

MORE THAN **1000** TIPS, CHEATS, CODES & PASSWORDS INSIDE!

100% UNOFFICIAL



9

# Dreamcast

## solutions

The ultimate Dreamcast tips magazine

COMPLETE SOLUTION!

# Quake III Arena

Frag your foes with the ultimate walkthrough guide!

PLUS!

MAPPED SOLUTION

# Shenmue

Finish it first with the final part of our detailed solution!

# Tomb Raider Chronicles

EXCLUSIVE GUIDE!

Lara's secrets exposed! The definitive step-by-step solution starts here...

PLUS!

SEGA GT: TOP RACING GUIDE  
TONY HAWK'S 2: FULL SOLUTION  
DATABURST: THE A TO Z OF TIPS  
NEW DREAMCAST CHEATS & MORE!

**116**  
pages of hints, tips  
and cheats for  
Dreamcast!

Dreamcast Solutions

No. 9

£3.99



9 771466 239013





The *Cheatmistress* Presents

# CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

## TOP WALKTHROUGH GUIDES PLUS

### A - 01

A Bug's Life  
Aero Dancing  
Aerowings  
Air Force Delta  
Armada

### B - 02

Blue Stinger  
Buggy Heat  
Bust a Move 4

### C - 03

Carrier  
Chao Adventure  
Choo-Choo Rocket  
Climax Landers  
Cool Boarders Burnn  
Crazy Taxi  
Cueball

### D - 04

Daytona USA 2  
Dead or Alive 2  
Deadly Skies  
Dynamite Cop  
Dynamite Deka

### E - 05

Ecco the Dolphin  
ECW Hardcore Revolution  
Elemental Gimmick Gear  
Episode One: Racer  
Evolution  
Evolution 2  
Expendable

### F - 06

Fighting Force 2

Flag to Flag  
Four Wheel Thunder  
Furfighters

### G - 07

Gauntlet Legends  
Generator  
Get Bass  
Giant Gram All Japan Wrest.  
Giant G. All J. Pro Wrest.2  
Giga Wing  
Godzilla Generations  
GTA 2  
Gun Bird 2

### H - 08

Half Life  
Hardcore Heat  
Hidden and Dangerous  
House of the Dead 2  
Hydro Thunder

### I - 09

In Nippon Budokan G. Gram  
Incoming

### J - 10

Jet Set Radio  
Jimmy White 2 Cueball  
Jojo's Bizarre Adventure

### K - 11

King of the Fighters '99

### L - 12

Legacy of Kain - Soul Reaver

### M - 13

Magforce Racing  
Marvel vs Capcom  
Marvel vs Capcom 2

MDK 2  
Magforce Racing  
Metropolitan Highway Battle  
Millenium Soldier  
Monaco Grand Prix  
Mortal Kombat Gold

### N - 14

NBA 2K  
NBA Showtime  
NFL 2K  
NFL Blitz 2000  
NFL Quarterback Club 2000  
Nightmare Creatures 2

### O - 15

Omikron

### P - 16

Pen Pen Triicelon  
Plasma Sword  
Pop 'n' Music  
Power Stone 1 & 2  
Psychic Force 2012  
Puyo Puyo

### Q - 17

Quake 3

### R - 18

Rainbow 6  
Rayman 2  
Ready to Rumble Boxing 1&2  
Redline Racer  
Resident Evil 2  
Resident Evil: Codename V.  
Revolt  
Rippin Riders  
Roadsters

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S ON OFFER

VIDEO GAMES NEWS, REVIEWS & RELEASE DATES + FREE MAGAZINE & FREE DOWNLOADS AT  
**www.cheatsunlimited.com**



**UPDATED  
DAILY**

**GET HELP  
FASTER THAN  
EVER BEFORE**

**TIPS!  
CHEATS &  
WALKTHROUGHS**

# OVER **10,000** CHEATS & TIPS

## S - 19

San Francisco Rush  
Sega Bass Fishing  
Sega Rally 2  
Seventh Cross  
Shadowman  
Shenmue  
Shotoko Highway Battle  
Silver  
Slave Zero  
Sonic Adventure  
Soul Calibur  
Soul Fighter  
Soul Reaver  
South Park  
Space Channel 5  
Speed Devil  
Star Gladiator 2  
Street Fighter 3  
Street Fighter 3 W Impact

Street Fighter Alpha

Super Speed Racing

Suzuki Alstare Extreme Rac.

Sword of the Berserk

## T - 20

Tech Romancer

Tee Off Golf Enter

Test Drive 6

Time Stalkers

TNN M'sports H'core Heat

Tokyo Extreme Racer

Tomb Raider 4

Tony Hawk's

Toukon Retsuden 4

Toy Commander

Toy Story 2

Trickstyle

## U - 21

UEFA Striker

Ultimate Fighting Champ.

Urban Chaos

## V - 22

Vigilante 8 - 2nd Offense

Virtua Fight 3TB

Virtua Striker 2

Virtua Tennis

V-Rally 2

## W - 23

Wacky Races

Wild Metal

Worms: Armageddon

WWF Attitude

WWf Royal Rumble

## Z - 26

Zombie Revenge

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

# 09066 098 177

CALLS ONLY COST 60P PER MINUTE TO THIS NUMBER

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

## 09066 098 086

Calls only cost 60p per minute to this number

MOBILE PHONE ACCESS:

## 0700 5900 615

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS

**\*** TO RESTART SERVICE OR **#** TO MOVE BACK A STEP



GAME BOY  
COLOR

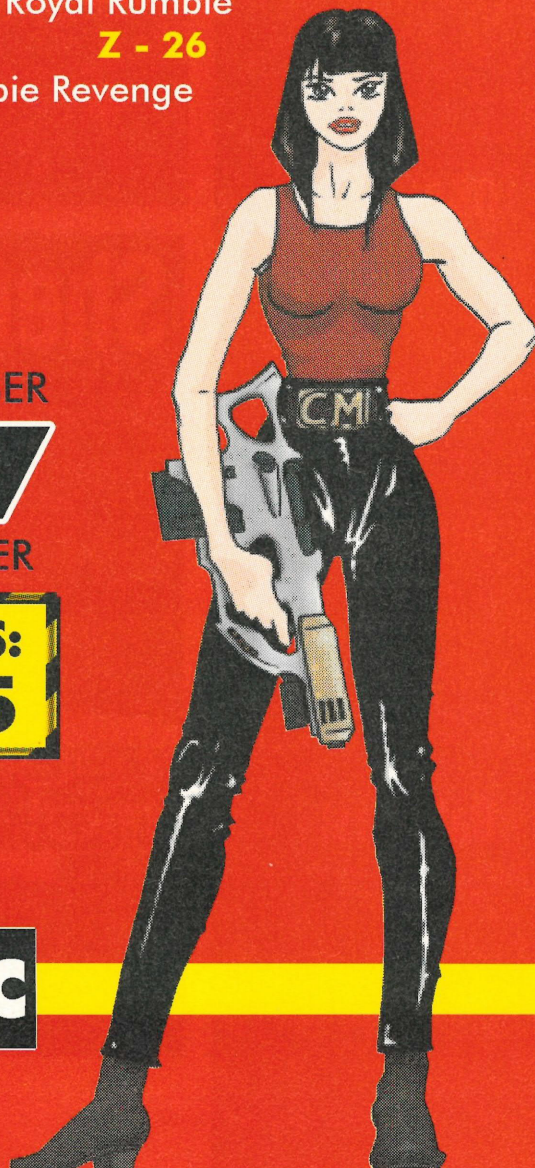


All logos are trademarks of their respective companies



This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656





# contents

>www.dream-cast.net

Issue

09

Welcome to your dreams

## REGULARS

### Cheat News Network

06 > All the latest Dreamcast cheats, codes and passwords, including *Fur Fighters*, *Looney Tunes Space Race*, *Tony Hawk's 2* and *Jedi Power Battles*.



### Q&A

102 > If you've got a burning Dreamcast-related question you want to ask then this is the place to do it! Our experts have the knowledge at their fingertips. All you have to do is ask!

### Subscriptions

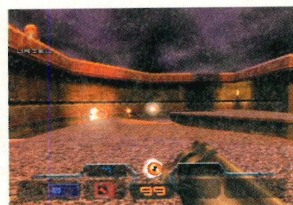
104 > Save money with a subscription to the best Dreamcast tips magazine in the universe, and grab a top game at the same time!

### Databurst

106 > Every cheat we've ever uncovered in one handy A-Z database. Perfect for quickly finding an invincibility mode or the password to that tricky level.

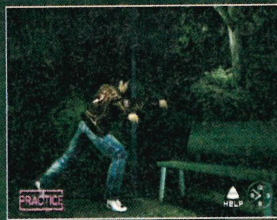
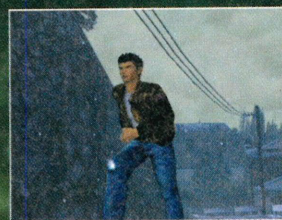
## Quake III Arena

10 > Win every time with these ultimate survival tactics and sneaky tricks. Plus a complete guide to all the levels and the weapons, power-ups and characters.



## Shenmue Chapter 1

44 > Complete it with the final half of our marvellous mapped solution. Learn how to defeat your enemies, how to win the forklift truck races, how to succeed at the OTEs, extra fighting moves, the secret of the Phoenix Mirror and much, much more...

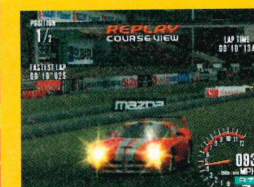
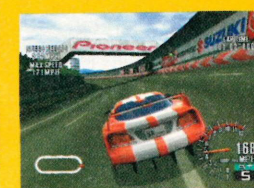
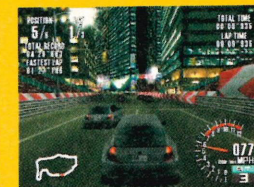
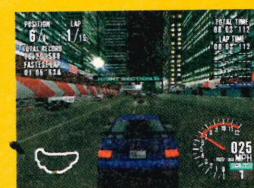


AT A GLANCE  
**red hot**  
GUIDES



## Sega GT

32 > Race to glory with this detailed guide to the Official Cup, Licences and Carrozzeria.





# Tomb Raider Chronicles

**72** The step-by-step solution starts here. We guide Lara safely through the first two chapters, collecting all the secrets and weapons along the way.



# Tony Hawk's 2

**90** Learn to skate like a pro with our full guide to the main arenas. Find out how to complete all the goals, collect the items and unlock the secret areas. Plus we've got a guide to all the skaters, including their unique tricks. So grab some phat air and skate for it!



## PAGE 10 Quake III Arena

Top Tactics	11	Place Of Many Deaths	23
Weapons & Power-Ups	14	The Forgotten Place	24
Characters	16	The Camping Grounds	24
Tier One	18	Boss: Fatal Instinct	25
Introduction	18	Tier Four	26
Arena Gate	18	Temple Of Retribution	26
House Of Pain	19	Lost World	26
Boss: Power Station 0218	19	Gaze Of The Abyss	27
Tier Two	20	Boss: The Proving Grounds	28
Arena Of Death	20	Tier Five	28
Blue Monday	20	Evil Playground	28
Hidden Fortress	22	The Bouncy Map	29
Boss: Dark Chapel	23	The Longest Yard	30
Tier Three	23	Boss: Hell's Gate	30

## PAGE 32 Sega GT

Extra Class Cup	33	Factory Licences	40
Licence To Thrill	34	B Class Special Cup	41
B Class Cup	35	A Class Cup	41
E Class Special Cup	36	A Class Special Cup	42
E Class	36	SA Class Cup	42
A Class	38	SA Class Special Cup	43
SA Class	39		

## PAGE 44 Shenmue

DobuIta: Catch The Bus	44	Sha Hua By Moonlight	56
Warehouse No.8	46	Here Kitty	56
Into The Warehouse	46	Translating The Scrolls	57
Another Warehouse No.8?	47	Lift It Baby	58
Finding Mai	47	Lifting For A Living	59
Metal Gear Ryo	48	Forklift Racing	59
Searching For The Mirror	49	Work, Work, Work	60
Secrets Of The Dojo	50	Mad Angels	60
Back To Master Chen	51	Phoenix Mirror Dream	61
Chai Strikes	51	It's Christmas	61
A Ticket To Ride	52	All Over Again	62
Ryo's Dream	52	Mad Angels After Dark	63
Pick Up The Ticket	53	Say Cheese	64
Reaming Of Sha Sha	53	The Chase	65
Fighting Chai	54	More Information	66
Catch Jimmy	55	Dreaming Of The Enemy	66
Take It Easy	56	The Last Day At Work	67
Sha Hua By Moonlight	56	Master Chen	67
Here Kitty	56	Meet Terry	68
Translating The Scrolls	57	Nozomi's In Trouble	68
Lift It Baby	58	Grease Lightning	68
Fighting Chai	54	Fired	69
Catch Jimmy	55	70 Man Battle	70
Take It Easy	56	Goodbye, Farewell	71

## PAGE 72 Tomb Raider Chronicles

Andrea's Story	76	Joby's Story	84
Streets Of Rome	76	The Base	84
Trajan's Markets	79	The Submarine	86
The Colosseum	82	Sinking Submarine	88

## PAGE 90 Tony Hawk's Pro Skater 2

The Hangar	91	The Graffiti Pits	97
School II	92	Skatestreet	97
Marseille	93	Phillyside	99
New York City	94	The Bullring	101



# cheat news network

The one and only cheats guide worth reading is back supplying yet more must-have tips and hints to help you get the most from your hard-played games...

## Fur Fighters



> Roofus taking some time out of his hectic fighting schedule to visit the Egyptian 'Fur' pyramids...

### Unlock Thin Mode

Complete the maze in the Temple of Gloom to make all the characters incredibly thin.

### Access Hidden Artwork

Put the game disc in a PC compatible CD-ROM drive to find artwork of the game's stages and characters in the 'Omake' directory.

### Access Mini-Games

Defeat the indicated boss to unlock the corresponding mini-game:

### Boss

Claude  
Esmerelda  
Gwynth  
Juanita  
Viggo  
Winnie & Mai

### Mini-game

Balloon Lift  
Bear Attack  
Block Puzzle  
Snake Classic  
Bomber Bear  
Super Snake

### Boss Bonuses

Defeat the indicated boss a second time to unlock the corresponding bonus:

### Boss

Claude  
Esmerelda

### Bonus

Ammo Boost  
3D Mode



Gwynth

Juanita

Viggo

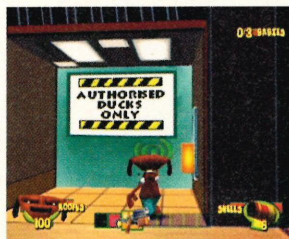
Winnie & Mai

Auto Aim

Health to 100%

Invincibility

Bears 2x Tough



### Mini-Game Bonuses

Complete the indicated mini-game under the listed goal to unlock the corresponding bonus:

### Mini-game

Balloon Lift  
Bear Attack  
Block Puzzle  
Bomber Bear  
Snake Classic  
Super Snake

### Goal

10,000 points  
10,000 points  
Less than 60 seconds  
30,000 points  
5,000 points  
10,000 points

### Bonus

Small character  
Alternate voices  
Rotation camera  
Big head mode  
Rocket camera  
Fish-eye lens





# MTV Skateboarding

> Yes, we know it's quite a bit tougher than *Tony Hawk's Skateboarding* – that's why we've hunted down the best cheat for you...

## Cheat Mode

When you're entering your name in Lifestyle mode, enter PASWRD instead and you'll instantly unlock all the boards, parks, costumes and skaters.

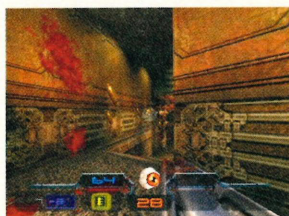
# Quake III Arena

> It's only just coming out and we've already managed to find out how to unlock the cheats in this amazing first-person blaster. Are we great or what?

## Unlock Cheats

Play through the game and complete it on any of the five difficulties – as a reward, you'll receive a special VMU Maze game to play. Once you successfully complete this, you'll unlock one of the cheats in the game (you can access

them from the Cheats menu on the Pause screen of the game). You'll get a different cheat depending on which difficulty level you originally completed the game on so to unlock them all, you'll have to finish it on all five levels. Gulp!



# Kao The Kangaroo

> If you're having problems a hoppin' and a skipkin' through this down under adventure, try these cheats on for size. Simply go to the Map screen and hold down both trigger buttons before entering any of the codes for the desired effect:

Unlock Next Level	↑, ↑, ←, ↓, X
Unlock All Levels	↑, ↓, →, ←, ↑, X
Extra Checkpoint	↑, →, ↓, ←, A
Extra Glove	↓, →, ←, ↓, A
Extra Life	↓, A, ↑, ←, A
Unlimited Checkpoints	↑, →, ↓, →, ←, A
Unlimited Gloves	↓, →, ↑, →, ←, B
Unlimited Lives	↓, ←, B, ←, B, B
Unlimited Energy	↓, B, B, A, ↑, ←, →

# Jedi Power Battles

> Using the Force has never been so much fun – thankfully, there's even more to be gained from *Jedi Power Battles* with these cheats from the Dark Side...

## Unlock Ki-Adi-Mundi

Complete all seven training levels and save the game to unlock Ki-Adi-Mundi.

## Unlock Darth Maul

Complete the game with Qui-Gon Jinn. At the Character Selection screen, highlight Qui-Gon Jinn and press Start. Darth Maul's picture will replace Qui-Gon Jinn.

## Unlock Queen Amidala

Complete the game with Obi-Wan Kenobi. At the Character Selection screen, highlight Obi-Wan Kenobi and press Start. Queen Amidala's picture will replace Obi-Wan Kenobi.

## Unlock Captain Panaka

Complete the game with Plo Koon. At the Character Selection screen, highlight Plo Koon and press Start. Captain Panaka will replace Plo Koon.

## Unlock Droidekas

Complete the game with Plo Koon.

## Unlock Kaadu Race

Complete the game with Adi Gallia.

## Unlock Survival Challenge

Complete the game with Mace Windu.





# cheat news network

continued >

## Ready 2 Rumble Boxing: Round 2

> Midway's latest boxing bonanza has got more secret goodies in it than a large box marked 'Secret Goodies'. Here they are...

### Fight As Fat Boxers

At the Character Selection screen, press → x2, ↑, ↓, →, R x2, L.

### Fight As Skinny Boxers

At the Character Selection screen, press → x2, ↑, ↓, →, R, L.

### Fight As Zombie Boxers

At the Character Selection screen, press ←, ↑, →, ↓, R x2, L.

### Fight With Giant-sized Gloves

At the Character Selection screen, press ←, →, ↑, ↓, R, L.

### Fight As Mr. President

Complete 'Arcade' mode nine times in order to unlock Bill Clinton.

### Fight As The First Lady

Complete 'Arcade' mode ten times in order to unlock Hillary Clinton.

### Unlock Champion Costumes

Complete 'Championship' mode to unlock the champion costumes.

### Hidden New Year's Costume

Set the date to January 1 to unlock a baby New Year's costume for Joey T.

### Hidden St. Patrick's Day Costume

Set the date to March 17 to unlock a leprechaun costume for the referee.

### Hidden Valentine's Day Costume

Set the date to February 14 to unlock a lover's costume for Lulu Valentine.

### Hidden Easter Costume

Set the date to April 23, 2001 to unlock a bunny costume for Mama Tua.

### Hidden Independence Day Costume

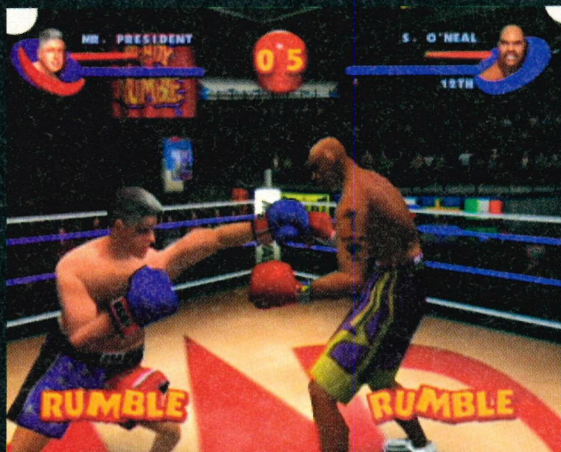
Set the date to 4 July to unlock an Uncle Sam costume for GC Thunder.

### Hidden Halloween Costume

Set the date to 31 October to unlock a skeleton costume for JR Flurry.

### Hidden Christmas Costume

Set the date to December 25 to unlock an elf costume for Selene Strike and a snowman costume for RumbleMan. The canvas of the ring will also have a snowman design.



## Looney Tunes Space Race

> Okay, so it might be pretty easy anyway, but if you're having trouble making your way through this game, then these cheats should help you out.

Cheat	Code
Unlock Porky	YAVARMINT
Unlock Marvin	REDWAGON
Unlock ACME 2	MAROON
Unlock Mars 2	SCWEWBALL
Unlock Off World 1	DURNIDGIT
Unlock Off World 2	PALOOKA
Unlock Wild West 1	HOGGRAVY
Unlock Wild West 2	CHITLINS
Unlock Nebula	MRFUZZY
Unlock Galactorama 1	YOIKS
Unlock Galactorama 2	DODGPARRY
Unlock All ACME Events	3LILBOPS
Unlock All Challenges	MOIDALIZE
Unlock All Gallery Items	MICHIGANJ
Unlock Everything	CHEESFISH
Unlimited Turbo?	DUCKAMUCK
Mirror Mode	SAMRALPH
No Gags	SUCCOTASH



### Hints & Tips

- > Collect 5 turbo canisters for 1 charge activated on button B. You can use these on selected inclines to gain super speed and jump over large sections of the track to gain a higher placing!
- > Run over the crates in order to collect gags and then use the A button to fire them off at your opponents.

> Watch out for falling Anvils or Safes when you activate this gag – sometimes they fall in front of you or on you and thus you end up getting squished!

> Be careful with the bomb gag – hold on to it for too long and you get blown up!

> Collect a turbo and hold on to it until the last lap – use it to get away from your opponents at the last minute and win the race!

## MoHo

> Can't get past those damned house robots? Having trouble making your way through all the prison complexes? Then throw off those shackles and chains and enter these superb cheats to become the king of the prison.

### Unlock All Prisons

Hold down the left trigger and then enter the following code at the Prison Select screen – A, B, A, X, A, Y, A, A, B, A, X, X, A, Y, A.

### Unlock Bonus Prison

Hold down the left trigger and then enter the following code at the Prison Select screen – A, A, A, B, A, X, X, X, B, B, A, X, X, Y.

### Unlock Doctor

Hold down the left trigger and enter the following code at the Single Player Character Select screen – A, A, B, Y, X, B, Y, A, X, B, B, X.

### Display Version Number

Hold down the left trigger and enter the following code at the Main Menu – A, A, A, B, Y, A, A, A, Y, X.





## Army Men: Sarge's Heroes

> Having trouble blasting your way through the battlefield and rescuing your men? Then check out these codes to get some medals for your chest.

Level	Password
Attack	LNLGRMM
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SREFPNK
Fort Plastro	GNRLMN
Scorch Mission	HTTTRT
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home	VRCLN



## Tony Hawk's Pro Skater 2

> Although it's not impossible, we'll admit that Tony Hawk's return to the Dreamcast is one of the tougher games we've played... so here's a little help!

### Unlock All Cheats

Pause the game and then hold L and press A x3, X, Y, ↑, ↓, ←, ↑, X, Y, A, Y, B, A, Y, B. Then select the 'End Run' option from the menu. All cheats, levels, FMV sequences, McSqueeb, Officer Dick, and Spider-Man will be unlocked.

### Maximum Special Meter

Pause the game and then hold L and press A, Y, B x2, ↑, ←, Y, X to always have a full Special Meter.

### Get Full Stats

Pause the game and then hold

L and press A, Y, B, X, Y, ↑, ↓ to raise all your skater's attributes to 10.

### Unlock Turbo Mode

Pause the game and then hold L and press ↓, X, Y, →, ↑, B, ↓, X, Y, →, ↑, B. This will increase the speed of the game by 25%.

### Unlock Big Head Mode

Pause the game and then hold L and press X, B, ↑, ← x2, X, →, ↑, ←.

### Unlock Fat Skater

Pause the game and then hold

L and press A x4, ←, A x4, ←, A x4, ← to make your skater really fat.

### Unlock Thin Skater

Pause the game and then hold L and press A x4, X, A x4, X, A x4, X to make your skater skinny. If you enter the code more than once you skater will become even skinnier.

### Unlock Kid Mode

Access 'Kid' mode by completing all level objectives in 'Career' mode three times.

### Unlock Perfect Balance

Unlock Perfect Balance by completing all level objectives in 'Career' mode four times.

### Access Wire Frame Mode

Unlock 'Wire Frame' mode by completing all level objectives in 'Career' mode eight times.

### Access Slow-Motion Tricks

To be able to see your tricks in slow motion, complete all level objectives in 'Career' mode nine times.

### Access Smooth Mode

Complete all level objectives in 'Career' mode 12 times.

### Access Moon Physics

To get low gravity pull, complete all level objectives in 'Career' mode 13 times.

### Access Disco mode

To get 'Disco' mode, complete all level objectives in 'Career' mode 14 times.

### Unlock Flip level

Complete all level objectives in 'Career' mode 15 times.

### Unlock Spider-Man

To play as Spider-Man finish all level objectives in 'Career' mode with a created skater.

### Unlock Officer Dick

To play as everyone's favourite ball-busting cop complete all level objectives in 'Career' mode.

### Unlock Private Carrera

To play as Private Carrera get all the gaps in each of the regular levels in 'Career' mode.

### Unlock McSqueeb

In order to play as McSqueeb, you must complete all level objectives in 'Career' mode with Tony Hawk.

### Unlock Chopper Drop

Earn three gold medals with all characters.

### Unlock Skate Heaven

Complete all level objectives in 'Career' mode with all of the original characters, Officer Dick, Spider-Man, and a custom skater.

### Unlock Neversoft Bails FMV Sequence

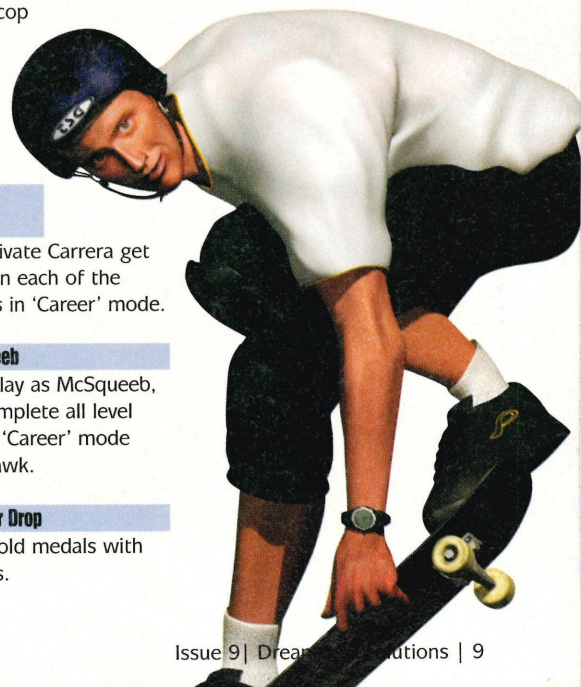
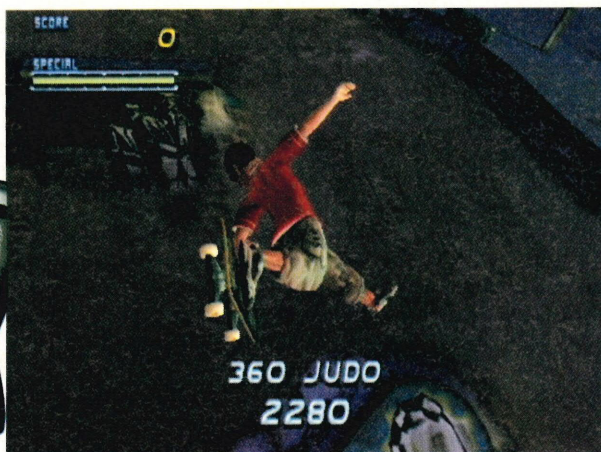
Earn a medal in every competition with any character.

### Unlock Neversoft Makes FMV Sequence

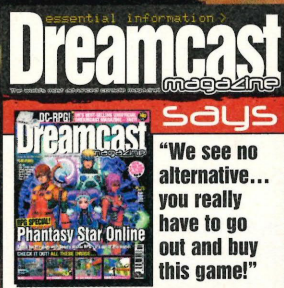
Earn three gold medals with Private Carrera.

### Skater's FMV Sequence

Earn the gold in all three competitions with a character to unlock their FMV sequence.







# Quake III Aren

Fragged more times than you can count? Then you'll be needing this guide to all secrets, tactics and levels in the only shoot-'em-up on the Dreamcast worth caring about...





## Top Tactics

Before you even begin to battle in the arena, you might need a few pointers about how to become the ultimate frag warrior. That's why we've put together this handy pile of the ultimate tactics – read them, learn them and then get out there and kick some ass!

### Those Who Fight And Run Away...

You might think that in a game like *Quake III Arena*, the only real tactic is to grab what weapons you can and then run in with all guns blazing until you snuff it... and then do it all over again. Not surprisingly, this is **WRONG** – true, you can certainly rack up a fair few frags this way but you'll also lose a good number of points as you go, so it's not exactly going to guarantee you victory every time. That's why you'll need to learn the basic rules of staying alive; they might sound a little obvious at first but when you get them down to a tee, you'll be grateful for them... trust us.

#### RULE ONE:

#### Armour Is A Warrior's Best Friend

It can't be stressed enough how important the Armour pick-ups are to people looking to outlast their enemies – even the smaller Armour Shards that add only a small amount

to your Armour Points (five per piece, although they're usually found in clusters) are worth grabbing as you dash by. You can carry a maximum of 200 Armour Points – however, like Health, the points decrease slowly until reaching a stable level of 100. When carrying them, any damage you take will be reduced by two-thirds – you'll only receive a third of the damage to your health, while the remainder will be absorbed by your Armour. Try to judge how long it'll



take from the time you collect an Armour pick-up for it to regenerate – use that time to hunt your opponent, then leg it back and grab another one to keep on top of the game. This theory can also be applied to ammunition, as long as you know where the crates that you need are.

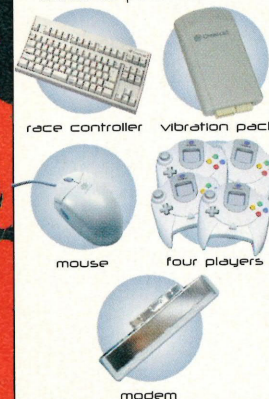


## Dreamcast solutions

### Quake III Arena

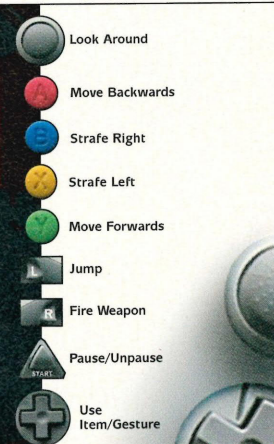


<b>Publisher</b>	Activision
<b>Developer</b>	Id Software
<b>Origin</b>	US
<b>Price</b>	£39.99
<b>Genre</b>	Shoot-'em-up
<b>Released</b>	Out Now



## CONTROLS

Master these controls and you'll be fragging marvellous in no time!



a



continued >



# walkthrough

# QUAKE

continued &gt;



## RULE TWO:

### Keep 'Em Peeled... Ears, That Is

You might not have realised it, but the noises made by warriors and weapons aren't just there for show... oh no. If you're really clever you can listen hard and use the explosions, footsteps and re-spawning noises to work out how close your opponents are. Loud firing weapons like the Rocket Launcher, Lightning Gun and Plasma Gun are especially noticeable, so listening out for them is pretty easy. Another hint is to listen to the screams of your enemy as you blast them... no, we're not sick. It's because the more your opponent cries out when they're hit, the closer they are

to death – keep pummelling them and they'll soon be splattered all over the walls. [No not sick at all – Ed].

The same applies in the opposite direction, of course – if there's no-one around, don't go letting off your weapons (to conserve ammo, obviously) or moving around too haphazardly. By doing this, you'll be able to keep your position slightly more concealed from the enemy. If you're feeling really sneaky, you can even switch between the Run and Walk modes in order to reduce the amount of noise your footsteps make. By doing that, you ensure that they'll never hear you coming until you shove a rocket down their throats... nice.



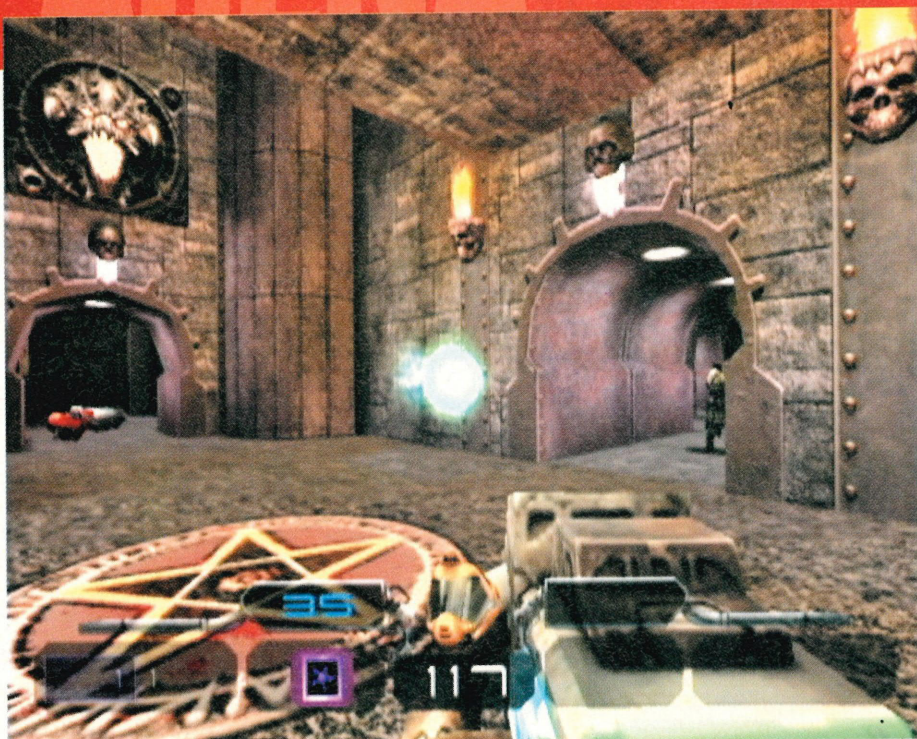
## Spawn, Spawn And Spawn Again

Because of the reasonably small size of many of the levels, the number of points around the arena where the warriors will re-spawn when they get fragged (that's reappear, for the uninitiated) are quite limited – unless it's an exceptional level, the number never normally rises above six. This means that learning where they all are is a handy tip for the would-be *Quake* expert. Once you've managed to finish an





# II ARENA



opponent off, there's a chance that they'll re-spawn quite near you... minus all those powerful weapons and power-ups that they'll have managed to acquire along the way. Of course, you'll be fully stocked and ready to give chase again for another swift frag. These frags are valuable if you want to get through the level in first place, so don't worry about how picking your opponent off like this might seem evil... the aim is to win, not show mercy!

## Hop, Skip And Jump

Hitting the L Button makes your character jump in the air... handy for getting onto those raised ledges, eh? Well, there are plenty of other methods and uses for the jumping technique than just your plain old leap...

## The Flying Leap

By leaping around like crazy, you'll get the distinct advantage of making

yourself a damn sight harder to hit – a moving target is one thing when it's only going left and right but if it starts going up and down too, they won't have a chance in hell. However, don't just jump around while running forwards. By hitting the Strafe buttons at the same time as moving forwards and jumping, you'll increase the speed at which you're moving. Repeated use of this can build up high speeds and will have you flying around like grease lightning, making you nearly impossible to score a hit on.

The only problem you'll have is that you'll increase the chances of your shots missing as well. However, once you manage to get the hang of keeping the gun sight level when jumping, you shouldn't have too much of a problem hitting those targets in the same way as you always have.

## The Rocket Jump

Reserved only for the bravest of warriors, the

Rocket Jump is something you'll only want to try if you're really, REALLY desperate to get somewhere before anyone else.

Obviously, you'll need a Rocket Launcher before you try it, so grab one and then stand beneath a ledge that you can't reach normally without taking a major detour (like the raised main platform at the back of the Blue Monday arena). The technique sounds simple, but it takes a fair bit of practise before you get it right – just point the Rocket Launcher straight down at your feet and pull the trigger at precisely the same moment that you hit the L Button to jump. If you manage to time it just right, you'll fly up much higher than usual and be able to reach those awkward areas without too much trouble. Be warned though – you'll take a fair amount of damage from this method, even with your Armour on. Still, that's the price you pay for being able to take some serious shortcuts...

### RULE THREE:

#### Stock Up On Supplies

The worst thing that can possibly happen is to be close to victory and then run out of ammunition – not only does this mean that you can't finish what you started but it also leaves you entirely defenceless to a counterattack that could end the game in your opponent's favour. You won't always be in the heat of battle – there will often be times when you're either chasing around after the enemy or taking a quick breather after scoring a frag. Take this opportunity to check your ammo levels – if your weapon of choice is running a little low on shells, you'll want to switch



to a backup while hunting down those ever-so-useful crates to restock. This way, you'll never find yourself short and run the risk of running dry in the midst of a fire fight.



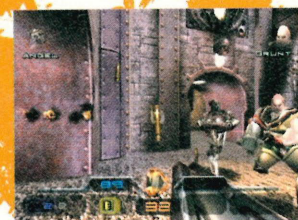
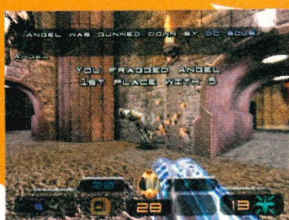
### RULE FOUR:

#### It's All About Control

Once you've had a run around each level a few times, you'll soon get the gist of where all the weapons, ammo and power-ups are located and learn the ins and outs of all the parts of each arena. This can be important when attempting to control the game – you'll want to make sure that you're the one carrying all the major firepower and NOT your opponent, so being the first to pick them up is



essential. Just as essential though, is making sure to pick them up again once they regenerate. This way, they won't be there when your enemy runs through to try and grab them. The main factors are Armour, weapons and power-ups – Ammo isn't quite as important because it won't be much use without the weapon to go with it. Learn the quickest route around the level to reach all the main items and you'll be able to run rings around your opponents in no time at all.





# walkthrough

# QUAKE I

continued &gt;

## Ooooh... Guns, Guns, Guns!

What's a serious shoot-'em-up without a massive selection of weapons with which to blow your opponents' limbs off? Nothing, that's what. Thankfully, Quake III Arena comes stocked to the gills with weapons of mass destruction. Coming in a wide variety of shapes and sizes, you'll need to know which one to use in each situation. Here's a look at what's on offer...

### Gauntlet

> If you find yourself using the Gauntlet, you're either very good or something has gone seriously wrong. Basically, this weapon is your last line of defence – it only works at incredibly close range and even then, it's not exactly effective. Still, it has an everlasting supply of ammo so at least you'll never be caught short with it...

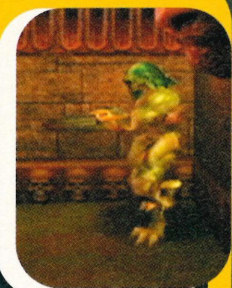
**Basic Ammo** – None  
**Maximum Ammo** – None  
**Firing Speed** – N/A  
**Damage Level** – Medium



### Machine Gun

> The basic weapon above the Gauntlet. Whenever you get fragged, you'll re-spawn with just a Machine Gun for company. Don't be fooled by the high amount of ammo that it comes with to begin with – the rapid firing rate means that you'll go through it all faster than you can imagine. Quickly get your hands on something with a bit more of a kick to it.

**Basic Ammo** – 100 Bullets  
**Maximum Ammo** – 200 Bullets  
**Firing Speed** – High  
**Damage Level** – Low



### Shotgun

> Great for those up-close and personal moments, the Shotgun is one of the better all-purpose weapons in the game. The shells it fires can hit an opponent from any distance – although obviously the further away you get, the less damage you'll do to them. However, it always comes in handy when you need to clean up any flagging enemies.

**Basic Ammo** – 10 Shells  
**Maximum Ammo** – 200 Shells  
**Firing Speed** – Low  
**Damage Level** – Depends on distance from target



### Rocket Launcher

> Ahh, the wonderful Rocket Launcher. Nine times out of ten, this is the weapon that everyone in the level will be fighting for... if only because it looks so darn nasty. A direct hit is liable to wipe out whatever it connects with, but watch out when getting too close to your target – the explosions it causes can hurt you just as much as your enemy!

**Basic Ammo** – 10 Rockets  
**Maximum Ammo** – 200 Rockets  
**Firing Speed** – Medium  
**Damage Level** – High



### Plasma Gun

> It might not have the best damage-dealing abilities out of all the weapons, but considering that it has a firing rate second only to the Lightning Gun, it's ideal when chasing enemies through tight corridors. Watch them run as you blast them in the backs with burning balls of plasma – they'll panic and not know what to do! Hahaha!

**Basic Ammo** – 50 Cells  
**Maximum Ammo** – 200 Cells  
**Firing Speed** – High  
**Damage Level** – Low



### Grenade Launcher

> You won't want to use the Grenade Launcher in a head-to-head fight, but if it's laying low and surprising your enemies that gets your juices flowing, it's ideal thanks to its bouncing projectiles. Ultimately, it's best fired from high ledges onto unsuspecting opponents below – they won't know what hit 'em!

**Basic Ammo** – 10 Grenades  
**Maximum Ammo** – 200 Grenades  
**Firing Speed** – Medium  
**Damage Level** – High



### Lightning Gun

> The only weapon with a constant rate of fire, the Lightning Gun can really punish opponents that feel it their duty to stand as still as possible, as well as enemies that haven't actually spotted you yet. Unfortunately, it only has a limited range so you'll need to get within shocking distance before you can really lay into them.

**Basic Ammo** – 100 Shocks  
**Maximum Ammo** – 200 Shocks  
**Firing Speed** – Constant  
**Damage Level** – Low





## Rail Gun

➤ Aside from the really slow reloading times between shots, the Rail Gun is actually an incredibly good gun – the speed of each projectile makes it absolutely fantastic for long-range sniper combat, while it's also splendidly effective in close-range battles. Just make sure you've perfected your aiming techniques to the utmost of your ability, or you just might be the one to come off worse...

**Basic Ammo** – 10 Slugs  
**Maximum Ammo** – 200 Slugs  
**Firing Speed** – Low  
**Damage Level** – High



## BFG 10K

➤ THE gun. There's no two ways about it – if a level has got the BFG-10K lying around it, you have to get your hands on it. Of course, being able to wipe out your opponents with high-speed blasts of pure radiation takes all the skill out of it... but then, who said life was fair, eh? Just get out there and fry the buggers!

**Basic Ammo** – 20 Blasts  
**Maximum Ammo** – 200 Blasts  
**Firing Speed** – High  
**Damage Level** – High



# I Have The Power!

Aside from weapons and Armour, the other things you can find lying around the levels are power-ups. These can be used for all manner of things, depending on their purpose – here's a rundown of the goodies, in the order of how useful they are...

## Quad Damage

➤ As you'd expect, getting hold of the Quad Damage can prove to be the turning point in any battle – being able to dish out instant death to anything that moves means that you're able to notch up a whole heap of frags in less than no time. Talk about making it easy.



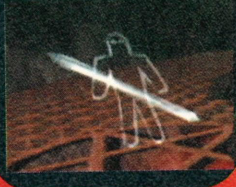
## Haste

➤ The second most useful power-up to collect is the Haste – not only does it double your running speed, but it also increases the firing rate of all your weapons. You'll be like a blur sprinting around the level, so make the most of it while it lasts!



## Invisibility

➤ A power-up for those who favour stealth over fire-power. You'll turn invisible once you pick it up (with the exception of a blurred outline, visible at close range), making it possible to sneak up on your opponents without them even realising you're there.



## Personal Teleporter

➤ The Personal Teleporter works in the same manner as regular teleporters, but with two exceptions. It can only be used by the person carrying it, and rather than having a set destination, the user is warped to a random location. Use it in times of danger!



## Medkit

➤ Not as useful as the Mega Health or Regeneration, but still handy in a crisis. Rather than activating instantly, you can use the MedKit at any time to raise your Health back to the full 100 points. Don't wait till the last minute though.



## Mega Health

➤ Need an instant boost of health? Then go straight for the Mega Health power-up – as soon as you grab it, your Health will fly straight up by 100 points. However, it'll immediately start to fall again so don't rely on it for too long or you'll end up being sorry.



## Regeneration

➤ Collect the Regeneration power-up and watch your Health sky-rocket... slowly. For every second you hold it, you'll receive a small amount of Health until it peaks at the maximum 200 point mark. Very handy for when you're running on empty.



## Battle Suit

➤ Usually only available on levels with deep lava or toxic waste, the Battle Suit protects you from all atmospheric conditions that could otherwise harm you. It also prevents opponents from damaging you with anything other than direct hits with weapons.



continued >



# walkthrough

# QUAKE

continued

## Let's Meet Our First Contestant!

There are plenty of warriors (or 'skins' if you're picky) available for selection when you first enter the arena. None of them really has any advantage over the others – that's left to your ability rather than your choice of character. Check them out!

### Sarge

Basic Variations: 3  
Advanced Variations:  
Krusade, Roderic



### Slash

Basic Variations: 3  
Advanced Variations:  
Grrl, Yuriko



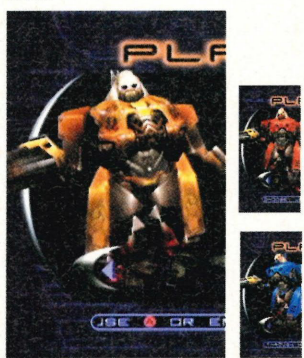
### Sorlag

Basic Variations: 3  
Advanced Variations:  
None



### Tank JR

Basic Variations: 3  
Advanced Variations:  
None



### Uriel

Basic Variations: 3  
Advanced Variations:  
Zeal



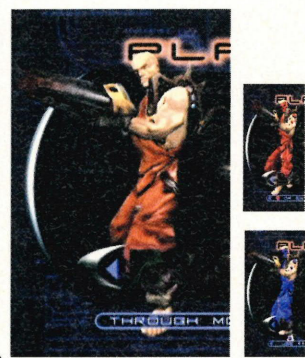
### Vision

Basic Variations: 3  
Advanced Variations:  
Gorre



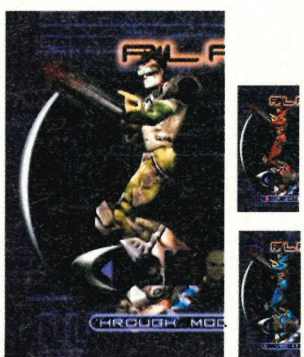
### Xaero

Basic Variations: 3  
Advanced Variations:  
None



### Anarki

Basic Variations: 3  
Advanced Variations:  
None



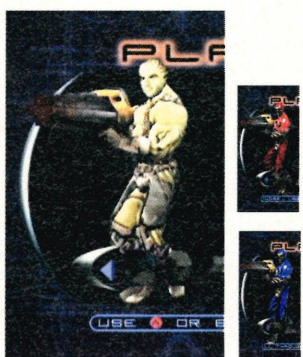
### Biker

Basic Variations: 3  
Advanced Variations:  
Cadarve, Hossman,  
Slammer, Strggo



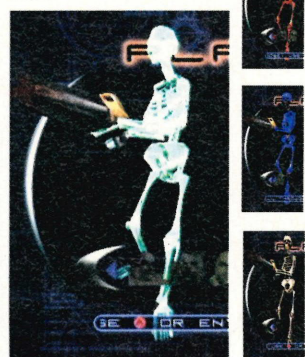
### Bitterman

Basic Variations: 3  
Advanced Variations:  
None



### Bones

Basic Variations: 4  
Advanced Variations:  
None

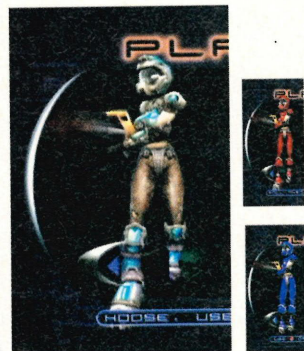




# II ARENA

## Crash

Basic Variations: 3  
Advanced Variations:  
None



## Doom

Basic Variations: 3  
Advanced Variations:  
Phobos



## Grunt

Basic Variations: 3  
Advanced Variations:  
Stripe



## Hunter

Basic Variations: 3  
Advanced Variations:  
Harpy



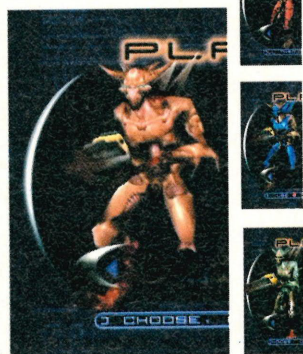
## Keel

Basic Variations: 3  
Advanced Variations:  
None



## Klesk

Basic Variations: 3  
Advanced Variations:  
Fliks



## Lucy

Basic Variations: 3  
Advanced Variations:  
Angel



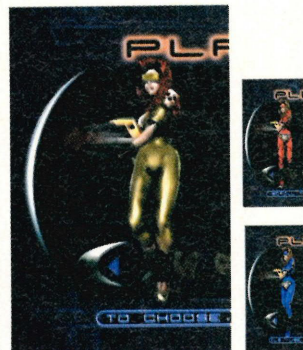
## Major

Basic Variations: 3  
Advanced Variations:  
Daemia



## Mynx

Basic Variations: 3  
Advanced Variations:  
None



## Orbb

Basic Variations: 3  
Advanced Variations:  
None



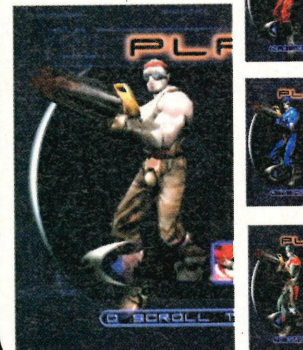
## Ranger

Basic Variations: 3  
Advanced Variations:  
Wrack



## Razor

Basic Variations: 3  
Advanced Variations:  
Patriot, ID



continued >



# walkthrough

# QUAKE I

continued

## Tier One

### STAGE ONE:

#### Introduction

Being the very first level of the main tournament, it's no surprise to learn that Introduction is easier than falling off a log... unless you're rather good at staying on logs, obviously. When you warp into the level, you'll be in an enclosed area with a Shotgun spawn point in front of you. Grab it along with anything else you might need from this area (such as the Armour Shards) and then take a step through the teleporter at the end to reach the main section of the level.

