave a decent amount in reserve for the final stretch of the race. Having said that, if you're just getting left further and further behind without it then get boosting! It all depends on your situation. If you only need two points from the last race to win the session then employ your boosters judiciously to attain and keep just the required position (fifth), don't use 'em to go, hell for leather, after the top spot – you're bound to crash and ruin everything!

06 Don't be afraid of the brakes. Pressing the brake simultaneously with the accelerator will produce a mild deceleration which can make the difference between scraping around or being scraped off a particular corner. It might not feel instinctively good but braking will lose you less time than crashing – definitely the lesser of two evils.



07 We've said it before and we'll probably have to moan about it again, but the analogue stick being so loose makes fine incremental control a tad difficult. In racing terms, this problem manifests itself as a slight wobble as you adjust the stick in an attempt to hit and hold exactly the right degree of turn. Removing your thumb from the top of the stick and pushing it from the side instead can often help. Try this technique if you're having trouble and see if it works for you.

CRUNCH TIME!

The last bike race we saw involved the university rugby club being given piggy-back rides around the student bar by their groupies – needless to say, these are dangerous sports in which severe injuries may occur and to be forewarned is to be forearmed. Here's some help in avoiding a wounding defeat during the game's initial stages...

SANDSTONE CANYON

Ailment: Nothing particularly dangerous about the course, but our valiant racer is pipped at the post by a rival. Distraught at his loss he seeks comfort in the arms of his lady, but his distress has made him forget to remove his helmet and an advance for a tender kiss turns into a nose-crunching headbutt! Our hero's relationship is over, all because he lost a dumb race! **Cure:** Don't lose (duh!). Retain enough turbo power for the final straight of each lap and you should be able to maintain a lead throughout the entire race.



TROPICAL TRAIL

Ailment: Our valiant racer sets off at full tilt, but what's this? Some careless creator of the universe has left rocks lying naturally about on the beach – no matter, several cracked ribs later and our hero is on his way. Way up into the air in fact, landing skilfully on his arse after bouncing off the rockface around the next corner. Dusting himself off, he continues on his way, doing reasonably well until the final corner where he hits another rock which panics him into turboing smack into the starting posts. Sad. **Cure:** Bank left at the start. There's an almost-straight path through the rocks and, once adept, you'll be able to turbo down it. Brake to avoid getting thrown into the air by the high rockface which defines much of the track, turn for the final corner extremely early and be sure to aim between the posts before turboing up along the final straight. There's not enough room to steer after boosting (you can pass the post on he beach to the far right if you must).

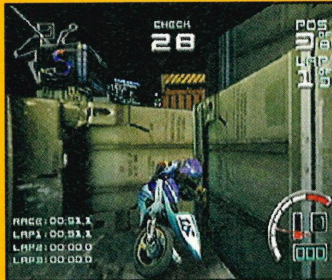


WHITE MOUNTAIN

Ailment: Our brave racer pushes hard from the beginning and takes the lead, turn after tunnel pass by and he begins to think "hey, this is easy!". Then a 90-degree corner leading into the third tunnel section catches him by surprise, and the bike smacks the barrier sending our hero flying over the edge of the mountain. Oh yes, it's a game and he reappears on his bike... but we all know he bought it really. Loser. **Cure:** Learn the course and anticipate this nasty surprise. The corner can actually be taken at speed, with minimal deceleration, so long as your line and timing are correct. Take advantage of the bikes' cornering abilities and turn real early, being sure not to oversteer and smack into the tunnel's inner wall.

BROOKLYN NIGHTS

Ailment: A demanding course, but our brave racer, numb from previous injuries, pushes on regardless. A harshly learned respect for hazards leads to an



uneventful first stage, but after passing checkpoint one he soon rounds a blind corner that leads onto the docks and, apparently, into a stack of crates. It'll be a while before all the bananas are surgically