Once you're inside, Crash will enter the level and the battle will begin. There isn't really much chance of not running into Crash considering the size of the level – it's nothing more than a huge passageway going to the left and right of where you teleported in, as well as a small chamber through the doors just ahead. The area with the Plasma Gun lies to the right,

## Stats

### Opponents

Crash

Weapons Available

Shotgun, Plasma Gun

Power-Ups Available

None

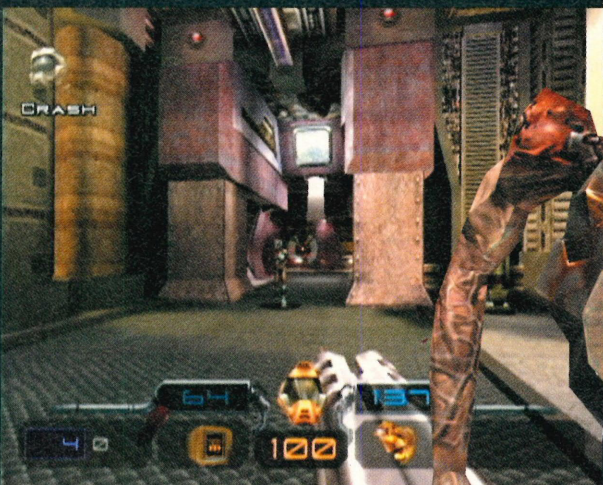
Armour Available

None

Frag Limit

5

although you'll probably find it better to stick to using the Shotgun as it packs a much bigger punch than the easily avoided Plasma fire. Try to keep Crash away from it, though, because she'll tear you to shreds with it. Just use a couple of close-range Shotgun blasts to get rid of her and then wait until she comes back towards you before giving chase again. You only need five frags to complete the level, so it should be a walk in the park.



### STAGE TWO:

#### Arena Gate

Again, the Arena Gate is quite a simple level to get to grips with the controls and just how annoying the computer opponents really can be. Here you'll be up against a Ranger – he's not exactly the sharpest knife in the drawer so you shouldn't have too much to worry about, especially on the lower difficulty levels. The main point to notice is that the Rocket Launcher (the best weapon on the level) and the Red Armour are situated at opposite ends of the playing field, so you won't be able to guard both of them at the

same time. It's probably a better bet to keep tabs on the Armour, only actually heading out to grab more rockets when you're running a bit low.

As far as cover goes, there isn't really very much of it. Unless you like playing hide and seek by chasing Ranger around the tunnels in the middle area, you've only got the two statues in the outside section to hide behind. You can try to crouch down at the very back behind the Armour, but against the computer this only makes you a sitting duck. Try to make good use of the advantage you get when you frag Ranger –

there are only four re-spawn points located around the arena, so try to get in there quick and score a second frag before he has a chance to respond.



[1] The Ranger isn't too smart so trapping him is easy. [2] Grab the Rocket Launcher to be assured a quick win.



## Stats

### Opponents

Ranger

Weapons Available

Shotgun, Plasma Gun,

Rocket Launcher

Power-Ups Available

None

Armour Available

Red Armour x 1

Frag Limit

10

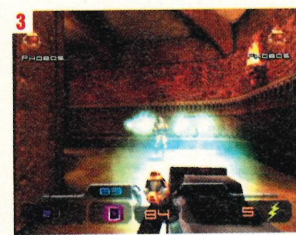




# II ARENA



- [1] Due to the sewer below the bridge, an attack could come from any direction. Make sure you're prepared when it does!
- [2] By staying away from the edge, you can easily avoid a surprise attack – plus, you can dominate the power-ups!
- [3] One liberal spray with the Plasma Gun and you should be able to put Phobos down for good... really.



## STAGE THREE:

### House Of Pain

Now things start to get just the tiniest bit tricky... but only a bit. Phobos is the first real opponent you're going to face and, believe us, they just get more difficult from here on in. For starters, this is the first level with multiple floors – there's only one upper level but it still means that shooting down on the enemy from the area above the sewer where the Red Armour is can be an easy way to score a frag or two. Remember though that you don't have to drop down from above to enter the sewer. Instead you can run through the central passage from the main courtyard and then use the very narrow steps that are near the Red Armour to reach the upper level.

Grabbing the Rocket Launcher here is a piece of cake – it's situated in the small room on the far left

## Stats

### Opponents

Phobos

### Weapons Available

Shotgun, Plasma Gun,

Rocket Launcher

### Power-Ups Available

Haste

### Armour Available

Yellow Armour x 1, Red

Armour x 1

### Frag Limit

10

side of the arena. Guarding it is even easier, considering that the only way in or out of the room is through the doors opposite the weapon... however, don't be caught camping or Phobos will catch you out for sure. Also make certain that you use the Haste power-up (found on the other side of the level) to the best of your abilities – having a Rocket Launcher that fires at double the pace can certainly ease the pressure a bit. Finally, you should try to get

your hands on BOTH sets of Armour. That way, Phobos will be totally unprotected which gives you a good chance of wiping him out!

## BOSS STAGE:

### Power Station 0216

This is another level that is considerably smaller than most of the others. The PowerStation consists of two large chambers (one containing the Shotgun and Yellow Armour, the other holding only the Rocket Launcher) and a number of bendy passageways connecting them, with a smaller chamber between where the power-up spawn point hides. Because it's only you against Anarki here, the space isn't quite so much of a worry – at least you should be able to find each other quite easily. There aren't that many re-spawn points around either so if you do manage to score a frag early on, you

could quite easily keep hitting Anarki as he reappears, and rack up some kills without him even touching you.

The main point of this area has to be the Rocket Launcher. If you can get your hands on it early and then dominate the collection of power-ups (which both spawn from the same point alternately), you'll walk away with this level in the bag. Although getting hold of the Yellow Armour is quite handy, it's only worth 50 points – hardly worth putting yourself on the line for. The narrow passages, on the other hand, make scoring hits with the Rocket Launcher easier than shooting fish in a barrel... just take care not to blow yourself up in the process by hitting a nearby wall. If a Quad Damage power-up appears, it's vital that you get hold of it as quickly as possible – considering how

## Stats

### Opponents

Anarki

### Weapons Available

Shotgun, Rocket

Launcher

### Power-Ups Available

Regeneration, Quad

Damage

### Armour Available

Yellow Armour x 1

### Frag Limit

10

small the level is, you really should be able to get a very speedy victory before the Quad Damage runs out.



- [4] The twin power-up point means you never know what you're going to get...
- [5] Anarki is fast. Keep your eyes open!



continued >



# walkthrough

# QUAKE

continued



## Tier Two

### STAGE ONE: Arena Of Death

Finally, you find yourself going up against more than one enemy at once. This is not actually too bad a fight as both Mynx and Orbb are pretty basic warriors. However, the problem here is that if you spend too long wandering around trying to tool yourself up, one of your enemies might actually end up hitting the Frag Limit without even killing you! Make sure you stay on top of your game for this stage (and indeed any stage with more than one opponent in it) and keep yourself above everyone else's frag levels.

Not surprisingly, the Quad Damage spawn point is located right in the middle of the level where everyone can see it – if the power-up appears, you stand a good

chance of being picked off if you make a run for it. If you don't though, someone else will grab it and then you'll be finished... such is life. The best spot to see when it appears is from the Red Armour alcove on the upper level – from here, you can keep your Armour points up AND drop down to collect the power-up. Again though, don't stick around for too long or you'll be blasted from all sides. Keep grabbing the Rocket Launcher as it respawns at the back of the level (the same area where the Plasma Gun appears, strangely enough) but don't bother with the Grenade Launcher. Unless you've got especially good at predicting where it'll bounce, it's pretty much useless in this arena.

### Stats

**Opponents**  
Mynx, Orbb  
**Weapons Available**  
Shotgun, Plasma Gun, Rocket Launcher, Grenade Launcher  
**Power-Ups Available**  
Quad Damage  
**Armour Available**  
Red Armour x 1  
**Frag Limit**  
15

### STAGE TWO: Blue Monday

This is quite a small level with only a few key weapons to speak of, so you shouldn't have too much trouble controlling it. The most important thing that you might miss at first is the teleporter hidden in the alcove at the side of the lower part of the arena – it will warp you back up to the platform where the Plasma Gun is. If you use it with people chasing after you, be sure that you turn around immediately after stepping through, so that you can blast anyone that follows you. Warp kills are very important in levels with teleporters, so try to get used to using this tactic, as it could be the difference between winning and losing.

If you're looking to use sniping tactics, there's only one feasible place you can

stand – directly above the pit on the upper level, to either the left or right of the staircase. From here you've got a clear view of both the pit below, the staircase and the opening of the passageway leading out of the area. Of course, this leaves you open to attacks from the passages on the upper floor and the staircases behind you, so make sure you don't use this method for any extended period of time. In terms of weapons, the Plasma Gun actually comes in slightly more useful here thanks to the confined space. The rapid fire rate means you can score plenty of quick hits, leading to an easy frag.

Try to control possession of the single piece of Armour as there's no doubt that your opponents will be focusing on this location. Clever use of the stairs and upper floor (as well as the

small bounce pad on the right of the arena) will mean that you can always stay one step ahead of your enemies.



### Stats

**Opponents**  
Doom, Wrack  
**Weapons Available**  
Shotgun, Plasma Gun, Rocket Launcher  
**Power-Ups Available**  
None  
**Armour Available**  
Yellow Armour x 1  
**Frag Limit**  
10







Europe's No1 Supplier of Multi-Region Hardware, Software and Accessories!

## Region 1 and 2



For Region 1 and 2 Visit: [www.absolutelydvd.com](http://www.absolutelydvd.com)

## Indian DVDs



For Region 1 and 2 Visit: [www.indiandvdfilms.com](http://www.indiandvdfilms.com)

**DVD STANDS**

The Biggest Selection Of Multi-Region Hardware, Software And Accessories ANYWHERE!

DVD 100 Tower £69.99

DVD 50 Tower £39.99

Toshiba SD 100E £299

Sony DVP S735 £450

Sony DVA S300 £525

Sony DVP FX1 £1150

[www.absolutelydvd.com](http://www.absolutelydvd.com)

[www.indiandvdfilms.com](http://www.indiandvdfilms.com)



0870 74 100 76

07770 871 007 [www.dvdltd.co.uk](http://www.dvdltd.co.uk)

Visit our website for an even bigger selection

The Biggest Selection of Multi-Region Hardware, Software and Accessories ANYWHERE!



## GAMESTATION

Mail order offering you a huge selection of new and used games

ALL GAMES PRICES INCLUDE P&P

## PLAYED IT!

call **GAMESTATION** for trade-in and cash prices

TO BUY SELL OR TRADE.....CALL

**0870 876 1444**

OPENING HOURS MON-SAT 9AM-6:30PM

want **cash** FOR YOUR OLD GAMES AND CONSOLES.....CALL NOW

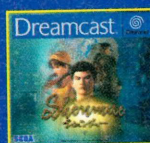
**0870 876 1444**

GOT A GAME FOR CHRISTMAS

**played it**

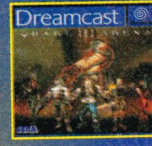
THEN **trade-it** CALL....

**0870 876 1444**



## new games

SHENMUE.....	£34.99	SILENT SCOPE.....	£32.99
METROPOLIS STREET RACER.....	£32.99	READY TO RUMBLE 2.....	£34.99
JET SET RADIO.....	£34.99	QUAKE 3.....	£34.99



## USED games

4 WHEEL THUNDER.....	£11.99	POWERSTONE 2.....	£24.99
AEROWINGS.....	£6.99	READY TO RUMBLE.....	£9.99
DEAD OR ALIVE 2.....	£19.99	CODENAME:VERONICA.....	£17.99
BLUE STINGER.....	£7.99	CRAZY TAXI.....	£24.99
ECCO THE DOLPHIN.....	£21.99	SOUL CALIBUR.....	£14.99
FUR FIGHTERS.....	£15.99	TOMB RAIDER 4.....	£9.99
GRAND THEFT AUTO 2.....	£22.99	VIRTUA TENNIS.....	£27.99
HIDDEN & DANGEROUS.....	£24.99	F355 CHALLENGE.....	£21.99
JIMMY WHITE.....	£14.99	METROPOLIS ST RACER.....	£29.99
MARVEL VS CAPCOM.....	£16.99	ZOMBIES REVENGE.....	£19.99
MARVEL VS CAPCOM 2.....	£24.99		
MILLENNIUM SOLDIER.....	£9.99		
POWERSTONE.....	£11.99		
RAYMAN 2.....	£15.99		
SEGA RALLY 2.....	£11.99		
SYDNEY OLYMPICS.....	£21.99		
SHADOWMAN.....	£7.99		
SPEED DEVILS.....	£9.99		
TRICKSTYLE.....	£7.99		
V RALLY 2.....	£16.99		
VIRTUA FIGHTER 3.....	£9.99		
WACKY RACES.....	£24.99		
WILD METAL.....	£7.99		
WWF ATTITUDE.....	£7.99		
FIGHTING FORCE 2.....	£11.99		
HOUSE OF DEAD 2.....	£19.99		
HOUSE OF DEAD 2 + GUN.....	£39.99		
RESIDENT EVIL 2.....	£9.99		
SILENT SCOPE.....	£27.99		
TONY HAWK'S.....	£21.99		
VIRTUA STRIKER 2.....	£11.99		
WHO WANTS TO BE A MILLIONAIRE.....	£19.99		
WWF ROYAL RUMBLE.....	£29.99		



DREAMCAST AND MULTI-REGIONAL DVD PLAYER

**+ £299.99**  
(p&p £4.95)



**USED consoles**

call... **0870 876 1444** for availability & price

**GAMESTATION**

GAMESTATION  
PO BOX 47,  
YORK,  
YO30 4YF

Name.....

Address.....

Postcode.....

Tel.....

e-mail.....

If you wish to place an order by post please fill out details below

GAME TITLE	PRICE
P&P	FREE
TOTAL	

CHEQUES PAYABLE TO: **GAMESTATION**

PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY FURTHER MAILINGS ☐

PROOF OF POSTAGE IS NOT PROOF OF RECEIPT. PRICES CORRECT AT THE TIME OF GOING TO PRESS. PRICES MAY VARY WITHOUT NOTICE. ALL OFFERS ARE SUBJECT TO AVAILABILITY WHILE STOCKS LAST. THESE OFFERS MAY BE WITHDRAWN WITHOUT NOTICE. FOR FULL TERMS AND CONDITIONS APPLY TO: **GAMESTATION** PO BOX 47 YORK YO30 4YF. PLEASE CALL TO CHECK STOCK AVAILABILITY. PRICES SHOWN APPLY TO MAIL ORDER SHOPPING ONLY AND ARE NOT ALWAYS THE SAME IN STORE.



# walkthrough

# QUAKE I



## STAGE THREE: Hidden Fortress

This is probably the first level where you'll find yourself getting lost quite often – not in terms of where you are but certainly in respects to keeping tabs on your opponents. There's plenty of level to lose them in, so there's a good chance that you might find yourself falling behind in the frag count without even being involved in the action. Try to keep moving and make good use of the two warp gates available to transfer you from the lower regions of the level up to the upper area. But

that doesn't mean that you can't explore for yourself...

For starters, the Red Armour is located rather conveniently in a narrow gully on the lowest floor – this means that while you'll be able to grab it quite easily, you can also use it as a lure to bring the other warriors into a trap for your Rocket Launcher. The Lightning Gun also proves handy for wiping out enemies in a clinch. To get your hands on it, you'll need to jump right over the gully with the Red Armour in it and land on the platform on the other side. Of course, it being an incredibly tall level means that those of you who prefer to snipe down using either the Rail Gun or

the Bouncing Grenade Launcher will be in their element here. Once you get hold of them, you should be able to rack up some frags quite easily. Just don't fall too far behind on the frag count or you'll never make it up in time!

## Stats

### Opponents

Visor, Daemia, Keel

### Weapons Available

Shotgun, Rail Gun, Grenade Launcher, Lightning Gun

### Power-Ups Available

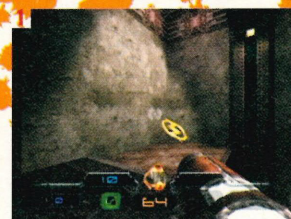
Mega Health

### Armour Available

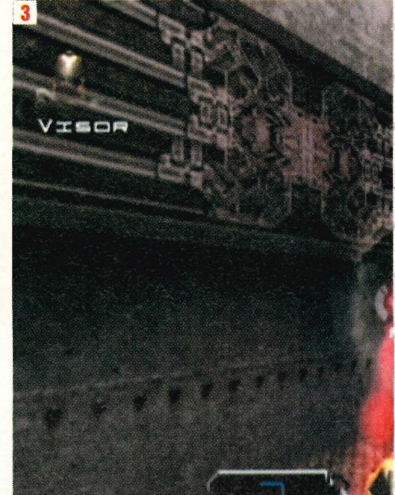
Red Armour x 1, Yellow Armour x 2

### Frag Limit

15



[1] Haste is great if you're looking to keep several steps ahead of the enemy... literally! [2] Gotcha! Now who's the daddy, eh? [3] Scoring accurate hits with the Rail Gun is hard!







#### BOSS STAGE: Dark Chapel

Not exactly the most friendly of environments – with only a few weapons to speak of (although all of them are pretty powerful) and a single piece of Armour placed in the most obvious position imaginable, you might have a bit of a tough time dealing with Klesk. It all depends on the type of game you play. An aggressive strategy will prove slightly more useful than a defensive one simply because of the few elements that the level has. If Klesk manages to get his hands on the best items (namely the Red Armour and the Rail Gun), you'll probably find yourself as nothing more than a bloody stain on the floor.

The Rail Gun is found beneath the small platform at the front of the arena – there are bounce pads on either side of it, although they're rather useless as they only send you up to the balcony overlooking the arena floor. This is an ideal sniping point but, considering

there's only one opponent here, you'll be better off giving chase rather than waiting. The best time to hit him is when Klesk tries to use the bounce pad in the middle of the arena to reach the Red Armour high above – because of the set trajectory that the bounce pad offers, you'll easily be able to aim and fire as he jumps up. You should try to get him before he reaches the Armour – then you'll finish him in one shot, especially with the Rail Gun. Otherwise you'll have to resort to using either the Lightning Gun or the Rocket Launcher, both of which can be found in the main chapel at the rear of the arena.

[1] Use this boost pad and you'll be thrown all the way across to the other side of the arena. [2] The Rail Gun is great here... just don't bother with the bounce pads on either side. [3] Ahh, Red Armour – getting it can be really tricky though... [4] Don't let him get too close; just nail him with a rocket, quick!



#### Stats

**Opponents**  
Klesk  
**Weapons Available**  
Rail Gun, Rocket Launcher, Lightning Gun  
**Power-Ups Available**  
None  
**Armour Available**  
Red Armour x 1  
**Frag Limit**  
15



## Tier Three

### Stats

**Opponents**  
Bitterman, Angel, Grunt  
**Weapons Available**  
Rocket Launcher, Shotgun, Plasma Gun  
**Power-Ups Available**  
Quad Damage  
**Armour Available**  
Red Armour x 1  
**Frag Limit**  
20

Pretty big level, eh? Well, don't worry – you'll hardly have to go anywhere in the Place Of Many Deaths (and the only people doing the dying will be your opponents). There's a central staircase that goes all the way up from the bottom level of the arena to the very top, but watch out when you're going up it because there's a massive gap in the middle that leads through to the chamber beyond. When you reach the top, you'll be able to grab the Rocket Launcher from the alcove at the end – now just drop down to the floor below and you'll be in the chamber where the Quad Damage re-spawns. This is where you'll be spending the rest of your time... unless you get fragged of course.

Restock your rockets with the crate in the right-hand corner and wait for the enemies to come to you – they'll all come here in search of the Quad Damage, even if it hasn't appeared yet. Take them out as they come through the various corridors towards you (watch out if one of them has the Red Armour – it'll take more than one rocket to finish them off) and keep your eyes open for the Quad Damage. When it appears, grab it immediately and then whip out either your Machine Gun or Shotgun. You should have one because the fragged enemies will have dropped them. Save your Rockets for when the Quad Damage wears out. Just go on a close-up blasting spree and you'll have that Frag Limit very quickly!



continued



# walkthrough

# QUAKE

continued >



## STAGE TWO: The Forgotten Place

It might seem like a rather complicated mixture of winding staircases and nothing much else, but you can actually get quite a good strategy going once you know the layout of the level. For starters, this is a good place to get the hang of the Rocket Jump technique – it comes in incredibly useful for getting up to the platform with the Red Armour on it without having to run all the way around the back of the level. You probably won't have to go near the area where the Shotgun is (by the bounce pad) because, by monopolising the upper platform, you should be able to keep the rather predictable computer opponents under control quite easily.

Ignore the Grenade Launcher and stick to using the Rocket Launcher (located in the small alcove just opposite where the Red Armour can be found). Pick up the weapons dropped by fragged enemies and you should be able to have a

## Stats

### Opponents

Hossman, Stripe

### Weapons Available

Rocket Launcher,  
Shotgun, Plasma Gun,  
Grenade Launcher,  
Power-Ups Available

### None

### Armour Available

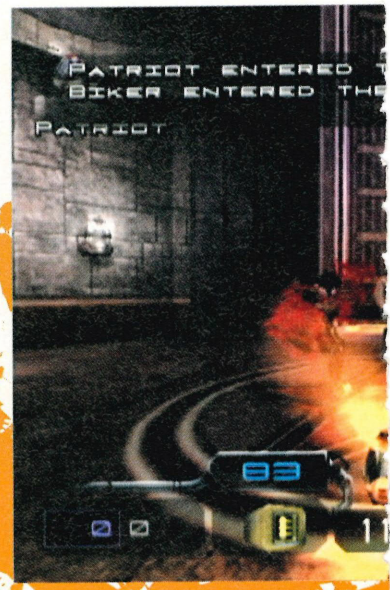
Red Armour x 1, Yellow  
Armour x 1

### Frag Limit

20

Shotgun as a backup when your rockets run dry. Stay on the top platform and run back and forth between the spawn points for the Red and Yellow Armour, using your elevated position to snipe down on the opponents. If you see either of them taking the lead in the frag stakes, leave your position and give chase through the narrow corridors.

Try not to stray too far from the Armour, though, or you might find yourself losing your advantage. There's only two of them to deal with and they're not very bright – it shouldn't be too tough to come out on top.



## STAGE THREE: The Camping Grounds

You might feel a bit intimidated in this level – it's not exactly the easiest level to get to grips with. However, if you know where all the best stuff is, you should be able to take control quite quickly. As you might be able to tell, the key point for item collection is the top floor above the pillar staircase – you can

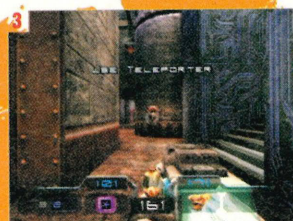


[1] The raised platform is the place to be if you're looking to concentrate on sniper attacks here – the Red Armour is also on it so make sure you stay on top! [2] The Rocket Launcher might be a tasty weapon but it's in a dead end... go for it and you're a sitting duck! [3] There's only two enemies here so keeping on top of the level shouldn't be too difficult. Just make sure you stick to them like glue!





# II ARENA



[1] Control this upper level of the arena and you'll control the entire level... ha ha ha ha! [2] There are plenty of opportunities for chasing enemies down corridors with your guns blazing here. [3] The Personal Teleporter is great for getting out of a tight situation. [4] Another frag — keeping going like this and you'll be the winner in no time!

reach it by using the massive bounce pad just around the corner from the base of the stairs (where the giant pentagram is drawn on the floor). Grab the Rocket Launcher as you dash past and then reap the benefits of picking up a stack of Ammo, the Red Armour, the Personal Teleporter AND the Mega Health power-up. When you've got all of these, there isn't a chance in hell of stopping you.

However, the Rail Gun is a pain in the neck to get — it's sitting on a tiny platform hidden right at the very top of the level. If you can get your hands on it, though, you'll have the best weapon for the level. Due to the sprawling layout with all the different levels, you'll be able to find yourself a good spot and take out anyone that

dashes past. The only other weapon worth getting hold of is the Plasma Gun — the Rocket Launcher fires too slowly to be any good when your opponents are dashing past you at top speed. Basically, staying high is the name of the game in this arena... otherwise, you'll just be a sitting duck.

## Stats

**Opponents**  
Biker, Patriot, Wrack  
**Weapons Available**  
Rocket Launcher, Shotgun, Plasma Gun, Rail Gun  
**Power-Ups Available**  
Personal Teleporter, Quad Damage, Mega Health  
**Armour Available**  
Red Armour x 1, Yellow Armour x 1  
**Frag Limit**  
20

## BOSS STAGE: Fatal Instinct

Given that this is pretty much the halfway point in the game and you've got a rather nasty-looking boss to go up against, you'd have thought that you might have to put up more of a fight than you do to get past Uriel. He's pretty wimpy by all accounts and the fact that he has a thing about walking in front of your rockets, makes him even stupider than he looks. The only problem you might have here is the fog — it certainly hampers your chances of scoring long-range hits and can lead to quite a bit of wasted ammo.

As you might have guessed, the key here is to get up onto the raised narrow platform and grab that Rocket Launcher before Uriel can. That way, he won't have very much to throw at you in the way of offense (with the exception of that rather dodgy Plasma Gun, that is), while you'll be able to rain down on him

## Stats

**Opponents**  
Uriel  
**Weapons Available**  
Rocket Launcher, Shotgun, Plasma Gun  
**Power-Ups Available**  
Quad Damage  
**Armour Available**  
Yellow Armour x 1  
**Frag Limit**  
20

with a volley of explosive death. If you can grab hold of the Quad Damage when it appears, even better. Due to the enclosed nature of the level, you should be able to chase him round between all of the re-spawn points and keep taking him out before he gets a chance to restock on his weaponry. If, by some crazy luck, he manages to get hold of the Rocket Launcher, try to lure him into firing at you before dodging and letting loose a shot of your own. Keep doing this until he goes down and then you have to make sure that he doesn't get hold of it again!



continued >



# walkthrough

# QUAKE I

continued &gt;

## Tier Four

### STAGE ONE:

#### Temple Of Retribution

Oooh, nasty. This is a real bitch of a level, just because it's so darn huge – it's quite easy to get lost at first and as for actually finding someone to shoot as you roam around taking in the scenery... well, that's an entirely different kettle of frags. Spend the time when you're not scrapping, picking up useful weapons like the Rail Gun (on the end of the walkway over the lava) or the Shotgun (near the room with the massive staircase) – you'll be glad you did. If you want the Red Armour, though, you'll have to go hunting for it. Find the room with the massive staircase and grating in the floor, then head up to the raised walkway. Run along it and push into the glowing square in the wall at the side. Now dash over the grating that has just opened ahead and drop through to find where the Red Armour is. Joy!

The Personal Teleporter (located just next to the switch that opens the secret area on the upper level) is



## Stats

### Opponents

Lucy, Major, Keel

### Weapons Available

Shotgun, Plasma Gun, Rocket Launcher, Rail Gun

### Power-Ups Available

Personal Teleporter, Quad Damage, Mega Health

### Armour Available

Yellow Armour x3, Red Armour x1

### Frag Limit

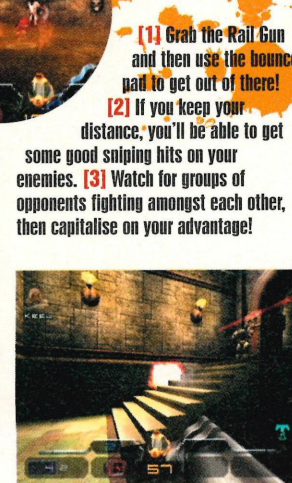
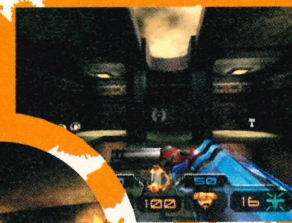
20

opponent to shoot. Also, don't forget about the Mega Health hiding behind the warp gate beneath the walkway over the lava – it's quite easy to miss. Most of all though, don't let one of your opponents walk away with the Frag Limit. Just because you can't find your enemies doesn't mean you have to let them win... does it now?

### STAGE TWO:

#### Lost World

Could this level be any more annoying? Probably not – after all, there are so many times when you'll be able to see an item you want and yet not be able to reach it...



[1] Grab the Rail Gun and then use the bounce pad to get out of there!

[2] If you keep your distance, you'll be able to get some good sniping hits on your enemies. [3] Watch for groups of opponents fighting amongst each other, then capitalise on your advantage!



# II ARENA

unless you're a master of the Rocket Jump, of course. First off is the Mega Health. Sitting on a platform just too high to jump up onto normally, you'll need to hit the bounce pad situated to the left and drop down through the gap at the side to fall straight on top of it. Then there's the Quad Damage... it's so annoying it's scary. If you try to reach it from beneath, you'll just end up falling into the lava below – and that (as you might have guessed) is bad. If you can make it up to the very highest platform, though, you'll be able to fall down and get it before jumping back to the platform behind you. By that time, however, someone else will probably have grabbed it.

As for your opponents... well, you'll probably have a serious problem keeping tabs on them. This proves tough for making good use of the Quad Damage, as the 30 second time limit will probably run out before you can even track one person down. Aside from the Grenade Launcher (which can be fired into blind corners on the off-chance that you might hit an unsuspecting enemy), none of the weapons really have an advantage over the

## Stats

### Opponents

Visor, Cadavre, Hunter

### Weapons Available

Shotgun, Rocket Launcher, Lightning Gun, Grenade Launcher

### Power-Ups Available

Medkit, Quad Damage, Mega Health

### Armour Available

Yellow Armour x1, Red Armour x1

### Frag Limit

20

others so try to grab as many of them as possible in order to keep the field level. If you can really be bothered, you can even go for the Medkit, but it's certainly not a vital item to collect.

### STAGE THREE:

#### Gaze Of The Abyss

Let's face the truth – this Dreamcast-specific arena is a real pain in the backside. It's basically one massive cylinder with tons of spiral staircases and platforms going up a whole five floors. You'll spend so much time chasing your opponents up and down without actually hitting them, that you'll probably get tired of doing it. Learn the quickest routes to all of the



key items and you might just have a chance... and you'll want to be sneaky with it as well.

A primary item here has to be the Invisibility power-up as it'll mean you won't have to worry about chasing after the enemies. Instead, you can just stand still for the full 30 seconds and let them come to you – get hold of the Rocket Launcher from the back platform opposite the power-up on the bottom level and then get a clear shot on your opponents to finish them in one shot. If you don't score the hit, they'll see the muzzle flash and know exactly where you are, so being ready to make a break for it is always a good idea.

The other important item is obviously the Red Armour. Located on the very top level, the only way to reach it is to jump onto the bounce pad opposite on the floor below and fly up. Getting down is a slightly different matter, though, as you'll need to look where you're jumping unless

you want to fall a long way and lose stacks of Health. Don't neglect the central bounce pad for easy access to the fourth floor or to use as a lure for hitting opponents who try to use it... you really can't miss.

## Stats

### Opponents

Slash, Razor, Gorre

### Weapons Available

Shotgun, Rocket Launcher, Lightning Gun, Grenade Launcher

### Power-Ups Available

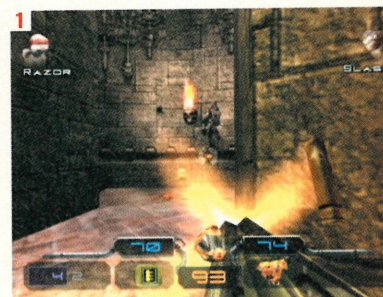
Invisibility

### Armour Available

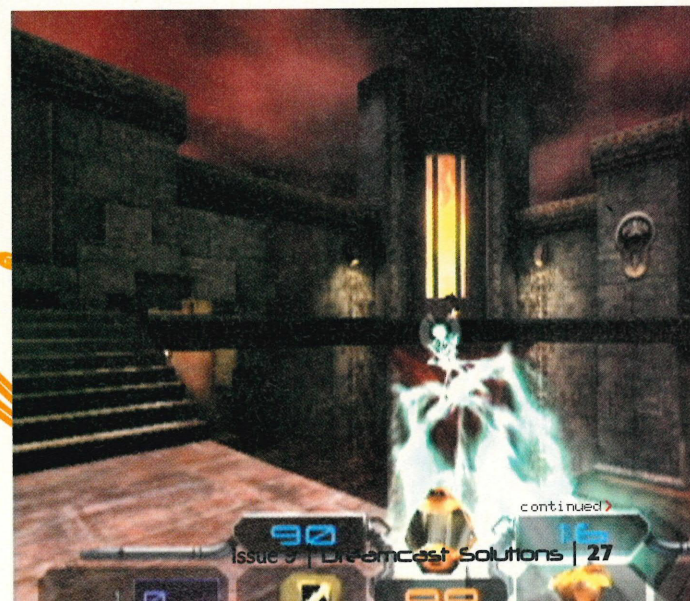
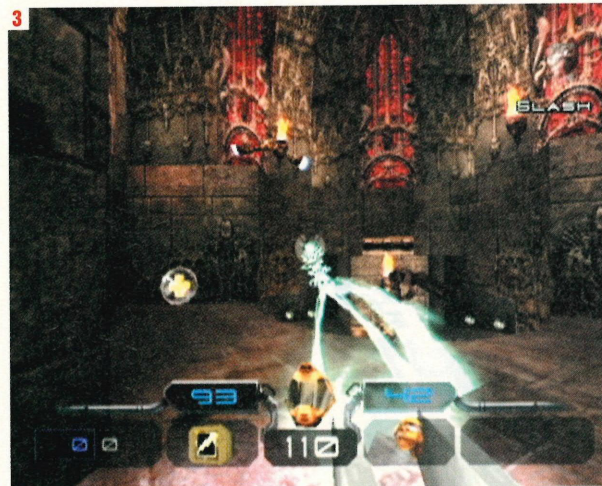
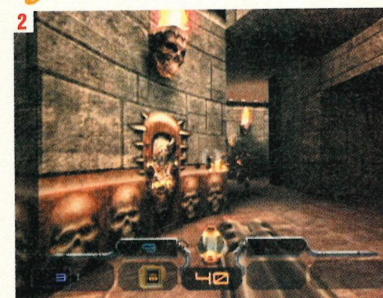
Red Armour x1

### Frag Limit

20



[1] The Machine Gun always comes in handy for cleaning up... don't use it too often though! [2] The Shotgun, on the other hand, is great for up-close and personal combat in narrow passages like the ones here. [3] Get the Lightning Gun and toast your enemies to a crisp!





# walkthrough

# QUAKE I

continued



## BOSS STAGE:

### The Proving Grounds

Going up against Tank JR isn't as worrying a prospect as it might sound – despite being the size of a tank (well, duh...), he's no tougher than any of the other warriors in the tournament. However, the layout of the Proving Grounds could make things quite nasty if you don't keep your wits about you. For instance, this is one of the first stages where the teleporters actually link to one another. There's one in the main chamber at the top of the central pillar and another at the bottom. Using them in quick succession can mean that you'll be able to nab both Yellow Armour pieces AND still be able to remain in the main chamber – this is where Tank JR spends most of his time, so you won't have to wait too long for him to show up.

As is usually the case, the Rocket Launcher is the primary weapon to go for (unless you prefer more

## Stats

### Opponents

Tank JR

### Weapons Available

Shotgun,

Rocket Launcher,

Lightning Gun

### Power-Ups Available

None

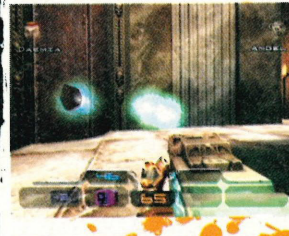
### Armour Available

Yellow Armour x2

### Frag Limit

20

close-up fighting, in which case you may prefer the Lightning Gun). Unfortunately, going to collect it will leave you in a rather vulnerable position, so make sure the coast is clear before heading out to grab it. The best thing to do is collect both sets of Yellow Armour and all of the Armour shards lying around – you should be able to build up a safe level of Armour points so that Tank JR won't be able to do you any real damage. Now you can loiter around the upper main chamber and keep him at bay by simply watching for him to enter. You shouldn't have too much trouble reaching the Frag Limit before him.



## Tier Five

### STAGE ONE:

#### Evil Playground

Another Dreamcast-specific level and guess what? Yep, it's another really annoying level to score any frags on. It's not much more than a series of platforms with tons of pillars in between, and with only two bounce pads available to leap from the bottom to the middle and the bottom to the top, you'll be using the stairs quite a bit. To make things worse, there's no real Armour pieces to speak of – only a selection of shards located at the base of the biggest bounce pad near the Rail Gun. Not surprisingly, this is a really good place to control as you'll have the best weapon,

## Stats

### Opponents

Daemia, Patriot, Angel

### Weapons Available

Shotgun,

Rocket Launcher,

Plasma Gun,

Rail Gun

### Power-Ups Available

None

### Armour Available

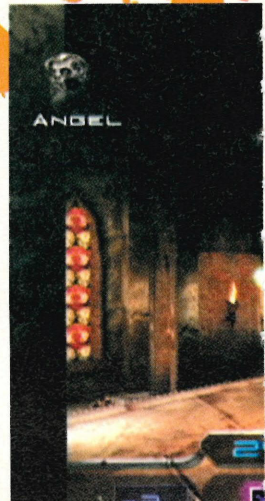
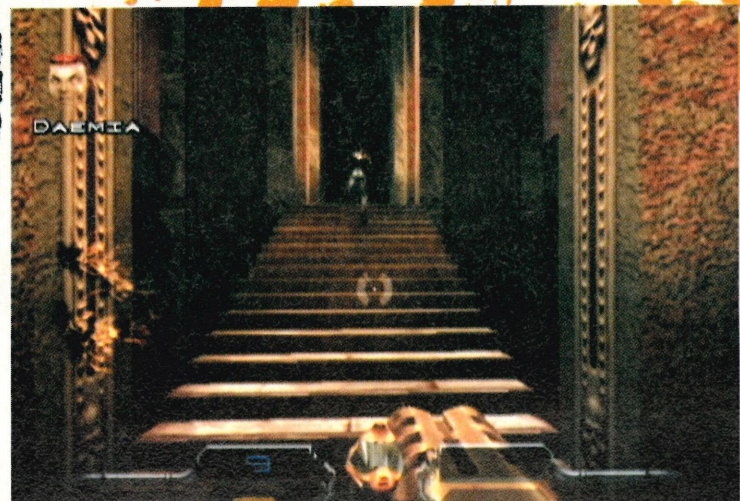
None

### Frag Limit

25

all the Armour and an instant escape route to the top level if things get a little bit too hairy downstairs.

The large number of pillars means that there are plenty of places from which to spring surprise attacks – also, the elevated platform in the middle can prove ideal for sniping if you've got the Rail Gun. Much of the time, the





# I ARENA



three opponents congregate around the lowest level so hitting them shouldn't be too difficult. Remember though that the high level of cover means it could be easy to lose track of where your enemies are thus you could wind up being bottom of the kill board. Just stay calm and stick to controlling your chosen area of the level – it's not exactly huge, so you'll find people coming your way pretty regularly. Keep the Rocket Launcher as a backup and then use that Rail Gun like there's no tomorrow to finish on top.

## STAGE TWO:

### The Bouncy Map

Remember how much you absolutely hate bounce pads... especially the ones that throw you off at an angle backwards? Well, there's absolutely tons of them here – that's why it's called The Bouncy Map. If you find yourself falling into one of the large pits at either end of the level (both with practically

nothing inside), you'll need to use the pads in order to get out again. This'll leave you as a sitting duck because of the trajectory, but if you hold down either of the Strafe buttons as you jump, you should be able to alter your flight path enough to stop enemies picking you off. Of course, they don't know how to do that.

Climb the stairs in the middle of the level and you'll find the only Rail Gun in the whole arena – grab it quick because it'll come in very handy. For the rest of the time that you're in this arena, you can actually stand up on top of the central platform and simply snipe any opponents who try to use the bounce pads. They'll always fly up in the same direction depending on which pad they use, so hitting them will be a piece of cake. If they try to come at you from the stairs on either side, even better –

the pathway is narrow, so they won't be able to move out of the way of your shots. The only time you'll need to move is when you either need to grab the Red Armour (easily reached by walking along the platform just beneath the Rocket Launcher) or restock on Ammo (in the very bottom chamber). Other than that, you'll have this level in the palm of your hand!

## Stats

### Opponents

Sarge, Doom, Bones

### Weapons Available

Shotgun, Rocket Launcher, Plasma Gun, Rail Gun

### Power-Ups Available

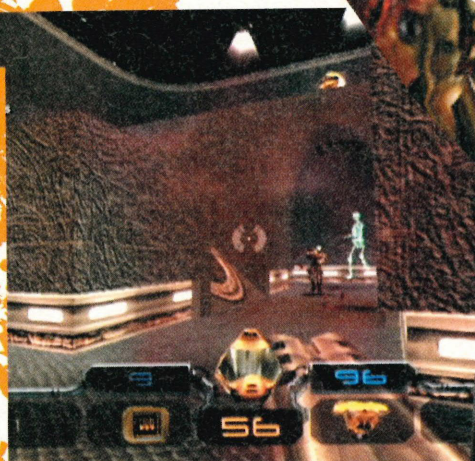
None

### Armour Available

Yellow Armour x1, Red Armour x1

### Frag Limit

25



continued



# walkthrough

continued &gt;

## STAGE THREE:

### The Longest Yard

Without a doubt the nastiest level in the whole of *Quake III Arena* – it was originally the last level in the PC version, but they've brought it forwards on the Dreamcast just for you. How nice. Anyway, the reason it's so nasty is because everything is so spaced out and open – no matter where you are in the level, someone's bound to be able to see you and land a few shots. Also the weapons and items are all so far apart, it'll be virtually impossible for you to keep control of even a few of them. Concentrate on keeping it simple – grab the Yellow Armour by hitting the angled bounce pad on the upper platform and then quickly dash round for the

Red Armour on the narrow walkway as well. Then drop down and hit the lower bounce pad facing out into space to reach the distant platform with the Rail Gun on it. This is a path that you'll want to run around on a regular basis, just so you keep yourself stocked up on Armour and weapons.

The cluster of bounce pads in the middle of the arena is an entirely different matter. Looking at it as you face the platform where the Rail Gun is, there are only two pads you'll actually need to hit to get anywhere. The ones on either side and the front will simply send you back up onto the higher platform with the Red Armour – the others will lead to more interesting places. Jump on the very top

## Stats

### Opponents

Xaero

### Weapons Available

Plasma Gun, Rocket Launcher, Rail Gun

### Power-Ups Available

### Battle Suit

### Armour Available

Yellow Armour x1, Red Armour x1

### Frag Limit

25

pad and you'll fly up towards the Mega Health directly above... however, hitting this pad can be quite tricky. The pad at the back will launch you up to another pad, leading to a tiny platform at the top – this is where the Quad Damage is. If you're lucky enough to arrive when it's there, grab it and quickly dive into the teleporter to drop back down. Now make the most of your time powered up – you'll certainly need it here!

## BOSS STAGE:

### Hell's Gate

The final battle against the ultimate warrior (no, not the crap wrestler... it's Xaero the killer monk!). Believe us when we say that if there was an award for being the most annoying, bullet-dodging, crack-shot git of an opponent in the whole of *Quake III Arena*, Xaero would win it hands down. Still, he IS the last boss... so what did you



## Stats

### Opponents

Major, Orbb, Sorlag

### Weapons Available

Shotgun, Rocket Launcher, Rail Gun

### Power-Ups Available

Quad Damage, Mega Health

### Armour Available

Yellow Armour x1, Red Armour x1

### Frag Limit

25

expect? Needless to say, Hell's Gate isn't a particularly nice level either – with a rather nasty fog brewing beneath the central walkway (don't fall in) and the best weapons and Armour placed at different ends of the level, you might just have a bit of a problem here.

The choice is which weapon you're better at using – if you're a dab hand with a Rail Gun head for the upper level at the back. If you prefer the Rocket Launcher, just go for the front of the lower section. Ignore the Battle Suit unless you're really desperate. It won't do you much good here unless Xaero starts throwing rockets around, but he seems to prefer the Rail Gun. GET THE ARMOUR – we can't stress that enough here. The Red Armour is

beneath the upper level, while the Yellow lies in a chamber just to the left – grab both just to be sure. Now just keep moving and hope that Xaero is in a good mood. For some reason, it seems that bullets just seem to slide off him, so, unless you're rather good, you might want to keep your fingers crossed too...





# the gamestore

**Dreamcast, PlayStation, N64, Gameboy and PC CD Rom**  
New and Pre-Owned Games for **Sale and Exchange**

**Consoles, Games and Accessories**

**Mail Order Now Available**

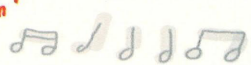
83-85 Holme Lane, Hillsborough, Sheffield S6 4JP Tel: 0114 2345002  
Open Mon - Sat 10am - 5.30pm - All Major Credit Cards Accepted

**Change that Ringtone, Personalise Your Nokia Mobile!**

**NEW RINGTONES & GRAPHICS**

only  
**60p**  
per min

SENT STRAIGHT TO  
YOUR NOKIA MOBILE



**There's 1000s to choose from!**

"Simply call the number  
select your tone  
Press 9 and order it!"

Call: **09065 899 977**

Visit: **www.iconaphone.com**

Calls cost 60p/min. Av. call duration 3 mins. Iconaphone Box 1896 London WC1N 3XX

# CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER **10,000** CHEATS & TIPS

**PROBABLY  
THE BEST  
CHEATS & TIPS  
SERVICE IN  
THE WORLD**



PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

**09066 098 179**

CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER  
**09066 098 087**  
Calls to the above number cost 60p per minute

**MOBILE PHONE ACCESS:**  
**0700 5900 615**

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS  
\* TO RESTART SERVICE OR # TO MOVE BACK A STEP

**WALKTHROUGHS FOR ALL MY TOP GAMES**

Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telecom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656 **WWW.CHEATSUNLIMITED.COM**



# CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER **10,000** CHEATS & TIPS

A Bug's Life	Expendable	MDK 2	Revolt	Test Drive 6
Aero Dancing	Fighting Force 2	Magforce Racing	Rippin Riders	Time Stalkers
Aerowings	Flag to Flag	Metra. H'way Battle	Roadsters	TNN M'sports H'Heat
Air Force Delta	Four Wheel Thunder	Millennium Soldier	San Francisco Rush	Takyo Extreme Racer
Armada	Furfighters	Monaco Grand Prix	Saga Bass Fishing	Tomb Raider 4 & 5
Blue Stinger	Gauntlet Legends	Mortal Kombat Gold	Saga Rally 2	Tony Hawk's
Buggy Heat	Generator	NBA 2K	Seventh Cross	Toukon Retsuden 4
Bust a Move 4	Get Bass	NBA Showtime	Shadowman	Toy Commander
Carrier	Giant G. Wrest. 1&2	NFL 2K	Shenmue	Toy Story 2
Chao Adventure	Giga Wing	NFL Blitz 2000	Shotoku H'way Battle	Trickstyle
Chao-Chao Rocket	Godzilla Generations	NFL QB. Club 2000	Silver	UEFA Striker
Climax Landers	GTA 2	Nightmare Creat. 2	Slave Zero	Ult. Fighting Champ.
Cool Boarders Burn	Gua Bird 2	Omikron	Sonic Adventure	Urban Chaos
Crazy Taxi	Half Life	Pan Pen Tricelion	Soul Calibur	Vigilante 8 - 2nd Off.
Cueball	Hardcore Heat	Plasma Sword	Soul Fighter	Virtua Fighter 3TB
Daytona USA 2	Hidden & Dangerous	Pop 'n' Music	Soul Reaver	Virtua Striker 2
Dead or Alive 2	House of the Dead 2	Power Stone 1 & 2	South Park	Virtua Tennis
Deadly Skies	Hydro Thunder	Psychic Force 2012	Space Channel 5	V-Rally 2
Dynamite Cop	Incoming	Puyo Puyo	Speed Devil	Wacky Races
Dynamite Deka	Jet Set Radio	Quake 3	Star Gladiator 2	Wild Metal
ECW Hardcore Revol.	Jimmy White 2	Rainbow 6	Street Series	Worms Armageddon
Elemental Gim. Gear	Jojo's Bizarre Adv.	Rayman 2	Super Speed Racing	WWF Attitude
Episode One: Racer	King of Fighters 99	Ready 2 Rumble	Suzuki Alstare Ext.	WWF Royal Rumble
Evolution	Legacy of Kain	Redline Racer	Sword of the Berserk	Zombie Revenge
Evolution 2	Magforce Racing	Resident Evil 2	Tech Ramanter	
	Marvel vs Capcom 1&2	Resident Evil: Code V.	Tee Off Golf Enter	

THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

**09066 098 186**

CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER  
**09066 098 078**  
Calls to the above number cost 60p per minute

**MOBILE PHONE ACCESS:**  
**0700 5900 615**

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS  
\* TO RESTART SERVICE OR # TO MOVE BACK A STEP

**WALKTHROUGHS FOR ALL MY TOP GAMES**

Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telecom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656 **WWW.CHEATSUNLIMITED.COM**

# NAPLES GAME GEAR



Dreamcast  
PC CD Rom  
Nintendo 64  
PSone  
Gameboy  
PlayStation 2

**1000s Of Games Always In Stock**

**We Guarantee To Get You  
Any Game, Any Machine,  
Any Country (Euro, USA, Jap)**

**Delivered To Your Door**  
Free First Class Post For All UK Customers

**New Releases From £19.00**  
**Platinums From £14.00**  
**Classics From £8.00**  
All Prices Include VAT

**All Hardware Available**



**CALL US FREE ON  
08000 851279**

**Order With Confidence**



# players' guide

Sega's answer to *Gran Turismo* finally hits the UK, and it's a corker! Downforce? Ride Height? Spring Balance? You what?! Don't worry, we're here to lend a hand with the first half of our massive guide.

# Sega



## essential information > Sega GT



**Publisher** Sega  
**Developer** In-house  
**Origin** Japan  
**Price** £39.99  
**Genre** Racing  
**Release** 8 December



two players



vibration pack



race controller



modem



## Visual Memory VM Information

- Save position Y
- Logo during play Y
- Mini-game Y

Find a job, train up your driver and get ready for your very own pocket racing game!...

## CONTROLS

It's up to you but we recommend these...

- Steering
- Change Gear (Up)
- Handbrake
- Change Gear (Down)
- View Change
- Brake
- Accelerate
- Pause/unpause
- Navigate Options

## essential information > Dreamcast



"An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time."

Please remember that this guide only deals with the Official Cup, the Licences and the Carrozzeria. The Event Races will be covered in the next issue.

The first and most important thing to do, is to buy a car. After all, you'll look a bit stupid if you try to run around the track! Visit the

car dealer. You only have 10,000 credits, so you'll be better off buying a good second-hand car. We recommend buying the AZ-1. You should be left with enough dosh to upgrade to a Street Muffler. Do this by taking your car to the Tuning area. Now you're ready for your first race!

POSITION 5/6 LAP 1/2  
TOTAL RECORD 02'54"991  
FASTEST LAP 01'26"413

POSITION 5/6 LAP 1/2  
TOTAL RECORD 02'54"991  
FASTEST LAP 01'26"413

## REPLAY COURSE VIEW

TOTAL TIME 00'13"645  
LAP TIME 00'13"645





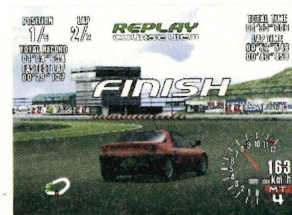
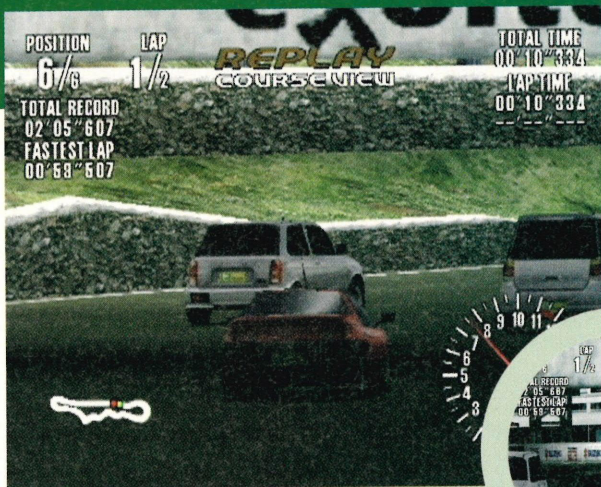
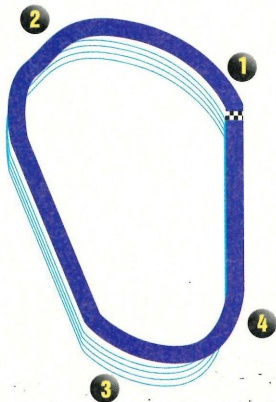
# GT

## Extra Class Cup

> The only race that you are allowed to enter is the Extra Class Cup. This cup consists of three tracks, each of two laps. Only E Class cars are allowed to take part – E Class is the least powerful class of car, so don't expect to be feeling the G-force on this one.

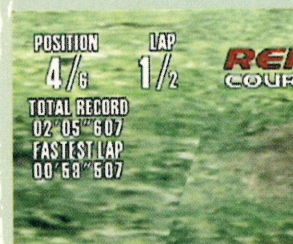
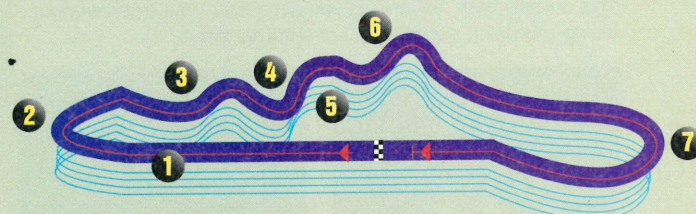
### ROUND 1 SKY PEAK TRACK

The simplest track in the game. All the corners are gradual. Take them all on the inside, and you'll be in pole position in no time at all.



### ROUND 2 SKY PEAK HILL

Although slightly more difficult, this is still relatively easy. Every corner, apart from 7, can be taken at full speed. On corner 7, you will need to tap the handbrake a couple of times. Corners 4, 5 and 6 need to be cut into, so take them early, and wide.



### Prize Car



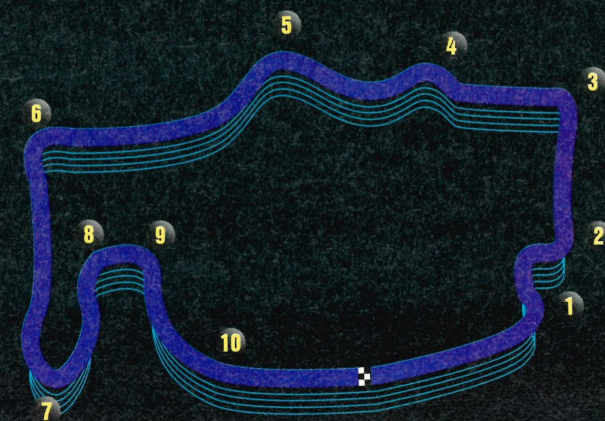
**Prize:** 15,000 credits  
If you come first on all three tracks, you will receive the Cappuccino car. In order to continue you will need to earn yourself a B Licence.

### ROUND 3 NIGHT SECTION A

The only corners that require some skill are the slaloms. Take the first corner of a slalom early and immediately counter the turn to make it through the next one. The tracks are designed so that you can just get round them. As long as you get the feel of the turn

right, you'll be fine. Although it might look like you're going to hit the inside barrier of corner 3, take it early as your car will slide out and carry you around it. If you take it any later, the slide will carry you into the

outside barrier. You'll need to use the handbrake to initiate a slide through corner 6. Corner 7 requires a small handbrake turn at the start. The drop in speed should get you through the rest of it.



continued



# players' guide

continued >

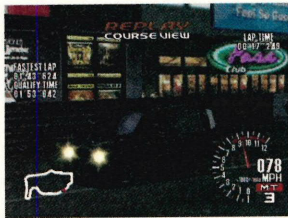
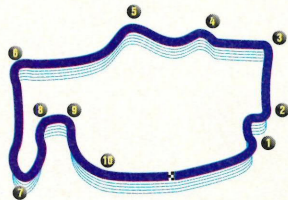
## Licence To Thrill

> Head for the licences section. While you are here, you may as well complete all the licences. Don't worry, they aren't really that hard... (snigger).

### ROUND E LICENCE

**Car Of Choice:** Ralliat: Toppo 4WD  
**Track:** Night Section A  
**Time To Beat:** 1'53'642

This is really easy. As long as you get around the track without losing too much speed, you'll smash this time!



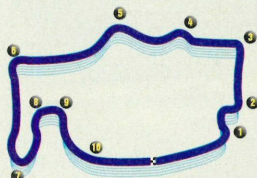
### A LICENCE

**Car Of Choice:** Ralliat: Lancer VI  
**Track:** Night Section A Reverse  
**Time To Beat:** 1'35'268

This is where the cars start getting a bit more powerful. Due to the pure grunt of the cars, you'll have to be very wary of slamming your foot on the accelerator. Putting that much power onto the wheels will tend to make the car slide all over the place. When coming out of a corner, gradually apply the power over a second or so.

Rather than hand-braking the corners, it may be best to ease off on the accelerator for a second. Don't release it completely – just losing 10mph can help you out significantly!

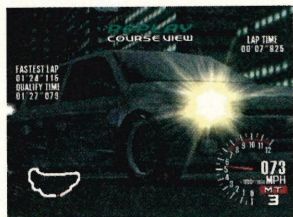
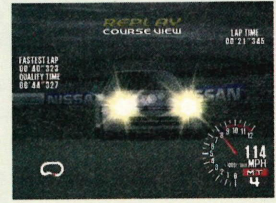
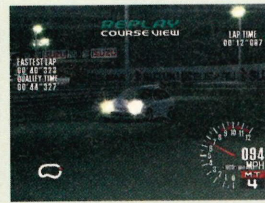
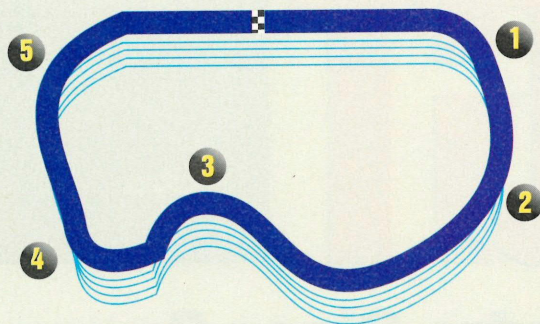
Handbrake it around corner 7. Slow down as you approach corner 3 and cut into it. Just remember that tearing around this course won't get you anywhere. Be over-cautious and slow down on any corner that you're not sure about.



### B LICENCE

**Car Of Choice:** Ralliat: Mirage ZR  
**Track:** Night Ground  
**Time To Beat:** 0'44'327

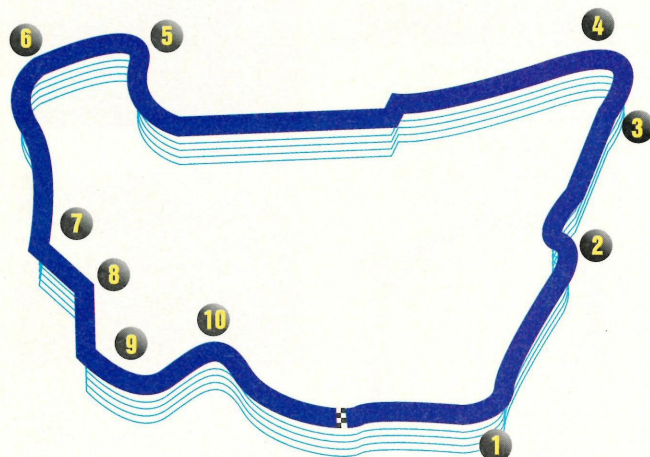
Along with Sky Peak Track, this is the easiest track in the game. Take all the corners at full speed. Cut into corner 3 in order to avoid hitting the outside barrier.



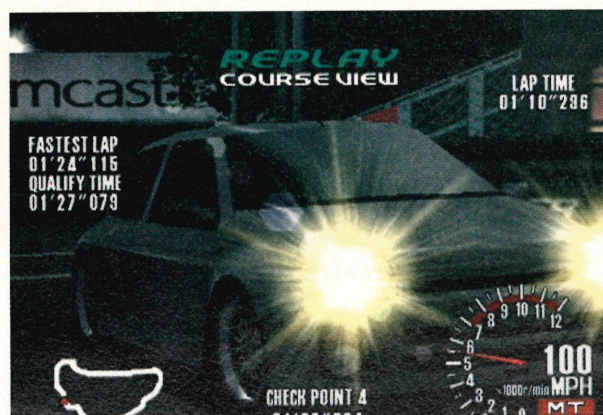
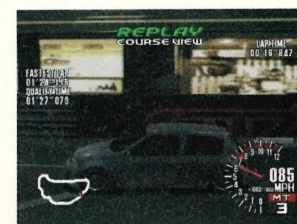
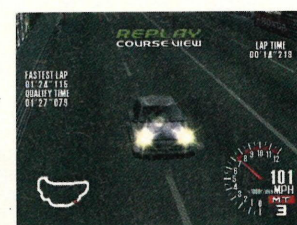
### SA LICENCE

**Car Of Choice:** Renault sport: Clio V6  
**Track:** Night Section B  
**Time To Beat:** 1'27'079

This is a tough one. You'll have to be careful not to turn too tightly – the car will just do a donut spin on you. As you turn into the slalom (2), release the accelerator. Apply it again as you go into the second part of the slalom. When you see the yellow marks on corner 4, release for half a second, then gradually re-apply the power. Completely release the accelerator once you are halfway through the right-hander, which approaches corner 5. Keep right, then use the handbrake to get around corner 5. This is a vital corner,



and it will determine whether you get the licence. It's OK to hit the outside barrier on corner 5 – in fact, it helps to bounce off it. The important thing is that you come out of it at a decent speed, ie no less than 65mph. The final important corner is corner 10. This is the second part of a slalom. You must release the accelerator momentarily for this corner. If you don't, the car will without a doubt spin out on you.





# B Class Cup

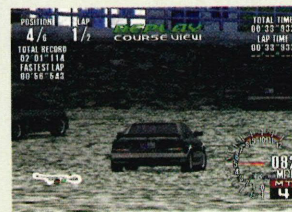
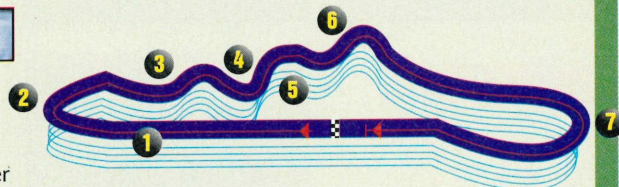
> Now that you have a B Licence, you will be able to buy a B car. We recommend buying the used MR2 G Limited SUPER CHARGER (AW11). Select it, and take it to the Tuner. Upgrade it with a Step-2 Super Charger, a Sports Muffler, and a Step-1 Weight Reduction. You may have some money left over. Upgrade any other parts that you wish to – just remember that it isn't necessary.

You can only access this event once you have earned a B Licence. This cup consists of four tracks of varying difficulty. The power of the cars is more than double what it was before, but they are heavier, so you still won't be driving at really high speeds.



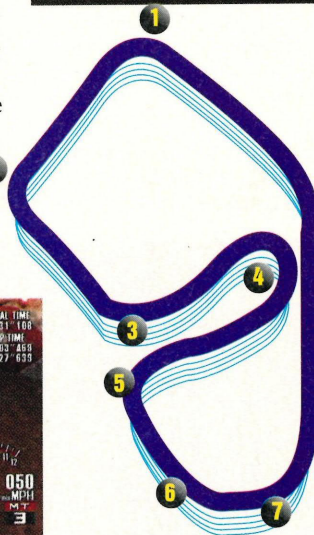
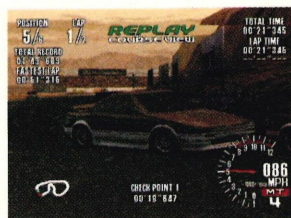
## SKY PEAK HILL

You can take this in the same way as you did in the E Class race. There are two notable differences. Just after corner 2 there is a small dip, which leads into corner 3. As you approach this dip, go into 5th gear. Don't worry if you're not quite high enough for it – the hill will get the revs up. Corner 7 can be taken by releasing the accelerator. Gently re-apply it if you slow down too much, and tap the handbrake if you're not going to make it. You should be able to come out of this corner in a comfortable 4th gear, but drop into 3rd for the extra boost.



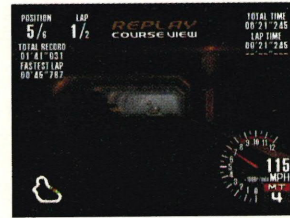
## GREAT ROCK ROAD

This is a really simple track once you figure out how it works. Corner 1 can be taken at full speed, although you should turn gradually to avoid spinning out. You'll need to slow down a touch for corner 2, and depending on how fast you are going, a tap on the handbrake as well. Lay off the gas completely for corner 4. Take it wide and stay wide until you can see the end of the corner. Corner 7 is deceiving in that it becomes sharper halfway through.

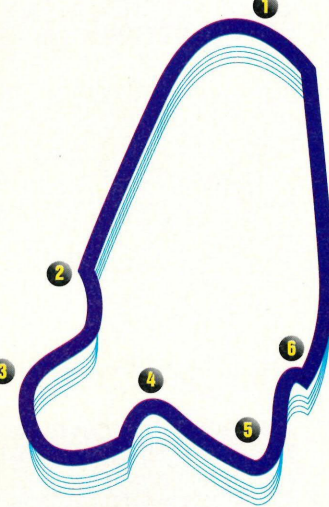


## SNOWY MOUNTAIN

Corner 1 takes you into the tunnel. Although the entrance to the tunnel may look like a sharp turn, it isn't, so don't over compensate, otherwise you'll start ricocheting off the sides. 2 and 3 are full speed corners – be careful on 3. The adverse camber and



slippery surface will send you flying if you try to turn too sharply. Cut into 4, and lay off the gas for corner 5.

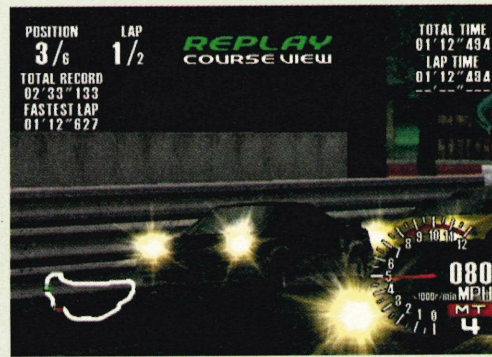
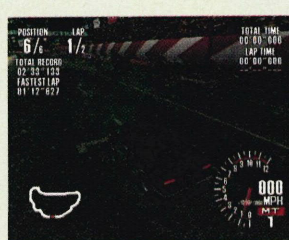
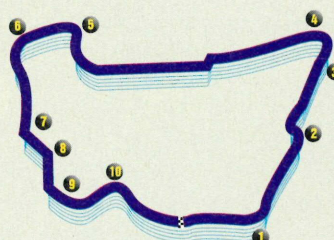


## Prize Car

**Prize:** 30,000 credits  
Come in first place on all four tracks to receive the Pulsar Series VZ-R N1 Version II (JN15).

## NIGHT SECTION B

You can take this track in exactly the same way as for the SA Licence race. In this instance it's even easier for your car to spin out on corner 5, so be careful. Corner 4 is slightly easier to take than normal. Just ease off the gas for a split second.



continued >



# players' guide

continued &gt;



## Carrozzeria

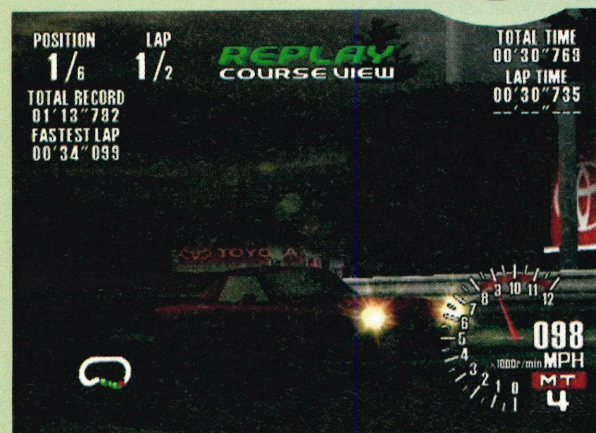
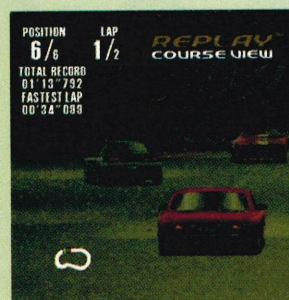
In order to take part in the A Class races, you will need to complete the B Class Special Cup. Only cars that you yourself have built in the Carrozzeria can enter this event. Upon visiting the Carrozzeria, you will find that the computer will not let you create a B Class car until you have created an E Class car.

These are the components that we have used in creating our car: 1,000cc, In-Line 4, Turbo, Front, Rear, Razza.

## E Class Special Cup

Use this car to take part in the E Class Special Race. The race will take place on the Night Ground Reverse track. This is a very simple track – combine this with the fact that the cars are no faster than old bangers, and you're in for an easy race.

Prize: 5,000 credits, Mazda MX-5 1.8iS



## Get The First Seat!

> Now it's time for something a bit different. Did you notice how none of the cars have any logos on them? That's because you haven't taken part in any Works races yet.

Head back to the Driver's Test screen. This is where you will have earned your Licences. There are two times that you can go for – the

Qualifying Time and the Best Time. Beating the Qualifying Time will earn you the relevant licence, but beating the Best Time will earn you the First Driver's Seat. Once you have earned this title, you will be allowed to enter the Works Cup. If you win the Works Cup, you will be able to keep the Works

version of the car that you have already raced with.

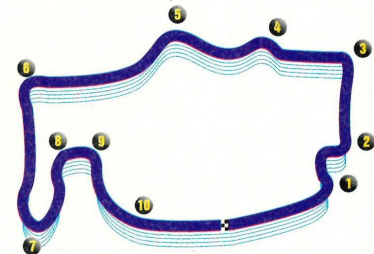
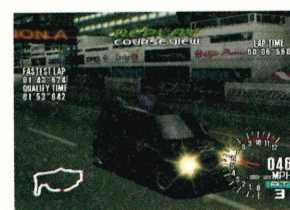
You may as well go through as you did with the Licences, and complete them all. Some of the times are very hard to beat. We've selected the two easiest races from each class. We recommend that you choose one of them, as opposed to any others.

## E Class

### Recommendation 1

Car: Ralliart  
Track: Night Section A  
Time To Beat: 1'43"624

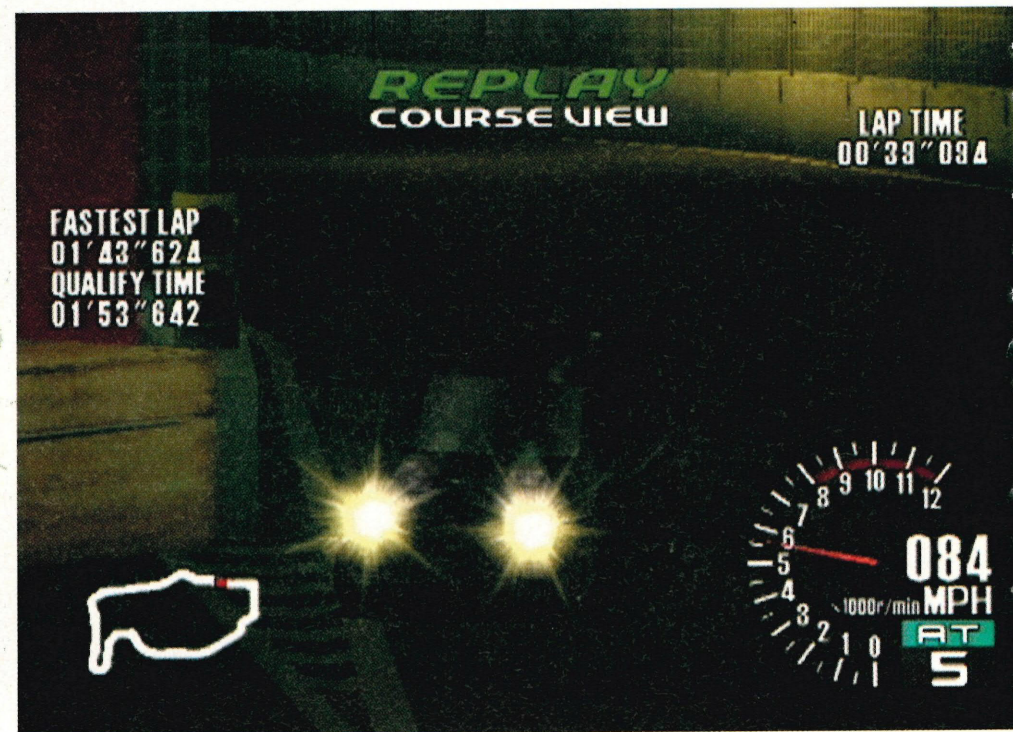
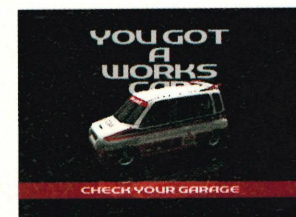
If you need to refer to the corners, see the relevant maps printed earlier in the guide. All of the corners, apart from corner 7, can be taken at full speed. Take the inside path on all of the slight bends. Take corner 6 wide and cut into it. The back wheels will slide out a little – use the reverse lock method (tap in the opposite direction) to control it. Take corner 7 wide, and tap the handbrake to initiate a small slide. This will get you round



the first part of the corner. The rest of the corner can be taken normally.

Winning the First Seat on this track will allow you to enter the Works Cup with the Toppo BJR. This race will take place on the Great Rock Road. This car handles like a dream. The first and second corners can be taken at full speed. Corner 1 should be taken on the inside, whereas corner 2 should be cut into. Slow down as you approach corner 4. You should be able to get

around the corner without sliding. Tap the handbrake if you are starting to drift a bit wide. Your prize for coming first is the Works Toppo BJR.







## Recommendation 2

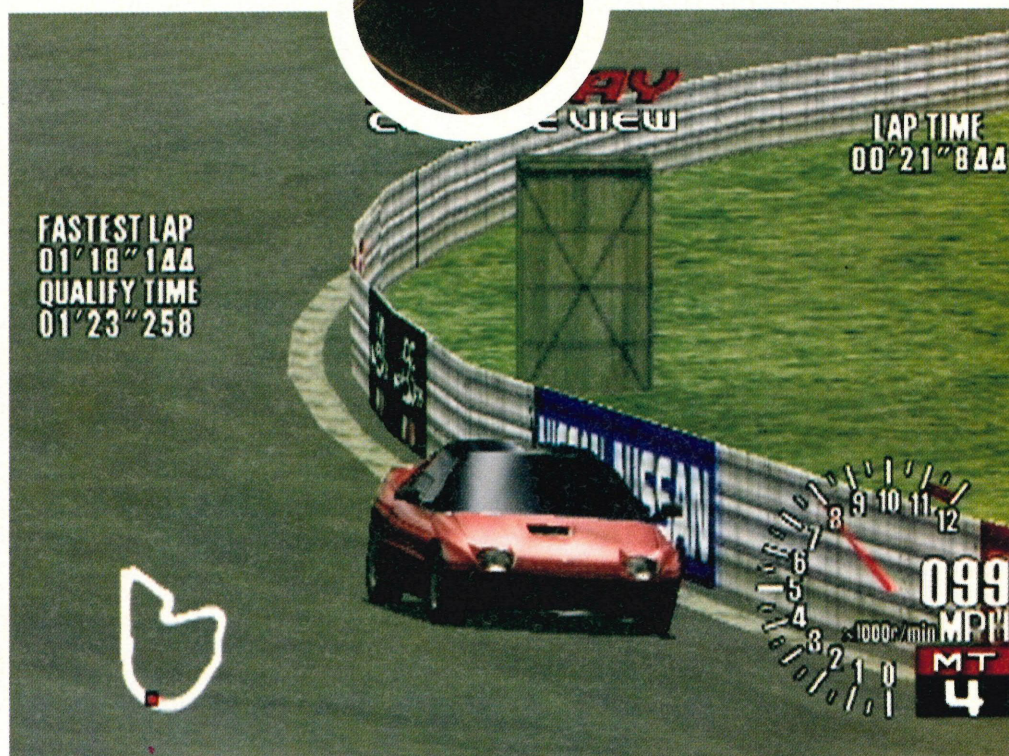
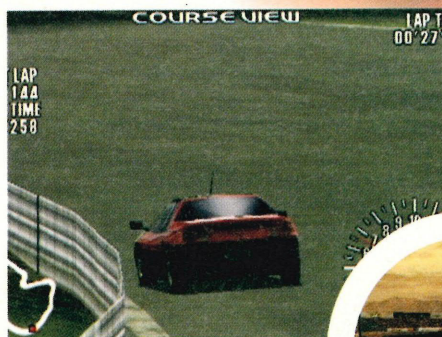
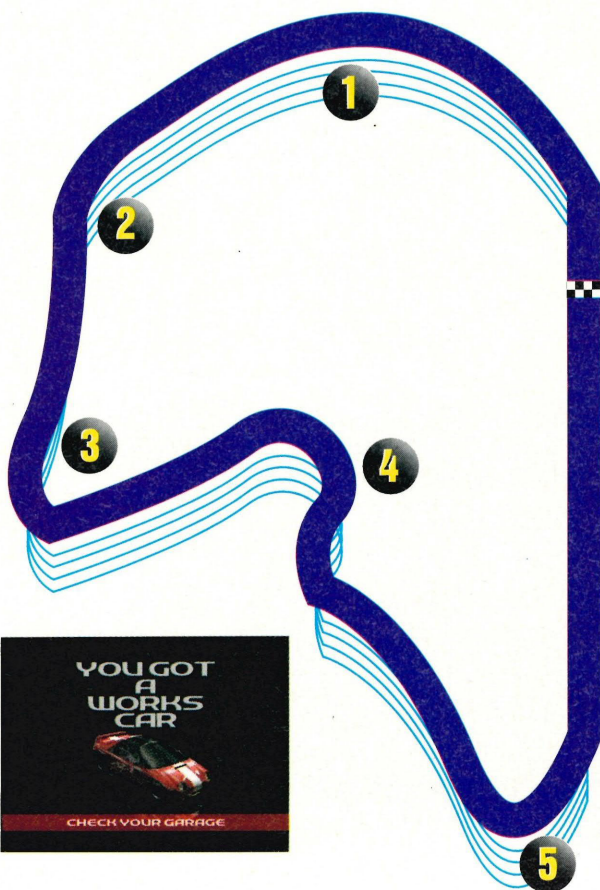
**Car:** Mazda Speed  
**Track:** Solid Circuit  
**Time To Beat:** 1'18''144

This is a circuit that you wouldn't have come across before, but it's not that hard. Corner 1 is one long, easy left-hander. Keep wide for corner 2 and take a straight line through it. Be ready to hold left straight after the corner – the left-hand bend is deceptively sharp. Keep wide for corner 3 – you can take it at full speed. Cut into corner 4 and tap the hand brake halfway through. One tap should be enough to get you round it. Stay wide for

the final corner. Cut into to it and keep holding left until you're through it.

Winning the First Seat on this track will allow you to enter the Works Cup with the AZ-1. Once again, the track is the Great Rock Road. The AZ-1 has got a bit more grunt than the Toppo, as it has rear wheel drive. This makes the front end of the car dance about a bit, so take care not to over steer. Go easy on corners 2 and 4. It would be wise to lay off the gas for them.

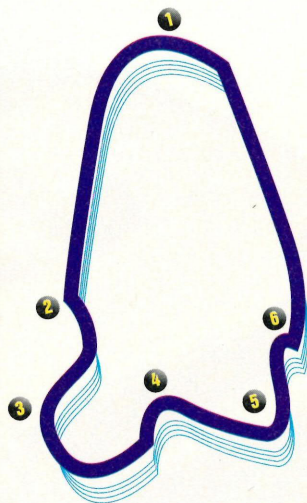
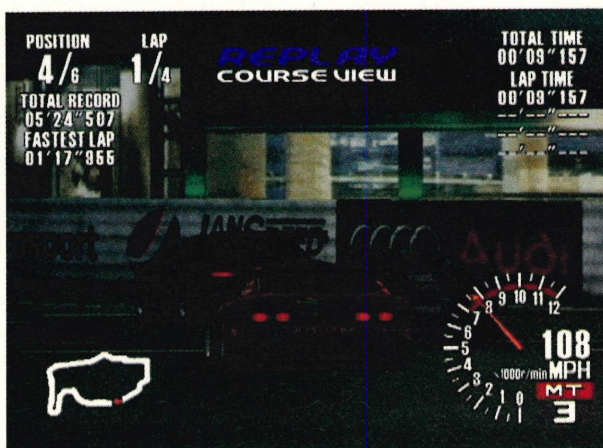
Your prize for coming first is the Works AZ-1.





# players' guide

continued &gt;



## A Class

### Recommendation 1

**Car:** TRD  
**Track:** Snowy Mountain  
**Time To Beat:** 0'59'879

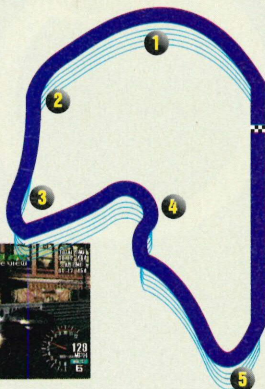
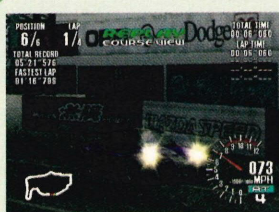
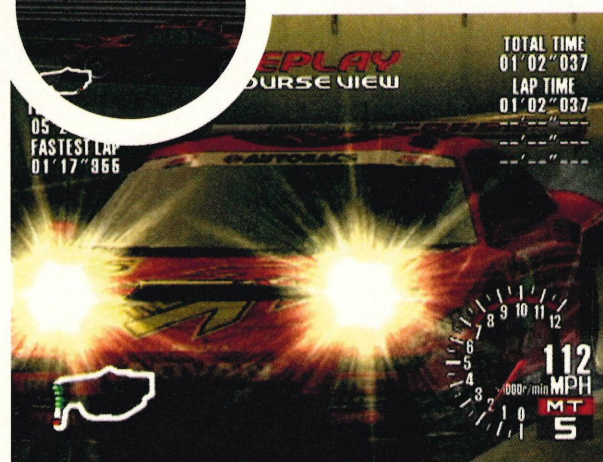
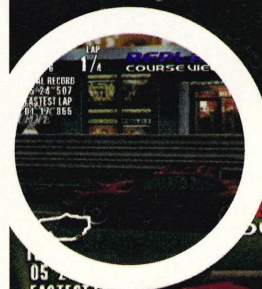
This is quite a simple time to beat. The MR2 GT tends to over steer, and the icy surface won't help matters. Once you come out of the tunnel in corner 3, slow down a bit, otherwise the car is likely to spin out. The same can be said for corners 4 and 5. It's worth losing speed to get

round these corners. As long as you take it easy, you'll comfortably beat the time.

Winning the first seat on this track will allow you to enter the Works Cup with the MR2. This race will take place on the Night Section A track, over four laps. Your car is powerful enough to outrun any of the other cars, but it's a bit of a nightmare to handle. The sheer speed of this car mixed in with its hardened suspension, means that every little bump is a potential problem. You will need to be

paying attention for every second of the race. Only ever put your foot down when you are on a straight, or around corner 16. Take your finger off the accelerator completely for all the other corners. You won't lose too much speed, and you should be miles ahead of the opposition anyway. If you make more than one or two bad mistakes, the second place car will catch up with you, so just take it easy.

Your prize for coming first is the fantastic Works Momocorse Apex MR2.



### Recommendation 2

**Car:** Mazda Speed  
**Track:** Solid Circuit Reverse  
**Time To Beat:** 1'10'281

The first corner that you'll approach will be corner 5. This starts off as a gradual curve, but suddenly becomes a sharp right-hander. The trick is to take it fairly wide, but don't cut into the corner at it's first stage. Turn when you see the second stage of the corner. You should aim to just miss the inside barrier. The corner that lies between 5 and 4 is not normally a problem, but in reverse it is. Take it wide and keep pushing right in order to position yourself for corner 4. You won't have any time to get ready for corner 4, you'll have to turn straight into it. If you manage to position yourself wide enough, you'll be able to make it round at full speed, otherwise you'll have to handbrake it. Hand-braking will lose you valuable

tenths of a second, so you'd better get the corner right.

Winning the first seat on this course will allow you to enter the Works Cup with the MX-5. This will take place on the Night Section A track. There is a slalom area on this course (1). Slow down approximately 150 metres before you get to it and let your car drift through them. Gently apply the gas as you leave it. The

best way to take 3, 6 and 7 is to slow down a touch, then press accelerate and handbrake together (only hold the handbrake for a split second). This will send the car into a controllable slide, making the corners a much more simple affair. Corners 4, 5, 8, 9 and 10 can be taken at full speed.

Your prize for coming first this time will be the Works MX-5 C-spec.







# SA Class

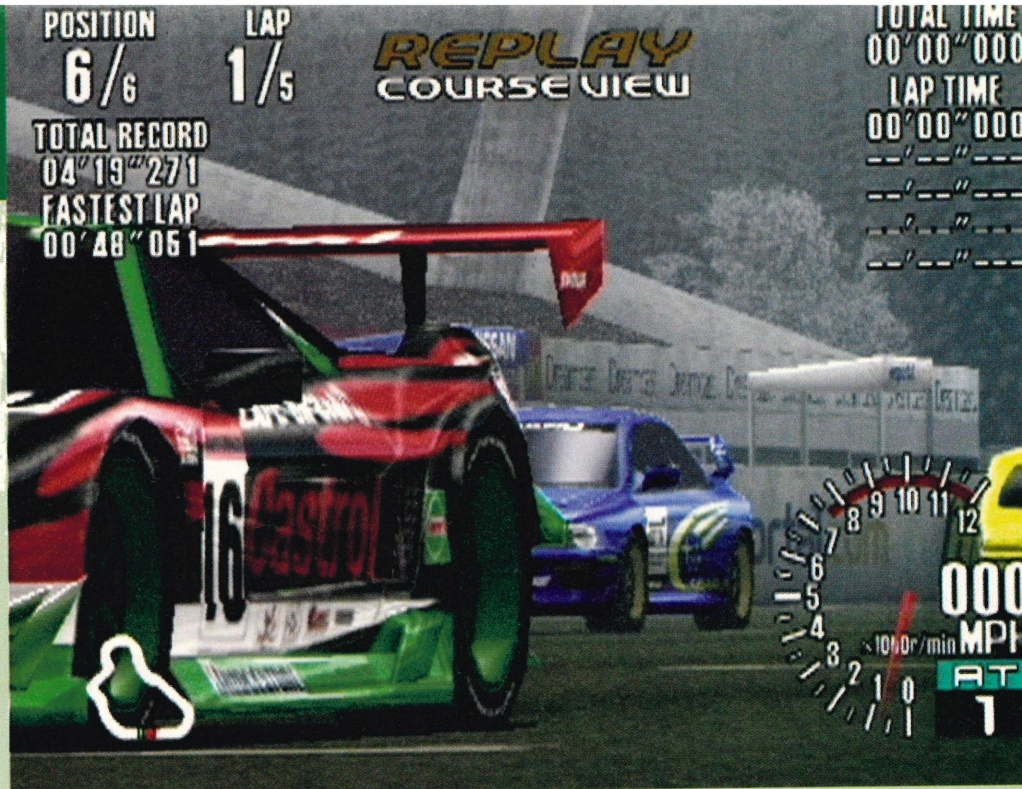
## Recommendation 1

Car: STI  
Track: Snowy Mountain Reverse  
Time To Beat: 0'57"130

The only corners that will cause a problem are 5 and 1. Keep left as you approach 5 and cut into it as early as you can. Clip the inside strip – you should be able to take it at full speed. Corner 1 comes straight after the tunnel. Keep left in the tunnel and hold right to take the corner in one go. Take the other corners without skidding too much, and you'll get the time.

Winning first seat on this track will allow you to enter the Works Cup with the

Impreza. The Works version has got some serious power under the bonnet. If you do this correctly, you'll be miles ahead of the competition when you cross the finishing line. This race will take place on the same track as the Driver's Test. Firstly, and most importantly, never go above 150mph (apart from the home straight). If you're going any faster, you won't be able to take any of the corners. When you get to this speed, release the accelerator. Release the accelerator through all of the corners, apart from the long bends (corners 1 & 6). It may seem like you're going really slowly – just look at the speedometer to convince yourself otherwise.

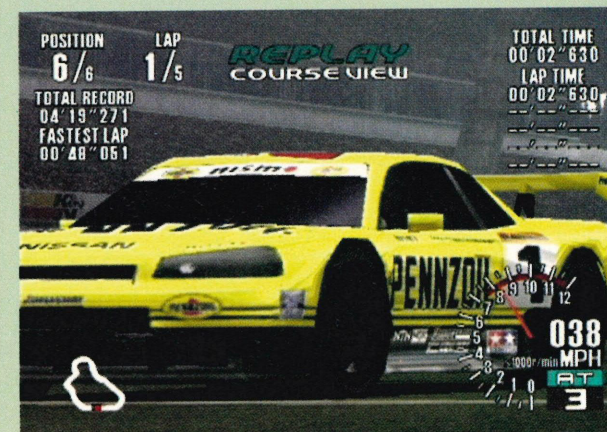


Your prize for coming first will be the Works Impreza 22B-STi.



## Recommendation 2

The STI trial is the only easy trial. All the rest are very hard, and not worth trying unless you want to win that car.



continued >



# players' guide

## Factory Licences

➤ In order to open up the higher classes in the Carrozzeria mode, you'll need to pass the Factory Licences. Here's how to do them:

### B CLASS LICENCE

Go to your garage and select the Razza (you would have used this car for the E Class Special Car. Take it to the Tuner's and upgrade the Turbo, Muffler and Tyres to stage 3. All of the trials can be completed in AT.

#### Trial 1

Get a good start (see the 'GT Tips' box at the start of the guide) and approach the bend at full speed. Keep right and steer left at full speed until you're out of the corner. Take a straight line through the shallow turn.

#### Trial 2

Get a good start and pull a sharp right-hander as early as you can. This will carry you around the sharp turn. Hug the inside barrier for the next turn and keep going.

#### Trial 3

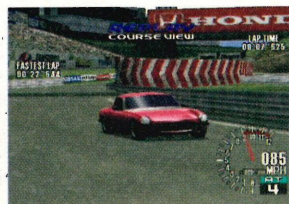
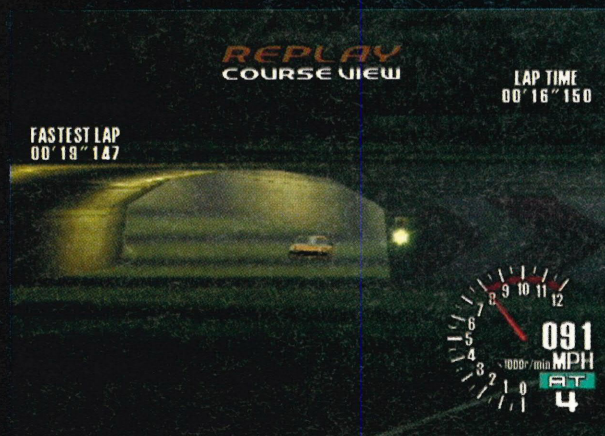
Keep on the inside for the first corner and stay in the centre for the main corner. You won't be able to take this corner in one go. Instead, watch the barrier and keep adjusting so that you are hugging it all the way.

#### Trial 4

Get a good start, and position yourself in the centre of the track. The left-hander is a fairly leisurely turn – you should be able to follow the inside barrier without sliding too much.

#### Trial 5

This is probably the simplest of them all. Keep on the inside for the first corner, drive through the tunnel and out of the other side.



### A CLASS LICENCE

#### Trial 1

This is exactly the same as Trial 3 in the B Class trials, except the time is slightly longer.

#### Trial 2

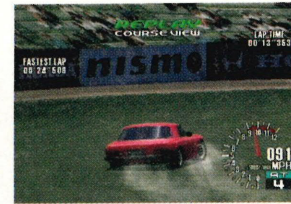
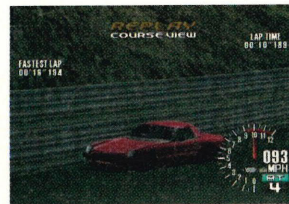
Go wide and cut into the right-hander. Quickly position yourself wide for the next corner and take it early.

#### Trial 3

Hug the left-hand side of the tunnel until you get to the U-bend. Cut into the corner – you'll have to keep adjusting, as the curve is not constant. There is no need to use the handbrake or slow down.

#### Trial 4

The first right-hander is a medium bend. Keep on the inside. Take as straight a line



as possible through the next section, and position yourself wide for the final bend. A hard left will take you through this bend in one go.



### SA CLASS

#### Trial 1

This is very similar to B Class Trial 2. The only difference is that there is a small right-left section at the start. Treat it in the same way as before.

#### Trial 2

This is very similar to the A Class Trial 2. Your run up is slightly longer – this extra speed affects the second corner. Don't turn all the way round it. You want to be sliding as little as possible, so pull out of the turn as early as possible.

The next three trials will require a different car. This is the car we used:

2000, In-Line 6, Mid, 4WD, Elnica. This car was then tuned up to Stage 2 on the Engine, Muffler and Tyres.

#### Trial 3

Drive at full speed up the straight. Keep right and turn as early as you can. As you start to turn, release the accelerator completely. You will need to use accelerate + handbrake to get round the final part of the corner.

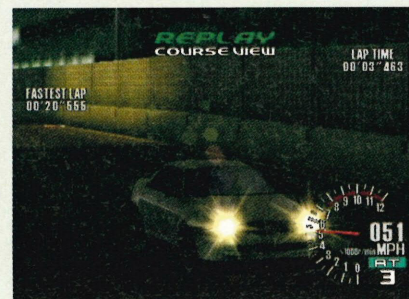


#### Trial 4

Position yourself in the centre of the track and cut into the corner. Stay on the inside and drive at full speed, through the tunnel, and on to the finish line.

#### Trial 5

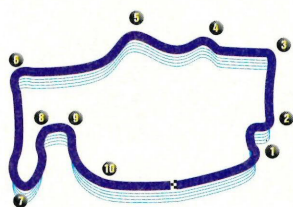
Drive down the straight and position yourself on the yellow markings. Cut into the corner and tap the handbrake (halfway through) to pull the car round. Drive at full speed to the finish line.





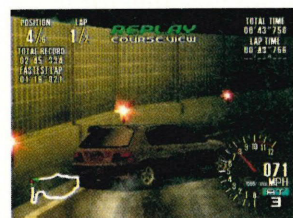
## Make Some New Cars!

> Now that you've passed all the Factory tests, you will be able to make all types of cars in the Carrozzzeria. First of all, you should build a B Class car so that you can take part in the B class Special Cup. This is the car that we used; 1600, In-Line 4, NA, Mid, Rear, Lyell. This car was then tuned up to Stage 2 Engine, Muffler and Tyres.

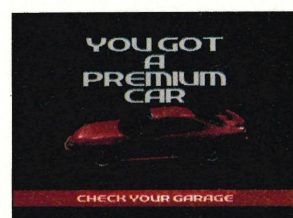


## B Class Special Cup

This is a very hard race. Corners 8 and 9 are hard to get around without hitting the barriers. You're better off using the other cars to bounce off. Use the accelerate + handbrake technique to get around 6 and 7. You can get around 3 by handbraking, but you are better off turning normally and bouncing off the barrier.



This car likes to over-steer at low speeds, so be very careful when you are turning. **Prize: 10,000 credits, Silvia spec-R AERO (S15).**

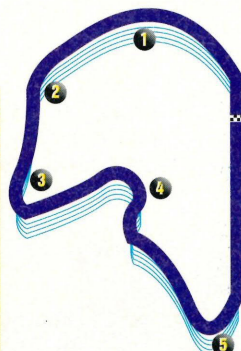
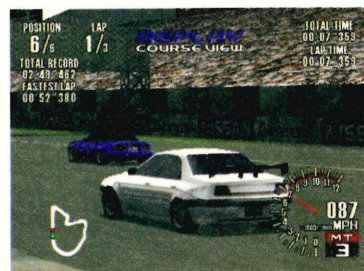


## A Class Cup

> Now it's time to enter the A Class! Go to your garage and select the Elnica. This cup consists of five tracks – you'll get 10,000 credits for each race that you win!

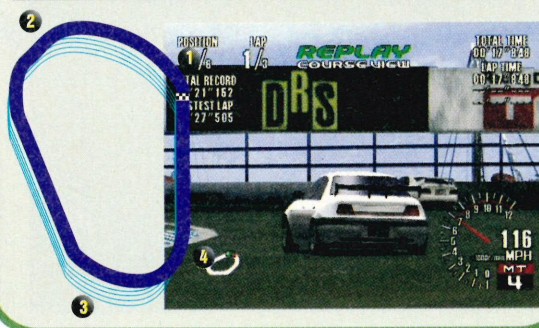
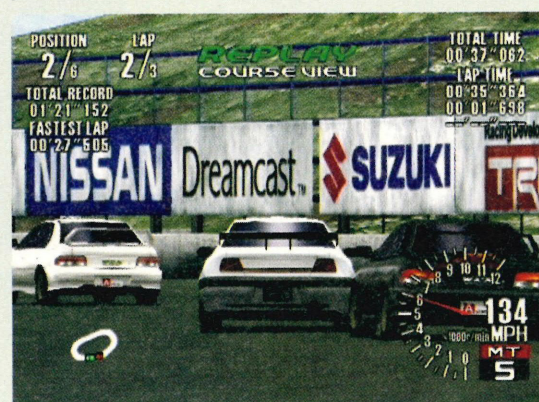
### ROUND 1 SOLID CIRCUIT

Take corner 1 on the inside and keep driving as fast as you can until you reach the run-up to corner 3. As soon as you start turning, release the accelerator. Take it wide and very early – your momentum causes you to drift out a fair way. Use the same technique for corner 4. In the second half of corner 4, you will need to tap the handbrake to get round. Take Corner 5 in the same way as you took Corner 3.



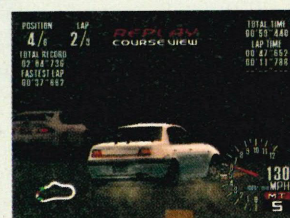
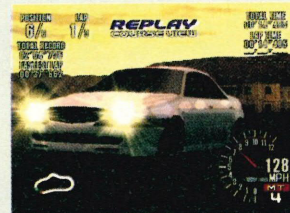
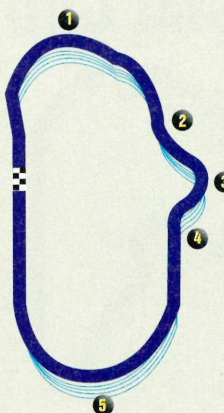
### ROUND 2 SKY PEAK TRACK

This is a really simple race, but you may have to ease off on the gas for corners 2 and 3. Taking them at full speed will make your car spin out. Be very wary of the two Imprezas. They drive very aggressively and will ram you off the track at any opportunity.