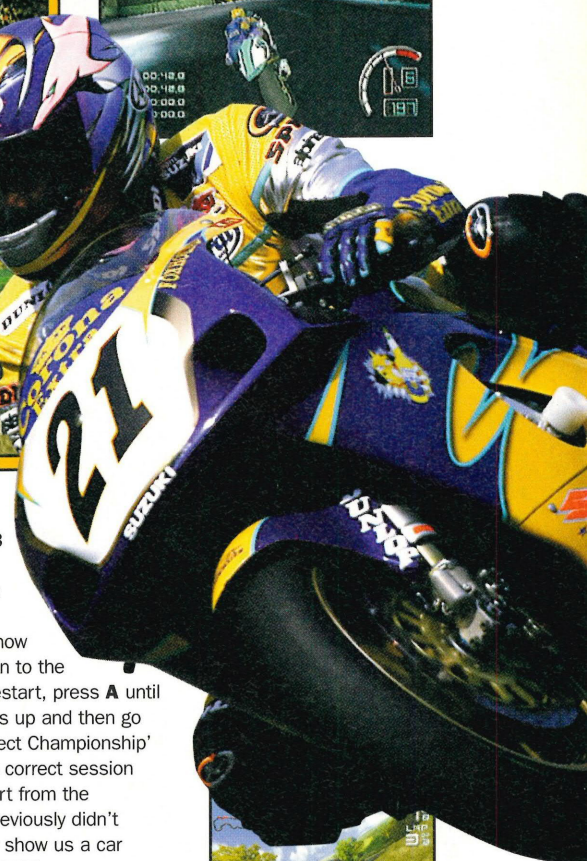
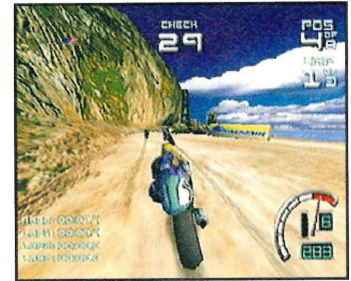
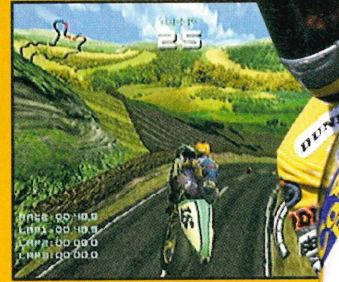
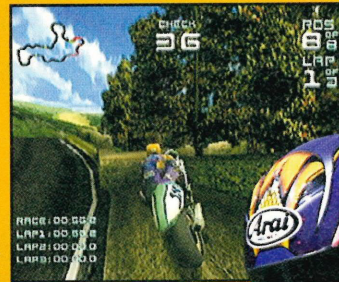
removed. Loser.

Cure: The corner in question is marked out with chevrons but, being blind, finding the right line through it can take a little experimentation. It's actually a hairpin followed by a sharp left, something which your U-turn-friendly bike can handle with ease once the racing line has been established. If you're hitting the boxes the chances are you're too far to the right of the track when beginning to turn.

ORCHARD LANE

Ailment: This twisty turny track buffets our hero from pillar to post and he struggles to keep control as his bike, apparently on heat, tries to mount a small wall. Determined to make up lost time he floors it in an attempt to rejoin the pack, powering through checkpoint three everything looks okay... but that's just because the roadside outcrop is camouflaged. One crunch later and the race is as good as lost. Tragic.

Cure: This course chucks 'air' at you like a doctor in an asthma clinic and only precise control will keep your bike on the ground. The roadside running though checkpoint three looks like it offers more room than is the case. It's fairly possible to get round on the track, but if you've fluffed the approach then brake instead of taking the corner wide.

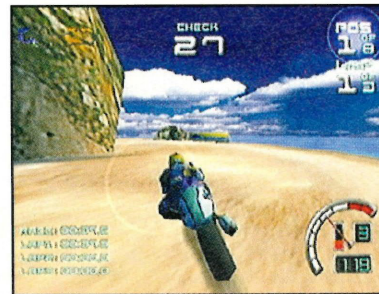
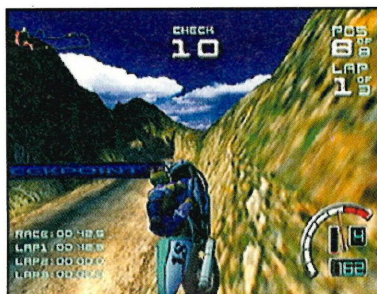


08 Somewhat absurdly you can catch massive 'air' in Extreme Racing and, entertaining though this is, it's a bad, bad thing. Shallow inclines tend to bounce you into the air rather than dismounting you and, at first, this seems great if not a little too generous. Staying on your bike has a price, though – you are often bounced off in an awkward direction which kills velocity and gives the opposition a chance to steal your rightful victory. At times, such a bounce will do nothing other than prolong the agony as you are sent hurtling into another hazard, creating a single mishap which wastes

the time of two. Resist the temptation to be sloppy, therefore, and treat each course as if it was lined with shards of poisoned glass because attacking corners at appropriate speeds with suitable lines will ultimately get you around the circuit faster than a bodge job.

09 If you've messed up the first or second race of a session then you've probably tried to quit so you can start all over again, only to be presented with the next race in the series – which you then have to quit and so on... There is a quicker way to start a new session, but you need to have completed at

least the first one. After quitting the race press **B** when the course screen comes up until you have got back to the 'Select Championship' screen, now select a different session to the one you really want to restart, press **A** until the course screen comes up and then go back (again!) to the 'Select Championship' screen. Now choose the correct session and you'll be able to start from the beginning, even if you previously didn't finish that session. Now show us a car racer that behaves like THAT!



DYNAMITE COP

There would have been a distinct **retro feel** to any scrolling beat-'em-up released on the Dreamcast, but Dynamite Cop goes back even further... it's flick screen! **Who cares** though, because **Dynamite Dekka 2** (to give it its Japanese moniker) works as a fighting game where other 'progressive' titles with free-roaming environments fail. Sure, **you can** **plug** through it like a Mitchell brother easily enough, but we're sure you'd rather **swank around** dispatching baddies with true **chop-socky** style. Some sort of headstart with more advanced moves would be useful then, wouldn't it... Oh, hang on **what's that below?**

MY THUMBS ARE LETHAL WEAPONS...