### ROUND 3 DEEP ROCK ROAD

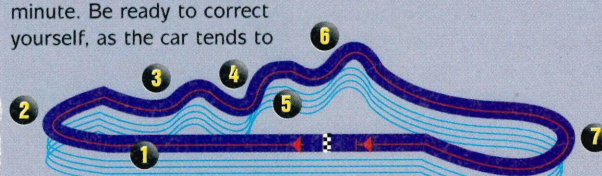
This whole track can be taken at full speed. Corner 1 can be taken on the inside. Stay on the left for corner 2 and go wide for corner 3. Corner 4 is hardly a corner at all. Corner 5 is identical to corner 1.



### ROUND 4 SKY PEAK HILL

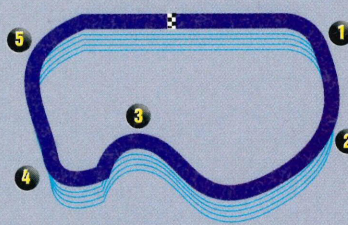
So you thought that it was all getting a bit easy? That's about to change. This track is really hard unless you do it the right way. The computer will always beat you out of corner 7, no matter how well you take it. Therefore, you need to be far enough ahead to allow for this. The only sure-fire way to win, is if you get into pole position before corner 7 on lap one. It is possible to get into pole position by corner 4. The key is in taking corner 2 correctly. On the first lap, keep cutting into it – you may need to tap the handbrake at the last minute. Be ready to correct yourself, as the car tends to

over-steer on the cobbles. You will need to handbrake around corners 4, 5 and 6. The surface promotes extensive drifting, and the handbrake ensures that you are going in the right direction. Corner 7 should be taken by steering hard to the right, then handbraking at the last minute. Drop into 3rd gear to pull away at a decent rate.



### ROUND 5 NIGHT GROUND

Drive as fast as you can around corners 1 and 2, and hug the inside barrier. As you approach corner 3, release the accelerator and don't re-apply it until you can see the start of corner 4.



## Prize Car

**Prize: 50,000 credits**  
If you manage to come first on all of the tracks, you win the MX-5 A-spec.

continued >



# players' guide

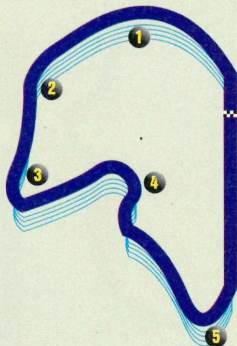
continued &gt;

## A Class Special Cup

> This race takes place on the Solid Circuit Reverse track. Your car is very powerful, so you won't have any problems with winning. It would be nice if you could win in style though!

Approach corner 5 on the left-hand side of the track, so that you are just clipping the grassy verge. Cut into it and hold the handbrake down for half a second. Go wide and cut into corner 4. You'll need to tap the handbrake to get around corner 3. Corners 2 and 1 are simple, inside barrier-hugging affairs.

Prize: 15,000 credits, Fairlady Z Version S Twin Turbo 2 Seater (CZ32).



## SA Class Cup

> For this cup, we have chosen to use the Works Impreza 22B STi. It cannot be upgraded, but it is already more than powerful enough to take on any opponents. There are six courses in this cup, and every one is extremely difficult. You will receive 20,000 credits for winning each race.

### ROUND 1 NIGHT SECTION A

Sometimes, as in this case, taking the corners as best you can, isn't the best option. For the slalom (1), it's best to get into 6th gear, turn as much as you can, and use the barriers to ricochet the car in the right direction. This will put you in the top three straight away. As you start bouncing, release the accelerator. Don't re-apply it until you are back in control. Other corners should be taken using the accelerate + handbrake technique. Use this before you get to the corner, as the amount of drift that this car has is unbelievable. Unlike other cars, the Works Impreza doesn't like scraping walls. After a second of



scraping, it will slow to a halt. Use the car's weight to get you to the front – once you're there, take it easy and don't take any risks.

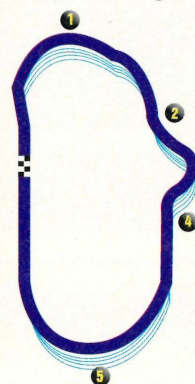


### ROUND 2 DEEP ROCK ROAD

There will be a few collisions at the start of the race, so be ready to steer round the problem area. Getting stuck in this ruckus can stuff up your chances of winning. Once you're ahead, you won't have any problems. You can take every corner at full speed, but your car will be right on the edge of losing its grip. If you start going too fast, ie above 150mph, slow down a bit – spinning out at

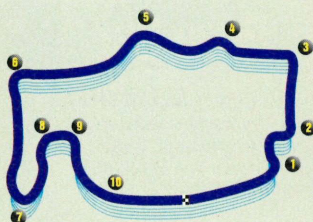
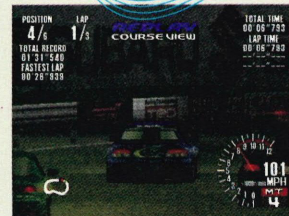
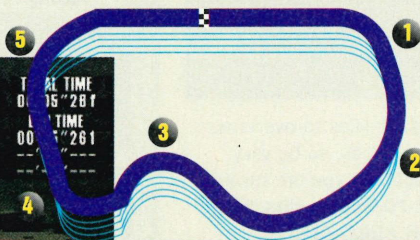


this speed will mean game over. The trick to this course is staying in 5th gear. You'll go faster and will retain more control than in 6th gear.



### ROUND 3 NIGHT GROUND

As long as you don't get stuck in traffic at the start of the race, you shouldn't have any problems with this course. Ease up on the gas at the end of corner 1, otherwise you'll find yourself in the gravel pit. Release the accelerator around corner 3. Stay on the inside barrier for the other corners. If you find yourself in a situation where a car is in your way, slow down, and wait for a decent opportunity to overtake. If you hit the car in front, it may ruin your race.

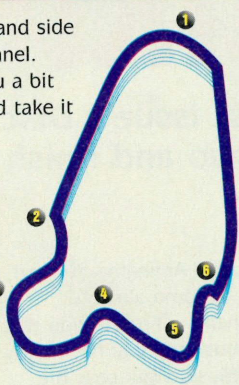




## ROUND 4 SNOWY MOUNTAIN

You already know that you have to be very careful on this one. As well as the course, you'll have to be wary of the opposition. They tend to slow down quite suddenly – if you go into the back of them at speed, you'll completely lose control. Take it easy for the first lap. Once you're ahead of the pack, you can show off a bit.

Corner 1 can be taken at full speed, but keep cutting into it. Remember that you will drift to the right-hand side of the track, so consider this when lining yourself up for the tunnel. Corner 3 is quite icy – slow down a touch. This will also give you a bit more grip for corner 4. Release the accelerator for corner 5, and take it wide and early.



## Prize Car

**Prize:** 80,000 credits  
Chaser Tourer V Turbo  
TRD Sports.  
If you don't win all the races, you'll receive the GTO Twin Turbo MR.

## ROUND 6 NIGHT SECTION B

Be very careful when you're around other cars on this course. It's the final round and everybody wants a piece of the action. Whereas before you could go straight through the slalom (2) and bounce off the barriers, doing that now will send your car flying. Slow down for this corner. In fact, you'll need to slow down for all of the corners apart from 1, 3, 7 and 8.



## SA Class Special Cup

The final race of the Official Cup is full of awesome cars, and takes place on Sky Peak Hill Reverse. You'll need to get to the front of the pack by the first corner, otherwise you may as well start again. It's quite easy to do this – just go straight through the middle of the pack. Slow down for corner 7 and handbrake around the final part. Burn through the tunnel. When you see the end of the tunnel, release the accelerator. Press accelerate + handbrake to get around the left-hand barrier. Keep the car in 5th gear and gently use the handbrake to lie yourself up for the corners. Release the accelerator for corner 2 and press accelerate + handbrake as you reach the pinnacle of the turn.



## Prize Car

**Prize:** 20,000 credits  
Impreza 22B STi

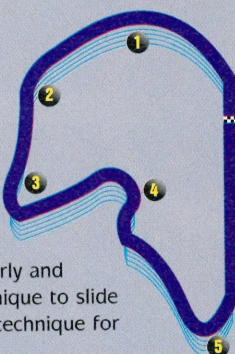
## Next Month

> Don't forget to grab the next issue of DREAMCAST SOLUTIONS to find out how to conquer the Event Race section of this top racer...



## ROUND 5 SOLID CIRCUIT

Corner 1 can be taken at full speed, but you'll have to be very careful. Keep tapping left as opposed to holding left, otherwise your car will begin to drift. Slow down as you approach corner 3, and gently apply the gas as you go through it. Release the accelerator for corner 4. Take it early and use the accelerator + handbrake technique to slide round the second part. Use the same technique for the final corner.



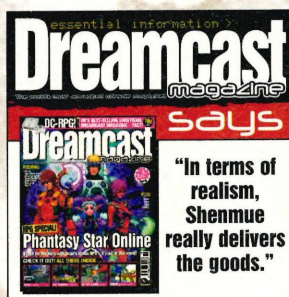


# walkthrough

## Shenmue Chapter 1: Yokosuka

PART 2

The epic adventure continues. After last issue's Disc 1 starter, we tuck into the remaining two and finish off this feast of a game. Burp!



**Publisher** Sega  
**Developer** CRI  
**Origin** Japan  
**Price** £39.99  
**Genre** RPG  
**Released** Out Now



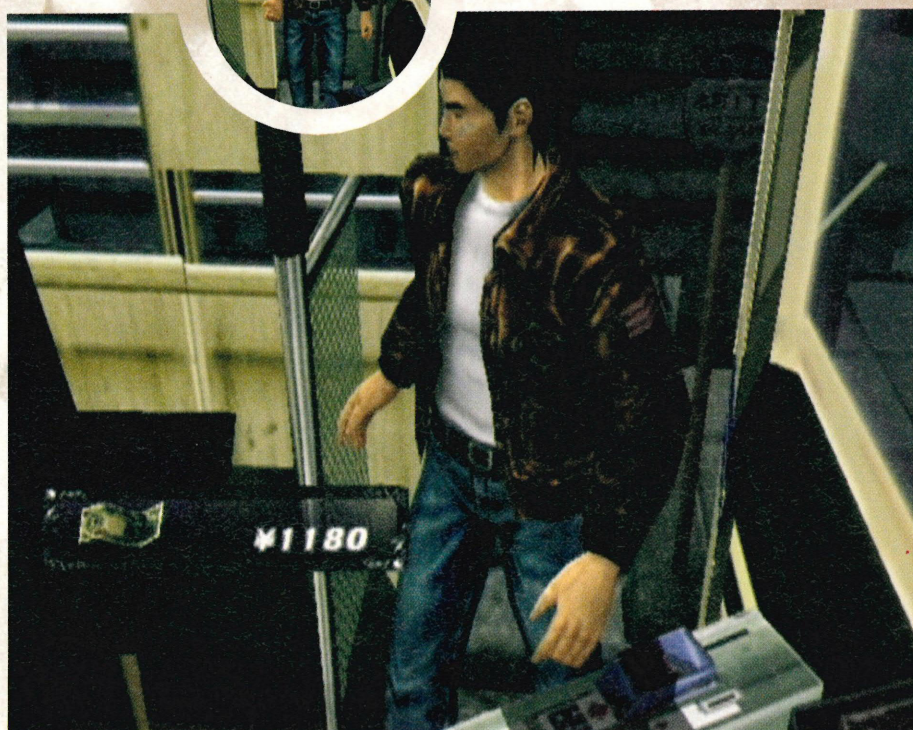
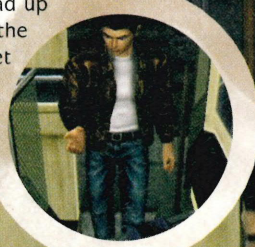
### Dobuita: Catch The Bus

Nozomi will meet you in Sakuragaoka Park. Once there, she tells you how she feels about you. Being the shy mummy's boy that you are, you don't say much and she runs off. Some sleep will probably do you some good about now.

Wake up and save. Head for the Kiosk in Dobuita. On your way, talk to Nozomi at the Florists. Go to the Kiosk and talk to the old lady. She's so old that she's got whiskers – don't let this put you off as you have to talk to her. Look at the Telephone Directory and find out which town area code 61 is used for. The code is

used for Amihama. Go and talk to Tomu about Amihama – he tells you that the bus stop you need is by the Kiosk. Walk past the Kiosk and you'll be able to walk up to the bus stop. The buses come on the hour and every half hour, so you won't have to wait long. Get on the bus, pay your fare and, when the relevant screen comes up, save your game.

You'll need to load up Disc 2 and choose the Start File slot to get to the next part of the game.

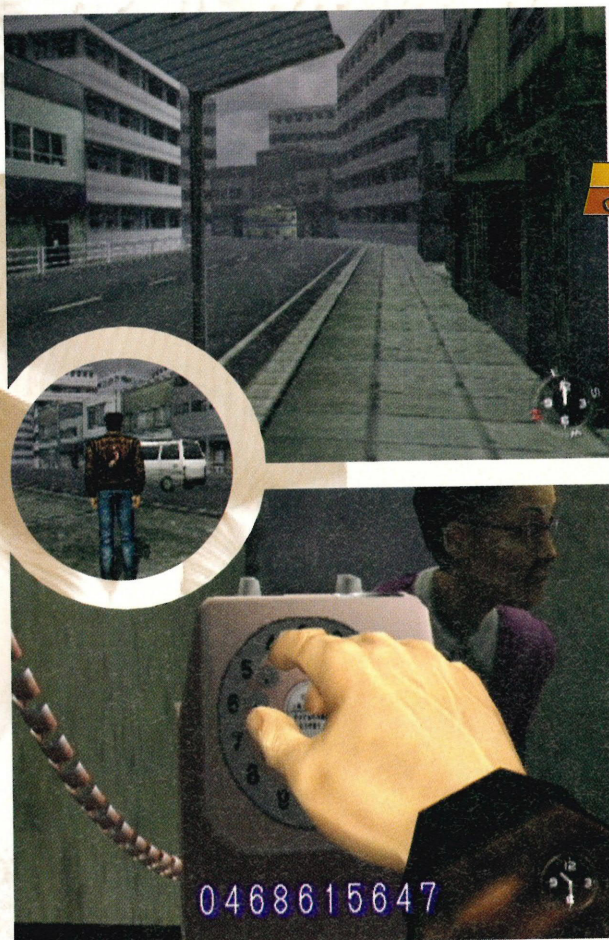


### CONTROLS

As always, the controls are crucial. Forget these at your peril...

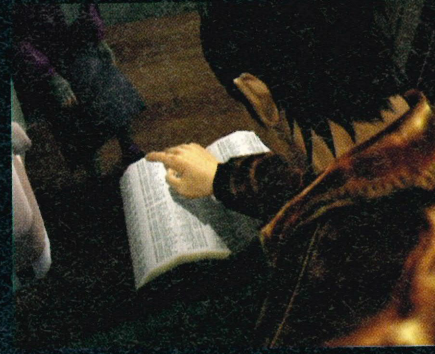
- Lets you look around.
- Action button/select
- Deselect/return
- Notepad
- Inventory
- Run
- Look at something
- Pause
- Move your character





## Essentials

- Nozomi:** Listen to what Nozomi has to say to you in the park.
- Florists:** Before you go to the Kiosk, talk to Nozomi again at the Florists.
- Old Lady:** Speak to the old lady at the Kiosk.
- Telephone Directory:** Search the Kiosk's directory for the location of area code 61.
- Tomu:** Ask Tomu about how to get to Amihama.
- Bus Stop:** Get the bus from the bus stop just past the Kiosk.



continued >



# walkthrough

continued >

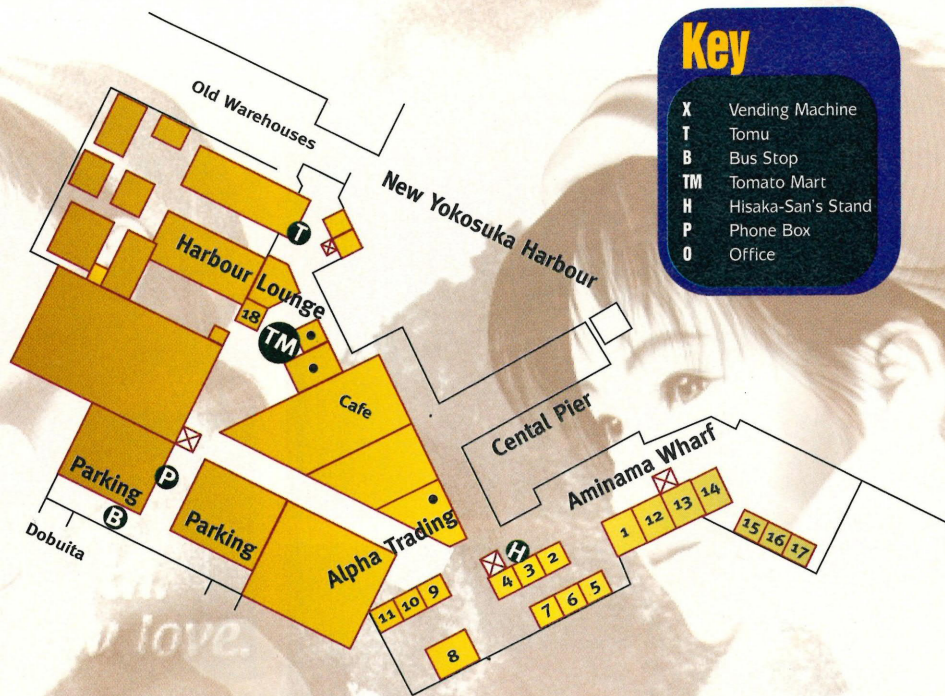
## New Yokosuka Harbour: Warehouse No 8

Now that you're off the bus, turn left and walk past the car parks. As you approach the security guard, you'll go into a cut-scene where Goro and one of the thugs from before are mugging a young boy. It seems amazing that the security guard behind you is completely oblivious to what's going on! Goro's accomplice backs off as soon as he sees you, and Goro would be wise to listen to his advice. Sadly it looks like you'll have to show them all over again. Hit the right buttons and kick them into touch. Goro will tell you the whereabouts of Warehouse No 8, by simply pointing at it.

Head for Amihama Wharf, but instead of going to

Warehouse No 8, go to No 14. Here you will see a cut-scene involving an old man being thrown out of the warehouse. He asks you for a warm drink. You may not have noticed before, but the vending machines also sell hot drinks. Underneath the row of soft drinks are two slots for Coffee. Buy the old man a coffee and chat to him. It's good that you've made friends with him – he knows the ins and outs of the harbour and will be useful later on.

Okay, it's time to get into the notorious Warehouse No 8! When you try to go in through the front entrance, the guard will tell you to get lost. Head round the back and use the crate to get up to the window. See the 'Into The Warehouse' box for more information.



## Essentials

**Goro:**

Fight Goro near the parking area and get him to tell you where Warehouse No 8 is. Go to Warehouse No 14 and buy the old man a coffee.

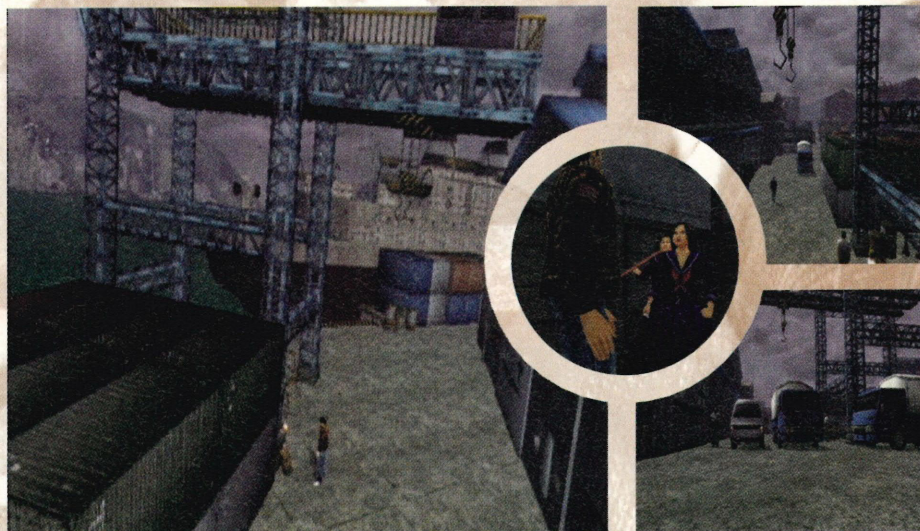
**No 14:**

**Warehouse**

**No 8:**

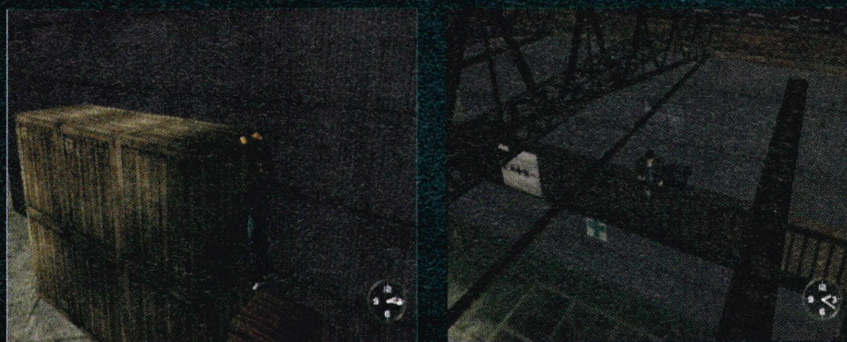
**Crate:**

Try to get in through the front entrance. Go to the back of the warehouse and use the crate to get up to the window.



## Into The Warehouse

Nearly all the warehouses are guarded – there's no way that you'll be able to get in by regular means. Go round the back and push the small crate up against the large containers. Climb up to the top and crawl in through the open window!





## Another Warehouse No 8?

Have a wander around the upper walkway of the warehouse. Eventually you'll hear two workers talking. They mention that there is another Warehouse No 8 in the old warehouse section. That's all the information that you need from this place. Jump out of the window and make your way to the ground. One person who's always a good source of information is Tomu. Luckily for you, he has moved his Hot Dog stand to the harbour – he must like the fresh air or something. His stand can be found just around the corner from Warehouse No 18. Have a chat with him and he'll tell you that someone called Hisaki-san may be able to help. Turn right and walk

through the narrow gap between the buildings. Try to go through the gate – the guard will stop you and Ryo will suggest going back when it's dark.

The old man from before will be sat down by the side of the Harbour Lounge. Speak to him – he tells you where the old section of the harbour is. Now it's time to go and find that person Tomu was talking about. Hisaka-san's stand is outside Warehouse No 3. As you approach the stand, you'll go into a cut-scene. Mai is getting a bit on the mouthy side – she's been hanging around with the wrong people and Hisaka-san is worried about her. Agree to help her find Mai. See the 'Finding Mai' box for more details on this.

After you've helped Mai, report back to Hisaka just to

let her know that Mai is alright. Hisaka will ask you to help her deliver some food to a warehouse. This part isn't essential to the game. Hisaka may have left by the time you've returned from finding Mai – don't worry about it as you can go straight on to the next section. As long as it is 7pm or later, go to the Old Warehouse area. This is the area that you visited earlier – Ryo suggested coming back later. The guard is reading in his office and the gate is open. Sneak in and crawl under the window sill. When the phone rings, Ryo will jump and hit his head on the sill, knocking the torch over. In a very brief QTE, Ryo will dive for the torch. If you don't catch it, it'll make a loud noise and the guard will be alerted. This will lose you an entire day!

## Essentials

### Two Workers:

Listen in on the workers' conversation in Warehouse No 8.

### Tomu:

Talk to Tomu at his Hot Dog stand.

### Going Back:

Go to the Old Warehouse area and get turned away by the guard.

### Old Man:

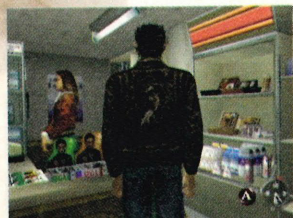
The old man that you spoke to earlier is sitting by the Harbour Lounge. Talk to him.

### Hisaka-san:

Help her find Mai. She's hanging around with some wannabe thugs.

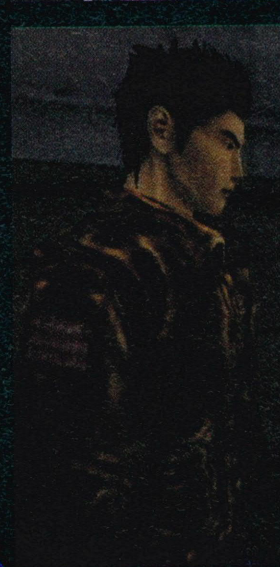
### Old Warehouse area:

Go to the Old Warehouse gate and get past the guard.



## Finding Mai

Mai can be found standing outside Warehouse No 17 with the two trouble-makers. The girls that she is with obviously want to be thugs – they're certainly rough enough for the part! When you try to take Mai home, they'll stand up and try to attack you. Now, you're not supposed to hit women and, being traditional, Ryo won't attack them. Instead, as part of QTE, he'll turn their moves against them and knock them to the floor. Mai will look quite distressed at the end of it all, but she still hasn't learnt her lesson. She seems to think that her 'friends' will look after her, but the truth is that they will drop her in an instant.





# walkthrough

continued >

## Metal Gear Ryo!

If any of you have ever played *Metal Gear Solid*, you'll be right at home here. The only difference is that you can't kill the guards. The Old Warehouse buildings are heavily guarded. You need to get to the far side of the area without alerting the guards – you can do this by using the A button to hide behind walls, crates and barrels. If a guard sees you, it's not necessarily all over. It is possible to outrun a guard, but the chances of

you running straight into another one are very high.

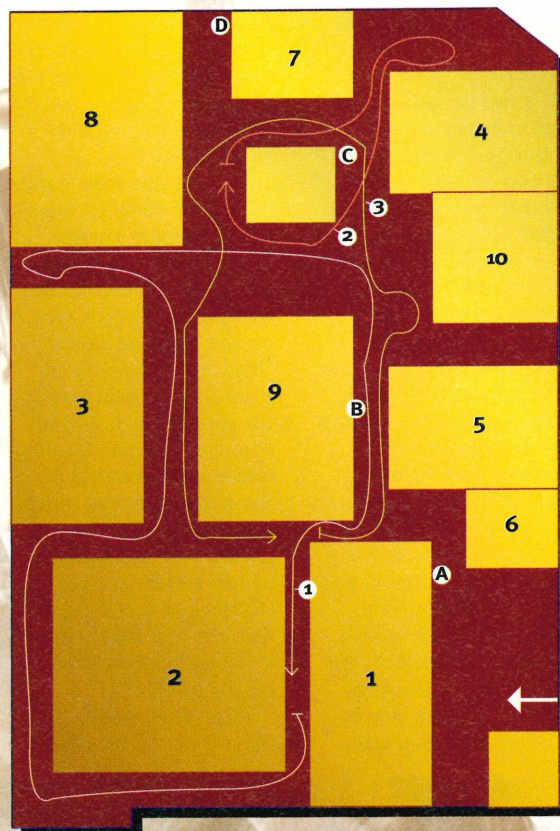
You start at point A. Wait for Guard 1 to start walking away from you, then quickly run over to point B and crouch down. Wait for Guard 2 to head left, then run to point C. You have to be very quick on this last bit. From here you need to go straight to the doorway to Warehouse No.8. However, Guard 2 will be rounding the corner as Guard 3 goes out of sight. Just keep running and make sure you don't overshoot the door!

Once you have familiarised yourself with the patterns of the guards, this should be a breeze, but it may take you a couple of goes. Each time you get caught you'll lose a whole day.

If you haven't succeeded after a couple of days, the old man will give you a map of the area. Keep failing and he'll eventually mark out the guard patterns and the location of Warehouse No.8 for you. If you still can't do it, he'll probably kick you.

Once you're inside the warehouse, search the shelves for a white plate. When you pick it up, someone will call out. Ryo drops the plate in shock and it smashes on the floor. A man in a suit appears and challenges you. Before you can start fighting, Master Chen appears at the top of the stairway and introduces himself. He explains that there is in fact another Phoenix Mirror and that it is in Ryo's house somewhere. He also reveals the name of Iwao-san's murderer. Lan Di is the leader of an organisation that goes by the name of Chi You Men.

It's getting late so go home and get some rest.



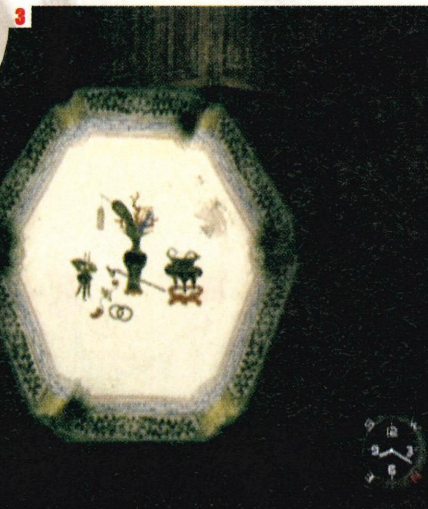
## Key

- < Doorway
- 1-10 Warehouse Number
- A RHO Position Reference
- 1,2,3 Guard Reference



[1] After a lot of sneaking about, you'll eventually get to meet Master Chen.

[2] Ryo in "... Is it 'coz I is black?" shocker. [3] Isn't this a beautiful plate? No? Well go ahead and smash it then. Go on, you know you want to!







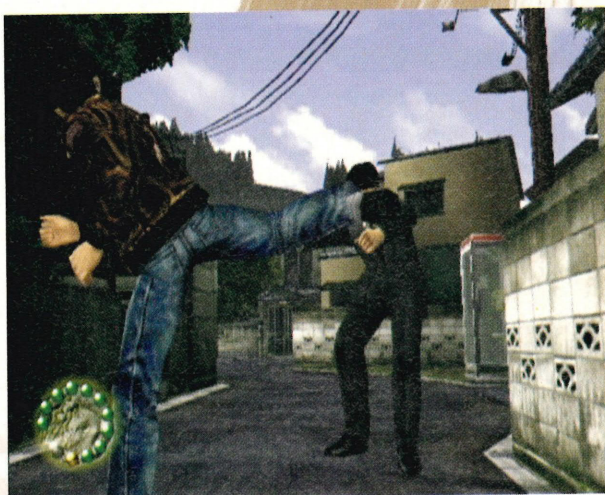
## Search For The Mirror

As soon as you wake up, go and talk to Ine-san in the kitchen. She tells you that Fuk-san has been looking for you. Go to the Dojo – Fuk-san is standing outside looking at the tree. He'll go on at you like he usually does. When he's finished, Ine-san comes outside and tells you that your father dropped something into the Antique Shop before he died. You know where to go.

As long as you have been looking after the kitten properly, you'll get a cut-scene when you go to the Temple. The kitten has grown and it can now get out of the box on its own. Nozomi appears behind you and talks to you. Yet again you'll manage to

muck it up! Make your way to Sakuragaoka. Master Chen's son, Kishou, challenges you again – this time the master is not here, so you'll have to fight him. It's not possible to win this Free Battle. Once he is suitably impressed, the battle will stop. He tends to be weak against kicks. If you throw him he'll simply fall feet up, so don't try it. Kishou decides that maybe you don't need a bodyguard – he seems to think you can look after yourself. How ironic then that the next thing you see is something that really should worry you: a strange creature called Chai is watching you from a rooftop. This is bad news! He overheard the whole conversation and now knows that the stolen mirror is not the real mirror. If he's working for Lan Di, you're in trouble.

At the entrance to Dobuita you see the wannabe thugs that were leading Mai astray. Have a word with them just to make sure that they're behaving themselves. Make your way to the Antique Shop and speak to the old man. After much talking, he gives you the Hazuki Family Sword Handguard – and we all thought that it was going to be the mirror! Head back to your house and talk to Fuk-san. Go inside and talk to Ine-san (she's probably in the Prayer Room). She looks at the item and tells you about the family crest that can be found in the Dojo. There are a couple of items in the house that you wouldn't have needed yet; you may as well pick them up now. Ine-san's drawer holds a Hazuki Family Photo and there's a key in a grey box in Iwao's room. You have to first open the drawer, then examine the grey box which is inside. The key inside is old and rusted – hopefully it still works. Now it's time to uncover the secrets of the Dojo!



## Essentials

**Ine-san:**  
**Fuk-san:**  
**Temple:**

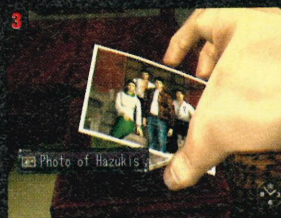
**Challenge:**

**Antique Shop:**

**Fuk-san (2):**  
**Prayer Room:**  
**Hazuki Family Photo:**

**Key:**

Talk to her in the kitchen. Find him outside the Dojo. The kitten has grown and Nozomi will talk to you. Kishou will challenge you to a Free Battle while Chai silently watches. Get the Hazuki Family Sword Handguard from the old man. Talk to Fuk-san while he is sweeping. Ask Ine-san about the item. Pick up the photo from Ine-san's room. Grab the key from your father's room.



[1] Master Chen's son isn't convinced about Ryo's inner strength, so he tests him every now and then. [2] You'll find this key tucked away in an old box somewhere. What could it be for? [3] It's a photo of Ryo's family. It has no purpose, just sentimental value.



continued >



# walkthrough

continued >

## Secrets Of The Dojo

First of all, there's a special item that you need to get. There's a banner in the room, which is too high to reach. Go over to the stool and use it to reach the banner. Pull it off the wall and take the item from the ledge. It's a Mysterious Scroll. Its use will become apparent later on in the game.

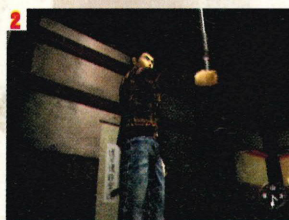
Use the key to open the long, narrow box on the other side of the room. Inside is a Katana blade. Go over to the banners on the wall. Upon removing the right-hand one, you'll notice a hole that

appears to be the right shape for a blade to fit into. Try putting the blade into the hole. It fits perfectly! Now remove the second banner. There's a circular pattern similar to the item that you received from the Antique Shop. Look at your inventory and select the Handguard. There will be a click sound as a catch inside the wall unlocks. Push the wall and a secret doorway will open. You find yourself in a dirty old room with a hole in the middle. Climb down the ladder into the basement. You need to get the torch out, otherwise Ryo

will simply climb back out again. Follow the bending corridor until you get to the main room. Walk around the room and use your matches to light the candles. If any candle-holders are empty, put a candle in and light it. Now you can switch off your torch. There are a few items to find in this room. As well as the matches, candles and photo of your father, there is a Stab Armour scroll and a White Leaf, which will fall out of a book. Most of the other drawers are full of useless junk. You may be able to pick them up and look at them, but they are of no use to you.

Examine the mirror in the corner – you'll notice a message on the blind side of the shelves. Turn around and read it. Look closely at the base of the shelves. It appears as if the shelves have been moved at some point, as there are scratch marks leading away from the feet. Get Ryo to drag the shelves back. Where the shelving was is a discoloured piece of wall. Maybe you can break through it? Grab the axe from the other side of the room and smash through the wall. The Handguard symbol is on a latch behind the wall. Open the latch to reveal a secret compartment containing a box. Open the box to find none other than the original Phoenix Mirror!

[1] The Phoenix Mirror! After all that hassle, it was right under your nose. [2] Ryo practises with a Katana blade. He's pretty skilled at that sort of thing. [3] To go down into the cellar you will need to have some matches. Light the candles in order to see what you're doing. Remember to blow them out though. You don't want to burn the place down!



## Essentials

### Mysterious Scroll:

Use the stool in the Dojo to reach behind the banner.

### Katana Blade:

Use the Mysterious Key to open the box in the Dojo.

### Hole:

Place the Katana Blade in the hole behind the banner.

### Handguard:

Place the Handguard in the imprint behind the banner.

### Matches:

Grab the matches.

### Candles:

Grab the candles.

### Photo Of Your Father:

Grab the photo.

### Stab Armour:

This will fall out of one of the books that you open.

### Drag The Shelves:

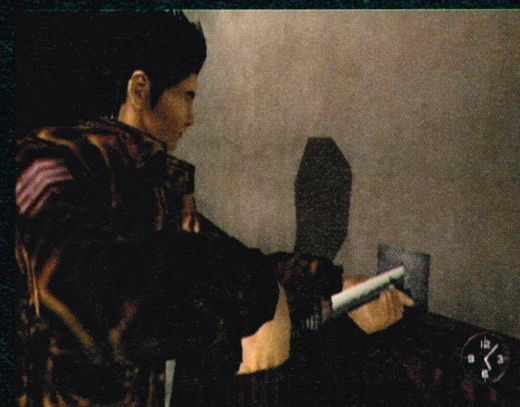
Move the shelves in the basement.

### Axe:

Break through the wall with the axe.

### Phoenix Mirror:

Retrieve the Phoenix Mirror.





## Back To Master Chen

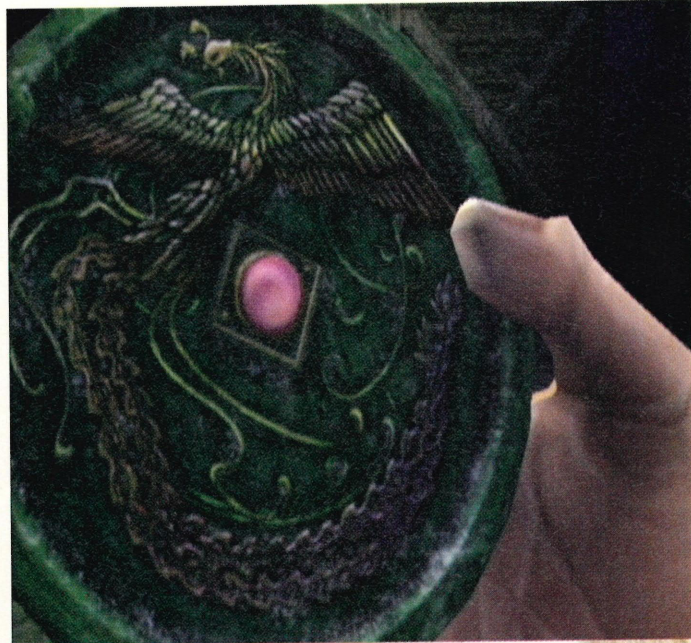
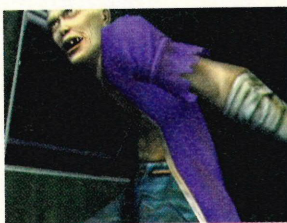
You need to tell Master Chen about your discovery, but it's probably far too late to go to New Yokosuka, so go to bed. When you wake up in the morning, ring him on 0468 615647. He tells you to come and see him. Make your way through Yamanose and look in on the kitten on the way. Head for the bus stop in Dobuita and ride the bus to New Yokosuka Harbour. Pay a fleeting visit to your friends (the old man and Hisaka-san) just in case they have anything new to say. Then head for the Old Warehouse buildings and talk to the guard on the gate. He lets you through – you're able to walk openly to the warehouse without worrying about the

guards. When you get there, Master Chen talks to you at length about the mirror and Lan Di. It turns out that the master's arch enemies, the Mad Angels, are closely connected to Lan Di's organisation. Apparently, Lan Di has already left for Hong Kong.

Suddenly, in the middle of the conversation, Chai dives down from the rafters and grabs the mirror – he must have been watching you the whole time! Chai is extremely fast. Before you know it he's back up at the top of the warehouse. For a couple of seconds, he hesitates and sits smiling on a lift mechanism: now is your chance to stop him. As part of a QTE, dive over to the lift control-panel

and hit the switch. The lift will jerk sideways, causing Chai to lose his balance and drop the mirror. Realising his mistake, Chai leaps to a nearby window and disappears. Ryo recovers the mirror and continues to talk to Master Chen.

You'll automatically be taken back to Ryo's house where you'll speak to Fuk-san. The task has taken you all day and it's now time to go to bed.



## Chai Strikes!

You already know that Chai is very good at keeping himself out of sight. Now you're about to find out just how fast he is. He is so quick that his movements are all blurred. He can also jump ridiculously high, enabling him to get out of tough spots in the blink of an eye. God help you if you ever have to fight against him!



## Essentials

### Ring Him:

Ring Master Chen to arrange to see him.

### Ride The Bus:

Catch the bus to NYH.

### Talk To The Guard:

Let the guard at the Old Warehouse buildings know who you are.

### Master Chen:

Speak to Master Chen.

### Hit The Switch:

Hit the lift switch to stop Chai.

### Fuk-san:

Speak to Fuk-san back at the house.



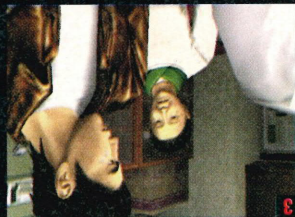
continued >



## Essentials

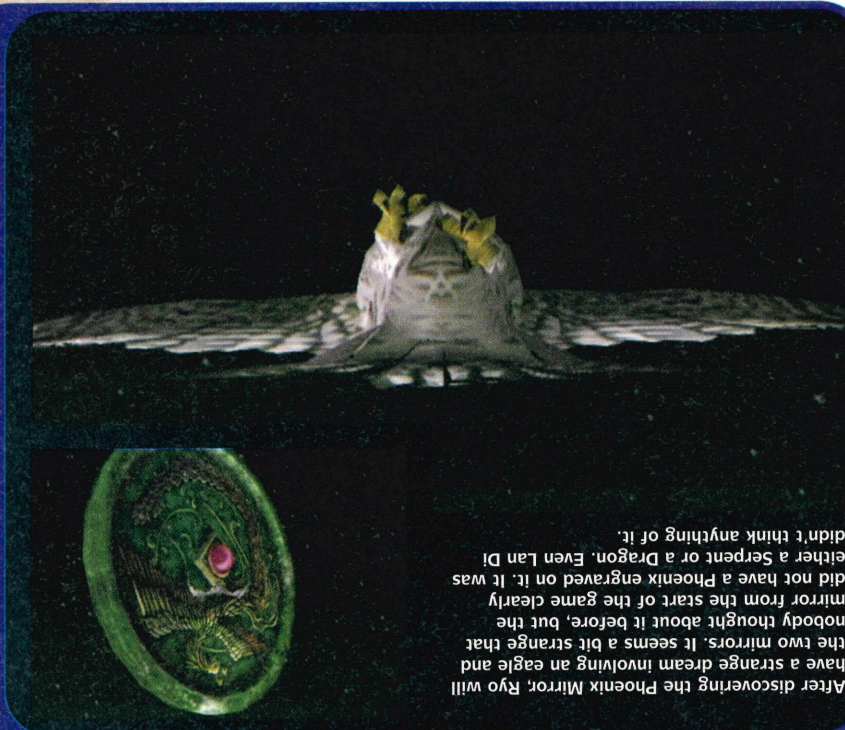
**Fuk-san:**  
Talk to him in his room.  
**Ine-san:**  
Talk to her in the kitchen.  
**World Tour:**  
Get a pamphlet on travel fares.  
**Asia Travel:**  
Get a pamphlet on travel fares.  
**Piggy Bank:**  
Go back to Fuk-san and get 40,000 Yen from him.  
**Nozomi:**  
Talk to Nozomi about alternative transport.  
**New Ticket:**  
69,000 Yen:

Go back to Asia Travel and arrange for a new ticket to be sent through.



**[1] The woman in the Asia Travel shop is really arrogant. Just smile and turn around — she's not worth bothering with. [2] Jimmy's off. [3] Fuk-san goes and opens his big mouth...**

## Ryo's Dream



After discovering the Phoenix Mirror, Ryo will have a strange dream involving an eagle and the two mirrors. It seems a bit strange that nobody thought about it before, but the mirror from the start of the game clearly did not have a Phoenix engraved on it. It was either a Serpent or a Dragon. Even Lan Di didn't think anything of it.

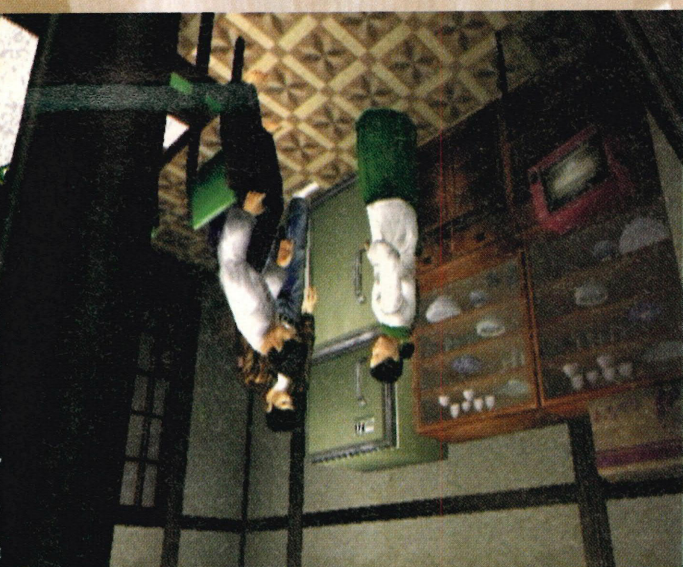
## A Ticket To Ride

During the night, Ryo has a dream. When you wake up, go and see Fuk-san in his room. Talk to him about getting to Hong Kong. Both of you will move through to the kitchen and talk to Ine-san. You need to be subtle with her as she's bound to get worried. Actually, you won't even get the chance as old big-mouth butts in and blurs out the whole story! She gets upset and leaves the room. It looks like you're going to have to do this on your own.

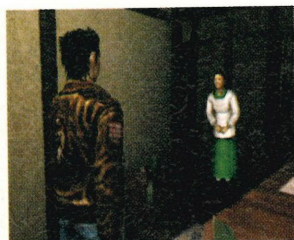
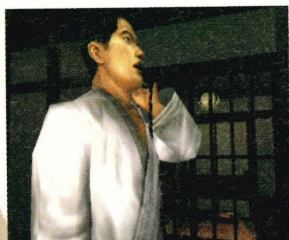
Go to Dobuta — stop off at the Temple on the way and check up on the kitten. She's disappeared; maybe she's just gone for a walk. Visit the World Tour travel shop in Dobuta. Talk to the man inside about Hong Kong and he'll give you a pamphlet. It costs you 190,000 Yen to get to Hong Kong with this company. There's no way that you can afford that — you'll have to go down market a bit. Check out Asia Travel. It can be found opposite Nozomi's Florists. The woman in here is extremely rude. Under normal circumstances you'd storm out in disgust, but you need to compare prices, so be patient and eventually you'll get the pamphlet. This company is slightly cheaper because it is a budget flight, but it is still far too much.

Head back home and talk to new ticket. You'll have to He'll agree to sort you out a that ticket means to you. You may have to politely remind him about how much something has gone wrong. well! It appears that with relief. They're rude as someone else. Don't sigh gone — in her place is to Asia Travel. The girl has After four hours, go back Mart prize draw.

taking part in the Tomato something different, try there is to do in Dobuta. For cheeky cow! You know what back in four hours time — the Then she'll tell you to come Yen! Hand over the money. the desk. It only costs 69,000 chuck a photocopy of flyer on her about boat fares and she'll that intolerable woman. Ask deal with boats so it looks like fares. The World Tour doesn't and ask them about boat Visit the travel shops again recommends going by boat. Dobuta and talk to her. She any problem. Go back to always think of a solution to to get there. Nozomi can There must be a cheaper way of the amount you need. You are still a long way short to you. Good old big-mouth! savings and he's offering it all 40,000 Yen — this is his life bank. He has managed to save desk and picks up his piggy problem, he heads over to his soon as you explain the







## Pick Up The Ticket

It'll be getting late now. Head back to Sakuragaoka and train in the park for a while. You may be surprised at how much your stats have increased, but remember that you have been in quite a few fights recently. Head home and talk to Fuk-san before you go to bed. Ryo will have another dream, this time about the mysterious Sha Hua.

In the morning the phone will ring. Fuk-san picks it up and passes it to you. It's Jimmy from the Asia Travel shop. He arranges to meet you at midday in Game You. Ah, Game You! Many a good fight has been had near there!

There are still a couple of hours until the meeting, so either train or try to win a decent prize in the prize

draw. At midday, go to Game You. Jimmy must have told Chai that you'd be there, as he jumps on you from behind and steals your ticket. He is an extremely hard opponent and the chances of you winning are pretty slim. See the 'Fighting Chai' box for tips to defeat him.

If you win the battle, you'll be able to carry on as normal. Chai will run away and you can go straight to the Asia Travel shop. If you lose the battle, Fuk-san appears at the door and Chai runs away. Fuk-san carries you back to your room to let you recover. You wake up the next morning filled with rage. It's time to go and have a word with your friend Jimmy. There's no way that the Chai incident was a coincidence. Jimmy will pay for this!

## Essentials

**Fuk-san:**

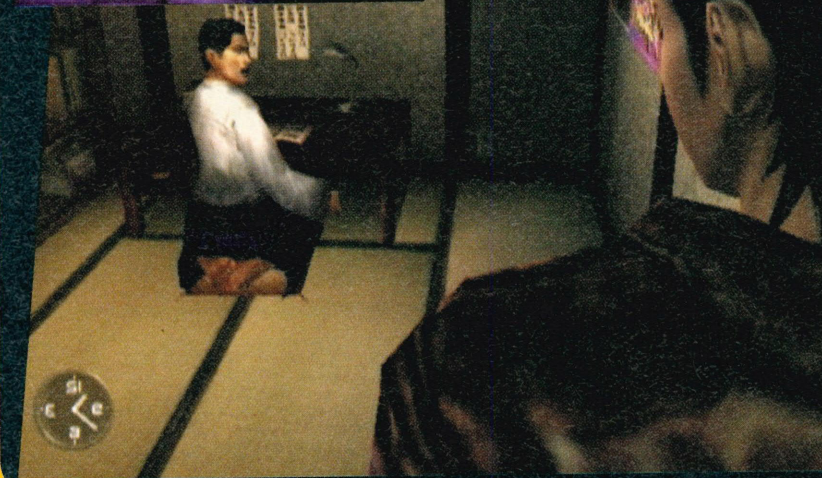
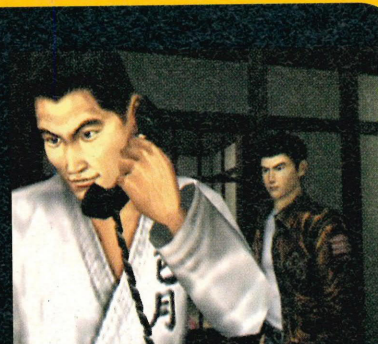
Talk to Fuk-san before you go to bed.

**Midday In Game You:**

Speak to Jimmy on the phone and arrange to meet him.

**Chai:**

Fight Chai in Game You.



## Dreaming Of Sha Sha

There must be some sort of link between Ryo and Sha Hua. He has already dreamt about the eagle that flies with her. Now he is dreaming about her. It's almost like she is calling him to China. Whatever it is, it has worked. You must go to Hong Kong – how you are going to get there is another question. Sha Hua seems to be a very important part of *Shenmue*, after all she is in the intro. What part she plays, and if you will ever meet her face-to-face, is a complete mystery. No-one has ever mentioned her, but you kind of get the feeling that she will be the key to defeating Lan Di.



continued >

...one can touch this heart.  
Even the clouds block...



# walkthrough

continued &gt;

## Fighting Chai

You already know just how sneaky and fast Chai is. Now it's time to find out how deadly he is. Chai's fighting stance makes him a very small target. He crouches down and a lot of your punches will miss. Therefore, it's best to use kicks. Out of all the punches, only the Big Wheel, Twin Blades and Rising Flash will hit him. Of the kicks, the Thunder Kick, Dark Moon, Shadow Reaper and Crawl Cyclone are the most effective. Never stop attacking – even when he falls, keep kicking him. If you win this battle, you're either very lucky or very good!



**1** As you enter Game You, you'll notice that the lights are a bit dimmer than usual. It's pretty obvious that Jimmy isn't here – something's up.



**2** Suddenly, something jumps you from behind. The scrawny, bandaged arms and the sickening smell of rotten fish can only mean one thing. Yep, it's Chai.



**3** As each of you struggles to get a proper grip, you'll both fall to the floor. But don't let his size deceive you – this guy is actually really strong.



**4** In the struggle, Chai manages to steal the ticket. He'll stand there smiling at you with his decayed, serrated teeth. It's not over yet though.



**5** For some reason the next couple of seconds seem to go on for ever. Chai just stands there while you're trying to figure out what the hell to do.



**6** Chai will then provide you with an in-depth, and decidedly disturbing insight into how his mind works. He proceeds to eat the ticket!



**7** He then jumps onto one of the machines and dances about for a while. He doesn't seem to be at all embarrassed about his crappy dancing.



**8** In a movement so fast that it blurs, Chai jumps over to the other side of you. He'll be right behind you before you even get a chance to turn around.



**9** Despite his advantage, it seems he wants to fight properly. This comes as a bit of a shock as he could probably be gone in the blink of an eye.



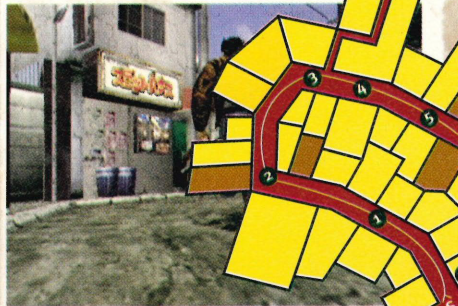
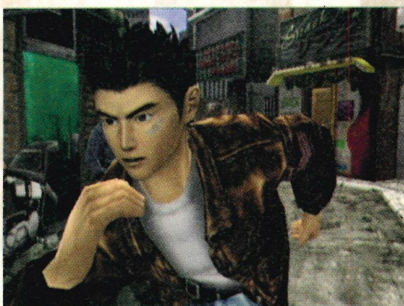
**10** If you lose, Ryo will be thrown to the ground. With no energy left, it looks like his mission is well and truly over. Chai is bound to finish him off completely.



**11** As if by magic (maybe Sha Hua called him somehow), Fuk-san will burst through the doors at this point. He sees Ryo on the floor and still manages to smile.



**12** Chai decides not to chance another fight, or maybe he's just bored. Either way, he jumps over Fuk-san's head and makes a run for it.



### Key

A Asia Travel  
S Start  
H Hesitate  
E End  
Unavoidable Collision

Encounter 1 →  
Encounter 2 →  
Encounter 3 ←  
Encounter 4 →  
Encounter 5 ←  
Encounter 6 →  
Encounter 7 A  
Encounter 8 ←  
Encounter 9 ←  
Encounter 10 →  
Encounter 11 A







## Catch Jimmy

After all this commotion, don't let it slip your mind that it was probably Jimmy who caused all of it. He owes you a ticket, an apology, and a couple of pints of blood would probably help as well!

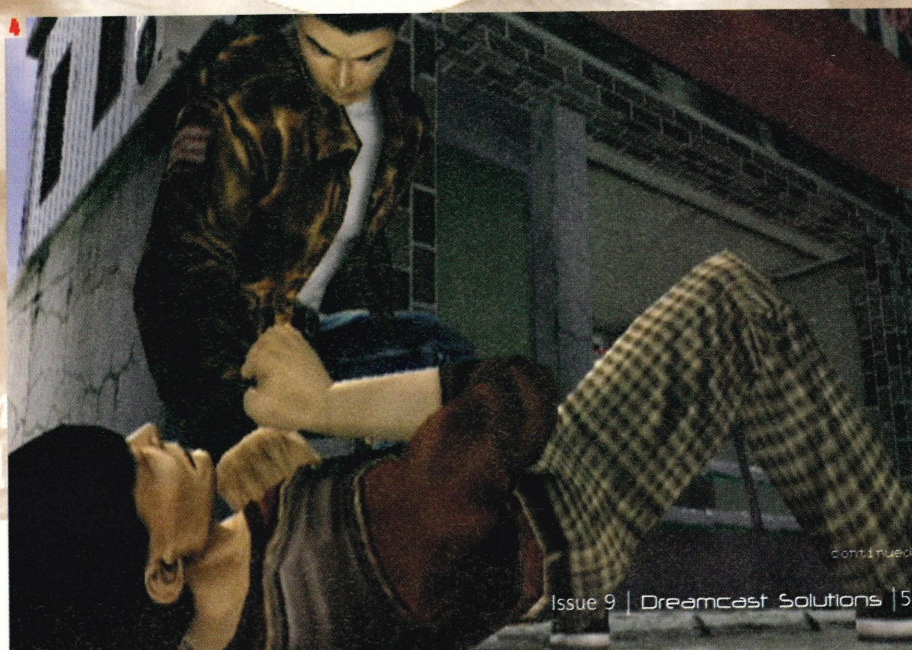
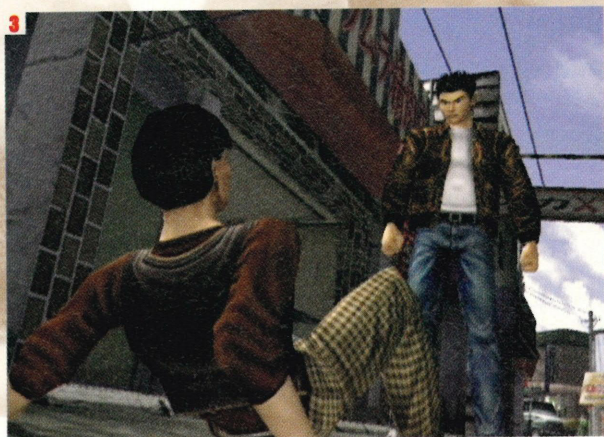
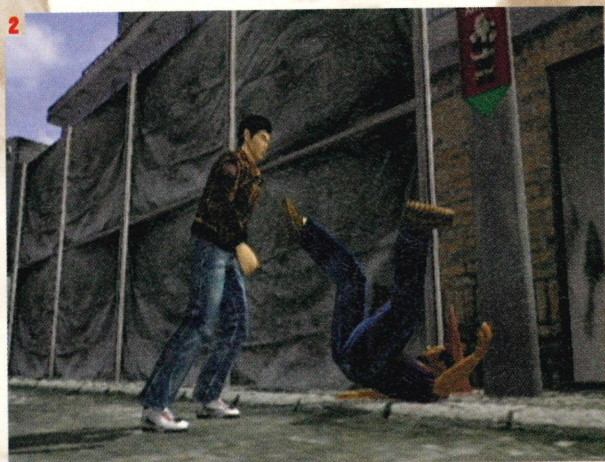
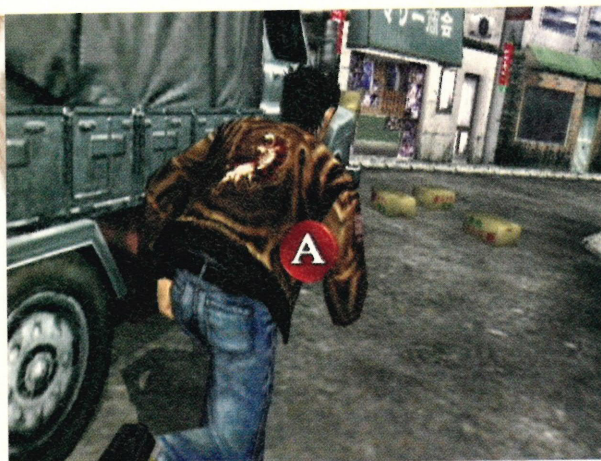
Don't tell anyone what you're about to do – leave the house and make your way to Dobuita. The Asia Travel shop is supposed to open at 10am. However, it won't open at all during the day. Jimmy is obviously filling his pants inside. His informants must have told him that you'd recovered. Go up to the door and bang hard on it. After a while Jimmy will answer. When he sees you he tries to run back inside. Ryo grabs him – Jimmy pushes you away and makes a run for it. What follows is a very long QTE – so long, in fact, that it'll need explaining. The QTE consists of you chasing Jimmy from the Asia Travel shop, round the pubs area,

and down to Game You. There are several people and obstacles that'll slow you down. You can afford to stuff up one or two of the button presses, but any more and Jimmy will disappear out of sight.

The first obstacle comes in the form of an old man. Press Right to dodge him. The second is on the corner of the Chinese Restaurant. A man on his bike is just about to ride round the corner. Press Right to avoid him. The third obstacle is a motorbike which has been parked on the corner outside the Motorbike shop. Press Left to run around it. There is a sign in the middle of the street – press Right to run round it. The next two are very close together. Press Left to avoid the thug, then Right to sidestep the chemist. Jimmy will pull over a crate of fruit ahead of you. Press A to jump over them. You'll now be outside the Tomato Mart, where you hesitate for a second. Then

the chase begins again. The next three are all very close together. Press Left to avoid the bike, Left again to avoid the lady, and Right to avoid the Water Dragon Jeans guy. The next collision is unavoidable – you'll fall straight into Kurita-san. The last encounter is with some boxes: press A to jump over them.

After all this, Ryo is pretty stressed out, and the pounding that he gives Jimmy is definitely called for. That's Disc 2 completed!



[1] There he goes... after him before he gets away! [2] You'll have to be quick on the old button taps. If you miss one you're likely to bump into someone. [3] As long as you're fast enough, Jimmy will stumble under the pressure. [4] Now that you've got him you can make him pay for stitching you up. We're gonna get you, gonna get you good! Wha ha ha ha!

continued >



# walkthrough

continued >

## Take It Easy

Disc 3 will continue straight on from you catching Jimmy. Ryo drags him back to Asia Travel and starts threatening him. Jimmy gives you a replacement ticket, but he's holding something back. Shake him about a bit and he'll tell you that Chai is part of the Mad Angels. If you remember correctly, Lan Di's organisation works very closely with them. That confirms it then – Chai is working for Lan Di, which means that he knows about the real mirror. Why hasn't he

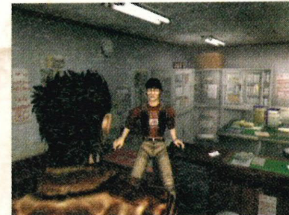
just come along and confronted you himself?

Jimmy then tells you that the Mad Angels hang around at the harbour. If you got a job at the harbour, maybe you could learn more. It's too late to make the journey to New Yokosuka, so kill time until 8pm, then get some sleep. You might want to talk to Nozomi before you go home. Pop in to the Temple on the way home. The kitten has returned after its wanderings and seems to be fine.

When you get home, Fuk-san has a chat with you.

During the night, Ryo has another dream about Sha Hua – this time she's sat in the moonlight.

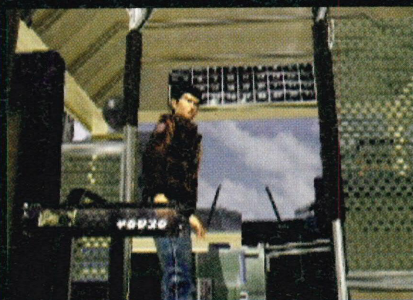
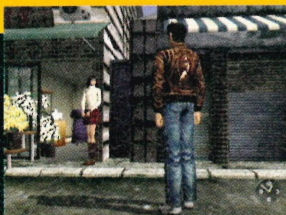
In the morning, go to the Dojo – Fuk-san will let you train with him. You shouldn't have any problems in defeating him now. Go to the Temple for a cut-scene with Megumi and Nozomi. On your way through Dobuita, have a chat with Nozomi. She's in a good mood at the moment, so take advantage of it. Head for the bus stop and catch the bus to the harbour.



## Essentials

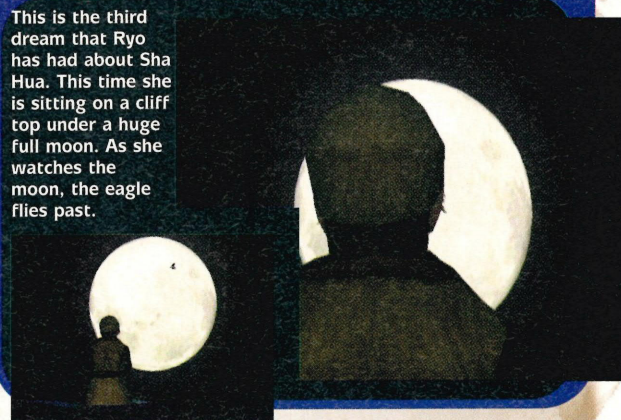
**Nozomi:**  
**Temple:**  
**Fuk-san:**  
**Megumi:**  
**Nozomi (2):**  
**Bus Stop:**

Chat to Nozomi before you go home.  
Check up on the kitten at the Temple.  
Tell Fuk-san what has been going on.  
Go to the Temple in the morning.  
Have another chat with Nozomi.  
Catch the bus to the harbour.



## Sha Hua By Moonlight

This is the third dream that Ryo has had about Sha Hua. This time she is sitting on a cliff top under a huge full moon. As she watches the moon, the eagle flies past.



## Here Kitty

If you have looked after the kitten, she'll have grown up and gone off for a wander. Now she has returned and has learnt how to climb. Megumi is worried that she might hurt herself if she falls, but everyone's minds are put at rest when she shows off her competence by jumping to the ground with ease.

Nozomi will then appear and say hello. It's probably a good time to feed the kitten as a reward if you like.





## Translating The Scrolls

Get off the bus and head for Warehouse No 18 – it's the first warehouse on the left. Talk to the foreman outside the gate about getting a job. He won't be very helpful. If only you could scare him into giving you a job – it worked with Jimmy! Make your way round to Amihama Wharf. Between 12.30 and 1pm, Goro will turn up and you'll go into a cut-scene. After your last encounter, his attitude has changed quite a bit and he'll be very nice to you. He even promises to get you a job. He asks you to meet him at midday tomorrow outside Warehouse No 1. That leaves you with a lot of time, but there are other things that you need to be doing so don't relax just yet.

You'll have two scrolls in your possession that you've not been able to use. This is because they are written in Chinese. Go to the phone near the entrance to the harbour and give Master Chen a ring on 0468 615647. Give the passwords as usual. Kishou answers the phone. Speak to him for a while about the scrolls. He tells you to go and see him in the warehouse. Go to the Old Warehouse gate and let the guard know where you are going. Go to Warehouse No 8 and show

Kishou the Stab Armour scroll. He translates it for you. Now you'll be able to select it and learn it. Go to the phone and ring Kishou again. Tell him about the Mysterious Scroll. Show it to him so that he can read it. Apparently, only the Master who wrote it is able to teach you the move. Kishou tells you to keep it just in case you ever meet him. Catch the 6.30pm bus home.

Once you get to Dobuita, go to the area outside Game You. Nozomi's friend Eri will be there. She seems worried about her friend and says that Nozomi has been feeling depressed recently. Go home and get some sleep.

In the morning, train with Fuk-san, then go to the harbour. At about 12.10pm Goro will turn up with Mai. He has arranged a job for you. You'll need to go and see the big boss in the Alpha Trading Centre office before 2pm. He takes you out to meet Mark, who teaches you how to use a Forklift Truck. See the 'Lift It Baby!' box for more information on using the truck. By the time you have completed your first task, it will almost be time to finish work. Work ends at 5pm, when you should report to the office to collect your wages. Wow, 2,000 Yen for moving one box! I could definitely get used to this!

## Essentials

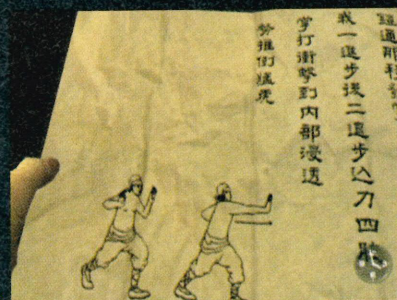
**Foreman:**  
**Goro:**  
**Master Chen:**  
**Stab Armour Scroll:**  
**Mysterious Scroll:**  
**Eri:**  
**Mai:**  
**Alpha Trading Centre:**  
**Mark:**

Speak to the foreman outside Warehouse No.18.  
Speak to Goro outside Warehouse No.12.  
Ring Master Chen from the payphone.

Show Kishou the Stab Armour Scroll.

Show Kishou the Mysterious Scroll.  
Talk to Eri near Game You.  
Talk to Mai and Goro outside Warehouse No.1.

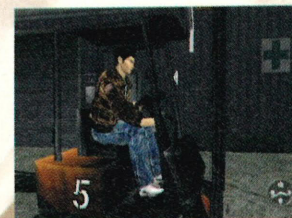
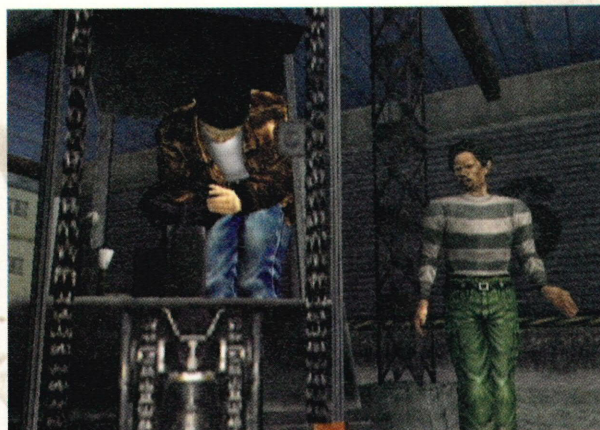
Go to the Alpha Trading Centre office.  
Get Mark to teach you how to use the Forklift Truck.





# walkthrough

continued



## Lift It Baby!

This is a really cool part of the game. The first thing to do is go and see the boss in the Alpha Trading Centre office. He'll agree to hire you – after all, there are a lot of boxes that need shifting. Here're the controls for a Forklift Truck...

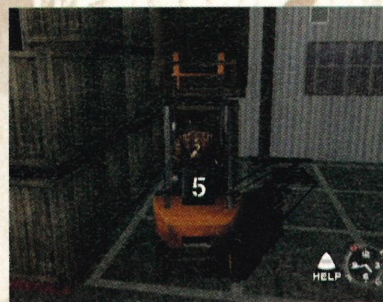
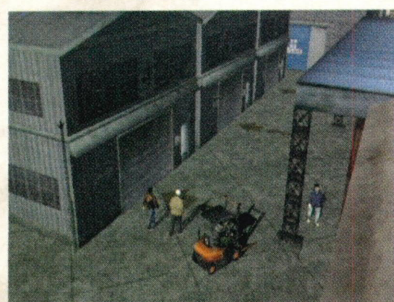
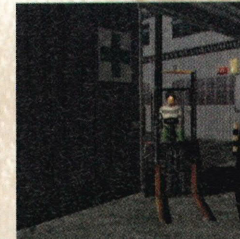
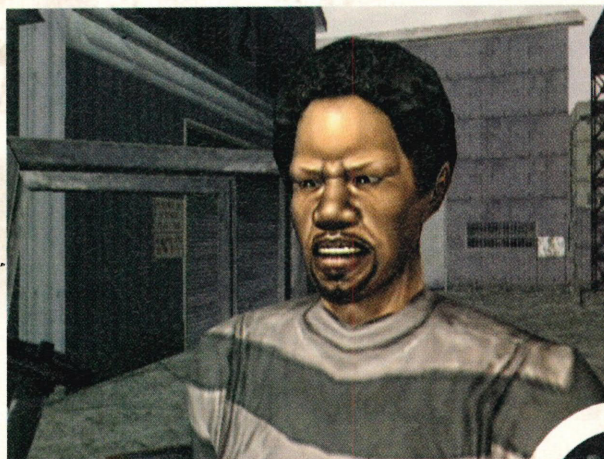
**D-pad/Joystick**  
Turn rear wheels left and right  
**L Trigger**  
Reverse  
**R Trigger**  
Accelerate  
**A**  
Raise/Lower Lift

You'll be introduced to Mark, the guy

with the afro hair cut. The first thing he does is to test you. All you have to do is to carry out the commands that he gives you. They will come in this order:

- 1) Left – Move the wheels as if you were about to make a turn left.
- 2) Right – Move the wheels as if you were about to make a turn right.
- 3) Accelerate – Press the R button to move forwards.
- 4) Reverse – Press the L button to move backwards.
- 5) Lift – Press the A button to lift the fork.

Once you've passed the test, Mark will demonstrate how to move a crate into the warehouse. He'll leave you to it. How difficult can this be? Firstly, make sure that your lift is all the way down. Drive forwards and slide the fork under the crate. Keep pressing the A button until the crate is above you. Carefully drive into the warehouse and line yourself up with the white marks. Lower the crate half way – this will enable you to see the other crate a little. Do a final repositioning and lower the crate completely. Reverse out and look at your handiwork. Impressed with yourself? No, we weren't either! This skill is very important. The more crates you shift, the more you'll get paid. This job will enable you to get into places that were previously closed off to you, and to listen in on conversations.







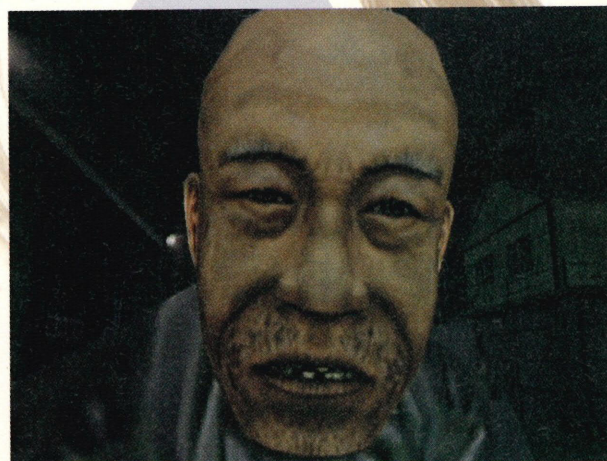
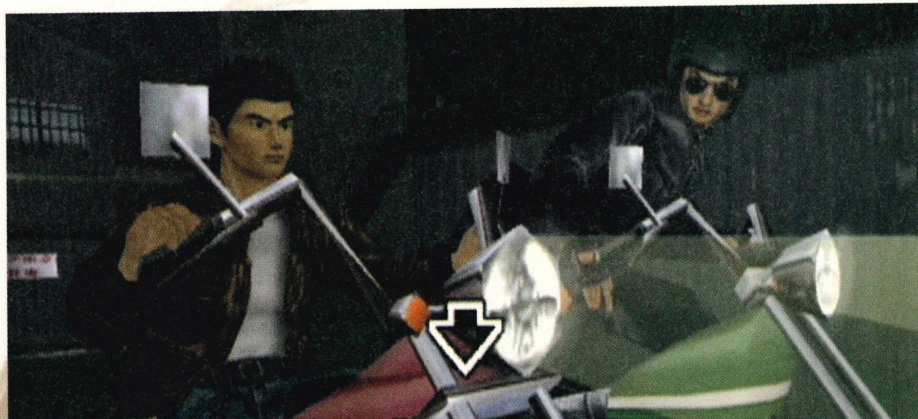
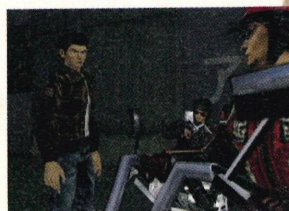
## Lifting For A Living

Make your way to the Warehouse No.4 area at about 7pm. The old man is being attacked by two bikers. Obviously you'll have to intervene. The bikers challenge you to a race on their motorbikes in the form of a QTE. The other biker throws things at you. All you have got to do is avoid them by pressing the all of the appropriate buttons.

At about 9pm, Goro will be walking around by the bus stop. Have a chat with him, then make your way home.

It's straight back to work in the morning. Seeing as you've got a job, Ine-san has stopped your allowance. Walk out of the door and you'll be taken straight to the harbour. Your first task of the day is to take part in the daily Forklift race! Barrels with arrows on

have been placed accordingly to form a circuit. This will be extremely hard at first, but you'll get used to it. See the 'Forklift Racing' box for everything you need to know about this.



## Forklift Racing

It seems that every working day is started off with a race. What a morale booster! Surely everyone would do this for a living if they could have a race every morning? You race against four other opponents. The steering takes a bit of getting used to – the best way around corners is to take them as wide as you can. For example, on a right-hand turn, line up on the far left and cut into it. Even clipping a wall will bring your vehicle to a complete halt, so watch the sides. When trying to overtake, don't get too ambitious. Stay behind until you get a decent chance to pass. If you try to overtake in a narrow passage, the chances are that you'll clip something and lose a lot of time. Don't chance it. There's no way that you'll do very well on your first attempt – don't worry, there will be other chances. At the end of the race, Mark awards you with a miniature Forklift toy. Printed on the side will be the position that you attained.



TIME 0'03"60  
LAP 1/3  
LAP1 0'03"62  
LAP2 0'00"00  
LAP3 0'00"00  
RANK 5/5



No one can touch this heart.  
Even the clouds block the sun.

continued >



# walkthrough

continued >

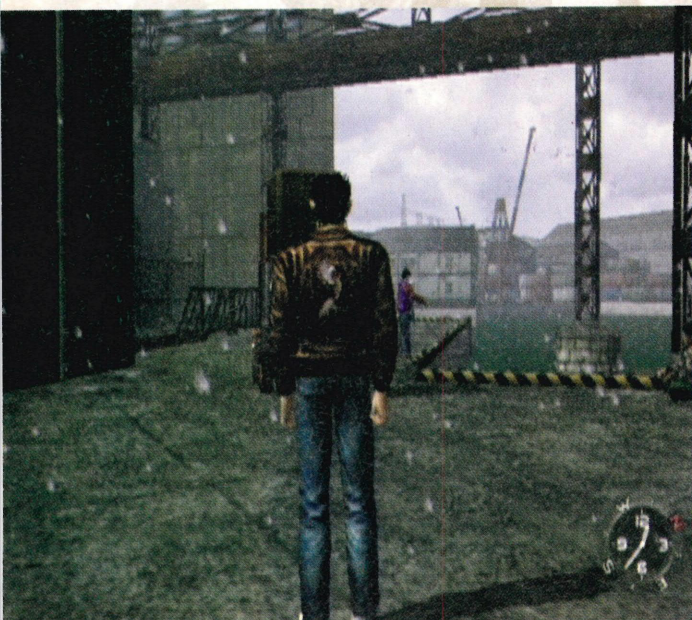
## Work, Work, Work

With the games over and done with, it's time to get some work done. Mark gives you a map of the work that needs doing. A whole load of crates need moving from the entrance of the Old Warehouses to Warehouse No 18. The crates are stacked up two-high. You can't lift two at a time, so raise the fork halfway and lift off the topmost crate. The space in this section is very limited so you may have to back up to get out. Warehouse No 18 is around the corner, opposite the Tomato Mart. Keep working until lunchtime. You'll automatically stop when it's time to go.

Mark is sat down by the pier with his lunch when two Mad Angels kick his food away

and start to hassle him. There are specific ways of dealing with these guys. See the 'Mad Angels' box for more details.

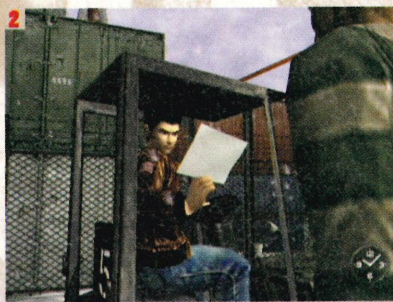
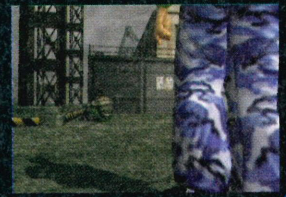
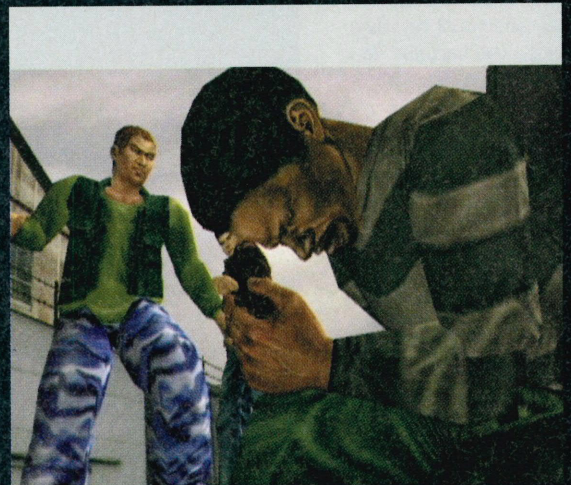
At 2pm you'll return to work. Carry on moving the crates. Remember, the more you move, the more you'll get paid. At some point during the afternoon you'll be approached by three members of the Mad Angels gang. It seems that word is getting around quite quickly. It seems a bit pointless as you're bound to win, right? Use the same moves as you did earlier in the day – they won't last long. There's also a special way of killing them, which is mentioned in the 'Mad Angels' box. Note that there is no 'Essentials' box for this section as everything that happens is automatic.



## Mad Angels

They're all the same, walking around giving it all this and all that – one kick and they're on their arses! The Mad Angels aren't any harder than the bikers in Dobuita and there are less of them. Take into account the fact that your abilities are far more advanced than before and there is no competition. The first two Mad Angels are very straightforward. They are prone to everything. If you get in close they'll grab you, so keep your distance and hit them with Dark Moon and Twin Swallow Leaps. A standard Crescent Kick does absolute wonders.

The second lot of Mad Angels can be dealt with in the same way. However, there is a very satisfying way of finishing them. When the battle begins, let one of them knock you over. While you are recovering, they'll huddle in on you. As soon as you get up, perform a Cyclone Kick and you'll knock all three of them out with one move. That's the way to do it! Surely they won't come back again?



**[1]** Yet another day at the warehouse. All I do all day long is move crates. There's got to be something more to life! **[2]** That is your quota for today. You'll need to move the correct number of crates, otherwise you won't have a job in the morning. **[3]** You'll start to get paranoid after a couple of days of working at the warehouse.



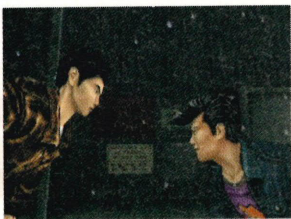
## New Move!

After all the commotion, you can carry on with your work. It might seem sad, but you'll get very good at using the Forklift. The better you are, the richer you'll be! Keep going until 5pm. You won't be interrupted again until it's time to go. Collect your wages from the office and go outside. Goro runs up to you and chats for a while. He hasn't really got

anything interesting to say, but he did get you the job so it's best to humour him.

At about 6pm you're intercepted by Kishou. He tests your skills by surprising you from behind. Ryo will dodge the attack and so pass the test. Kishou is so impressed that he offers to teach you a new move. Accept his offer and watch him perform the move – he'll only

do it once so watch closely. The Swallow Dive is a very effective close-range kick and can be performed by pressing Back + A. Keep practising this move to gain more experience with it. When you get bored, quit out of the practice menu. Kishou continues to talk to you for a while longer. There's nothing more that you can do tonight, so you may as well head for home.



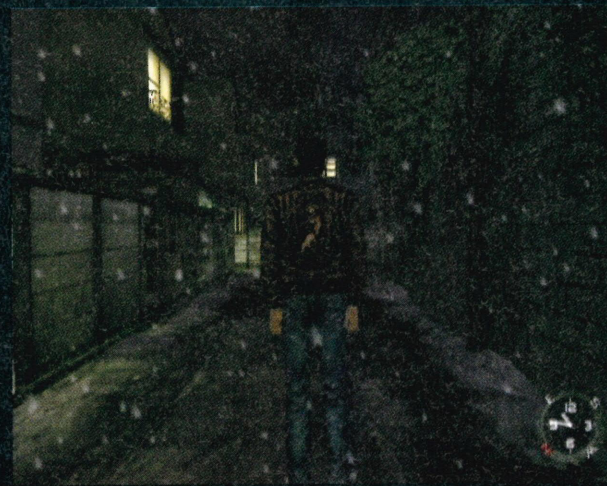
## Phoenix Mirror Dream

This is the fourth dream that Ryo has had in the game. The view pans down past the tree in Ryo's garden, only this time the tree is alive and well. Endless blossoms rain down from its branches while the Phoenix Mirror fades into the picture.



## It's Christmas!

It's that time of year when the decorations go up and fake Father Christmases line the streets. In *Shenmue*, they actually get snow, and lots of it. As the days go on, the streets get covered in snow. It takes a while for the snow to settle, but soon all the trees and cars will be covered in it. Someone dressed in a Father Christmas outfit (or maybe he's the real thing) is roaming about the streets of Dobuita. He doesn't appear to be doing anything – maybe he's just looking for naughty children. There are Christmas banners on all the shops and the Tomato Mart even has holly hanging up outside. Let's hope that the harbour doesn't get clogged up. It would be very disappointing to have the daily race cancelled. You wouldn't want to miss the smile on their faces when you beat them all!



continued >

No one can touch this heart.

Even the clouds block the sun.



# walkthrough

continued >

## All Over Again

You wake up and go straight to work as usual. You won't be able to save your progress in the morning so make sure that you do it before you go to sleep at night. When you arrive at the harbour it'll be time for the daily race. Despite your new-found talent at moving crates, you won't be quite as good at racing as you thought you might be. The race is a completely different kettle of fish. Always remember that the computer tends to be biased towards its own when it comes to collisions.

Collect your prize and start work. Today you'll be moving crates from outside of the Tomato Mart to the back of Warehouse No 3. Work hard (what am I saying?... this is great fun!) until lunchtime. At midday, you'll sit by the water's edge with your workmates and have a free lunch. The company has a free lunch scheme, you see – yet another morale lifter. This job really is a pushover! Mind you, driving a Forklift truck in the freezing cold

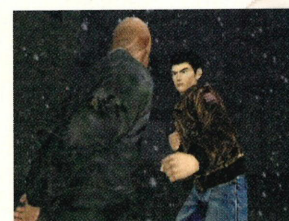
might not be so nice. Seeing as your new friends are all lined up, you might as well talk to them and find out what makes them tick. None of them knows much about the Mad Angels, so you may as well explore until lunch is over.

Keep working throughout the afternoon – I wonder if Chai is watching me right now? Yuk, what a horrible thought! At about 3.30pm, you'll be trapped in Warehouse No 3 by the bikers from Dobuita. Don't get excited, these guys aren't the Mad Angels, but they're still quite hard. There are nine of them in total. The first group has five bikers in it. You'll recognise them all – it seems that they didn't learn their lesson the first time around. You'll just have to shout a bit louder this time. The second group comprises the remaining four bikers, including the one that you may have hit in the Jimmy chase. Any moves will work on these guys – just don't launch into a three-kick combo as it's bound to miss. Ryo will grab one of them

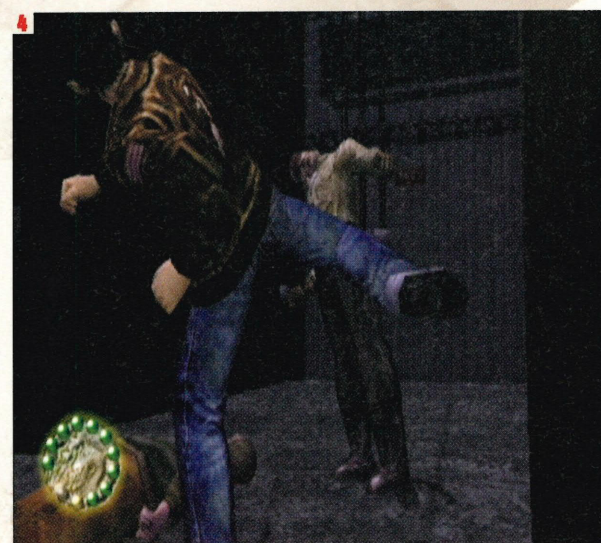
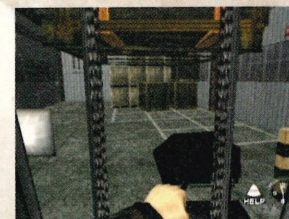
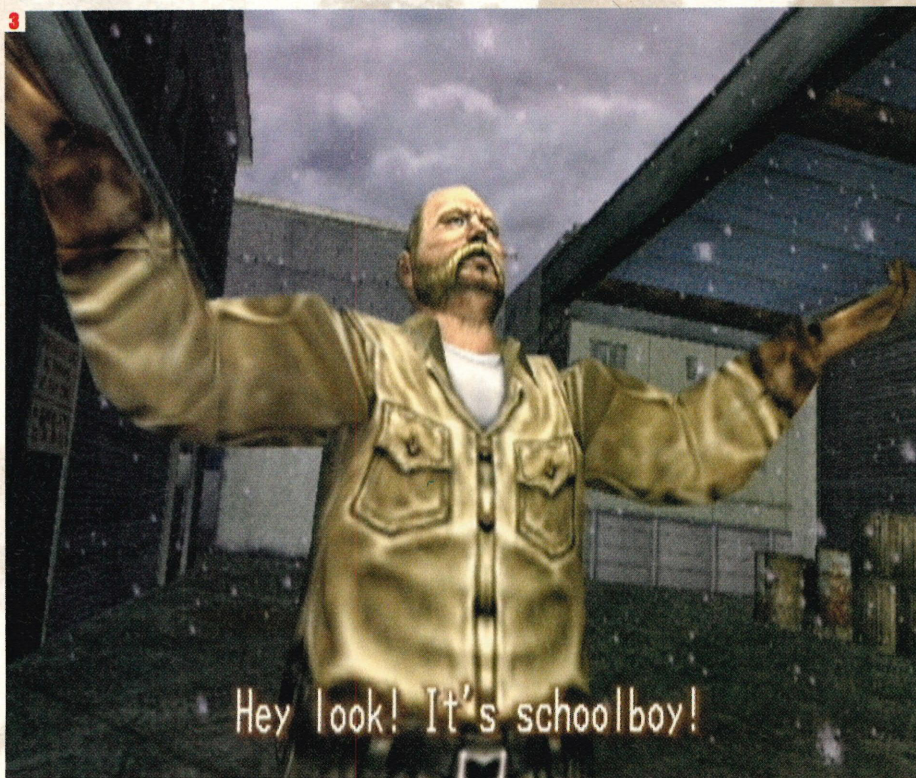
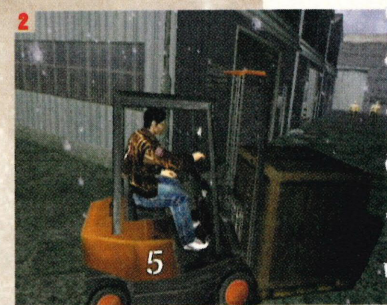
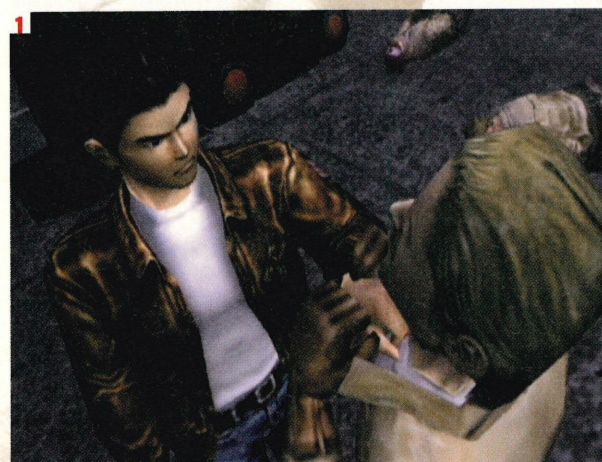
and demand to know where he can find the Mad Angels. The biker tells him to go to the back of Warehouse No 17 after dark.

Back to work again I suppose. Pick your wages up at 5pm and go to the Warehouse No 17 area. See the 'Mad Angels After Dark' box for what happens next. After this little incident, go to the Harbour Lounge area. If the old man is sat by the wall, talk to him. He tells you to come back at night. Apparently, the bikers hang around here after dark. Wait around until about 6.30pm.

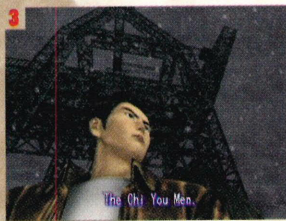
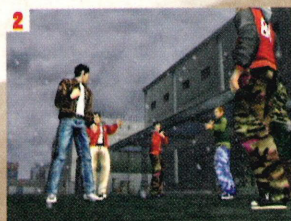
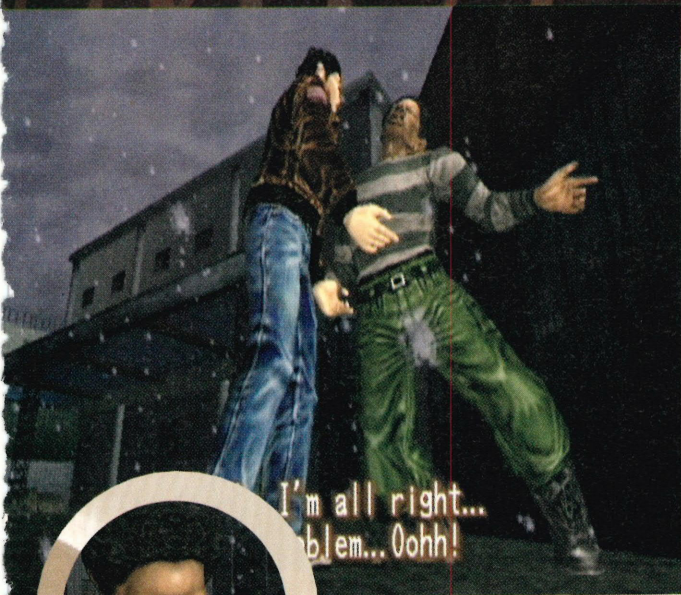
Walk from the Tomato Mart towards the exit – the old man will walk out to meet you. After challenging you to hit him, you'll oblige but miss. In fact, every time you try to hit him, he'll dodge it. He is using a move called the Shadow Step. He says that your father knew this move. If he knew how to evade punches, why was he defeated so easily? The old man offers to teach the move. Accept his offer and perform the move by pressing Forward + Y + B. Practise the move until you're happy with it.



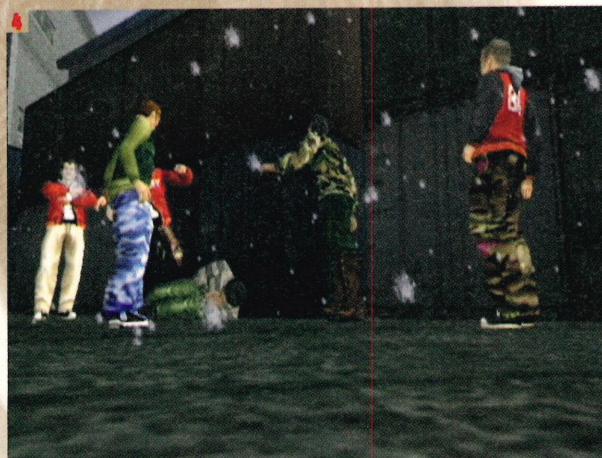
[1] Ryo gets pretty violent towards the end of the game. Stay out of his way!  
[2] All I do, all day long, is move these damned crates! [3] I'd rather be a schoolboy than a fat old man with a rubbish beard. [4] A kick to the chops never did anyone any good. Not very diplomatic, is he?







[1] Even after a good arse-kicking, they still won't give up. Fools! [2] You're surrounded... not a problem for wonderboy. [3] The camera occasionally pans to an atmospheric view of Ryo's chin. [4] You cannot harm me! My wings are like a shield of steel. Hey, stop it, that hurts!



## Mad Angels After Dark

Earlier in the day the bikers told you that the Mad Angels tend to hang around the Warehouse No.17 area at night. It gets dark early at this time of year, so as soon as you have finished work, head for the far corner of the harbour. A gang of Mad Angels have got Mark up against a crate and are kicking the crap out of him. Why do they always pick on Mark? Obviously you'll intervene. This will be a very difficult fight. Despite what you may have thought, the Mad Angels definitely live up to their name. This is a very hard battle and only by using certain tactics will you win. Whatever you do, don't let them start getting combos in – if they think that you're getting weak they'll really start to hammer you. The more hits they get in, the more excited they'll get. Don't even give them the chance to get warmed up.

Constantly keep moving – dodge and evade as much as you can. Try to make them commit themselves to lunges, then grab them from behind. A move from behind will hurt them far more than a normal move would. Try not to commit yourself by launching combos – if you miss, they won't let you forget it! Twin Swallow Kicks and Mud Spiders will work quite well as will the Cyclone Kick and Dark Moon.

Don't get overconfident. A lone fighter can do as much, if not more

damage. When you get down to one opponent left, he'll get very angry and be twice as lethal as before. Don't underestimate him.

After the battle, go over to Mark and help him. He really is in pain – you'll need to hold him up and take him somewhere safe. The two of you sit down on the edge of the dock and talk about what's going on. The Mad Angels are attacking Mark because his brother leaked

some information about them. Mark thinks that he could be dead now – that's how serious the Mad Angels are. Apparently, they're negotiating some sort of deal with Lan Di's organisation. You're getting closer and closer all the time. A couple more fights and you should be there. The only problem is that Chai is in the Mad Angels, and you really don't want to go up against him in any hurry!



continued >



# walkthrough

continue >

## Say Cheese!

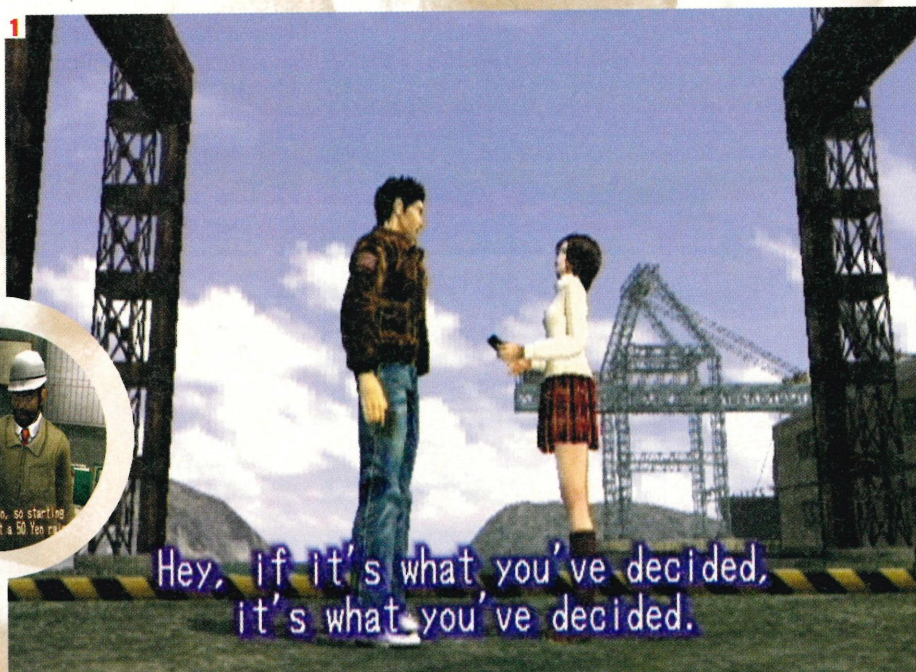
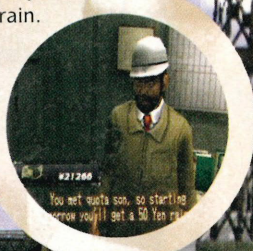
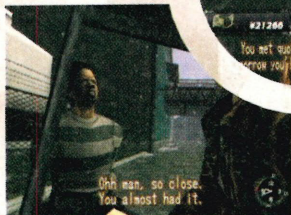
Yup, you guessed it, it's time to go home. Make sure that you save before you go to sleep, and in the morning go straight to work. You should be able to do really well in the race today. If you don't come second or higher, you should be very disappointed! Take your prize and get to work. Today you'll be taking crates from outside Warehouse No.11 to Warehouse No.18. There won't be any pointless incidences during the day, which is a real shame. You could've done with getting some more information. Seeing as you won't be interrupted, you can do things like try to get faster and faster crate delivery times or delivering backwards. It's amazing the sense of achievement you get from reverse spinning to get out of a warehouse.

At lunchtime you'll sit and eat with the guys as usual. Nozomi and her friend run up to you with a Polaroid

camera. Why the rush? Nozomi wants a picture of you both together, but Ryo, being the idiot he is, pulls a stern face. When Nozomi sees the picture, she looks upset for a second – then she hides her emotions and tries to put on a happy face. She'll let you choose which photo you want to keep. Pick one and she'll take the other. Then she drops the bombshell: she has decided to move to Canada. That's why she wanted the photos. Ryo will come out with some stupid comment like "If that's what you want to do, then do it." He'll look back and regret this moment. As Nozomi leaves, she keeps hesitating and looking back. All in all she has given you about ten million opportunities to say something, but you kind of get the feeling that Ryo is all brawn and no brain. Eventually Nozomi will leave. If she was depressed before, I dread to

think what sort of state her mind is in now!