Being rozzers, each of the game's heroes is pretty handy in a scrap. They obviously all went to the same coppers' training camp, as they all share an identical set of unarmed attacks...

Punch	X
Kick	Y
Emergency Escape		
(costs energy)	X+Y+B
Dragon Punch	X+B When stationary
Jump Kick	Y+B When stationary
Flying Punch	X+B When walking
Slam	Y+B When walking
Rush n' Punch	B B X
Rush n' Sweep	B B Y
Flying Kick	Y When running
Flying Punch	X When running
Flip Kick	Hold Y for a couple of seconds then release to perform
Jumping Punch	X During jump
Jumping Kick	Y During jump
Superman Punch	X+Y During jump
Rush n' Elbow	X	When landing from jump
Tumble	Y When landing from jump

...as well as these sets of personal abilities which reflect their respective



strengths. Each strike in the sequences below must connect in order for the combo to continue.

Bruno

Three-Kick Combo	Y Y Y
Punch Combo	X X X X (Will not always down an opponent)
Punches to Roundhouse	X X X X Y

Ivy

Punch Combo	X X X X (Will not always down an opponent)
Punches to Ankle Strike	X X X X Y
Flip Kick Combo	Y Y Y
Flip Kick to Elbow	Y Y Y X

Eddie

Three-Kick Combo	Y Y Y
Jab Combo	X X X X (Will not always down an opponent)
Jabs to Roundhouse	X X X X Y

COP A FEEL

Once you've got hold of an enemy the fun can really begin, as the Dyna Cops' individual talents start to shine through. Each character can perform a number of rump-rupturing grapples which are guaranteed to inflict serious damage on would-be assailants. We know who our

BASIC TRAINING

Okay, er, press left to move left and right to move ri... Only kidding folks, but do experiment with both the digital and analogue control options. Being old fashioned, we prefer the D-pad for games of this type over here at DC Strats, although the game's lack of ⇄ ⇄ + ⇄ **X** type commands does make the analogue stick a viable option. With all those credits you can afford to experiment.

Run	Tap direction twice, holding the second time
Hold	Walk into enemy. Throws and locks can be accomplished from this position
Lift	Walk into an enemy who is stunned. Allows the enemy to be thrown or made to suffer a piledrive
Jump	B (wherever mentioned A can be used instead)
Grab Enemies' Legs	X when standing over downed enemies' legs (enemies must be flat out for a while so hit 'em HARD!)

favourite is and we wouldn't fancy a fondle off her, that's for sure.

Bruno

Slug	Y (Up to four times)
Punch n' Trip	X X X X X
Punch n' Knee	Y Y Y Y Y
Punch, Knee n' Slam	X (Up to four times) Y Y
Punch to Reverse Slam	Y (Up to four times) X
Overhead Throw	..	Opposite Direction+ X
Overhead Slam	...	Opposite Direction+ Y

Ivy

Slap-Down	X (Up to four times)
Crop-Kick	Y (Up to four times)
Punch n' Palm	X X X X X



CHALLENGE RATING



Depends how you tackle this one. Finishing in one credit and unlocking everything should keep you busy, but, as it comes out of the box (credits in tow), the end screen is fairly easily reached.

Time to complete

Casual	2 days
Freak	2 hours

Expect

A repeat performance of Die Hard Arcade. What's on offer is well crafted but the game's length is bound to disappoint.

Back Kicks to Arm-Lock **Y Y Y Y Y**
 Punches to Hold/Slam Combo . **X** (Up to four times) **Y** (Up to three times)
 Back Kicks to Groin Attack . **Y** (Up to four times) **X** (Up to four times)
 Arm Throw Opposite Direction+**X**
 Leg Throw Opposite Direction+**Y**

Eddie

Wind **X** (Up to four times)
 Knee **Y** (Up to four times)
 Punches to Side Slam **X X X X X**
 Punches to Elbow . **X** (Up to four times) **Y**
 Knee to Headbutt **Y Y Y Y Y**
 Knee to Lock **Y** (Up to four times) **X**
 Shoulder Throw . . . Opposite Direction+**X**
 Launch Throw Opposite Direction+**Y**

NEED A LIFT?

A stunned enemy is at your mercy, don't waste such an excellent opportunity with unimaginative blows - walk into them, pick 'em up and try one of these:

Kick (Other enemies) **Y**
 Throw **X**
 Vertical Piledriver **X+B**
 Horizontal Piledriver **Y+B**

RECOVERY MOVES

From time to time even the best players get decked, but what makes them truly great is their ability to turn the situation back around to their own advantage. Here's how:

Uppercut **X** whilst recovering from a knockdown
 Sweep **Y** whilst recovering from a knockdown
 Flip n' Kick . . . **B** whilst recovering from a knockdown
 Gain Upper Hand Tap **Y** repeatedly when tackled to the ground. Use **X** and **Y** to retaliate once you've managed to get on top of your opponent

ARRESTING BEHAVIOUR

The only thing these pirate-types respect is the authority of a traditional service revolver. Approach 'em brandishing this lowly firearm and provided you don't dawdle or take the mickey, they'll soon be in shackles. Frisk Enemy for Pickup Hold enemy whilst armed with handgun and press **Y**

OBJECT MANIPULATION

Dynamite Cop features a plethora of items which can be utilised to the advancement of your just cause, meaning that you can pick up practically anything you find on the ship and if you can't fire or throw it, you can at least smack your enemies' heads in with it.