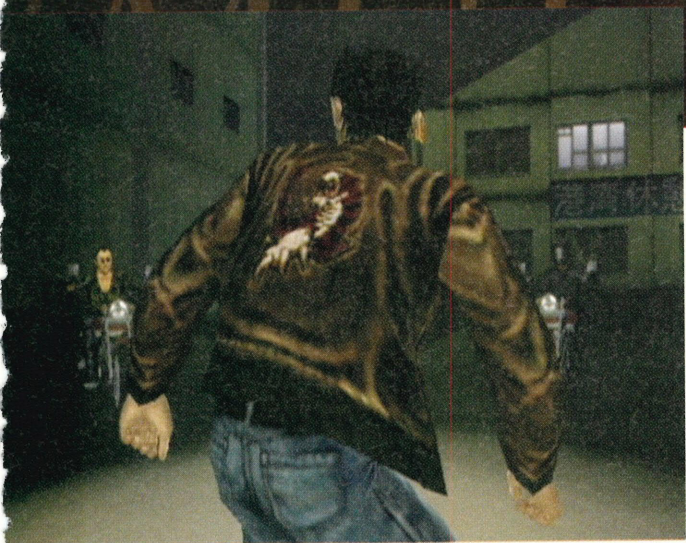
You should have over an hour to spare until you have to go back to work. The old man mentioned that he used Warehouse No.7 as a training area. Maybe you could go there. At 2pm, carry on with your work as usual. Collect your pay at 5pm. Goro will be hanging around outside. Have a chat with him and, when the lights come on, go to the Tomato Mart area.



[1] She's really going to go... she's not joking you know. So Ryo comes out with a cheesy Eighties response. [2] Nozomi tries to hide her emotions, but she's not very good at lying. [3] Why is it that girlfriends' best friends are always really annoying? [4] What a lovely, happy photo. Nozomi will treasure that for the rest of her life. No, really...







## The Chase

When it gets dark, the Mad Angels come out to play. As you approach the Tomato Mart you're blinded by a bright light. When your eyes adapt to the light, you're able to make out three bikers. Two are wearing tinted helmets; the other is Charlie. He's wearing a Mad Angels jacket. As if he didn't learn his lesson last time! In the first part of this QTE, the three bikers charge at you one after the other. Press Right, then Left, then A to evade them. Pressing the A button will make Ryo jump up and kick the last guy off his bike. Ryo will jump onto the bike and give chase. Going along the straight, the other biker will attack you. Press Left twice

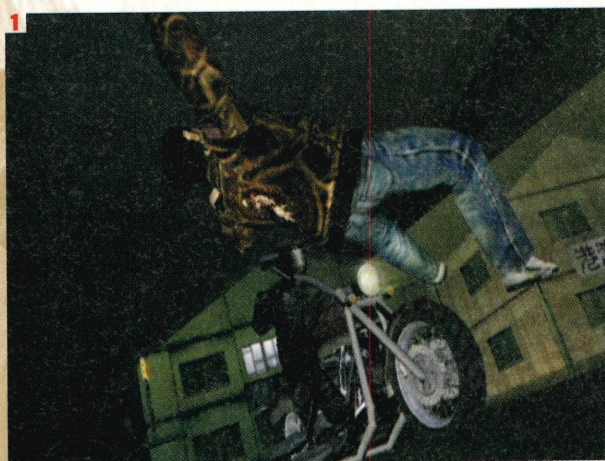
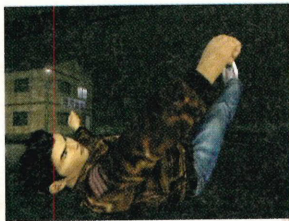
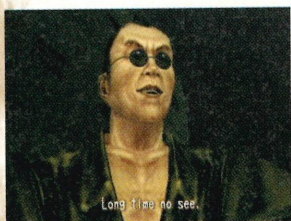
to dodge the attacks, then A to kick him off his bike. Only Charlie is left. You'll have to press the D-pad in various directions to get round the corners but it's nothing challenging. When you get to the first junction, press Left. At the next junction press Right. This will bring you up alongside Charlie. He has been leading you on a wild goose chase all along: now you have to fight a gang of Mad Angels.

They are a lot easier this time round. This is probably because they are far more wary and so won't attack as much. There's also the fact that your attacks are more advanced than they were last time. Remember to dodge whenever you are not attacking. Performing a

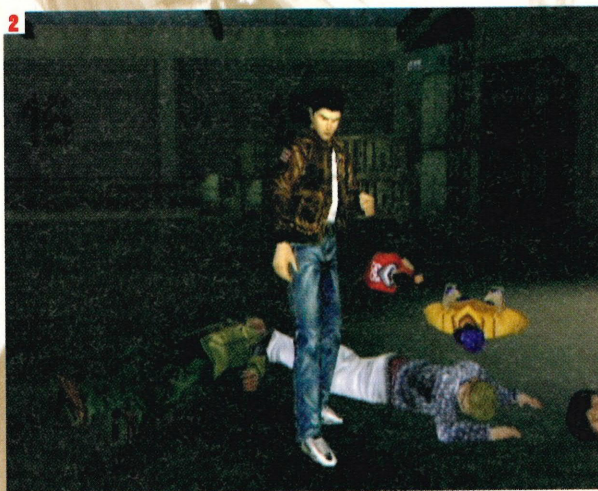
running Cyclone Kick is a very effective way of taking the group out.

Once they're defeated, Charlie gets very angry. He appears to have been training every day since your last encounter. Don't get too close to him – he'll only throw you against a crate. Dark Moons, Cyclone Kicks, Twin Blades and Tiger Storms are the order of the day. In fact any move which involves moving forwards is cool because it means that you can perform it from a few feet away, thus staying out of his reach.

After falling on his arse for the last time, Charlie reluctantly tells you that some Chinese hot-shot in a silk robe has been throwing orders around. Apparently he's about to leave on one of the cargo vessels. That must be Lan Di. He's still in the country! You had assumed that he had left. Surely if he knew about the Phoenix Mirror he wouldn't be leaving? Ever get the feeling that you might be walking into a trap?



**[1]** Ryo backflips out of the way of an oncoming motorcycle. **[2]** And they all fall down... like flies in fact, such is the might of Ryo. **[3]** Aha, my Eighties look is now complete. No-one can defeat me now. **[4]** Only Charlie is left. You'd have thought he would have run off after witnessing that massacre.



continued >



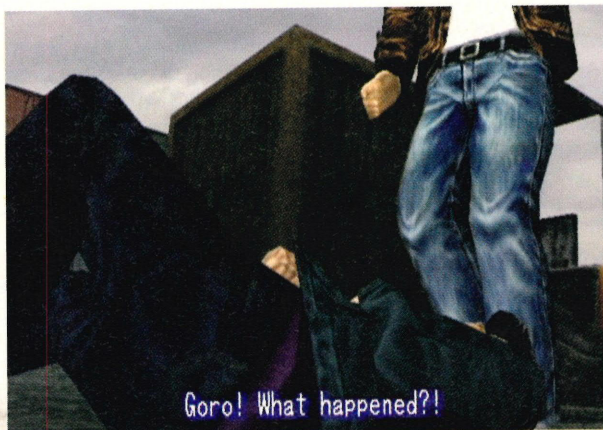
# walkthrough

continued >

## More Information

Catch the bus home and talk to Eri outside Game You. She tells you that Nozomi is upset and is sitting in Sakuragaoka Park. Go straight to the park and sit down next to her. She needs a shoulder to lean on, so you need to be there for her. Just after 11pm she goes home and you do the same. During the night you have a dream about Lan Di. See the 'Dreaming Of The Enemy' box for more information.

In the morning it's work as usual. Go for it in the race and then get ready to start work. Today you'll have to take crates from outside Warehouse No 15 to Warehouse No 18. It's a long trek and you'll be lucky to get more than ten crates delivered before 5pm. There won't be much to do at lunchtime. Wander around until 2pm, then start work again. During the afternoon, one of the thugs will walk up to you in broad daylight. After shouting and waving his arms a bit, he runs off. Ryo gives chase – you know what's coming next. It was obviously a trap but, as you well know,



Ryo is not the sharpest tool in the box! The battle that follows is not a Free Battle – I guess the developers realised that things were getting a bit repetitive. Instead you're treated to a QTE. Some of the button presses in this event are very close together. The last three in particular all appear as soon as you've pressed the last one. They must be getting fed up of being beaten up by now.

Carry on working until 5pm and collect your wages. You'll automatically have a conversation with Mark. He tells you that a Long Zha deal



is about to take place. He doesn't know when exactly, only that it will be soon. Two foreigners, Tony and Smith, know more about it, but nobody knows where they are. When the conversation ends, find him again and talk to him for a while longer.

There is another move to

## Dreaming Of The Enemy

Lan Di is very close – so close that Ryo can feel him in his bones. He is right here in the harbour. Ryo could be ten feet away from him and he wouldn't know it. Lan Di must know that Ryo is here – he's been making enough noise! The dream shows that Ryo is losing it a bit. He may put on a strong front but inside he is raging.



be learnt before the day is up. Go and see the old man outside the Tomato Mart. He teaches you how to finish the Shadow Step. The complete move is called the Shadow Blade – it can be performed by pressing Forward + Y + B. A. Hang around until 8pm, then go home and save.



## Essentials

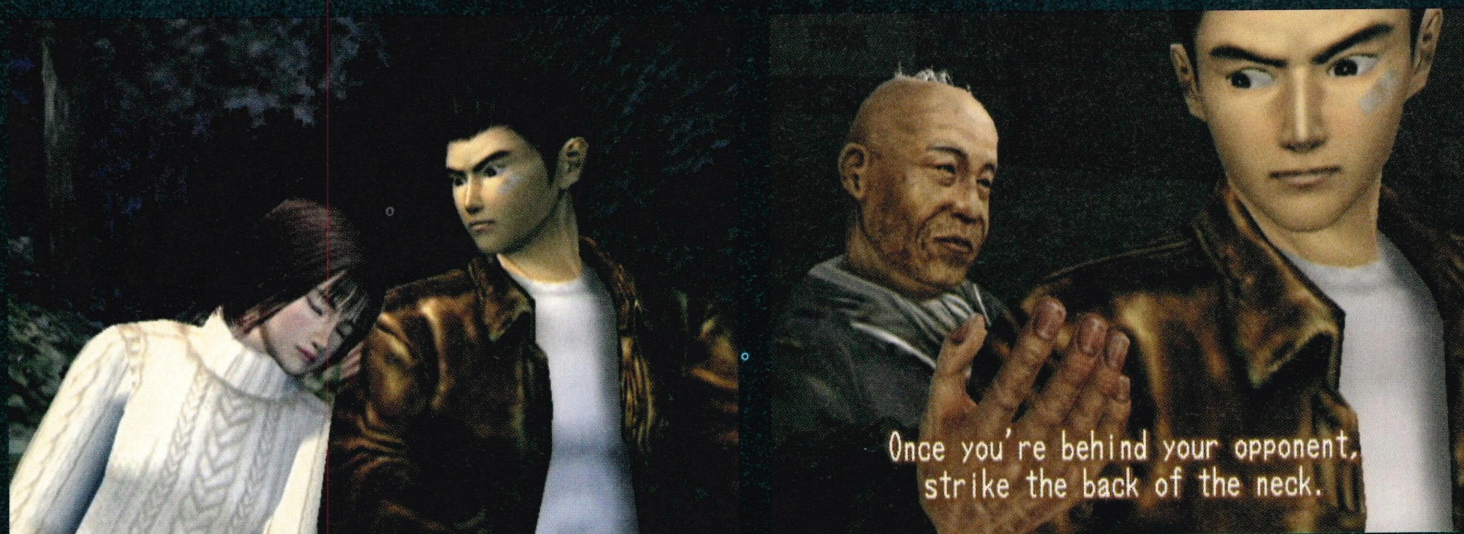
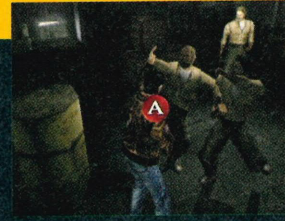
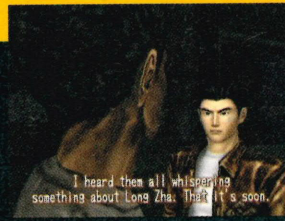
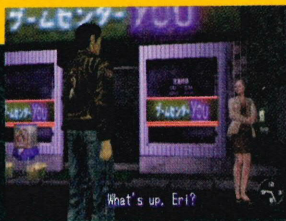
**Eri:**  
Sakuragaoka  
**Park:**  
**QTE:**

**Long Zha:**  
**Shadow Blade:**

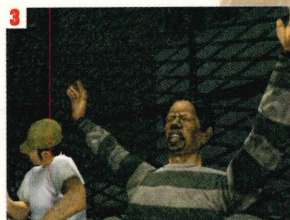
Speak to Eri outside Game You.

Go to the park and talk to Nozomi. Chase the thug in the afternoon shift and beat up his friends.

Talk to Mark to learn about the dodgy deal. Learn how to finish the Shadow Step from the old man.







[1] Ryo induces a stutter in the hiker's speech. He must be one scary guy. [2] Goro and Mai end up getting hitched! Just imagine what the kids will look like. [3] Mark seems to be overjoyed at the triumphs Ryo has achieved... or is it just relief that it's the end of the game?

## The Last Day At Work

Wake up in the morning and go straight to work. You should be able to win the race by now. As long as you take some of the corners on the inside and don't get stuck anywhere you'll be fine.

Today's job is slightly more complicated than usual. You'll need to take crates from outside the Old Warehouses gate to Warehouse No 8. There are some red crates in Warehouse No 8 that then need to be taken to Warehouse No 18. After you've done the circuit once or twice it won't seem that bad. At lunchtime, Goro and Mai pay you a visit. It seems absurd, but they are actually planning on getting married! That beating you gave Goro has woken him up a bit. After

speaking to them, go back to your workmates and speak to them. Mark tells you that the Long Zha deal is going to happen very soon. One of the other guys tells you that the two foreigners, Tony and Smith, have been seen hanging around the cafeteria. Don't bother checking out the cafeteria area though – they won't be there at the moment. Wait until 2pm and go back to work.

At about 4pm, you'll see two of the bikers outside the cafeteria. They must be the two that you are looking for! When you try to question them they'll run away. Ryo gives chase. It's now that you find out just how many people the Mad Angels control. On every corner, someone will try to slow you

down. You'll have to avoid all the obstacles in the way of QTEs. They are all fairly straightforward. The only ones that may cause a problem are the multiple-choice arrows. At the parked van press Right – pressing Left will put you face to face with an oncoming van. At the second one press Right so that you follow the guy in the purple shirt. You can afford to mess up two at the most – any more and a truck will overturn in front of you. When you finally catch him he'll reluctantly tell you that the only person who knows about the Long Zha is Terry, the boss of the Mad Angels. Unfortunately, no-one knows where he is. After speaking to Master Chen, go home and get some sleep.

## Master Chen

The QTE will have taken you to the end of the day. When you go to collect your wages, your boss tells you that someone has left a letter for you. It is from Kishou. You'll automatically go to see him. Master Chen tells you that he cannot say when the Long Zha deal will be taking place, only that if you are patient you'll find out. He mentions (as an aside to Kishou) that he is bound by an oath to Iwao to look after Ryo and guide him. It looks like you're just going to have to be patient.



continued >

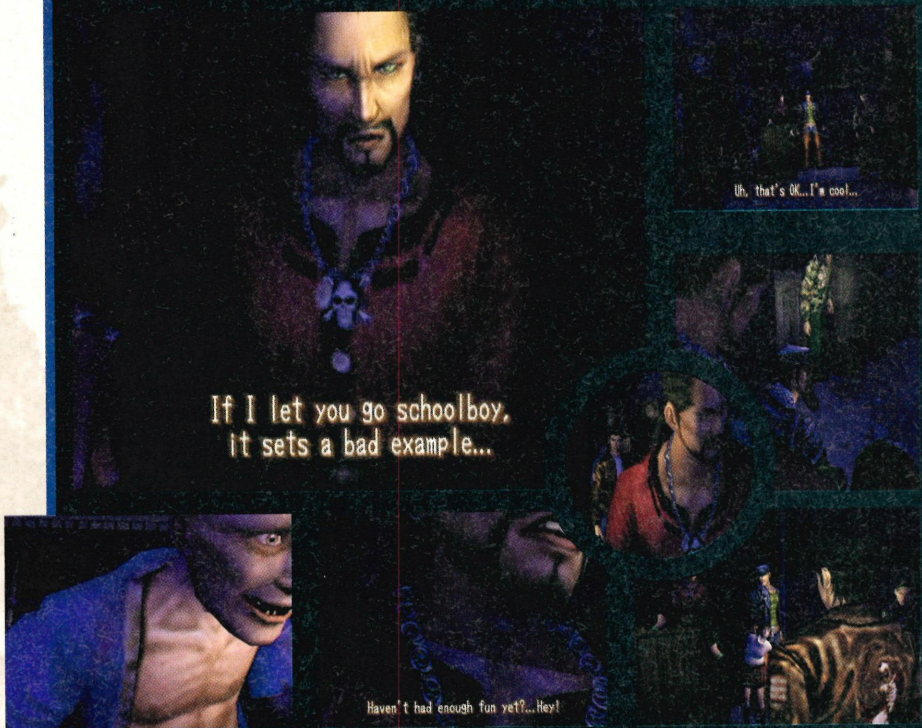


# walkthrough

continued &gt;

## Meet Terry

Not a very ominous name, and not a very ominous fellow, especially when he is stood next to his 'bouncers'. Terry tries to make a deal with Ryo. The deal is that Ryo must kill Kishou to ensure that Nozomi lives. It's a tough decision, but Ryo agrees to it, under the condition that Terry takes Ryo to Lan Di.



## Nozomi's In Trouble!

Ryo wakes up at 11.45pm. It seems strange that he woke up – maybe he could feel trouble in the air. Ine-san is still up. She tells you that Aida-san rang to say that Nozomi had not come home yet. At that point the phone rings. It's Chai! He has kidnapped Nozomi and is holding her hostage at the harbour. You have four hours to get there, otherwise...

By the time you leave the house you'll have already lost 30 minutes. You now have only three-and-a-half hours to get there. Go to Dobuita via the back entrance (Mr Yamagishi's house). Upon arriving at the bus stop you'll realise that the night-time buses won't get you there in time. Go to the Motorbike shop and knock on the door. He has no working bikes available, but he knows someone who does. Go back the way you came, all the way to Sakuragaoka. There's a bike parked up outside a house. Knock on the door and ask to borrow it. He's a friend so he'll give you the keys. By

the time you get to the open road you'll have a minute-and-a-half to get to the harbour. R accelerates and L brakes. Check out the 'Grease Lightning' box for how to succeed in this section.

If you get there in time, you'll be welcomed by a gang of Mad Angels. The new moves that you have recently learnt will be very useful in this fight. As long as you can get them in, the Mad Angels won't have any defence against moves like the Shadow Blade. This move is especially useful as it knocks opponents cold for a second. If you get stuck in a corner, use a Cyclone Kick to clear some space. After the first group is down, Ryo will walk into the now open Mad Angels warehouse. Yet another group of thugs are waiting for you. They are slightly more wound up than the last group, but they still shouldn't cause any problems. With all of the thugs gone, you'll finally meet Terry. That's it for today. Take Nozomi home and get some well earned rest.

## Grease Lightning

Whatever you do, don't use the brakes. On the sharp corners, let go of the accelerator for an instant, then push it down again. If you start braking, you won't make it in time. If you hit the sides too hard you'll fall off and have to start again. On the S-bends, take the first corner early so that you can take a straight line through the rest of it. The best way to take corners is to go wide and then into it at full speed. If it looks like you're not going to make it, ease up on a gas a little. As soon as you lose control, you know that you're home and dry...





## Fired!

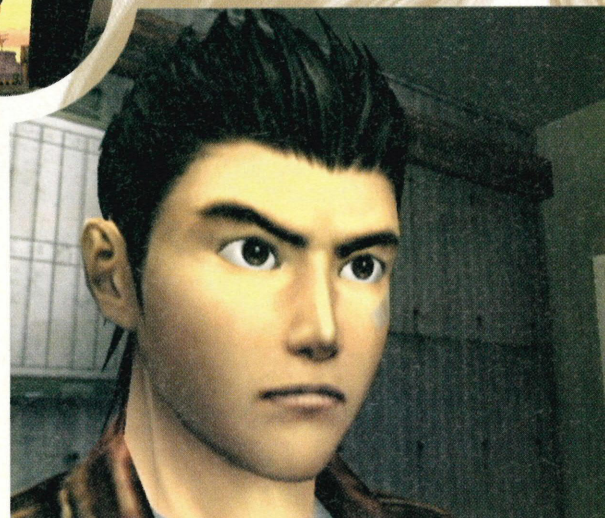
When you wake up in the morning, go straight to the Dojo. Ryo will pray in front of the banner and have a short vision of his father training with a Katana blade. After that, Ryo goes straight to the harbour. Today is slightly different. Ryo is in turmoil. He doesn't know how to get around the fact that he's got to kill Kishou (we know that's not his name – it's an affectionate term!) in order to get to Lan Di. Tomu is his usual happy self and so he manages to cheer Ryo up a little.

When you go into the office, your boss will fire you. It's a bit sudden but the reasons are pretty obvious. It's not his fault, he's just looking after his own. This doesn't do much for Ryo's state of mind so he goes back to see Tomu. As he approaches him, Tomu starts

dancing and performs a spinning kick. Tomu offers to teach it to Ryo. Politely decline, but accept when he asks you a second time. This way, Tomu will teach you the whole move as opposed to part of it. The move that he teaches you is called the Tornado Kick. The first stage of the move is performed by pressing Forward, Forward + A. To complete the move you must press A again, straight after the previous kick. (The complete Tornado Kick is Forward, Forward + A, A.) This is a great move. Remember how the Cyclone Kick is slightly delayed and

can sometimes be cancelled out by a quick opponent? This is not the case with the Tornado Kick. It has two strikes that cover a fair bit of ground, so you can always start it a body length away and still manage to floor your opponent!

Thankfully you don't have to wait around all day for your next confrontation. We can only assume that you spent the day taking Tomu to the airport and seeing him off. When you next gain control, it will be dark. Get ready for the most action-packed part of the game!



[1] Tom can get his leg up quite high. Maybe that has something to do with the amount of female attention that he gets. [2] Tom turns up everywhere, and his leg's always above his head. [3] Ryo has a man-to-man chat with his boss. It doesn't look good. [4] As his world falls apart, Ryo turns to the memory of his father to comfort him.

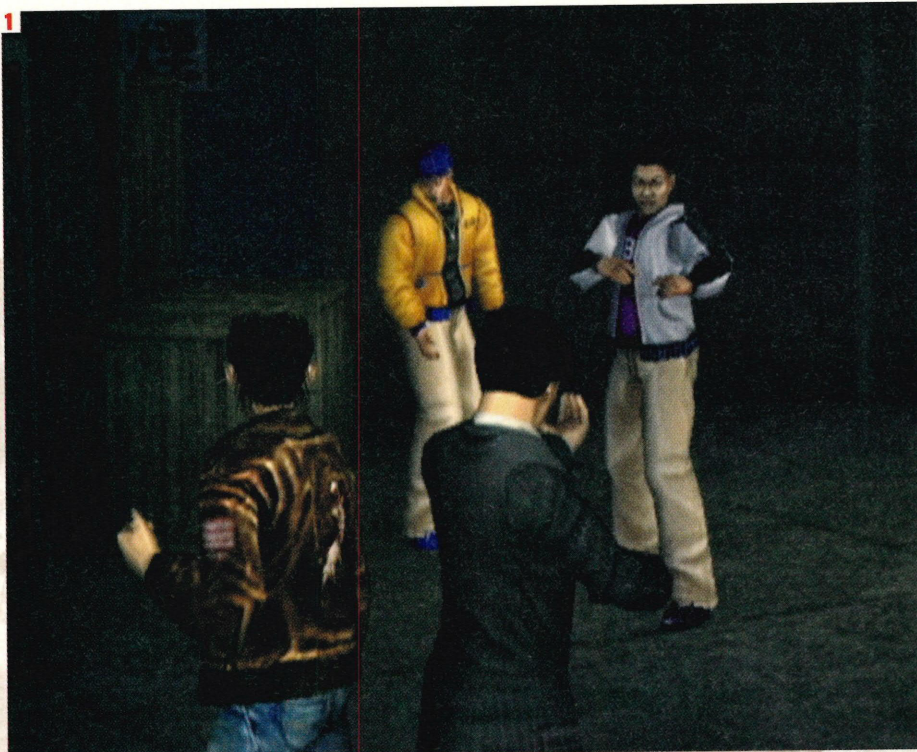


continued >



# walkthrough

continue >



them and tries to crush Kishou with a concrete block. A one-button QTE follows – if you're not victorious, Kishou will be killed!

Terry runs off. This is where things get very hard. You have to make your way to Terry through 70 members of the Mad Angels gang. Most of them can be taken out with one kick (as long as you have been training), but around ten of them can really take some damage. To start off with, use the Tornado Kick that Tomu taught you. If you time it right you can take out one guy and then the one behind him with the second part of the move. If you miss for any reason, hammer the B button to get a standard kick out. When you get a break, run around to regain some of your energy. But don't run too far – you'll just get tired.

overcompensates and leaves himself open to you. If you try to throw him any other way, he'll hit you with his iron bar. The next 19 men are slightly more agitated. This is understandable seeing as two men have taken out 50 of their mates! Still, they shouldn't cause a problem – two or three kicks as opposed to one will suffice.

The 70th opponent is the huge guy that was standing next to Terry in the warehouse. You'll need at least half of your energy left when you get to him. If you lose any energy during the fight, run around a bit to recharge yourself. Unless you're attacking, stay away. He has got a massive reach and some really powerful throws. Keep evading at all times. And when you get the chance, Shadow Blade him. All the regular moves will work, but the Dark Moon is probably the best because of its range. There's nothing more that we can say – just keep going.

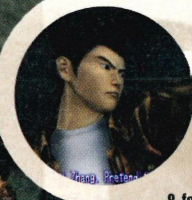
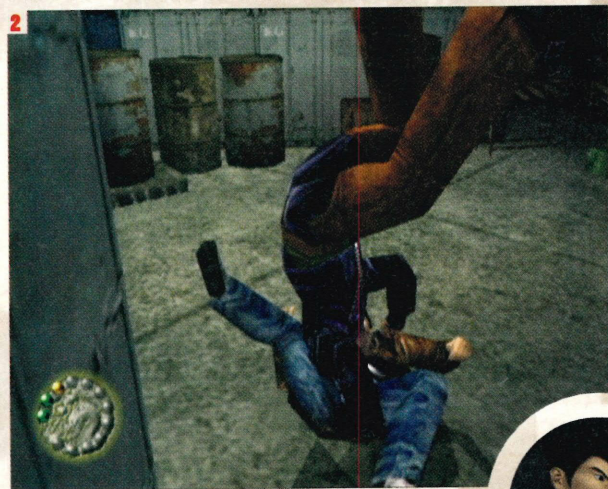
With that monster gone, you can finally take on Terry. Kishou asks you to leave Terry to him. This would be fine if Terry was unarmed. When he whips out an iron bar, you'll need to grab it off him, so get ready for the QTE.

Terry will tell you that Chai has already taken Lan Di to the boat. A cut-scene shows Lan Di leaving for Hong Kong. Damn! Too late. You may as well go home unless you're a very good swimmer.

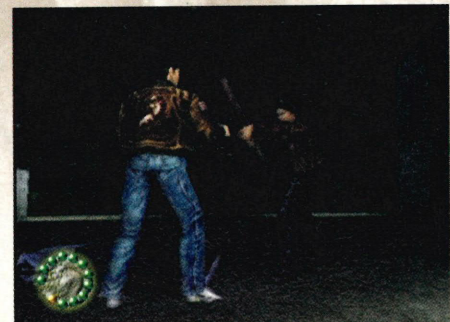
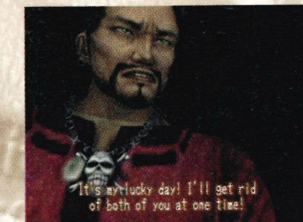
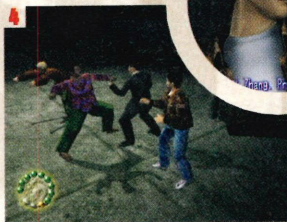
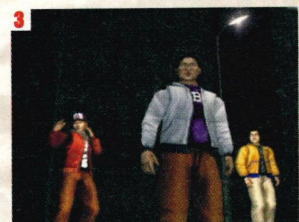
## 70 Man Battle

Oh my God! This is hard. Prepare yourself for a long, long battle. First up, one of Terry's henchmen meets you and tells you where to wait in order to fight Kishou. When he turns up, Ryo tries to make out that he is fighting – in actual fact he is trying to get Kishou to fake it. Kishou doesn't get what is going on and the two end up fighting for real. Eventually, they both fall to the ground after some very impressive moves. Terry sees his chance to kill both of

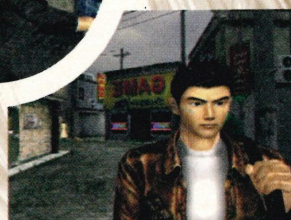
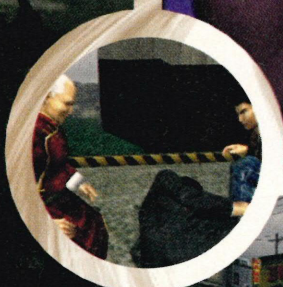
After defeating 25 men, the first sub-boss comes at you. He's not as easy to floor as the other guys and he attacks with more venom. Use Crescent Kicks, Cyclone Kicks, Tornado Kicks, Dark Moons, Stab Armour and throws on him. When he falls, immediately start pounding the next 25 men. The camera angle starts to get a bit weird and it's quite hard to see the men until they are on top of you. Run around to find a decent position and stay there. The second sub-boss is slightly harder than the first. Use all the same moves, but don't try to throw him unless he



[1] It's OK. At least you've got a friend to help you battle against 70 thugs. That's only 35 each! [2] The final sub-boss is an 8-foot tall Village People reject. [3] Hmm, I wish I had a bright yellow jacket like that. No, really! [4] I'll just stand here and watch for a while if that's okay.







## Goodbye, Farewell!

In the morning, Ryo packs his bags and leaves. Fuk-san gives him some money and wishes him luck while Ine-san watches secretly from the corner. The camera follows Ryo through the villages and onto the bus. He didn't even say goodbye to Nozomi! Master Chen and Kishou meet you at the harbour. Kishou says that he's coming with you and will teach you a new move. The Swallow Flip is the first counter move that you have learnt and it is performed by pressing Forward + X, A.

Don't relax though – it's not all over yet! Chai is lurking on a platform directly above you. He'll kick down a huge metal bar, which only just misses you. It lands on its end and falls over onto Kishou's leg.

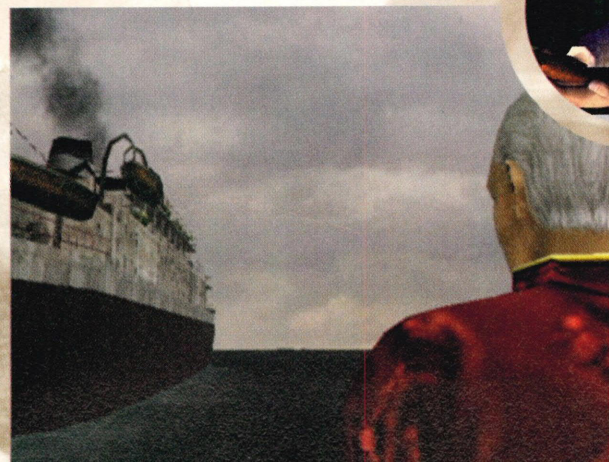
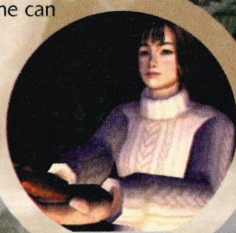
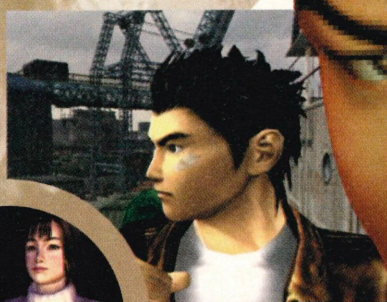
While Master Chen looks after him, Chai jumps down to the ground and challenges you to a final fight. It won't be so hard to beat him this time. After your previous fight, a fair number of your moves will be on 'Advanced' and you'll hurt him far more than before. Use your newly acquired Swallow Flip, the Shadow Blade and any other kicks that you can pull off. It certainly won't be an easy fight, but you shouldn't lose. Like any final bad guy, Chai will suddenly come back at you, so be prepared for a big old QTE.

With Chai plunged into the depths of the ocean, you can go back and check on Kishou. There's no way that he can come with you right now, but he assures you that he'll follow

you when he has recovered. Master Chen gives you the address of a good master that he knows.

As Ryo climbs the stairs to the ferry, he recalls what he had done that morning. So he did say goodbye to Nozomi. Good boy! The ferry sails off into the night and Ling Sha Hua smiles down on him.

And thus, Ryo's destiny unfolds... ©



can't  
Ever



continued

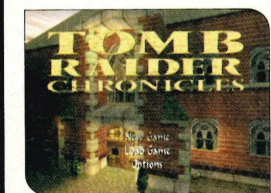


# walkthrough



Grab your coffee maker and get ready for some all-nighters – and make sure that you’ve got this guide handy. Lara is back and she’s hot on the trail of more secret artefacts. Can you find them all?

## Dreamcast solutions



**Publisher** Eidos  
**Developer** Core Design  
**Origin** UK  
**Price** £34.99  
**Genre** Arcade Adventure  
**Released** Out Now



one player



vibration pack



arcade stick



**Visual memory**  
**VM**  
**Information**

Save position Y  
Logo during play Y  
Mini-game N

## Dreamcast magazine



**says**  
“The sight of Ms Croft in a leather catsuit is worth the entrance fee!”

## CONTROLS

For more advanced controls see the ‘Acrobat’ box. Here’re the basics...

Run (default)

Grab/action

Reverse roll

Jump

Equip weapon

Hold to look around

Crouch, or dash if running

Inventory

Walk (default)

# Tomb Raid Chronicle



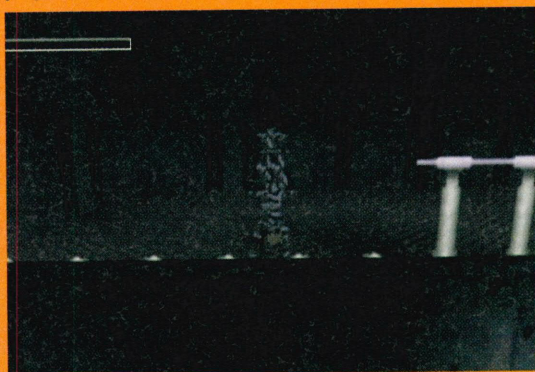


## Lara The Acrobat!

There are a fair number of moves that Lara can pull off and you're going to have to master all of them to be able to get through the game. Check these out!

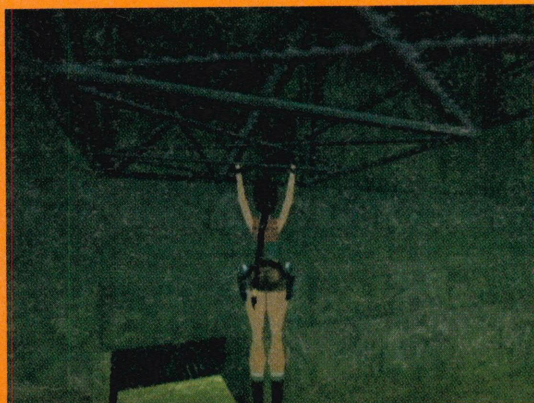
### Special Climb

➤ Lara can do an acrobatic pull-up. This can be performed in the same way as a regular pull-up except you need to walk  $\triangle$  (on D-pad, default) instead of running. It doesn't have any purpose, but it sure looks good.



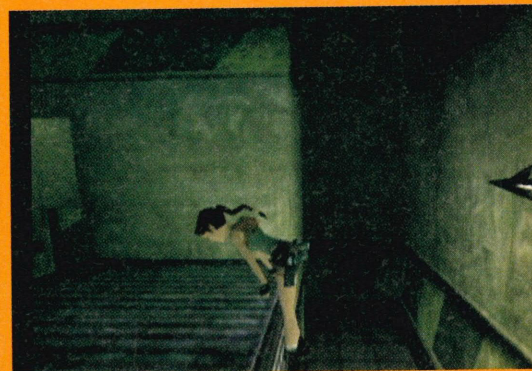
### Monkey Swing

➤ If you see a series of bars above, you can normally swing across them. Jump up and hold A. Lara will grab hold of them. Push  $\triangle$  or  $\square$  to swing on them.



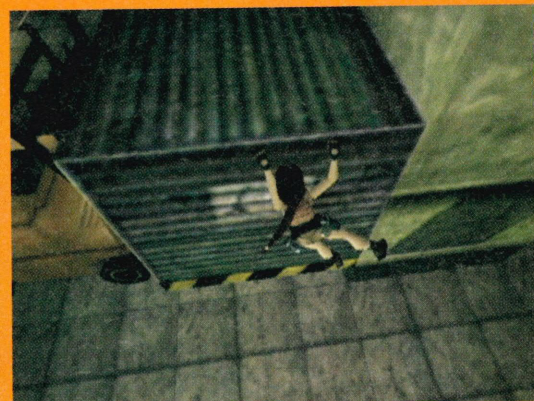
### Climbing

➤ The action button (A) has many uses. It allows you to step onto a raised platform, climb up ladders or pull yourself up onto platforms.



### Shimmy

➤ When you are holding on to a ledge, you can travel along it by pressing  $\triangle$  or  $\square$ . You must hold down A all the time.



### Dive

➤ Lara can dive into a pool of water. This is especially useful when you have a long way to swim as the dive will carry you a fair distance into the water. Either stand next to the water or run towards the water. Then press X + walk  $\triangle$  (hold together).



continued >



# walkthrough

continued >

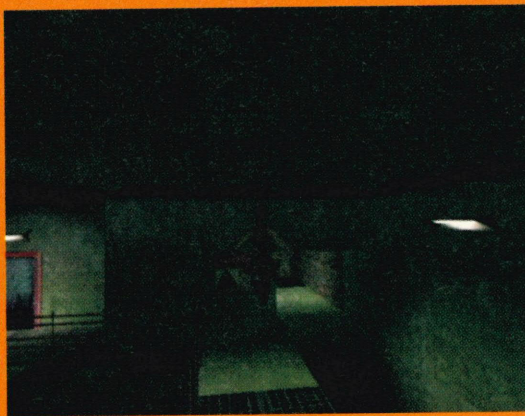
## Walking

> Use the D-pad (default – can be swapped with analog pad) to make Lara walk. You cannot fall off the edges when you are walking.



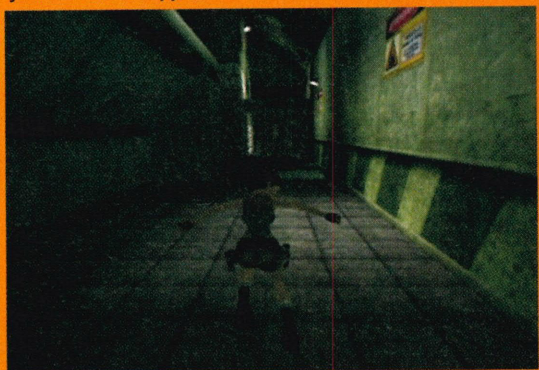
## Running Jump

> Press X while you are already running, to jump further.



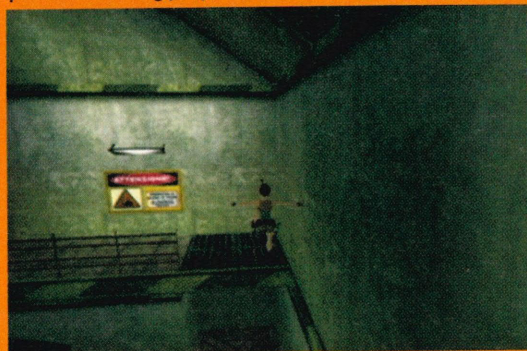
## Retreat

> Press  $\Delta$  on analog stick (default – can be swapped with D-pad) to perform a small hop backwards. This is very useful when you need to put some room between yourself and an opponent.



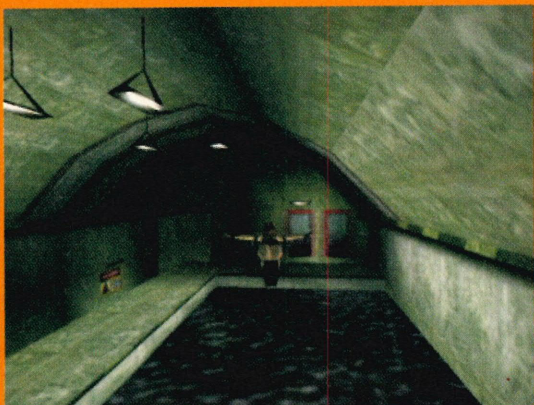
## Measured Running Jump

> This is vital if you are jumping over a chasm – you don't want to mistime it and fall off, do you? Walk up to the edge of the platform. Hop backwards (analog stick, default) once. Now run forwards and, a split second later, press X. Lara will perform a running jump from the very edge of the platform.



## Standard Jump

> Simply press  $\Delta$  + X (which is jump) to leap forwards a short distance.



## Jumping Grab

> Sometimes the platform will be too far away to jump onto, so you'll have to grab onto the edge and pull yourself up. After you have jumped, press and hold A.







## Sideways Vault

> Press X, then  $\leftarrow$  or  $\rightarrow$  a split second later. The two button presses have to be done very close together. The move doesn't always work if you press both buttons together, so practise and get the timing right.



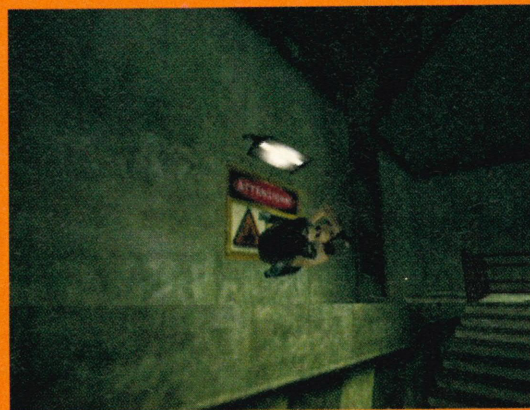
## Backwards Vault

> As for a Sideways Vault, except you must press  $\downarrow$  instead of  $\leftarrow$  or  $\rightarrow$ .



## Backwards Vault Reversal

> Press B (roll) as you are performing a Backwards Vault. This will make Lara face the other way when she lands.



continued >



# walkthrough

continued

## Secret 1

> The shelves in this room can be pushed to reveal items. Behind one of the shelves is a secret room containing the very first secret... oohh!



### LEVEL 1: CHAPTER ONE: ANDREA'S STORY Streets of Rome

You'll start off outside the door to the backstage area. Go in and climb up the crate next to the forklift truck. Jump up to the next platform and run to the end. Perform a standing jump onto the next platform. Run through the doorway and follow the corridor on into the next room. There are two scaffolding towers barring your way. You'll have to jump past them. Two diagonal standing jumps will do the job.

Go into the next room and perform a measured running jump to the other side. You'll have to grab onto the platform to make it. If you fall down, you can use the crate to climb back up. Follow the walkway and do a sideways jump over to the exit. Walk to the edge of the platform, jump straight up and grab hold of the bars. Monkey-swing across the gap and drop off on the other side. Climb up the ladder.

At the top, climb around the corner and drop down to the floor. Crawl under the gap and keep going to the end of the passageway. Flip down into the room. Run to the end of the walkway and pull the lever to open the door. Follow the corridor into a large room. Climb onto the crates at the end and jump over to the pool of water. Swim down into the hole, follow the passageway

and swim up into the next room. Walk along the corridor until you get to the tightrope. Walk along it and go into the shelving room (see Secret 1).

Go through this area and out the other side. You will now be in an area that you have already been in. There is nothing more to this section, so go back outside and take the first right to go into the fountain area.

Kill the dog. Turn right and follow the passageway to the mask on the wall. Pull the lever and go back to the fountain. The lever will have raised the gate in the next section. Go out of this area and turn right. Don't step on the darkened tiles. Go past the greenery and pull the lever. A load of bats will fly out of the hole – run back into the light to get rid of them. The darkened tiles have risen to form a raised platform. You will now be able to get up to the next level.

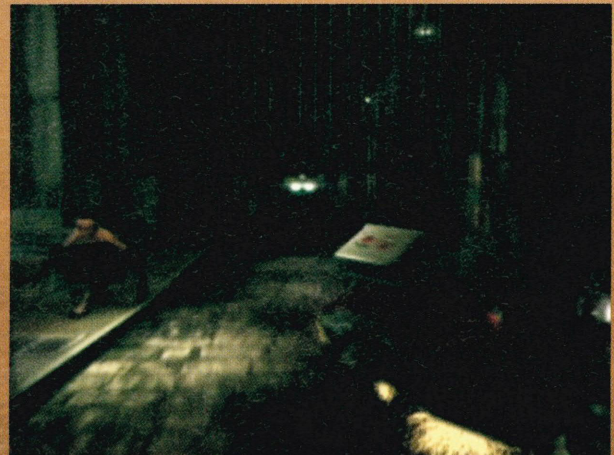
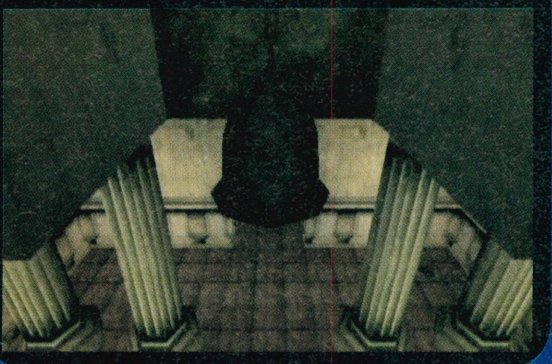
Follow the ramps to the chairs area and step up to the ledge at the end. Drop down into the corridor below. The windows in this area can be shot out to get at the items. One of the windows leads to another corridor. Don't go down there now, but remember it for later. Go down the stairs and take out the dog. Go through the opening and pull the lever. This will open up the grate, thus making a short cut to the rest

of the level. Go back up to the window and do a measured running jump across the gap. Turn left and follow the ramps to the top where you'll find a Gold Key. Pick it up and go back down. Turn left and go up the next set of ramps. You will now be able to see down to the fountain area. Jump onto the canopy and pick up the flares. There is a dog below you – drop down and kill it. Use the Gold Key to open the locked door in the fountain area.

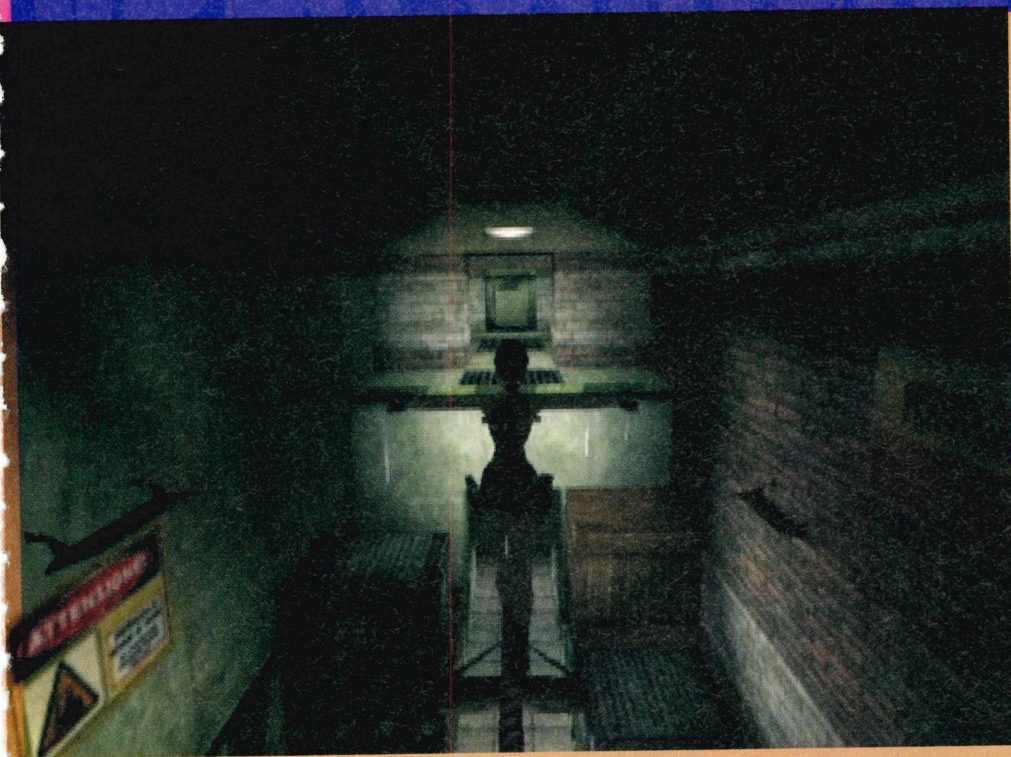
Go to the end of the corridor and turn to face the left wall. There is a man with a gun on the balcony at the end of the next room. Get your guns out. Do a sideways jump into the room and keep shooting. As soon as you land, do another sideways jump back into the corridor. Keep doing this until the man runs away. Go to the end of the room and turn left. Go down the ramp and climb up to the Garden Key. Now take the alternative route and go up the ramp. You will now be where the shooter was. He is on the other side of the gap. Shoot him until he runs away again. You may want to heal yourself about now! Step up to the rope and walk across it. Balance yourself by pressing  $\triangle$  and  $\square$  when necessary. Drop down to the corridor and pull the lever. This will open the final door to the fountain area. Don't go in

## Big Bell

> There are three doors in this section and all of them are shut fast. The only object in the room is a big bell, which is hanging high above you. Now that you have got your Revolver souped up with a Laser Sight, you can aim accurately enough to hit the bell. Shoot it once to open the door on your left (see Secret 2). Remember for the future if you see a bell, shoot it!







there – go in the opposite direction and, when you get to the T-junction, turn right and go to the end of the corridor. Turn left and place the Garden Key in one of the slots. Now go to the other end of the corridor and turn right. Take the first left and grab the Revolver Rounds. Go out of the room, turn left, and run up the stairs. There is a Revolver at the top – finally you'll be able to use that ammo that you've been collecting!