Pick Up Item	X when standing over object
Use Firearm	X when weapon equipped
Pistol Whip	Y when light weapon equipped (not handgun)
Throw Item	X when equipped with object that cannot be swung or fired
Bludgeon With Item	Y when equipped with item which can be swung
Swing Item	X when equipped with object that is light enough to wield
Throw Weapon	Y whilst jumping (discard automatic when ammo spent)
Secondary Use For Item	Y when equipped with appropriate object (eg. fruit can be eaten rather than hurled and grenades can be primed)

Arrest Enemy Hold your enemy whilst you're armed with the handgun and then press **X**

UNARMED COMBAT SUPERS

Extended Punch Combo. . . Tap **X** repeatedly until Uppercut (Eddie), Stomach-Palm (Ivy) or third Uppercut (Bruno)
 Extended Kick Combo . . . Tap **X** five times (Bruno and Ivy) or seven times (Eddie)
 Ivy's Spinning Bird Combo . . . **X X X X**
X X Y (Punch volley ends with Spinning Bird Kick)

HOLDING SUPERS

These first two powered-up holding attacks are common to all fighters:
 Wrestle To Floor (universal) . . . **Y Y Y Y Y**
 (From here use **X** or **Y** to strike)
 Punch then Push Away (universal) **X X X X X**



EXTENDED HOLDING SUPERS

The following powered-up holding attacks work as extensions of the characters' usual grapples and, as such, are personal to each fighter. Many of these attack sequences can be instigated in a number of ways but it's much easier to simply learn a single button combination for each - to this end, we've printed the combination of button presses which seemed easiest to remember. It's also possible to cut each super combo short by simply refraining from entering the entire sequence. Rather than list each cut down sequence as a separate combo, we've left it to you to wimp out early if that's your bag (baby!). The combo's printed result in the greatest amount of

SOUPED-UP SHENANIGANS

Once fully powered-up you can unlock your fighter's true potential. Each has a repertoire of hyper-charged attacks and grapples which, if pulled off properly, are very often lethal.

damage possible for each particular sequence, so adding extra button presses won't make your character perform a longer chain of moves.

Bruno

Max Slam **X X X Y Y Y Y**
 Max Back Breaker **Y Y Y X X X X**

Ivy

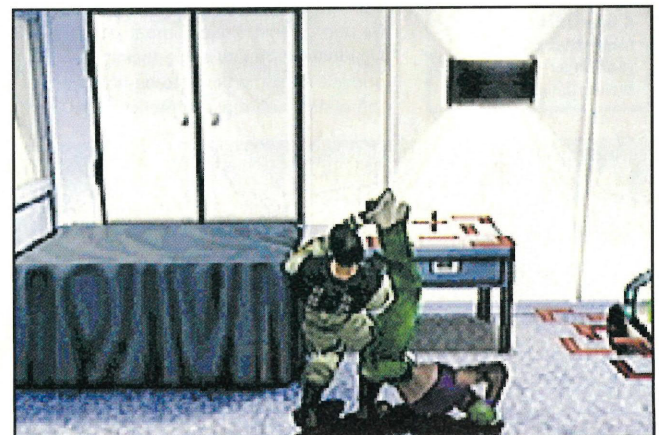
Max Arm Breaker **X X X Y Y Y Y Y Y Y Y**
 Max Leg Breaker **Y Y Y X X X X X X X X**

Eddie

Max Piledriver **X X X Y Y Y Y**
 Max Mixture **Y Y Y X X X X**

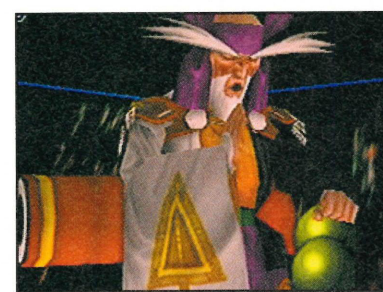
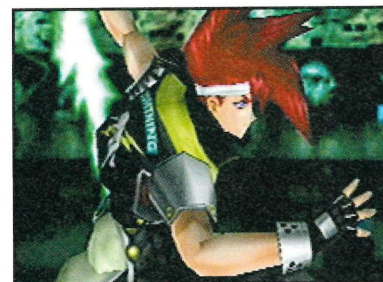
WEAPON SUPERS

Certain characters can make better use of particular items when fully powered-up. This is still an open file but here's what our investigations have revealed so far:
 Bruno's Berserk Fire Press **X** seven times (when armed with handgun)
 Bruno's Berserk Swing . . . Press **X** seven times (when armed with objects which can be swung)
 Bruno's Berserk Bludgeon . . Press **Y** seven times (when armed with objects which can be swung)
 Ivy's Berserk Swing . . . Press **X** four times (when you're armed with objects which can be swung)



PSYCHIC FORCE 2012

Imagine a world where disputes are settled using psychic powers and fists within a cube levitating high above the ground. Sound strange? It is, but using this moves summary should help you feel the force when perfecting the ancient art of 'bundling' in the 21st Century.



CHALLENGE RATING



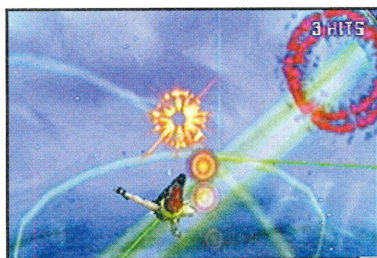
Completing the Story mode with every character will take more than just Psychic Force - you'll need practice and determination if you want to become a top notch Psychiccer.

Time to complete

Casual 1 month
Freak 2 weeks

Expect

A futuristic fighting frenzy that will test your finger dexterity to the maximum.



No fighting game worth its salt consists solely of offensive moves. Learning to block well is crucial if you aspire to becoming a great Psychiccer. There are a selection of available blocks that are suitable for guarding against the different attacking moves the opposition will unleash on you.

GUARD

This is the basic guard move. It is suitable for use against close combat punch and kick moves. You must be facing the opponent for the block to be effective; the enemy can make effective attacks

BLOCKING

from the sides and back. The guard will also protect against small projectile attacks, but your player will still be pushed back and you can't move while guarding. This simple guard is fine when blocking basic attacks, but don't rely on it against anything stronger.

360 GUARD

Move the D-pad a full 360 degrees and press and hold guard

This is the strongest guard available. It will protect your player from any attack approaching from any angle. However, there is a price to pay for this level of security. Using the 360 Guard depletes your PSY gauge if you're not blocking an attack at the time. So, don't try and hide behind the shield for long periods; only use it when there is really no alternative and an attack is coming your way. If you use the guard when you're close to the opponent, the guard will knock them back, inflicting damage on them if they are knocked against the wall.

away by the opponent, your player will be surrounded by a coloured shield. If you keep guard pressed long enough, it will eventually become a 360 Guard. The Retreat Guard uses 50 per cent PSY.

COUNTER-ATTACK GUARD

Tap light or strong attack repeatedly when you're under attack and pinned against the wall

Once you've learnt how to block well, you shouldn't need to use this Counter-Attack Guard again. Until then, though, make sure you remember it; it can save your player from a good pounding. Use it when you're stuck against the wall and your opponent is raining down some fierce blows on you. When it's performed, your opponent will sustain some damage and be pushed back away from you.

SPECIAL MOVE GUARD

Amongst the players' moves are several that can be used as guards and counter-attacking guards. For example, Patty's ← → + strong attack will make her perform a counter-attacking move, surrounding her and repelling projectiles. Most of the characters have moves that can be used defensively, so learn your players well.



MUWING

A good Psychicer should not only excel at attacking and defending, but also be quick on their feet. Moving nimbly can be the link between dodging an attack and launching one of your own. A fast player already has the advantage over slower opponents when entering a fight.

DASH

Direction+light attack+strong attack

This dash is excellent for avoiding long-range attacks without needing to block. Get used to using the dash - it's a fundamental part of the game. If you want to change direction while dashing, you must release the buttons and press the command again with the new desired direction.



PSYCHARGE

You see, in this game, it's all about psychic forces an' all that. Your psychic force is what puts the crunch in your punch. The higher your psychic force, the higher your attack rate will be. On the left of the screen is a purple power bar (PSY gauge), this represents your psychic force. The higher this is, the more consecutive special attacks you can perform. So, the aim of the game is to keep it nicely topped up.

CHARGE PSY (NORMAL MODE)

Guard+light attack+strong attack
Although Beginner mode fills your PSY gauge automatically, veterans of the game will tell

SUPER DASH

Light attack+strong attack

A fast dash that directs you towards your opponent; only use when you want to get closer to your foe. The super dash will repel any small projectiles that are fired at you. Use the super dash and get close to the opponent, but don't perform any moves. Your opponent will usually try and perform a combo on you; block them and unleash your own attack when their own offensive has finished. It is also possible to use the super dash to get in close and perform a throw before your opponent can react. Don't expect this to work against tougher opponents, especially in the latter stages of Story mode. If you can time it right, super dash while your opponent is preparing to launch a special attack. The special attacks can take some time to perform, allowing you to get in and dish out some punishment while they are unprepared for an attack. However, if you get the timing wrong, you may find yourself slammed back against the wall.

SIDE DASH

← → +light attack+strong attack

Any Psychicer worth their weight in gold will perfect this move without delay. It is an excellent way to 'get in there' (as they will most likely still be saying in the year 2012). Although this is an excellent way of side-stepping any projectiles coming your way, its main benefit is when fighting at close quarters with your opponent. Perform the side dash, sneak behind the opponent and attack before they have time to re-position themselves and face you. If you do this when your back is against the wall you can dash behind the foe, launch an attack and before they know what's happened, they're pushed against the wall, eating some serious Psychic Force punishment. Sweet.



PSY up to a massive 200 per cent should you so wish. As this reduces your life energy, you should only really do this when you are either: a) incredibly good or b) playing someone who's incredibly bad.



you that this can serve as a disadvantage, sometimes taking too long to recharge. The PSY does still fill itself, but at a much slower rate than in Beginner mode. So, get into the habit of charging the PSY yourself. While you're doing this, it can leave you open for attack, so try and fill a little at a time rather than doing the whole lot in one go.