Go up the stairs to the double doors and push them open. Lara will make a really annoying groan – just put your fingers in your ears so that you don't hear it. Collect the Laser Sight and attach it to the Revolver. The second

Garden Key can be found behind the gate in this room. Equip the Revolver and get the sights up. Aim for the padlock and shoot it off. As soon as you collect the Garden Key, a group of smelly rats will start to nibble at your feet. Like the bats, you can't really do much about them – just run away until they have stopped chasing you.

Head back to the garden and use the Garden Key. The main gates will be opened for you. There will now be a cut-scene where you get to hear what the bad guys are saying. Lara puts the Mercury Stone in its slot and the bad guys run off. There is a room with a pool of

water in it, coming off from this room. It doesn't hold anything, but you can practise swimming in there. When you've finished with your aquatic antics, find the passageway behind the three-heads building and go up to the large bell tower. Pick up the Laser Sight and the Revolver Rounds at the top of the stairs. Check out the 'Big Bell' box for what to do next.

After shooting the bell, climb up to the first doorway – don't run and jump up to it or you'll fall down a huge drop on the other side. Do a measured running jump over the

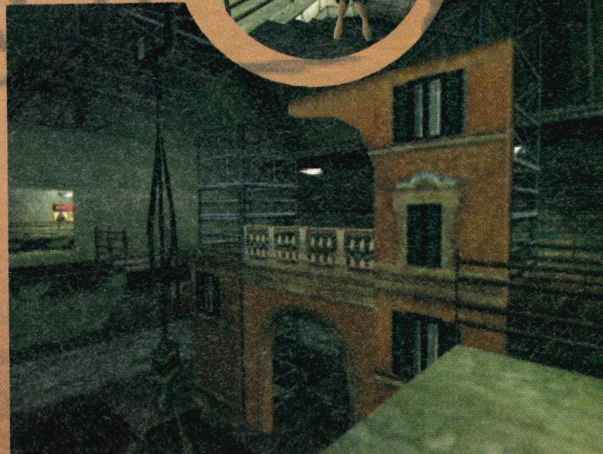


**[1]** Lara takes a plunge into the unknown. How does she know that it goes anywhere? **[2]** Dogs will jump at you in this level. It's best to have your guns out at all times, just in case. **[3]** These bats are a real pain. Keep moving to avoid their razor-sharp teeth – or you could just stand there and be sucked dry!



## Secret 2

> Shooting the bell does more than just open this one doorway. If you go back to the area where you picked up the Revolver, you'll find that the door is open. Search the shelves inside for the second secret!



continued



# walkthrough

continued >

gap. There are tons of bats in this room and, seeing as there's nowhere to run, you're going to have to shoot them to get rid of them. Keep retreating and reverse-rolling to evade their hideous nibbling. With the bats gone, pull the lever and go back to the bell tower. The lever will have opened the main door at the top.

Don't go there just yet. It is possible to get to the wall that runs on the same side as the first doorway that you opened. Get up here via the wall next to the stairs and follow it round to the end. You'll be able to see over to the roof that the shooters were on. Perform a measured

running jump over to the roof. Run along the roof and jump over to the tower. Pick up the Revolver Rounds and go all the way back to the doorway at the top of the bell tower.

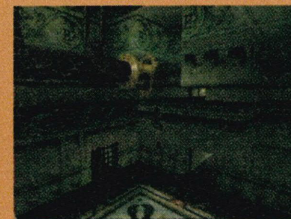
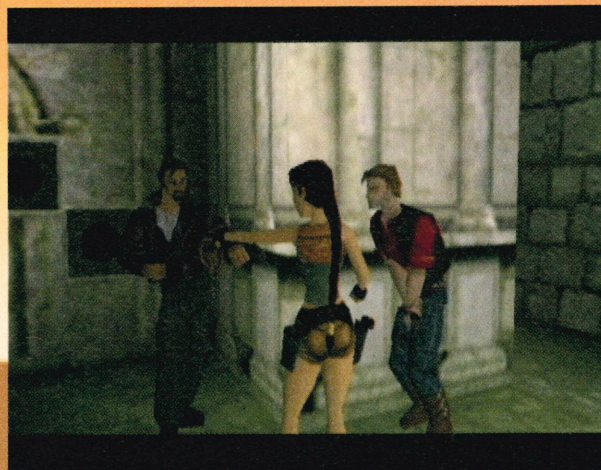
You'll go into a room with a huge bell knocker in the roof and two statues of crows in the centre. Follow the left passageway and pull the lever. The statue's outer layer will crumble away to reveal a dove. Go up to the dove and twist it around. This will open the doorway at the end of the right-hand passageway. Go through the doorway and up the ramp. The only way to get past the knocker is to shimmy under it using the ledge of the platform that you are on.

Lower yourself onto the right-hand ledge and shimmy all the way around the ledge until you can climb up. Pull the lever to turn the second statue into a dove. The easiest way to get down is to lower yourself onto the ledge and drop down to the ground. Twist the statue in order to open the final doorway, which can be found at the base of the bell tower. Collect the Saturn Symbol (see Secret 3).

Make your way back to the garden. In a cut-scene, the Doogie brothers will take the Key Stone from you. Obviously they don't know about the dangers involved with using it, as they're stupid! Don't say we didn't warn you.

## Secret 3

> Now that you have solved the crow puzzle, go back to the first door that you opened (the one with the bats). There will now be two small rooms that are accessible. Herein lies the third secret!





## LEVEL 2 CHAPTER ONE: ANDREA'S STORY Trajan's Markets

Go into the first room on the left and use the Revolver to break open the crate. Pick up the Crowbar that was inside. The crate on the other side of the street has got a Laser Sight in it. Use the Crowbar to open the corrugated metal doorway on the right. There is a Medipack in the crate. Climb up the scaffolding to the platform above. Jump up to the window ledge for another Medipack. Jump down to the scaffolding and walk across the tightrope.

Run out into the open towards the two Griffins. You should be able to do a measured running jump and grab onto the scaffolding on the far side. Do another long jump and grab onto the ledge in order to get to the Shotgun Shells. Jump back over to the scaffolding and take a few steps forwards. Drop down to the platform, then down again into the room. This is the room that was blocked off previously, if you Collect the Flares and the Revolver Rounds. Jump back up to the platform, then jump over to the other side. Drop down, and go into the room with the big dial on the wall. Remember where it is for later.

Go back into the main area. There is a stone ladder on the back of one of the pillars. Climb up it and slide down the platform. Turn left and perform a measured running jump over to the next

archway. Jump over to the adjacent platform and follow the path into the room. Pull the cord three times in order to raise the cog to the correct level (see Secret 1).

Make your way back to the archway with the stone ladder. Jump over to the next archway, then turn 45° to your right and jump to the room containing the second cord. Pull it once to start the cogs rolling. This will, in turn, move the large dial that was blocking your way earlier.

Jump back over to the archway and turn left. There is a hole in the wall with an item in it. Jump over and grab the Uzi Ammo. Lower yourself down to the ledge and drop down into the dial room. Before you go through the doorway, light a Flare and take a look around. There is another path on the left. Climb up and go into the room with the flaming Griffins. Use the Crowbar to get the Golden Coin. A group of rats will immediately attack you – you may as well shoot them. Just keep jumping sideways until they have all gone. Go into the statue room and use the Golden Coin. Collect the Revolver Rounds and the Medipack before you leave.

The gate directly opposite this room will now be open. It will take you through to the start of the level. There is only one doorway that you haven't been through yet. Go through it and follow the path round until you find the Revolver Rounds. Grab them,

## Boss 1: Mars Symbol Guardian

### Attacks: Optical Energy Beams

This boss consists of a huge Roman warrior's head, set within an octopus-like body. The only attack that it has is a twin energy beam which it shoots from its eyes. The two eyes glow green and they should be your target. Equip the Revolver and run into the room. As soon as the head sees you, it will power up its attack. This takes approximately two seconds. Allow it to power up for about one second – then perform a sideways jump. The head will shoot at the area where you were. As soon as you land, press L to bring up the sights. Aim for one of the eyes and fire. Don't take too long as the head will start to recharge again. You will have to find a suitable distance to shoot from. If you stand close to the boss it will be far easier to aim at, but the boss will shoot at you more frequently. If you stand up on the balcony, you'll be given a long time between attacks, but it'll be far harder to aim at the eyes.

Once you have taken out both of the eyes, the creature will crumble to nothing. Your reward will be the Mars Symbol!



then go back to the waterfalls, which you will have passed recently. Dive into the water and swim down to the Revolver Rounds. Swim back up and climb out the other side. Pick up more Revolver Rounds and take two steps forwards to meet the first boss (see Boss 1).

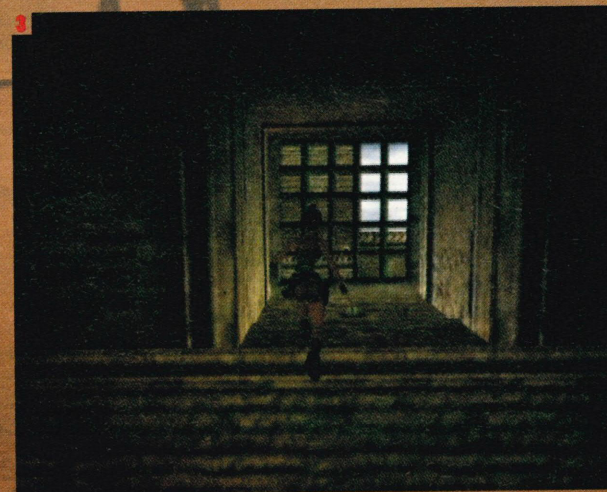
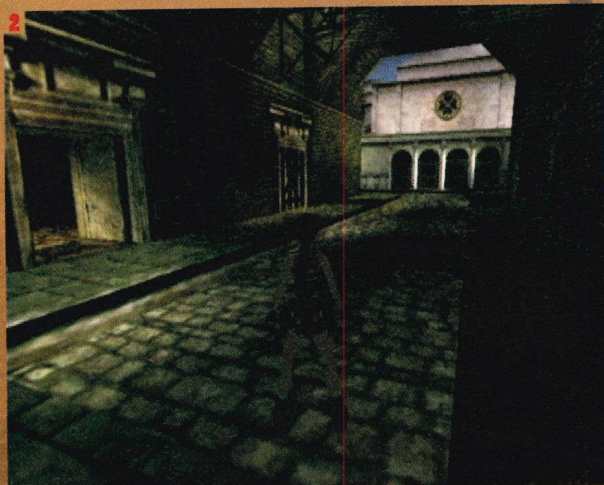
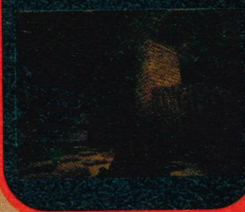
After defeating the guardian, collect the Revolver Rounds from the boss room and examine the circular pattern on the floor. Lara will

- [1] That's a big drop down there. It looks like the tightrope is the only way across.
- [2] This is the start of Level 2. So many doors to open. Where should you go first?
- [3] This window ledge can be reached from the tightrope. There's a tasty Medipack waiting for you up here.



## Secret 1

> A trap door will have opened near here after pulling the cord. Go inside for the first secret!

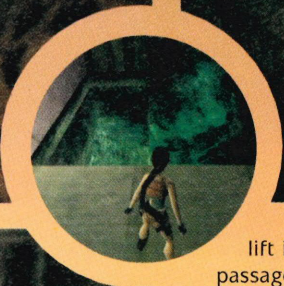
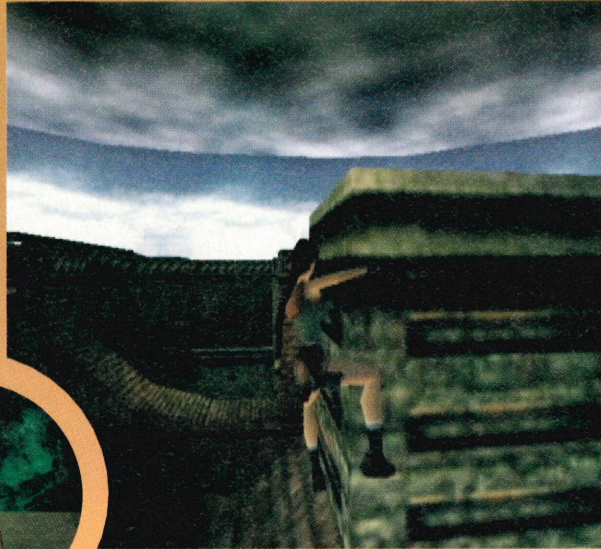
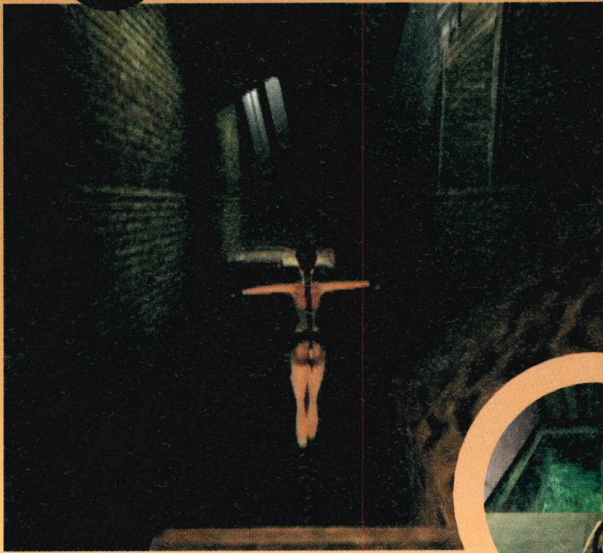


continued >



# walkthrough

continued



lift it up, revealing a passageway. Drop down and go into the water area. There is only one path that you can take. It's a hole in the centre with a large turbine. Just above the turbine is a passageway. Swim along the passageway until you get to the room with the torch in. Collect the Shotgun shells and use the Crowbar to lever off the Valve Wheel. Go back to the boss room and go to the small room at the far end.

Use the Valve Wheel to turn off the turbine. There is also a secret in this room (see Secret 2).

Go back to where the turbine was – you will now be able to swim down to another passageway. At the T-junction head left and swim up for a large Medipack. Now go back and take the alternative route. The twin turbines will push you to the opposite side of the room. Swim up and climb into the room. The

## Secret 2

► This room holds a Gold Rose. Stand on one of the platforms either side of the entrance. Walk to the edge and jump up to the metal structure above. Climb onto it and jump to the top of the turbine generator. Here lies a secret!

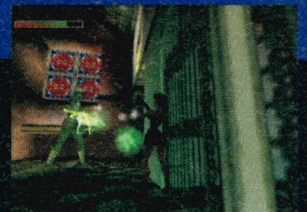


second turbine generator can be found in this room. Turn it off and jump back into the water. The opening by the twin turbines is now accessible. Swim through the passageway – it may seem complex but there's really only one way to go. As you climb out, a gate will slam down behind you. There's no going back now! Ahead of you on the floor is a case of Shotgun Shells and a Shotgun. Ever get the feeling that there's perhaps

## Boss 2: Roman Warrior

### ► Attacks: Energy Bolt, Sword Slash

Get out the Shotgun and run up to the edge of the corridor. Depending on how close you are, he will either slash at you or fire an energy bolt at you. Whichever one he chooses to do, you'll have time to fire off one shot before you need to perform a sideways jump. Every three or four shots, the warrior will recoil in pain and a piece of him will fall away. It'll probably take about 20 shots from the Shotgun to finally bring him down. The problem lies in getting the shots in. Keep your distance from him. You can jump over the energy bolts, but if you're in close, you won't be able to evade his sword. Sometimes the camera angles will let you down a bit – if this happens, listen out for the energy bolts and move around until the camera sorts itself out.







something quite hard up ahead of you (see Boss 2)?

Once the boss has been defeated, jump up to the platform and collect the items. This platform overlooks the waterfall area. Collect the Medipack and drop down (see Secret 3).

Go back to the waterfall area and dive in. The underwater gate is open. Swim inside and grab the Venus Symbol. Follow the passageway and you'll come out in the garden. That American fool (which one?) has decided to go solo, but it won't be long before he gets what is coming to him.

Get the Revolver out and use the sideways jump/shoot technique to finish him off in no time at all. Now it's time to really start worrying (see Boss 3).

Once the guardians are no more, collect all the items from the garden and place the last two symbols in their correct positions. The doorway will open, flooding the area with a rainbow glow. Walk through and jump over to the treasure at the far end. As you land in front of the treasure, the floor will give way and you'll fall down a passageway to the next level.

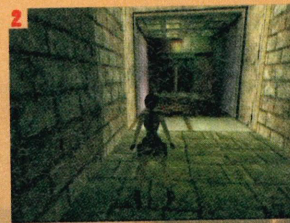
**[1]** So close and yet so far! The ledge collapses as you are about to claim your prize. **[2]** You can feel it in the air – the boss is close. **[3]** A darkened corridor leads to this torch-lit room containing the Golden Coin – use the Crowbar to wedge it off. Strange that someone should leave it lying around...



## Boss 3: Gateway Guardians

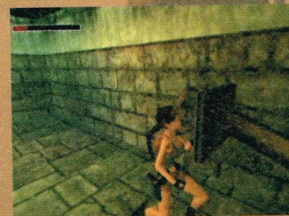
### > Attacks: Fireball, Peck, Grab

The first and most important thing to do is to get to the back of the building. The serpents can't get you while you are there. There are several items here as well. Equip yourself with the Shotgun and load it with either type of shell. Run back out – when you hear the fireballs being shot, jump up. Position yourself between the two trees and use the sideways jump/shoot technique that seems to work so well. Watch them carefully. As soon as one fires, do a sideways jump and fire. The dispersion shells will incapacitate them all for a couple of seconds, at which point you should blast them as much as you can. Once you are out of shells, resort to the Pistols. It can be a long and laborious process with these pea-shooters, but you don't want to come out of this with no decent ammo left! After a while, the serpents will crumble away.



## Secret 3

Before jumping into the water go back to the start of the level. There is a gate in this first section that is now open. Go in and grab the secret!

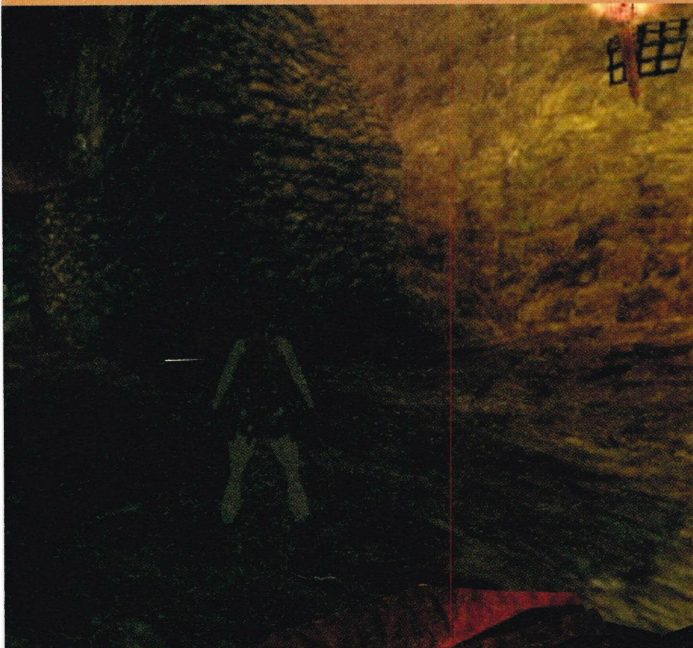


continued >



# walkthrough

continued >



## LEVEL 3 CHAPTER ONE: ANDREA'S STORY The Colosseum

Go through the first room and the second room. The third room has a block with a ring on it (see Secret 1).

Move on to the narrow corridor. Run across it and don't look back until you're on the other side. The floor will have crumbled beneath you – underneath lies a pool of lava. Walk backwards towards the edge. Lower yourself down to it and shimmy round to the opening. Climb up, then crawl backwards towards the other side. Lower yourself onto the edge and drop down. Push the button and make your way back again.

Look down into the room below

there's a big lion down there! Go through the doorway and follow the corridor. Slide down into the lion pit. Use the Pistols and adopt a shoot/retreat style. When you hit a wall, reverse-roll and start again. Push the button to open the doorway to another lion pit. After killing this lion, climb up the ladder into the room above.

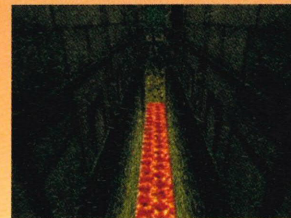
Take the Gemstone from the altar and go into the next room. There is an ancient warrior in here – jump around a bit and use the Revolver to take him out with ease. Grab the items from the room that leads off from here, then go up the ramp. Take out the second warrior and push the button at the end of the short corridor. Go up the next ramp, the passageway that stretches out ahead of you and go for the final ramp. There is a warrior and a lion up here. Stay on the

ramp and they shouldn't cause a problem. Follow the corridor round and pick up the large Medipack and, most importantly, the Uzi!

Run back to the passageway that you ignored before. Run into the centre. If you look over to your left, you'll see a cord. When this is pulled three times, a column will rise out of the hole with the second half of the Gemstone. It's on a timer and you'll need to be quick to get it. Jump over to the cord and pull it three times. Position yourself and jump onto the thin platform. Keep moving and jump up to the yellow block. Grab hold of it and climb up. Run and jump over to the dark area. Climb up and make the final jump over to the centre. You probably won't be able to do this on your first attempt. Keep practising – eventually you'll do it.

## Secret 1

> Hardly a proper secret seeing as it's so easy to find. Still, it's a Gold Rose isn't it? Push the block until you appear in another room. The secret is in here!



## WEAPONS: ANDREA'S STORY

Revolver:	Streets Of Rome-Stairs before the barrel room
Revolver Laser Sight:	Streets Of Rome-Barrel room
Shotgun:	Trajan's Markets-Just before Boss 2
Uzi:	Colosseum Room with the lion and the warrior



Now that you have the second piece to the Gemstone, you can combine the two to make the whole artefact. As you run down the corridor, a trap door will open and you'll fall down a chute. Lara only just manages to cling on to the edge. As part of a cut-scene, Pierre will lift you up in exchange for the Gemstone. However, Lara manages to give him a taste of his own medicine. You get to see the dark side of Lara's personality as she leaves him to fall to his imminent death! (See Secret 2.)

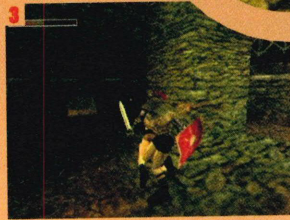
Go down the chute again but this time jump over to your right and go up the ramp. You will be greeted with the original *Tomb Raider* music. Use the Gemstone at the far end of the room. A cut-scene will show the motive spin round – the floor is crumbling away and all that lies below is a pool of lava. Immediately perform a

reverse roll, then run and jump towards the entrance. The block below the entrance will remain stable, so you can stand on it. Jump over to the alcove on the far side. Lower yourself onto the ledge and shimmy round to the opposite side of the room. Drop down and go into the room. Climb up into the room above. There is a lion and a warrior in here. Kill them and pick up the Colosseum Key 1. Use it to open the huge doors at the far end and prepare for battle (see Boss 4)!

After defeating the boss, jump up to the hole in the wall and grab the Colosseum Key 2. Use this in the boss room to open the second set of huge doors. Slide down the chute and you'll find the last secret (see Secret 3). Now you should use the Crowbar in order to retrieve the artefact.



[1] At long last, the artefact is finally in her hands. Funny how the sun manages to get into a darkened cave. [2] Defeat the Roman Warrior to gain access to the second Gold Key. [3] There are ancient warriors at every turn in the Colosseum. The Shotgun will soon make short work of them.



## Secret 2

> Face into the chasm and turn left. There is a hole in the far wall. Lower yourself onto the ledge and shimmy over to the hole. Climb up to it and go back into the Gemstone room. Make your way up to the trap door and jump over it. There is a secret in here!



## Secret 3

> Before you retrieve the artefact, jump over the spike pit to the low passageway on the other side. When you crawl through you'll find that a small chamber has been opened up. Inside is the last secret of this chapter!



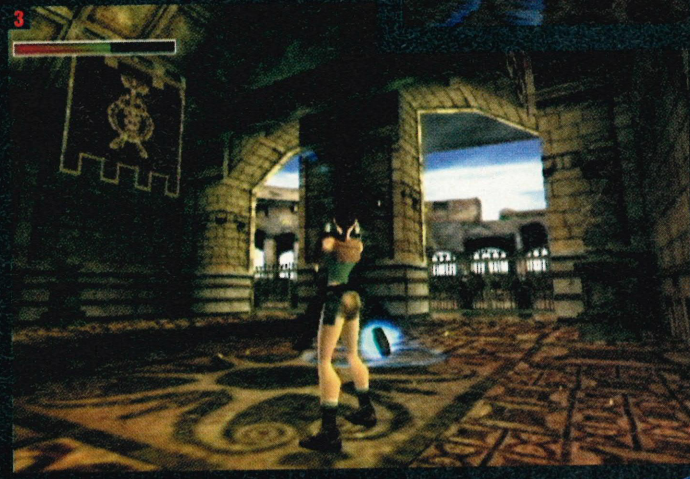
## Boss 4: Roman Warrior

### > Attacks: Hammer Smash

This guy is very similar to the other Roman Warrior. The only difference is that he has a hammer attack instead of a sword attack. When he pounds his hammer against the ground, a wave of blue energy will be dissipated outward. This move will affect anything within four metres of the point of impact, so stay away. Use the Uzis and then go back to the Pistols. He shouldn't cause you any problems.



[1] "By the power of Greyskull," or something similar. This boss has a magical hammer to protect himself with. [2] The best tactic is to shoot, jump, shoot, jump, shoot. . . [3] When he uses his ground-pound attack, jump to avoid the energy waves.



continued >

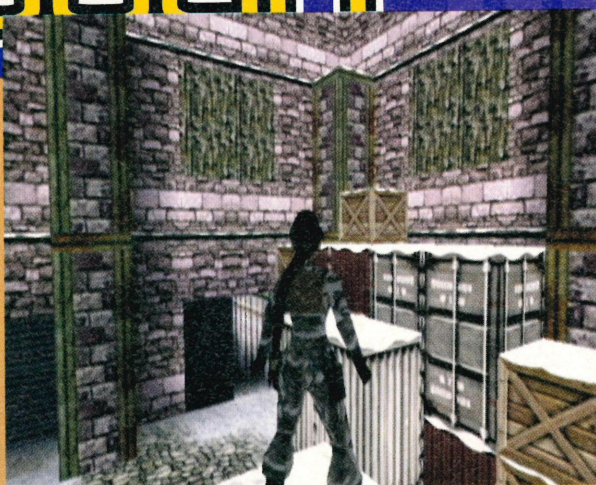


# walkthrough

continued &gt;

## Secret 1

> One of these doors holds a blocked corridor with a wolf in it. Take out the wolf in the same way as you would kill a lion. Shoot the broken grate to open up a passageway. You'll find a secret at the end of this!



## LEVEL 1 CHAPTER 2: JOBY'S STORY The Base

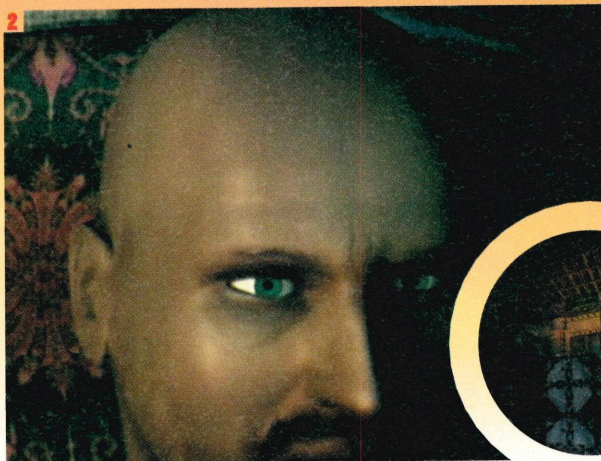
Follow the corridor. It will descend into a large warehouse filled with barrels. As soon as you enter, the alarm sounds and a man appears at the control station above you. As long as he can see you he'll try to hit you with a giant lifting mechanism. It's quite easy to avoid as it casts a shadow on the floor: if it's near you just keep moving. Find the silver cabinet. Inside is a Silver Key. This can be used to open the large doors. Go through the doors and run up the stairs. The monitoring station is just around the corner. There are two guards in here – they won't cause

a problem. A couple of shots will take them out. Pick up the Swipe Card which one of them has dropped. Go over to the cabinet and get the Uzis. There were two card-reading devices in the warehouse. Go back down and use it (see Secret 1).

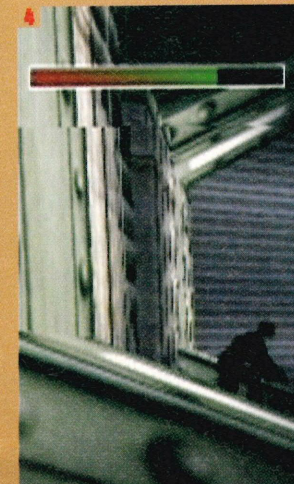
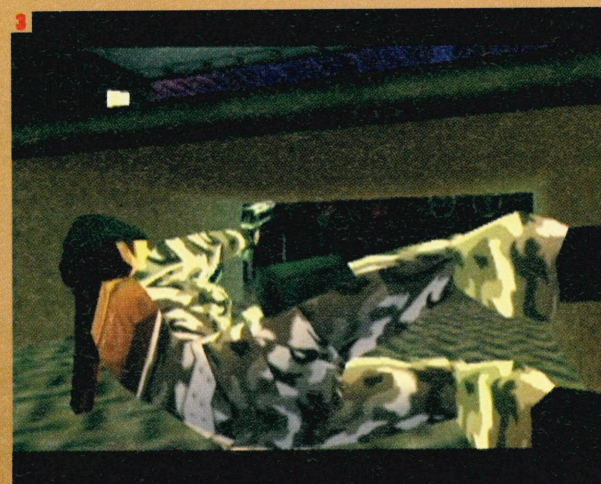
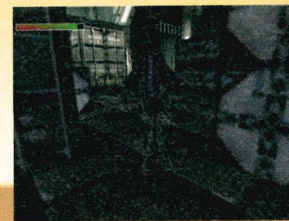
The other door (not the secret) will take you up to a platform from which you can get onto the crates. From the gap in the railing, jump over to the grey crate on the left. The crane will be in full force now that you're causing a threat. Jump to the back of the crate and lure it towards you. As it lines up, run forwards and climb onto the brown crate. Jump to the grey crate over on the right. Turn left and jump over to the centre. Look around to

see where the control station is: that's where you need to go. Figure out the layout of the crates and make your way over to the balcony. Take your time – every time you want to make a jump, lure the crane away first.

Make the final jump over to the balcony and go into the room for a cut-scene. Lara isn't quite controllable enough to do the things that she does in the cut-scene, so the computer will do it for you! Collect the items from the cabinets and open the door on the far side. In the cut-scene Lara uses the crane to break open a part of the wall. Go down into the warehouse and find it. There are two guards at the end of the corridor. Take them out and go down the left



[1] Lara uses her binoculars to scope out the enemy patrol boat. [2] This fella is tucked up safely indoors. He is the storyteller for this chapter, so listen well. He won't tell you more than once. [3] There's nothing like a good Rambo-style roll to impress your enemies. So why is he standing there laughing at me? [4] There are two guards at the end of this corridor. The sideways somersault will help evade their fire.





## Secret 2

➤ Go outside and get up onto the hanging crate via the train. Jump over to the crates on the far side for a secret!



passageway. Go into the dock area and open the door with the Swipe Card. There is a guard in here – he will creep up on you from behind the generator. Kill him and collect the Silver Key. You'll notice that one of the fuses is missing from the generator (see Secret 2).

Go back into the base and take the opposite passageway. Use the Silver Key to get up to the balcony and watch the cut-scene. That's the Submarine that you need to get to.

Turn right and jump over to the other side of the walkway. Keep following the broken walkway until you get to the locked door. Collect the items (including the Laser Sight). Lower yourself onto

the ledge and drop down into the courtyard. Use the Swipe Card to open the large doors and go inside. There is a wolf in here. As soon as Lara takes aim, start shooting. You should kill it long before it gets to you (see Secret 3).

Go back into the changing rooms and search the lockers. Amongst plenty of other things, you'll find the Desert Eagle Magnum and a Fuse. Combine the Desert Eagle with the Laser Sight and then exit via the other push-button door.

Make your way back into the dock area. There will be a sniper lurking about. If he bothers you, use the Magnum to take him out – he will appear in the two broken windows on either side of the

dock. Go into the generator room and use the Fuse to start up the crane. This triggers off a wolf attack. Kill it and go through the newly opened doorway. Push the button to move the crane. Climb up onto the train and then over to the hanging crate. You will be able to get to the submarine from here.



## Secret 3

➤ Run into the showers and open the grate in the floor. There is a long swim ahead of you – your air supply will only last you just get you there, so dive in to save some time. Turn right at the T-junction and swim like mad. At the end of the tunnel is a small room with a secret contained inside.



continued

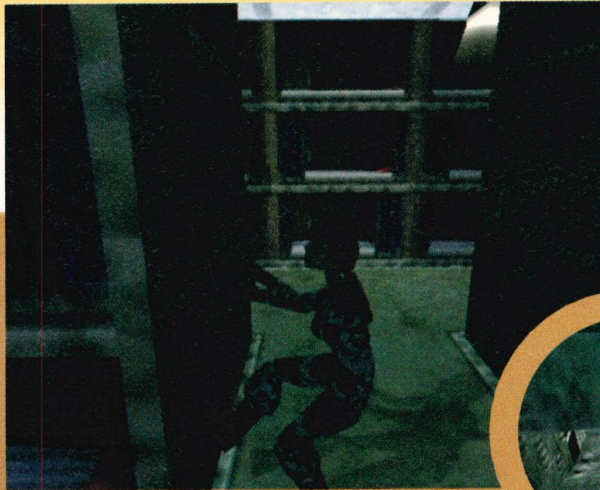
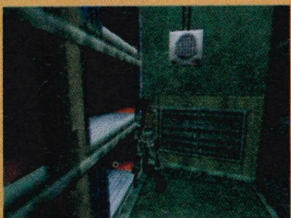


# walkthrough

continued &gt;

## Secret 1

> Climb down the vent and go to the end of the passageway. There is a secret here!



## LEVEL 2 CHAPTER 2: JOBY'S STORY The Submarine

There is a broken handle on the side of the bunk beds: rip it off and use it to open the grate at the end of the room. Crawl to the end of the passage and climb up the wall. At the top, climb out and find the next vent. The wire mesh has been ripped out (see Secret 1).

Go back up and cross over the gap. Keep going until you get to the vent which is crawling with live electrical cables. Lower yourself onto the ledge and shimmy round to the right-hand passage. Open the floor-grate and drop down into the room. Collect the Medipack and the Battery. Go back and take the only route that's left to you. Climb up the vent to yet another passageway. Crawl on and watch the cut-scene. It seems that the fat guy wants to kill you. Ooooh, scary! Crawl to the end and keep going until you end up in the kitchen. The only weapon (of sorts) that you have is the Crowbar – therefore you'll need to get close enough to use it. Walk up to him very quietly and press A when you are behind him. Pick up

the Bronze Key and use it to get into the Storeroom. Find the Silver Key amongst the boxes. You can get your Pistols back too – they're in the drawer. The Silver Key will get you out of here.

The Silver Key door leads in to the Officers' Mess. There are two guys in here. Stay inside the kitchen and keep sideways-jumping out of sight. Take them out and go into the room. Turn right. An officer will come out of the toilets. Kill him and pick up the Shotgun Shells that he drops. Go to the other end of the room and turn right. There is a card-reader here – you don't have a card, but remember it for later use. Go back and take the other route. Kill the crewman and open the hatch. Climb up the ladder. This will take you into a small warehouse area. There is an officer and a thug in here. The best way to take them out is to shoot whilst retreating down the corridor (see Secret 2).

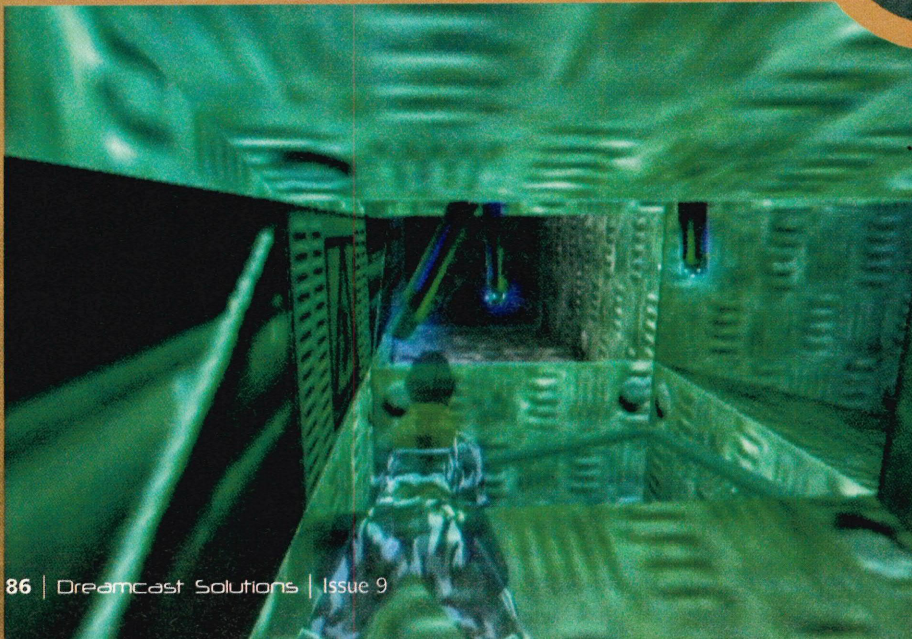
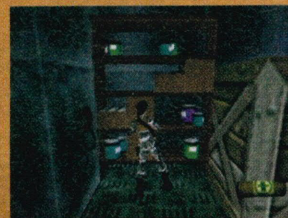
Pick up the Shotgun which has been dropped. Climb up the crates to get the Aqualung. Head back to the Officers' Mess.

Open the hatch next to the toilets and follow the corridor. A crewman will



## Secret 2

> On your right will be a cracked crate. Use the Crowbar in order to open it and retrieve the secret that's inside!





appear from the passage on your right. Kill him and go into the storeroom. Sadly there's nothing here. Climb onto the crate and jump up to the grate. Pull it open and climb up (see Secret 3).

Drop down into the room, kill the crewman and pick up the second part of the Battery. Go back to the first storeroom. Turn right and follow the corridor to the T-junction. Turn left and climb down the vent. The crewman at the end shouldn't present a problem. Collect the Shells that he drops and go into the sleeping quarters. There is a Medipack in here but nothing else. Go back out and open the hatch. Climb up the wall into an area filled with hatch doors. Turn left and open the hatch. Shoot the officer inside and pick up the Suit Console that he drops. There is nothing in the opposite room, so turn right and go to the end. There is an officer in the right-hand room and an open

diving suit in the left-hand room. Take out the officer, then use the Battery and the Suit Console with the diving suit. A short cut-scene will let you see Lara put the suit on – now she looks even uglier than ever!

There's no way of telling you exactly how to do this bit cos the whole area is vague. You'll start off in a bowl-shaped area. Swim around and find one of the openings. Both will take you to an area patrolled by a grenade-wielding diver (see Secret 4).

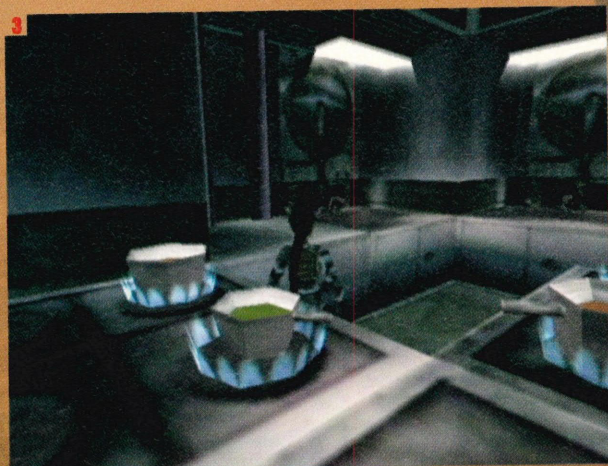
The other opening (not the secret) will take you to a wide crevice, leading to a mound with a hole in the centre. Dive into the hole and search until you find the crate. Lara will open it and remove the spearhead. The falling rocks will puncture her suit and you'll have to get all the way back to the sub.



[1] Lara may well be into heavy metal, but this is taking it too far! [2] The captain of the submarine is none too pleased about working with this dodgy geezer. [3] Pea soup, my favourite! [4] Nice tablecloths, don't you agree?

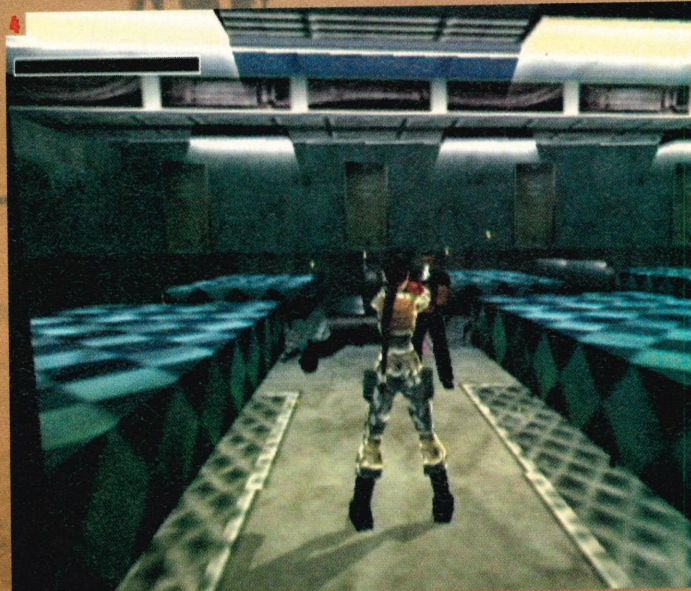
## Secret 4

> Swim down to the bottom and look for the small passageway. There is a secret down here!



## Secret 3

> When you get to the second vent (above you), jump up and climb into the secret corridor for the secret!



continued >



# walkthrough

continued >

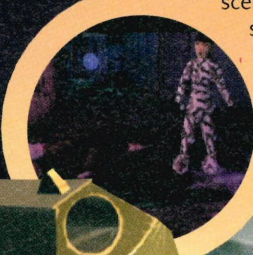


## CHAPTER 2: JOBY'S STORY LEVEL 3 Sinking Submarine

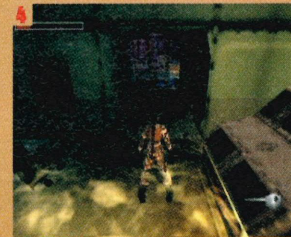
Go straight into the Torpedo Room. Take the guy out and pick up the Ammo. An officer will appear at the end. Kill him and collect the Ammo. Turn right and go straight into the flaming corridor. Jump over the first flame. If you get set alight, jump up and down in the water to put yourself out. Go into the storeroom on the left and collect the Uzis. Get past the flaming corridor and you'll see a cut-scene where some severed cables drop into the water. The entire floor of

the Officers' Mess and the kitchen is electrified. Jump onto the table in front of you – keep going until you get to the end. Stand on the corner of the table and perform a dive to the exit – this is the only surefire way of reaching it without losing some of your energy.

Turn right and take out the guy in the storeroom. Pick up the Swipe Card that he drops and collect the Medipack from the shelves. Make your way back through the Officers' Mess and through the flaming corridor. Turn right and use the Swipe Card at the end of the corridor. Go to the end, then climb up the ladder. Go along the corridor



[1] I've heard of Red Alert, but Purple Alert? Those crazy Russians. [2] Check all the shelves that you come across. You can't afford to miss anything. [3] The hull has been breached, and it's only a matter of time before it gives way completely. [4] The captain will give you the Silver Key. It's vital for getting into the Meeting Room.



## WEAPONS: JOBY'S STORY

Uzis  
Desert Eagle  
Pistols  
(after being taken)  
Shotgun  
Uzis  
(after being taken)  
Desert Eagle  
(after being taken)

The Base-Internal warehouse cabinet  
The Base-Changing rooms cabinet  
The Submarine-Kitchen storeroom  
  
The Submarine-Warehouse  
Sinking Submarine-Storeroom in the  
flaming corridor  
Sinking Submarine-Navigation room




until you get to the Bridge. This is the room that you looked into earlier in the game. There isn't anything in here, but there are two doors at the end. Go into the right-hand door and speak to the captain. He will give you a Silver Key and tell you that you'll need some oxygen tanks for the escape pods. Go back to the main Bridge and climb onto the table. Shoot the grate and jump up to the hole. Crawl right until you get to the grate. Open it and drop down. Jump up to the switch and pull it down. This will turn the main electricity grid off. Now, at last, you can visit all the areas that were inaccessible before. Go out of the Bridge and into the Navigation Room. Pick up the Medipack, Shotgun Shells, Nitrogen Tank and

the Magnum. Go into the corridor and climb down the ladder. Head left and use the Silver Key to get into the Meeting Room. Search the lockers for a Medipack and the Oxygen Tank.

As you leave this room, you'll be attacked by two men. Whip out the Shotgun and make light work of them. Light a Flare so you can look around. One of the men will have dropped a Bronze Key. Keep it for later (see Secret 1).

Make your way back to the Bridge. Jump up to the hole and go back to the switch room. Use the Bronze Key to open the door (see Secret 2).

Go back and see the captain and use the Nitrogen and Oxygen Tanks in the slots to escape in the pod. 

## Secret 2

> Search through all of the drawers in the Bronze Key room in order to find it.



## Secret 1

> Go all the way back to the kitchen. Now that the electricity has been turned off, you can safely wade through the water and pick up the secret!



## NEXT ISSUE

> You're bound to get stuck in the second half of this massive adventure, so be sure to tune in to the next issue of DREAMCAST SOLUTIONS for the final two chapters!

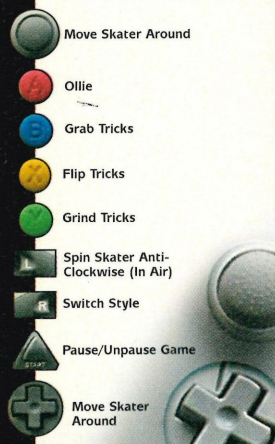


# players' guide

# TONY

## CONTROLS

Take to the street with these top controls!



## Tony Hawk's Pro Skater 2

Tony 'I Want To Fly' Hawk and his balls-of-steel pals are back with another trick-tastically good ride. Learn to skate like a pro with our full guide – you'll be flippin' fantastic.

### Meet The Air Junkies...

#### Tony Hawk

Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime, and his contributions to the sport are endless. Most recently, he unearthed skateboarding's holy grail by becoming the only person to successfully land a 900°.

Skate Style: Vert  
Foot Style: Goofy Footed

STATISTICS	
Air:	8
Hang Time:	6
Ollie:	3
Speed:	7
Spin:	9
Landing:	6
Switch:	4
Rail Balance:	4
Lip Balance:	7
Manuals:	6
SPECIAL TRICKS:	
Overturn	↓, ←, Y
Sacktap	↑, ↓, B
The 900	→, ↓, B

#### Bob Burnquist

Brazilian born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

Skate Style: All-Round  
Foot Style: Regular

STATISTICS	
Air:	7
Hang Time:	6
Ollie:	6
Speed:	6
Spin:	6
Landing:	4
Switch:	9
Rail Balance:	3
Lip Balance:	8
Manuals:	5
SPECIAL TRICKS:	
Rocket Tailslide	↓, ↑, Y
One Foot Smith	→, ←, X
Racket Air	←, ↓, B

#### Steve Caballero

Considered a legend by most, Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the Seventies and Eighties. Today Cab continues to compete in numerous street events and set various world records, boardsliding a 44 stair rail last year.

Skate Style: All-Round  
Foot Style: Goofy Footed

STATISTICS	
Air:	7
Hang Time:	6
Ollie:	6
Speed:	7
Spin:	4
Landing:	3
Switch:	6
Rail Balance:	7
Lip Balance:	6
Manuals:	5
SPECIAL TRICKS:	
Hang Ten	→, ↑, Y
Triple Kickflip	↑, ←, X
Frontside 540	→, ←, B

#### Kareem Campbell

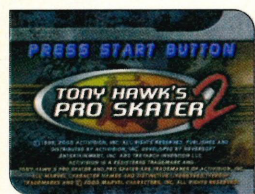
Kareem Campbell was born in New York City and grew up in Los Angeles, breaking down any East Vs West barriers that his predecessors may have set up before him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of 'real' street settings.

Skate Style: Street  
Foot Style: Regular

STATISTICS	
Air:	8
Hang Time:	3
Ollie:	7
Speed:	6
Spin:	9
Landing:	5
Switch:	6
Rail Balance:	7
Lip Balance:	3
Manuals:	6
SPECIAL TRICKS:	
Nosegrind To Pivot	↓, ↑, Y
Ghetto Bird	↑, ↑, X
Casper	←, ↓, B

## Dreamcast solutions

### Tony Hawk's 2



**Publisher** Activision  
**Developer** Neversoft  
**Origin** US  
**Price** £39.99  
**Genre** Sports



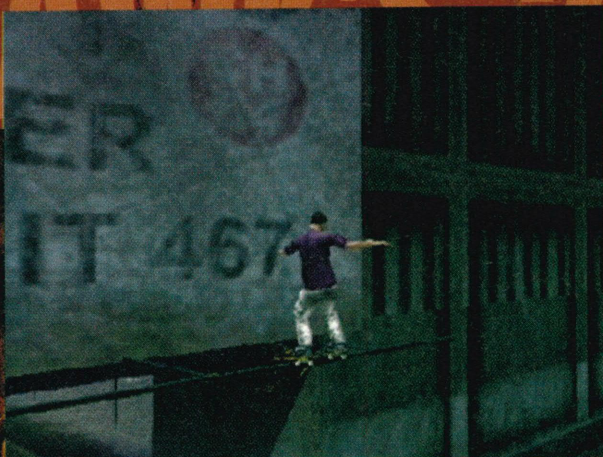
#### visual memory

### VM information

Save position Y  
Logo during play Y  
Mini-game N







## LEVEL 1 THE HANGAR

Location: Mullet Falls, Montana

**Goal One** High Score  
Score 10,000 Reward - \$100

**Goal Two** Pro Score  
Score 25,000 Reward - \$200

**Goal Three** Sick Score  
75,000 Reward - \$500

**Goal Four** Collect 'S-K-A-T-E'  
Reward - \$150

### Letter Locations

**S** From the start, head straight over the half-pipe (with a huge-scoring trick, of course) and grab the first letter.

**K** Grab the K as you perform a trick on the outside ramp in the main room. It's on the opposite side from the start, about halfway along.