EXTRA PSY

Move D-pad 360 degrees+guard+light attack+strong attack

The PSY gauge starts on 100 per cent. This increases as your life energy reduces. This is normal during fights. However, for psycho Psychicers, you can improve your

ATTACKING

All the attack moves are in the manual, so read up! Although the moves are a little limited compared with other fighting games, the real skill lies in learning the moves and knowing when best to perform them. It's usually wise to let your opponent make the first move, allowing you to counter while they recover.

SPECIAL ATTACKS

These are the attacks unique to each character. Learn how much PSY energy they use; it's no good trying to perform a move and then realising you don't have enough force behind it. Some special attacks are very slow to perform, so remember these and don't try and use

them when you're under a barrage of fire. Special attacks aren't always offensive - some are defensive but just as effective.

CLOSE COMBAT



Although resorting to a good old-fashioned punch-up won't do as much damage as the special attacks, it's a lot easier for a good player to effectively knock down an opponent's life energy during a fight. Use the various combos that apply to each weight of fighter, as described in the manual. Following a punch and kick combo with a special attack can devastate an opponent's health. Don't forget that each player can perform a throwing move when close to the opponent (press guard+light attack). Another handy move when in close, and particularly after an attack on your opponent, is to press →+strong attack. If the opponent is behind a barrier, you will break through and cause them a nice bit of damage.



EXTRAS

As is compulsory with most fighting games nowadays, there are extra bits tucked away within the darkest recesses of the game. So, here they are:

PLAY AS WONG
Complete story mode with all 10 characters. Alternatively, simply accumulate over six hours of gameplay.

PLAY AS KEITH
First, you must unlock Wong, then complete arcade mode (set to two rounds) with all the characters. Alternatively, accumulate over 12 hours of gameplay.

PLAY AS BURN
First, you must unlock Wong, then complete both story and arcade modes (set to two rounds) with all the characters.

PLAY AS SILVER EMELIO
Play as Emelio 30 times. Alternatively, just accumulate over 16 hours of gameplay.

PLAY AS GOLD EMELIO
Play as Emelio 50 times. Alternatively, accumulate over 18 hours of gameplay.





BUGGY HEAT

Buggies are vastly under-used in videogames what with their big fat wheels and exo-skeletal engines.

Now we should be able to go on to say how nice it is to see another game featuring these kings of the beach, but Buggy Heat isn't the easiest game to get on with. So, if you're tired of getting sand sprayed in your face then check out DC Strategies' top tips...

CHALLENGE RATING



Control is very finicky and while it can be worked around for the first two competitions, the hard championship will see your buggy fail miserably on at least a few tracks. Having to place third overall ensures that success won't come easy.

Time to complete

Casual 2 month
Freak 1 month

Expert

To be mildly impressed as you begin play, then distraught at the way powerslides are handled and finally shocked at how unfriendly and unenjoyable the expert competition is.

In The Lock-Up

EXTRA COLOUR SCHEME

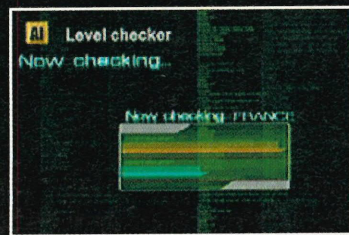
Complete expert mode.
BEELZEBUB BUGGY

Complete expert mode, placing first.
JET BUGGY

Get a 100 per cent result on the level checker for your custom buggy.

EXTRA EXPERT RACES

Complete expert mode (championship difficulty) with the Beelzebub Buggy.



POWERSLIDING



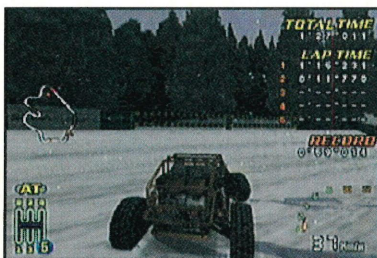
You'd think that in a game like Buggy Heat drifting would be encouraged. It's a logical enough assumption for a racer which so obviously has its conceptual roots planted in the 2D slide-a-thon Powerdrift. Alas, Buggy Heat's vehicles don't so much eat up the road with aplomb as nibble a bit, make some crap excuse to leave the table and disappear into the toilet to yack the tiny morsel straight back up. Powersliding, it seems, makes them particularly nauseous and throwing your jalopy into a decent slide is a sure-fire way to kill its speed stone dead. Needless to say, then, you should drift for as short a time as possible, counter-steering at the first opportunity in order to bring yourself out of the slide. Drifting isn't all

bad mind – at times, it's essential to drift in order to tackle more problematic corners, but the game punishes players so heavily for overdoing it that keeping drifting in check becomes a top priority. You can tell when the vehicle is actually drifting as it begins to leave tyre marks on the track, so keep a constant look out for this visual clue and minimise the chance of losing momentum before realising that you've begun to skid by accident.

HANDBRAKE

For those tricky bends, coaxing a powerslide with regular steering is no problem at all. However, by the time you've turned as far as necessary and then counter-steered to break out of the drift you'll probably have sacrificed an unreasonable amount of speed. The handbrake provides an expedient way to throw the vehicle into a slide without having to lose quite so much velocity by invoking a tighter turn and allowing you to re-apply the gas much more quickly. Some loss of speed is inevitable and its over-use will lead to you heading down the track sideways in a manoeuvre which will grind the vehicle to a halt; used sparingly, however, the handbrake is a useful ally.

STEERING



Even relatively slight turns can throw your vehicle into a speed-stealing slide. Your use of the analogue pad therefore needs to be extra-light at times. Try to set up a good line early when exiting corners in order to reduce the amount of adjustment needed as you approach the next. You want to be travelling as straight as possible for as long as possible in order to maintain the best overall momentum. The analogue nature of the throttle should be exploited to navigate tight corners without throwing the vehicle into a slide or having to cut the power altogether. For our money, the power cuts in a little late, the full range of acceleration being restricted to the last three quarters of the trigger movement – this makes weak acceleration tricky but, with practice, far from impossible.

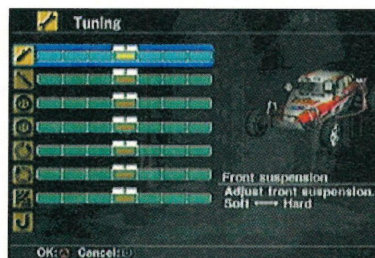
ARGY BARGY

Another area in which the game flaunts expectation – while it would have been nice to enjoy the occasional mid-race tussle, contact with your competitors is (sadly) not to be recommended. The developers don't seem to be fans of a fair fight you see, something which would be fine by us if they hadn't got things the wrong way around! Collide violently with an opponent and it's your good self who'll be shunted mercilessly out of the way whilst your intended victim speeds on regardless. No fair! Keep your eyes on the position of other racers as there is a danger that they'll box you in as you try to pass, squeezing you against the barriers and critically reducing your speed. This can cripple your chances during the expert championship.

Be wary of general contact with your opponents too as simply touching another vehicle will compromise your velocity, even if there's no bullying involved!



TUNING



We'd be lying if we said we thought the settings were that useful – you don't need to alter anything to clear normal and hard championships whilst nothing seems to help make the expert competition a more pleasant experience! A couple of settings do stand out as being particularly beneficial, however. First of all is Gear Ratio which for the most part should be set to favour acceleration. The nature of Buggy Heat's courses means that usually you have to slow down quite often during each race whilst rarely getting the chance to hit top speed – having decent acceleration should help you make the most of this situation. The next setting you need to consider is the suspension. Time spent in the air is time you can't spend steering and accelerating on the ground – reducing the amount of bounce your suspension gives therefore becomes important as it helps to avoid catching 'air' and rolling.

Carvin' a trail through...

FRANCE



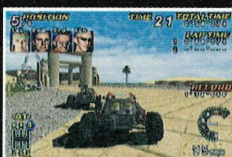
This track will do its best to trip you up, lulling you into an inappropriate area of the course and leading you into a bad line for any following corners – don't trust it (hey, it's French!). Stick to the middle-to-left of the track in the opening section or else you'll fall foul of the vicious turn which precedes the first bridge (it has a large yellow and black warning barrier). The approach to the second bridge is equally tricky – this time stick to the middle-to-right of the track or else your line will lead you up the embankment to the right of the bridge. You can stay left and turn as you grab air off the dune (well, mudpile) before the bridge... but this is a risky manoeuvre.

USA

Despite being the first port of call in the normal competition, the American track can still throw up the odd demanding feature. Take the long corner which leads to the beach as wide as possible, holding a shallow curve and maintaining as much speed as possible – hugging the barrier will only cause you to lose velocity. The tunnel section brings with it a small danger of skidding-out (ending up stationary and facing in the wrong direction) so don't be complacent when entering. Remain close to the centre of the tunnel as this allows you to get a straight line out onto the closing section of track as early as possible.



EGYPT



A demanding track. Display fine throttle control over the opening section to maintain as much grip as possible. Cut the accelerator completely when exiting the pillar section and cruise the long corner, decelerating in order to make it through past the final columns without any mishaps. When coming out of the final hairpin onto the high dunes, it's actually possible to spot the guiding posts as you break each peak – use this fact to line yourself up with the tarmac early.

RUSSIA

Another track which makes incremental throttle control a prerequisite of success so reduce (but don't cut) acceleration just before each corner and increase it slowly as you find your line out of the turn. Constantly counter steer to reduce skidding as much as possible on this course, the final bends in particular make skidding-out unappealingly simple but (thanks to the weather conditions) this is a constant danger. CPU drivers have difficulty here too so don't be pressured into making a mistake – you can afford to drive quite sensibly.



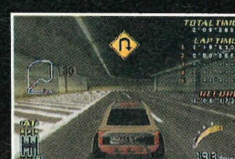
PERU



Relatively pleasant with many straight sections of track so try and get lined up as quickly as possible when coming out of the corners to achieve maximum velocity. The corners themselves are true analogue fodder and require both incremental steering and throttle. You can pull a hard left upon exiting the tunnel in order to cut over the small mound. Be sure to decelerate enough to allow a straight line over the top though – it you steer whilst off track it'll quickly become a long-out. The penultimate hairpin can be cut too, reducing it to a mere 90-degree left turn (!). Bear all this in mind and you should be able to give the opposition a race.

JAPAN

Made all the more difficult by the proficiency of the CPU drivers, this track has some nasty features. Take a straight line through the opening S-bend and if your line allows it, break to the right of the bumps in the road (minimise airtime by hitting any bumps off-centre). You may as well stay left when the track splits into two as the pillars reduce any advantage which the extra lanes would have given you and the right-hand section leads straight onto more undulations. The hairpins are concrete based so even though you must reduce your throttle as usual, it's possible to turn a little more harshly and get away with it.



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NEXT ISSUE

Murder! Death! Kill!

MDK 2

The PlayStation smash from top developers Shiny Entertainment is back, and it's looking absolutely stunning. Check out issue 2 for a complete guide to what looks like being one of 2000's best Dreamcast games.



SLAVE ZERO

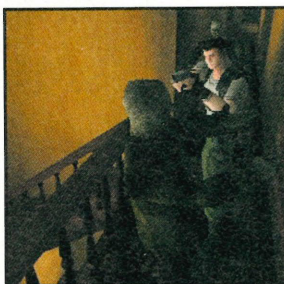
Take control of a sixty-foot high bio-mechanical robot and shoot lots of stuff. Sounds like the perfect recipe for a game doesn't it? And it is, which is why we're cooking up a complete guide for it. You don't want to go hungry now do you?

Big Robots

Skid marks

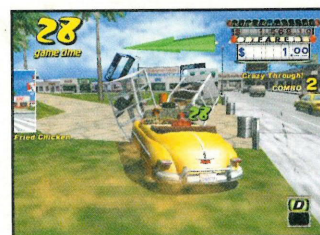
RESIDENT EVIL 2

Well, what can we say, except on the PlayStation, this game rocks. It also scares the pants off you so with a bit of Dreamcast polish, Resident Evil 2 is about to give us the willies all over again. We can handle it though.



Bonkers! CRAZY TAXI

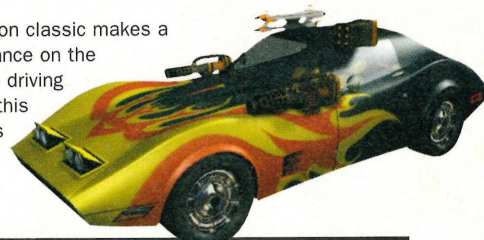
Wahey! You're in for a roller-coaster ride with this action packed driving game. Coming straight from the arcades and looking the mutt's nuts, Crazy Taxi has already brought the office to a standstill. Expect a guide next issue, if we can pull ourselves away to do some writing.



Go ahead punk...

VIGILANTE 8: SECOND OFFENCE

Another PlayStation classic makes a welcome appearance on the Dreamcast. More driving action stuff, but this time there's guns involved. And we like guns, we do. And ammo.



TEE OFF Fore!

The first Dreamcast golfing game looks set to score a hole in one on its release. Thanks mainly to its cool cartoon stylings and highly addictive and challenging gameplay. Which the DC Strat's pros are set to blow wide open.



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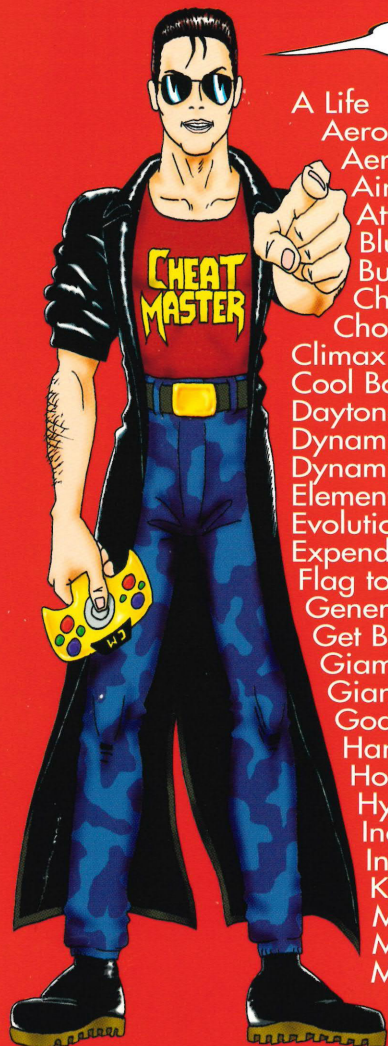


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Evolution
Expendable
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Generator
Get Bass
Giant Gram All Japan Wrestling
Giant Gram All Japan Pro Wrestling 2
Godzilla Generations
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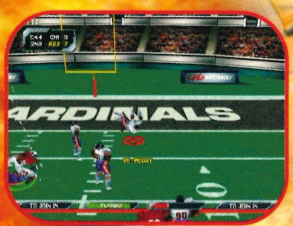
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