**A** Launch yourself over the plane in the main room to get the letter A.

**T** Found by the windows on the outside ramp in the main room. It's on the same side as the start ramp.

**E** In the second area, do a trick on the rear ramp (outside the secret area) and grab the final letter.

**Goal Five** Barrel Hunt  
Reward - \$150

**Barrel One**  
There is a set of barrels on the flat of the half-pipe in the main room.

**Barrel Two**  
Found on the floor on the outside of the main-room half-pipe.

**Barrel Three**  
In the second room, knock over the next set of barrels on the ground near the glass.

**Barrel Four**  
There's a set of barrels just behind the small ramp at the back of the second room. Push ↑ to roll over the lip and knock 'em down.

**Barrel Five**  
There's another set of barrels on the floor in the main room. They're to the left of the starting slope.

**Goal Six** Collect Five Pilot's Wings  
Reward - \$250

**Wing One**  
Find Wing One hanging above the propeller in the main room. Launch from the outside edge ramps of the half-pipe to get it.

**Wing Two**  
Grind along the rail just behind the plane in the main room. Not only will you look flash, but you'll grab another wing too. Cool!

**Wing Three**  
In the second arena, launch up the quarter-pipe opposite the secret area to grab the next wing.

**Wing Four**  
On the outside ramp in the second room, just by the glass. It's high above the ramp which is opposite where the letter T was found.

**Wing Five**  
You must clear the gap between the ramps that cover the starting slope. Aim high and grab the wing on the way up.

**Goal Seven** Nosegrind Over The Pipe  
Reward - \$150

From the start, head dead straight down the ramp and push ↑ + Y to nosegrind over the curved rails that sit over the half-pipe in the main room. Alternatively, do this in combo with another trick to score big and get the bonus.

**Goal Eight** Hit Three Hangtime Gaps  
Reward - \$150

**Gap One**  
The half-pipe in the centre of the main room is the first gap. From the start, head down the ramp and perform a huge and very fancy (with lots of grabs) trick over the gap.

**Gap Two**  
Launch up over the plane in the main room. You can either launch off the wing or

the small boards that cover the nose and tail. Either way, do it big, do it large and score plenty.

**Gap Three**  
In the next area (enter by smashing the central windows) get some speed up by doing a trick on the outside ramp and launch over the helicopter. You must clear both ramps to make the bonus.

**Goal Nine** Find The Secret Tape  
Reward - \$150

In the secret area at the back of the second room (opened by grinding a helicopter blade) head for the quarter-pipe at the back of the room and ye shall find the secret tape.

**Goal Ten** 100% Goals & Cash  
Reward - \$200

There's \$500 in loose change to grab around the level. Check the wind tunnel (Secret Area Two) and above the outside ramps in both main rooms. The trickiest one to

## Secret Areas

### Area One

Enter the second room (with the helicopter) and grind or slide along one of the helicopter's rotor blades. This will make it take off (and smash the roof to bits), opening up a secret area at the back of the room.

### Area Two

You'll notice a propeller on the wall inside the half-pipe in the main room. You must launch off the outside ramps so that you land on the centre of the blades. Done correctly, this will smash the wall and open up a secret area into the wind tunnel. Here you can grab some cash and get some phat air on the ramps inside.

get is on the lighting rail high above the half-pipe in the main room - reach it by launching high and fast from the second room. Once all goals have been met and all bonus cash has been collected, you'll receive \$200 for your troubles and the level is 100% complete.



(continued)



# players' guide

# TONY

continued &gt;

## Grinds, Slides and Manuals

> Grinds, slides and manual rolls can add that little bit extra to your trick combo and increase the points dramatically if landed properly. Also, grinds can help to build up your speed, especially if accompanied by a fliptrick and/or on a downward slope. Remember – while sliding, grinding or manual rolling, you must keep your skater's balance. With grinding and sliding, you'll need to press  $\leftarrow$  or  $\rightarrow$  in order to stay upright. With manuals, you'll need to press  $\uparrow$  or  $\downarrow$  to stay balanced. The higher your skater's manuals and rail balance stats, the less you have to worry about balancing yourself.

### Grinds

**50-50:** Press Y when you're parallel to the object that you want to grind.

**Nosegrind:** Press  $\uparrow$  + Y.

**5-0:** Press  $\downarrow$  + Y.

**Smith/Feeble:** Depending on the way you approach the rail, press  $\swarrow$  or  $\searrow$  + Y.

**Crooked/Overcrooked:** Depending on the way you approach, press  $\swarrow$  or  $\searrow$  + Y.

### Slides

**Boardslide/Lipslide:** Turn the board so that it's facing the rail at a right angle and press Y.

**Noseslide/Tailslide:** Depending on the direction of approach, press  $\leftarrow$  or  $\rightarrow$  + Y.

**Bluntslide:** Press  $\downarrow$ ,  $\downarrow$  + Y.

**NoseBluntslide:** Press  $\uparrow$ ,  $\uparrow$  + Y.

### Manual Rolls

Manual rolls can be used to extend any trick combo to add extra points. Simply perform a trick onto a flat surface and, before you land, press either...

**Manual:**  $\uparrow$ ,  $\downarrow$ .

**Nose Manual:**  $\downarrow$ ,  $\uparrow$ .

Then keep your balance with  $\uparrow$  or  $\downarrow$  and do a trick off the end for extra points.



**LEVEL 2 SCHOOL II**  
Location: Southern California

**Goal One** High Score  
Score 15,000 Reward – \$200

**Goal 2** Pro Score  
Score 40,000 Reward – \$350

**Goal 3** Sick Score  
Score 100,000 Reward – \$500

**Goal Four** Collect 'S-K-A-T-E'  
Reward – \$400

### Letter Locations

**S** From the start, turn right by the first Bell and head down the slope. Grind or slide the rail for the first letter.

**K** In the raised courtyard at the bottom of the slope, grab the K from the quarter-pipe on the raised section in the centre.

**A** Grind the long rail that leads from the courtyard to the main playground.

**T** The T is on the long wallride quarter-pipe on the far wall of the playground.

**E** On the wall by the first Roll Call rail, head up the left-hand quarter-pipe against the wall and grab the last letter.

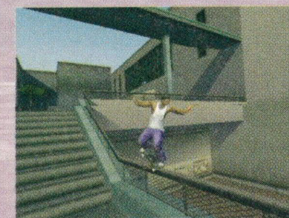
**Goal Five** Wallride Five Bells  
Reward – \$500

### Bell One

The first bell is on the wall on the right as you start. Run up the small box ramp and wallride over the bell.

### Bell Two

Head down to the courtyard and then around the outer areas. There's a bell on the right-hand side (in relation to the long stairs).



### Bell Three

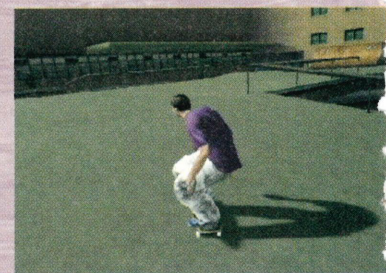
Just by the first Roll Call rail, ollie onto the raised section just behind and wallride over the bin and hit the bell.

### Bell Four

It's on the far wall by the long blue slope in the playground (where you collected the T).

### Bell Five

Head past the blue slope in the playground and past the stairs where you grabbed the A, then wallride the bell on the left side.



## Rune Glifberg

Originally from Copenhagen, Rune now hails from California. He's skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while he sessions backyard pools or cruises the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

**Skate Style:** Vert  
**Foot Style:** Regular

STATISTICS	
Air:	8
Hang Time:	8
Ollie:	6
Speed:	7
Spin:	6
Landing:	4
Switch:	5
Rail Balance:	5
Lip Balance:	7
Manuals:	4
SPECIAL TRICKS:	
One Foot Bluntslide	$\swarrow$ , $\uparrow$ , Y
Kickflip 1 Foot Tail	$\swarrow$ , $\downarrow$ , X
Christ Air	$\swarrow$ , $\rightarrow$ , B

## Eric Koston

As mellow as a sea breeze, Eric Koston makes challenging switch and nollie skating look like simple child's play. A skateboarding chameleon, Eric can mimic others riders' styles and tricks with amusing clarity, while the eponymous K-grind bears the imprint of his innovative legacy.

**Skate Style:** Street  
**Foot Style:** Goofy Footed

STATISTICS	
Air:	5
Hang Time:	4
Ollie:	8
Speed:	6
Spin:	5
Landing:	5
Switch:	8
Rail Balance:	8
Lip Balance:	4
Manuals:	7
SPECIAL TRICKS:	
The Fandangle	$\rightarrow$ , $\downarrow$ , Y
Indy Frontflip	$\downarrow$ , $\uparrow$ , B
Pizza Guy	$\downarrow$ , $\swarrow$ , B

## Bucky Lasek

Weaned on the rough structures of the east-coast scene, Bucky Lasek is easily half a step ahead of skateboarding's norm. Recently, he relocated all his power, originality and style to Carlsbad, California in order to show the entire world where he's from and where he's at. Look out world.

**Skate Style:** Vert  
**Foot Style:** Regular

STATISTICS	
Air:	8
Hang Time:	8
Ollie:	4
Speed:	7
Spin:	8
Landing:	4
Switch:	6
Rail Balance:	4
Lip Balance:	8
Manuals:	3
SPECIAL TRICKS:	
The Big Hitter	$\swarrow$ , $\downarrow$ , Y
One Foot Japan	$\uparrow$ , $\rightarrow$ , B
Fingerflip Airwalk	$\swarrow$ , $\rightarrow$ , B

## Rodney Mullen

A freestyle world champion thirty-five times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene back in 1990. The Kickflip, Underflip, Impossible, Casper and Darkslide are just a few of the patents on Rodney's exhaustive résumé.

**Skate Style:** Street  
**Foot Style:** Regular

STATISTICS	
Air:	3
Hang Time:	3
Ollie:	7
Speed:	6
Spin:	9
Landing:	3
Switch:	9
Rail Balance:	8
Lip Balance:	3
Manuals:	9
SPECIAL TRICKS:	
Heelflip Darkslide	$\rightarrow$ , $\swarrow$ , Y
Nollieflip Underflip	$\downarrow$ , $\swarrow$ , X
Casper To 360 Flip	$\downarrow$ , $\rightarrow$ , B

## Chad Muska

This self-styled professional has taken his own brand of street level promotions and skate-and-relate creativity to dizzying heights, delivering tons of it to Everytown USA, along with huge enthusiasm for the sport of skateboarding that is equalled in fervour only by his on-board skills.

**Skate Style:** Street  
**Foot Style:** Regular

STATISTICS	
Air:	5
Hang Time:	4
Ollie:	9
Speed:	7
Spin:	5
Landing:	8
Switch:	6
Rail Balance:	9
Lip Balance:	4
Manuals:	3
SPECIAL TRICKS:	
Hurricane	$\downarrow$ , $\rightarrow$ , Y
Mute Backflip	$\uparrow$ , $\downarrow$ , B
Muska Nose Man	$\rightarrow$ , $\uparrow$ , B





**Goal Six** **Collect Five Hall Passes**  
Reward – \$400

#### Hall Pass One

From the start, head down the slope opposite which leads down to the playground. Grab it on the way down.

#### Hall Pass Pass Two

When you get down to the playground, grab the pass, just past the picnic benches.

#### Hall Pass Pass Three

On the left side of the playground, just past the

picnic benches, there's a door with rails leading up to it. Grab the pass by the door.

#### Hall Pass Pass Four

There's a pass on a long planter, which is near where you grabbed the letter T.

#### Hall Pass Pass Five

The final hall pass is on the quarter-pipe on the right of the ramp where you found the letter E.

one that leads down the winding stairs directly in front of you as you start. Grind the whole length to get the bonus.

#### Rail Three

The set of steps that lead from the back of the courtyard to the playground. Grind the length of the bar to make the bonus.

**Goal Nine** **Find The Secret Tape**  
Reward – \$500

In the courtyard, gain some speed on the quarter-pipe on the central raised section and head for the opposite end of the platform. Aim for the skidmarks and launch up off the planter to the high rooftop. The video is in mid-air between the two roofs.

**Goal Seven** **Kickflip TC's Roof Gap**  
Reward – \$400

In the area where you found the letter E and the final pass, launch up the small cheese ramp onto one of the low-hut roofs. From here, press ← + X to kickflip the gap between the two huts.

**Goal Eight** **Grind Three Roll Call Rails**  
Reward – \$500

#### Rail One

The first rail is found at the back of the playground area. Head for the two quarter-pipes against the left wall and launch from the small ramp and grind the hand-rail down.

#### Rail Two

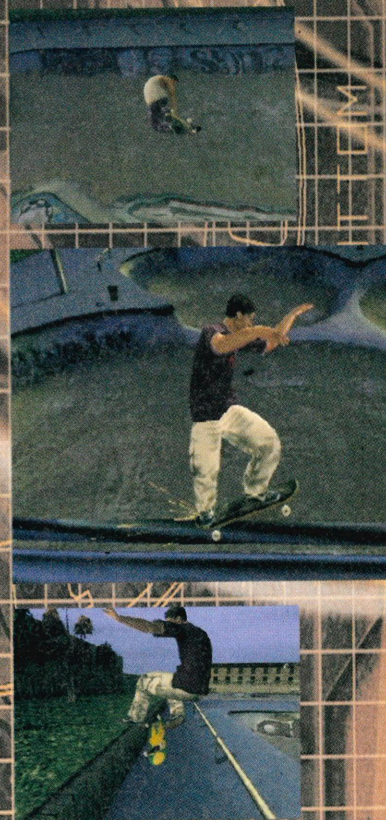
The second rail is the long



**CONTEST 1**  
**MARSEILLE**  
Location: France

**Goal: Get The Two Best Rounds Of The Competition**

You get three runs in which to score the most points you can. Remember, you're up against the best in this competition and you can't afford to mess up. Don't repeat the same tricks over and over again or your score will drop. Also, the judges will deduct points for bailing (crashing into a heap on the floor, basically) so try and land as many of your tricks as you can. You must get third position or higher to advance to the next level.



## 100% Goals & Cash

Reward – \$500

> In order to complete the level 100%, you must collect all the available cash. This doesn't have to be during any of your three runs, so you might like to take a few practice rounds searching for cash and learning the terrain. There's a total of \$500 lying or hanging about. A lot of the cash is scattered in the secret area and there's some in the main park too.

## Secret Areas

### Area One

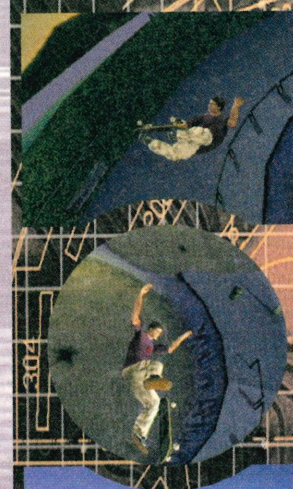
Head down to the courtyard and roll onto the raised section in the middle. Now skate up and do a trick on the quarter-pipe at one end (where you got the T). Do this to gain speed and head to the opposite end of the run. Stay in line with the skidmarks, head down the small ramp and launch off of the planter to reach the roof up above. Jump the roof gap to enter the new area filled with rails, steps and ramps, including an 'over the wall' launch ramp. Nice!

### Area Two

Head for Rail Three. When you hear the second bell sound (at 1:40), grind down the rail. When you reach the bottom – and get the Opunsezme gap – the doors to the Gym will open. The gym entrance can be found just up on the left, past the lunch tables. It also contains an empty swimming pool.

## Secret Areas

> There's one secret area in the level. On the side of the park is a small section of grass with a lone lamppost between the trees. There's a small wooden plank leaning against the lamppost; crash into the plank to make the post fall down and break the fence. This opens a cave up just behind the fence – simply drop down the hole to enter the secret area.



continued



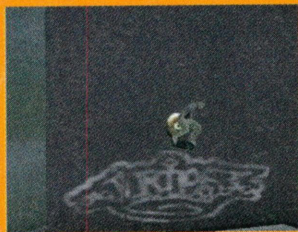
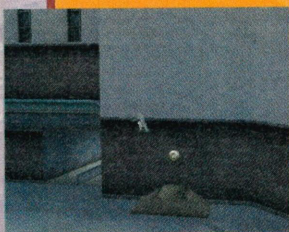
# players' guide

# TONY

continued &gt;

## Going Up The Wall

> Wallrides are a handy trick with which to score points sporting a flash look. Also, you'll need to learn how to do them for the School II level. As long as you have enough speed, you can reach otherwise unreachable areas by wallriding up a wall and grinding the edge of balconies etc. To wallride, simply skate close to the wall (but not too parallel) and press Y.



### Andrew Reynolds

Although he's only been pro for three years, that's all Andrew has needed to turn the heads of those who care about skateboarding. Turtle Boy holds superhero status for his willingness to throw himself off and over gigantic gaps, big sets of stairs, and airplane hangars.

Skate Style: Street  
Foot Style: Regular

#### STATISTICS

Air:	5
Hang Time:	3
Ollie:	9
Speed:	5
Spin:	6
Landing:	8
Switch:	6
Rail Balance:	9
Lip Balance:	5
Manuals:	4

#### SPECIAL TRICKS:

Nosegrab Tailslide	↑, ↓, Y
Triple Heelflip	↑, ↓, X
Hardflip Late Flip	↑, ↓, X

### Geoff Rowley

Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases and vegetables. Geoff made his way over to California a few years ago and the young lad from Liverpool has been speeding around the streets ever since.

Skate Style: Street  
Foot Style: Regular

#### STATISTICS

Air:	7
Hang Time:	3
Ollie:	7
Speed:	5
Spin:	6
Landing:	6
Switch:	5
Rail Balance:	9
Lip Balance:	8
Manuals:	4

#### SPECIAL TRICKS:

Rowley Darkslide	←, →, Y
Double Hardflip	→, ↓, X
Half Flip Casper	→, ←, X

### Elissa Steamer

Elissa Steamer is the first female to have a pro model street board with her name on it. In the last six all-girl events that she's entered, Elissa has gone undefeated and in this year's springtime classic, The Skatepark of Tampa Pro Contest, she made cut skating against the big boys.

Skate Style: Street  
Foot Style: Regular

#### STATISTICS

Air:	7
Hang Time:	5
Ollie:	6
Speed:	6
Spin:	6
Landing:	5
Switch:	6
Rail Balance:	7
Lip Balance:	6
Manuals:	6

#### SPECIAL TRICKS:

Madonna Tailslide	↑, ←, Y
Hospital Flip	←, →, X
Indy Backflip	↑, ↓, B

### Jamie Thomas

A current resident alien of California, this fledgling has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday, breaking off hundreds upon thousands of the world's longest and biggest handrails – his way.

Skate Style: Street  
Foot Style: Regular

#### STATISTICS

Air:	5
Hang Time:	4
Ollie:	8
Speed:	7
Spin:	5
Landing:	9
Switch:	5
Rail Balance:	8
Lip Balance:	5
Manuals:	4

#### SPECIAL TRICKS:

Beni F-Flip Crooks	↓, ↑, Y
Laser Flip	↓, →, X
One Foot Nose Man.	←, ↑, B

## NEW YORK CITY

Location: New York City

**Goal One** High Score  
(20,000) Reward – \$750

**Goal Two** Pro Score  
(50,000) Reward – \$1,000

**Goal Three** Sick Score  
(150,000) Reward – \$1,250

**Goal Four** Collect 'S-K-A-T-E'  
Reward – \$800

#### Letter Location

**S** From the start, grind the brick wall to your left and it's at the end, just before the next wall begins.

**K** Enter the park to the left of the start and head

right. Just past the fountain is a brick vertical ramp. Grab the K, which is high above.

**A** Go to the fountain in the park and launch off the small kerb that surrounds it. Grab the A while in the air.

**T** The T is on the other side of the park. Grind along the outside rail and grab the letter there. It's just by the park benches.

**E** After grabbing the T, continue on and head up the small concrete ramp against the building on the left. The E is hanging above.

**Goal Five** Ollie Three Fire Hydrants  
Reward – \$700



#### Hydrant One

The first hydrant is to the right of the start. Head towards the Road Closed signs and ollie the hydrant just to the left.

#### Hydrant Two

On the other side of the level there are some more Road Closed signs. Head towards them and quickly turn right and ollie the hydrant on the pavement.

#### Hydrant Three

The last hydrant is on the pavement that runs along the length of the long street

**Goal Six** Collect Five Subway Tokens  
Reward – \$800

#### Token One

Grab the token while ollieing off the large rock, opposite where you got the letter E.

#### Token Two

Grind or slide the left rail on the bridge to the right of the fountain.

#### Token Three

After grabbing the second token on the bridge, head towards the street opposite and grind the railings that are on the left.

#### Token Four

Just after collecting the third token, get some phat air off the ramp on the other side of the street.





#### Token Five

Immediately after collecting the fourth token, launch off the ramp that's directly opposite you. The last token is just hanging in the air over the grass.

#### Goal Seven 50-50 Joey's Sculpture Reward - \$900

You need to approach this from the top to do it properly. In the centre of the level there is an odd metal sculpture - it's in the shopping area at the lowest section of the level. To grind down the metalwork, run up the ramps on either side and onto the street. Turn around at the top and aim for the direction of the sculpture. Now ollie off the edge of the wall and press Y to 50-50 grind down.

#### Goal Eight Grind The Subway Rails Reward - \$1100

Head straight from the start until you pass the two small ramps facing each other in the street. Go past a little and turn around. On the left you should see an escalator going up.

Head up the escalator and ollie over the tracks to the concrete platform on the other side. Now turn around and grind either track until you get the transfer bonus. You'll need quite a bit of speed and very good balance to get all the way. Watch out for the trains, by the way.

#### Goal Nine Find The Secret Tape Reward - \$1,200

Enter the secret area at the end of the street and head up the curved ramp on the left. Get some speed up and

stay on the right-hand side. On the right are two rails: grind the left one and, when you see the bar on the far left (with a \$50 note on it), jump for it and grind along. The tape is at the end of this rail.

#### Goal Ten 100% Goals & Cash Reward - \$500

There's a whopping 1,000 smackeroonies in loose notes scattered around the level. Grab all of them. There's some on the subway rails, some in the secret area and there's also some high above ramps and railings. Only when all your goals have been met, and all the stray cash has been grabbed, will you get the extra bonus money.

## Nollies, Switching and Fakie

### Nollies

These are basically ollies but performed from the nose of the skateboard. Doing high-scoring tricks from the front rather than the standard ollie position can increase your score by loads. To get into the nollie position, you must be skating forwards (not fakie or switch) and then press the L Button to switch the skater's feet position to the front. Now pop a trick and see the results.

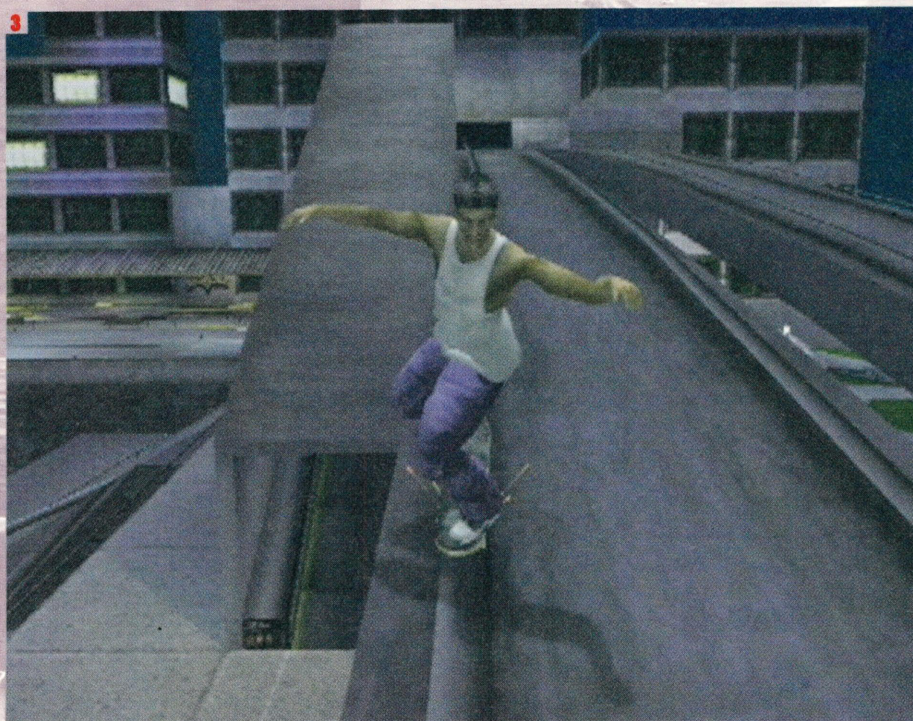
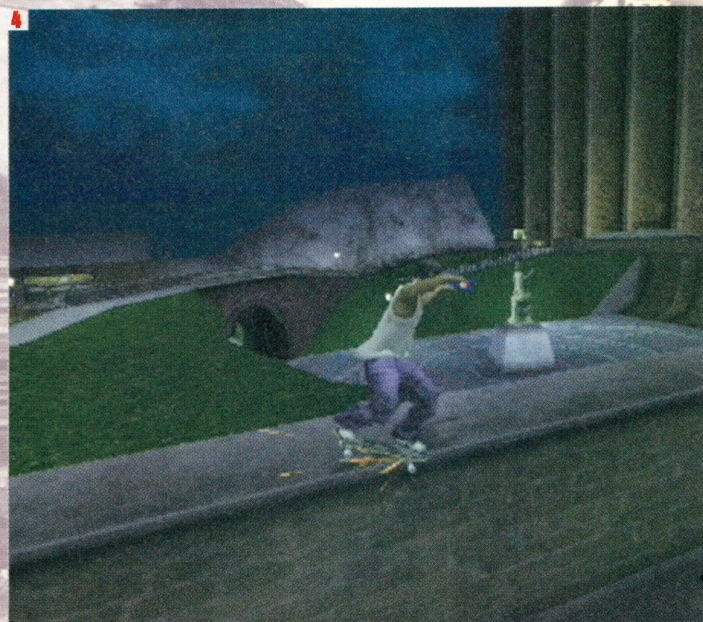
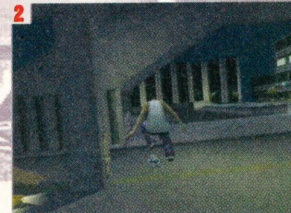
### Switching

Switching is great for adding extra points onto a trick. Switching is basically turning the skater's foot position from regular stance to goofy-footed. This allows tricks to be performed from a different position, which makes them harder to do and higher-scoring. To switch, simply press the R Button while skating.

### Fakie

For those who didn't know, fakie is the skateboarding term for going backwards. Tricks performed in the fakie position are much, much harder to do (in real life, that is) and increase your score tremendously. To go fakie, you must be in the switch position (notice the yellow switch logo at the top-right of the screen) and then press the L Button to switch feet positions.

[1] Kids today, they think they can do their graffiti anywhere they like! [2] Watch out for that taxi otherwise you'll be eating hospital food for the next few months... [3] You'd better hurry up. I think the train is coming your way soon and it ain't gonna stop for no-one! [4] With a bit of balancing, you can grind for ages... the same goes for the manuals too. Just make sure you don't start wobbling.



continued >



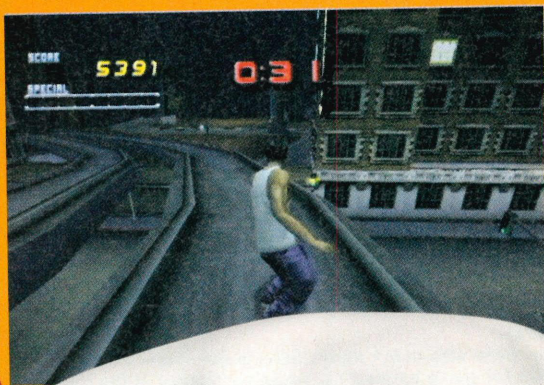
# players' guide

# TONY

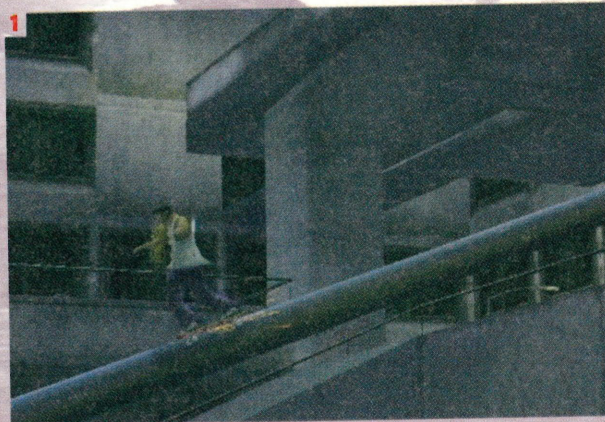
continued &gt;

## Secret Areas

> There's only one secret area in the New York level. Head straight until you come to the low wall facing you at the end of that street. The aim is to wallride high up the wall and grind the top, so that you can enter the secret area behind. Also, the easier way to get into the secret area is to ride the subway tracks. Now you can drop down into the area, if you travel the whole length of the rails high above the street.



[1] Have some fun with Joey's sculpture. To grind down the metalwork, run up the ramps on either side and onto the street. [2] Another wall-gap jump is executed to perfection. [3] There's nothing quite as cool as cruising down the streets of New York City at night. There isn't much traffic to worry about and not even any muggers.





# HAWK'S 2

## THE GRAFFITI PITS

Location: California

**Goal One** High Score  
(40,000) Reward - \$1,500

**Goal 2** Pro Score  
(100,000) Reward \$1,750

**Goal 3** Sick Score  
(200,000) Reward \$2,000

**Goal 4** Collect 'S-K-A-T-E'  
Reward - \$1,250

### Letter Location

**S** From the start, head right and grind the fence that is on the left. At the end, ollie onto the roof and grab the S.

**K** Turn left when you grab the S and follow the roof along. You'll find the K hanging in the gap between the buildings.

**A** Head for the quarter-pipe outside the side area where the second tramp lies and push  $\uparrow$  to head onto the roof. Then just grab the A by the skylights.

**T** From the same roof as the A, turn left and launch over to the next roof (using the handy ramp) and air off the vent ramp in order to get the letter.

**E** From the tallest roof (with the T on) drop down to the lower roof behind - there's a triangular rail set up on it, so you'll easily recognise it. Now get

some huge air off the small quarter-pipe sides and grab the last letter.

**Goal Five** Ollie The Magic Bum  
Five Times  
Reward - \$1,500

### Bum One

From the start, head straight down the steps and across the main area. Dead ahead there will be a small side area (with lots of graffiti on the walls). In here, ollie over the sleeping tramp and exit back into the main area.

### Bum Two

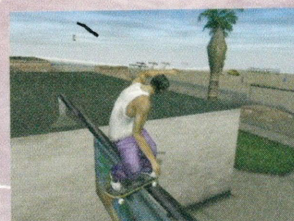
Follow the wall on the right, head past the quarter-pipe and turn right at the wall at the end. Grind down the rail to grab a quick \$100 and then ollie the bum against the wall. Now jump into the sand trap so you're whisked back to the start.

### Bum Three

Follow the pavement by the fence in front of you that runs to the right. The third bum will be along the path.

### Bum Four

Now immediately head left around the building and left again into the area where the flags are. Ollie the sleeping bum here.



### Bum Five

Now head back to the starting position and ollie the last bum. He's sleeping just behind the start, against the wire fence.

**Goal Six** Collect Five Spray Cans  
Reward - \$1,250

### Can One

The first can is on the benches on the other side of the fence that you're facing from the starting position.

### Can Two

Directly right from the start there is a quarter-pipe against the far wall. Grab the can that hangs above it.

### Can Three

Head left from the start and go down the steps. Grab the spray can that you can see above the ramp ahead of you.

### Can Four

Head right from the start and turn left near the position of the fourth bum and you should see the can hanging high between two ramps ahead. Simply transfer from ramp to ramp to get it.

### Can Five

Head down the steps to where you ollied the second bum and get some air off the quarter-pipe there. If you go high enough you'll grab the can.



## SKATE STREET

Location: California

### Get The Two Best Rounds Of The Competition

This is the next all-star competition and again you get three runs in which to score the most points that you can. Remember, you're up against the best, so aim to score some huge points and try out some new tricks. Keep the tricks you do varied and the judges will like you. Also, the judges will deduct precious points for coming off the board, so try to land as many of your tricks as you can. You must get third place or higher to advance to the next level.



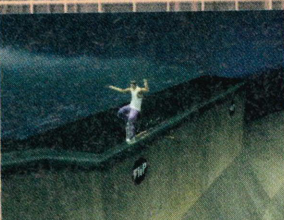
## Secret Areas

### > Area One

Head straight from the start and grind the top of the 'Big Wave' ramp. This is the large vertical quarter-pipe with the curved coping section in the middle. Grind the top of the ramp to the left and, at the end of the coping, ollie to the rail that runs above the area to the left. This will open up a secret area on the other side of the arena. In here is a \$250 bill high up between the two end ramps, and there are lots of fun boxes and rails.

### Area Two

Head left from the start and you should see a curved rail that links between the two sides of a half-pipe. Grind along this bar to open up the secret area to the right. Head past the big wave and there's a new area opened, with lots of fun ramps and a van jump.



## 100% Goals & Cash

Reward - \$500

> In order to complete the level 100%, you must collect all the available cash, not necessarily during your three runs. There's a total of \$1,000 lying or hanging about, which makes a grand total (as long as you win, of course) of \$20,000. A lot of the loose cash is scattered in the arena, high above ramps. Some of it you might have to take a dive for, but you can always restart the competition once all the cash has been collected, can't you?





# players' guide

# TONY

continued >

## Goal Seven Tailslide Venice Ledge Reward - \$1,000

Head across the main table area to the quarter-pipe that's outside the area where you ollied the second bum. Now launch over this ramp (with A) and tailslide the ledge that runs down the left side of the steps (facing down). To do a tailslide, press → + Y.



## Goal Eight Hit Four VB Transfers Reward - \$1,500

### Transfer One

Head to the side area where the first bum was sitting and ride the two quarter-pipes to get some speed up. Now you have to transfer from the ramp nearest the bum to the ramp on the other side of the way (away from the sleeping tramp).

### Transfer Two

Head right from the start and then left, past where the fourth bum was, and skate up to the far end. Get some speed up on the large quarter-pipe on the left and head up the ramp facing it. Jump right to transfer over to the ramp on the other side of the roof.

### Transfer Three

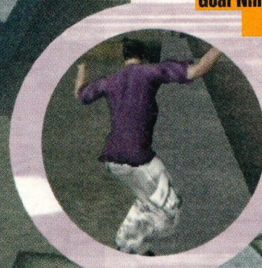
Head right from the start of the run and down to the end of the area. There are three ramps in succession along the wall - two large ramps and a thin quarter-pipe in the middle. Now transfer from one of the large quarter-pipes over the thin one and land on the ramp on the other side - you'll need plenty of speed to be able to make this.

### Transfer Four

You'll have to head towards the Venice Ledge, where the second bum is, and head up the ramp and into the secret area. Now transfer from the quarter-pipe on the right, up and over the wall to the ramp on the other side.

## Goal Nine Find The Secret Tape Reward - \$1,250

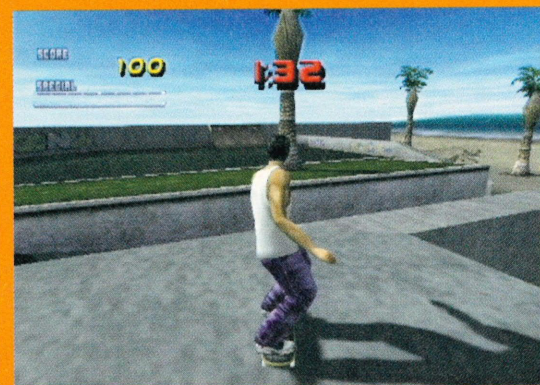
You can see the tape floating in the air above



the main table area. Ride up to the long quarter-pipe near the second bum location and go over onto the roof (press A). On the roof, go right and then turn around to get a run-up. Now launch off the vent ramp at the other end to land on the taller roof. Use the quarter-pipe that the T was on in order to gain speed and launch off the small ramp nearest to the tape. If you get enough speed and air, you'll grab it.

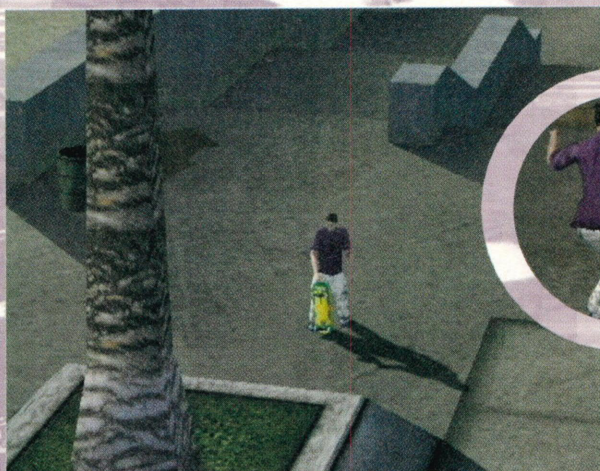
## Secret Areas

> There's a small secret area behind the low roof with the E on it. To get to it, head down into the side area where the second bum was and launch up and over the quarter-pipe to land in the secret area. It has a few ramps, steps and concrete hand-rails for your amusement. Watch out for the sand traps, as you'll reappear at the start.



## Goal Ten 100% Goals & Cash Reward - \$500

There's tons of cash to grab all around the level. Some of it's on the outside railings and there's even three \$250 notes to grab - these are up high above statues, ramps and poles. There's a total of \$1,400 in spare change scattered around, so look hard. Once all cash and goals have been collected and completed, you'll get more cash and complete the level.





# HAWK'S 2

## LEVEL PHILLYSIDE

Location: Philadelphia

**Goal One** High Score  
(50,000) Reward \$2,500

**Goal Two** Pro Score  
(125,000) Reward \$3,000

**Goal Three** Sick Score  
(250,000) Reward \$4,000

**Goal Four** Collect 'S-K-A-T-E'  
Reward - \$2,000

### Letter Location

**S** Head to the right of the start and ride along the large ledge to the right of the fountain. Grind along the low wall on the left and ollie out of the end in order to grab the S.

**K** The K is on the blue awning near the third bell. Get some good speed up and grind/slide the awning so that you can get the letter.

**A** From the start, head towards the fountain round the left side. In front of you will be a raised grass section. There you'll see the A just in front of it.

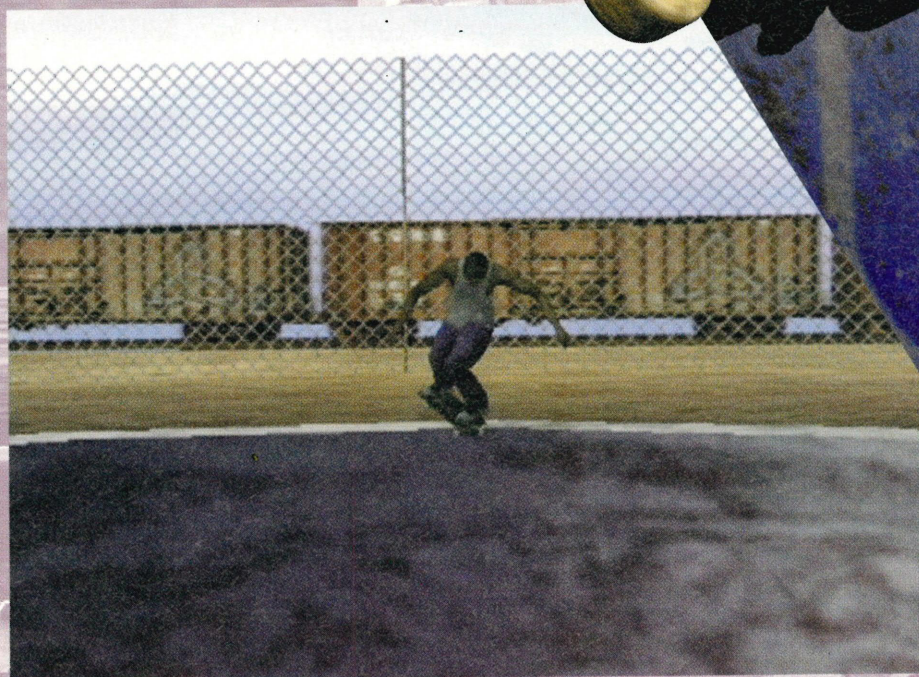
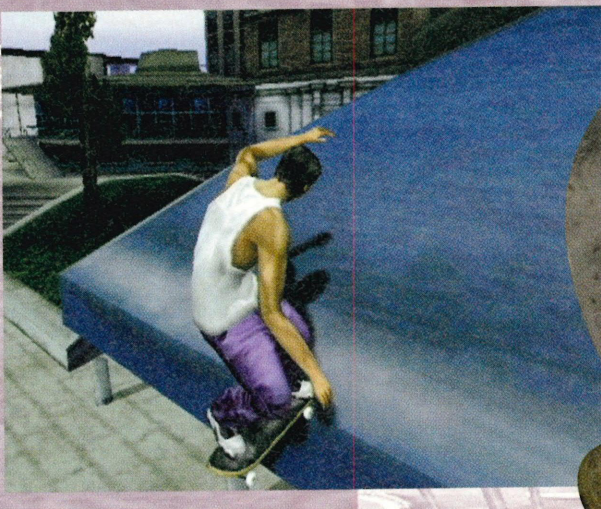
**T** The T is hanging just out from the walkway that you ride up to open the skatepark. It's on the left of the level. Get some speed up on the quarterpipe opposite the fountain ramp and turn right. Head up the walkway and jump the railings.

**E** The E is in mid-air to the right of the fourth bell. Roll

down the pavement and ollie onto the last section of grass. From here, ollie out into the road to grab the last letter.

**Goal Five** Drain The Fountain  
Reward - \$2,500

Now this is a very tough one. From the start you won't have enough speed to make the jump, so do a quick heel/kickflip grind on the rail to the right and then quickly do another grind - make sure all the grinds are preceded with a flip trick like a heelflip. Once off the bar, you should have enough momentum to make the gap. Launch over the green ramps (the world's most obvious gap) where the first bell was. Then, immediately after, grind down



continued >



# players' guide

# TONY

continued >



the handrail, down the steps and (using a Boneless: ↑, ↑ + A) launch from the small planter at the bottom. Hopefully you'll fly over the railings and land on the balcony above. Here, hit the valve to drain the fountain.

**Goal Six** **Collect Five Bells**  
**Reward - \$2,000**

**Bell One**

Head directly right from the start and use the green launch ramp to grab the first bell.

**Bell Two**

After grabbing the first bell, head down the large, wide steps and head left. The bell is hanging against the white wall, but if you ollie you'll be able to grab it.

**Bell Three**

There's a bell hanging near the awning that the K is on. Use one of the bumps to reach it.

**Bell Four**

Head slightly left at the start and launch over the ramp set-up. Continue down the pavement and slide/grind the wall that's on the left and grab the bell on the wall.

**Bell Five**

This is to the right of the fourth bell. Head over the ramp as you did for the fourth Bell, but ollie onto the raised grass section on the right of the pavement. The bell is at the far end on the right.

**Goal Seven** **Bluntslide The Awning**  
**Reward - \$2,000**

The awning in question is the large blue awning at the back of the level - it had the letter K on it if you remember. Get as much speed up as you can and head for the little bump ramp that you used to get the K and the third bell. When you reach the awning, providing you've got enough speed up, press ↓, ↓ + Y to bluntslide.

**Goal Eight** **Liptrick 4 Skatepark Lips**  
**Reward - \$2,500**

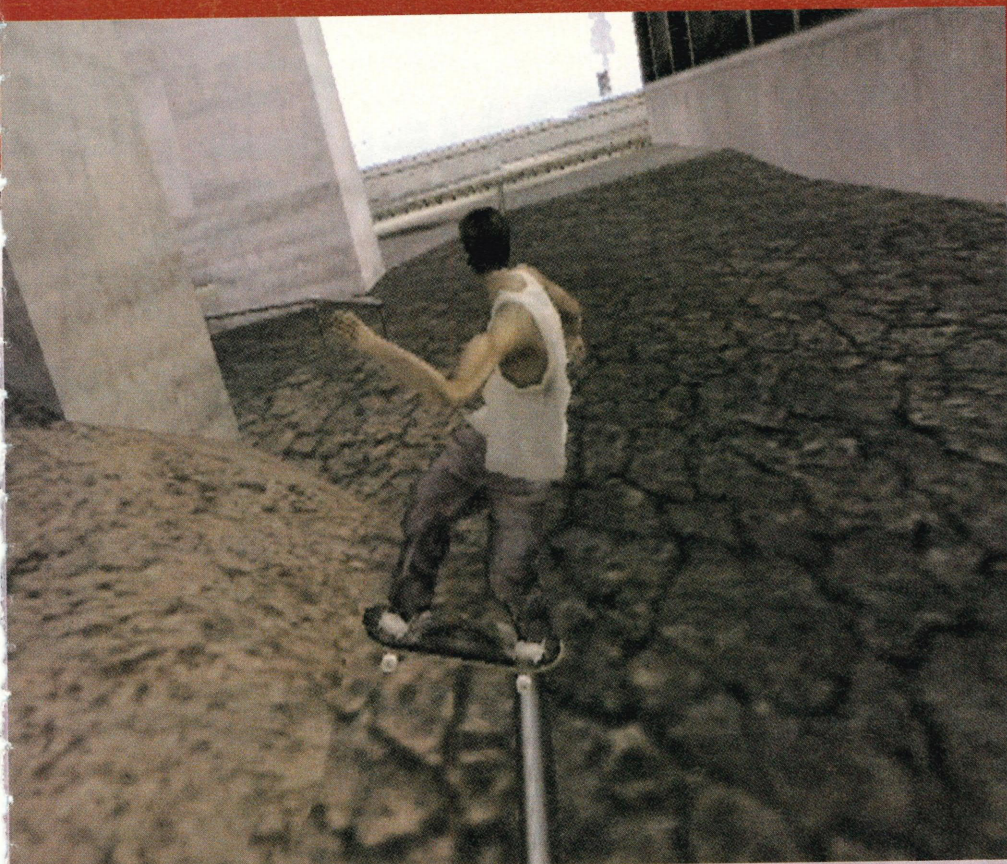
Once the skatepark is open (see the Secret Areas box)

## Secret Areas

> There are actually two secret areas as such, but the second is small with no extras. To open up the skatepark that's found along the left (in relation to the starting position) you'll need some speed. On the far side of the level, head left, grind up the balcony railings and onto the telephone wire that's attached. You need to grind up it until it snaps, sending the telegraph poles crashing through the fences next to the road. Enter the gaps into the skatepark.







## CONTEST 3 THE BULLRING

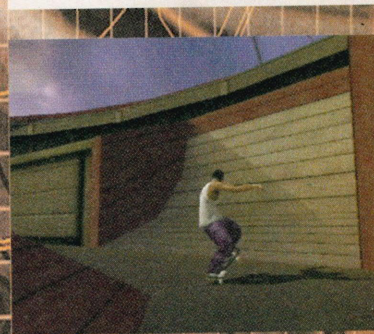
Location:

Mexico

### Get The Two Best Rounds Of The Competition

This is it. The competition to end all competitions. This is the final round and there's a hell of a lot at stake – \$65,000, to be exact. All you have to do is win. Now that's not too hard, is it?

Well, yes! Again, the skaters you're up against are pros, just like you, and they're relentless. The points margin is a lot tighter here and the judges are a lot stricter when it comes to performance rating. As you got this far, you should have built up quite a repertoire of tricks and stats for your skater – so blimmin' well use 'em!



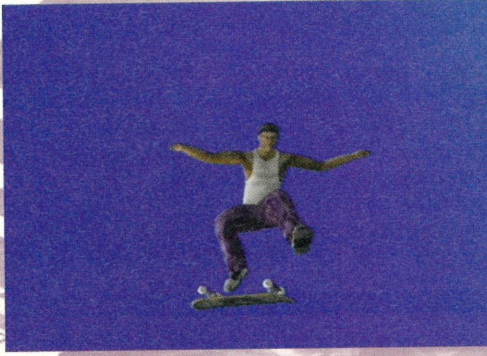
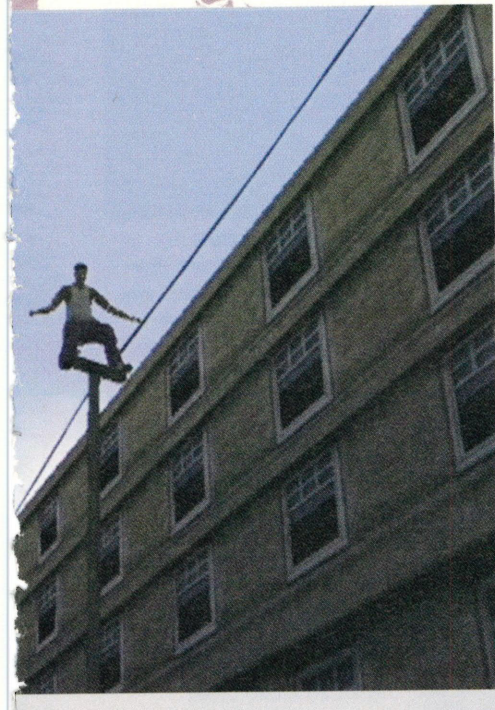
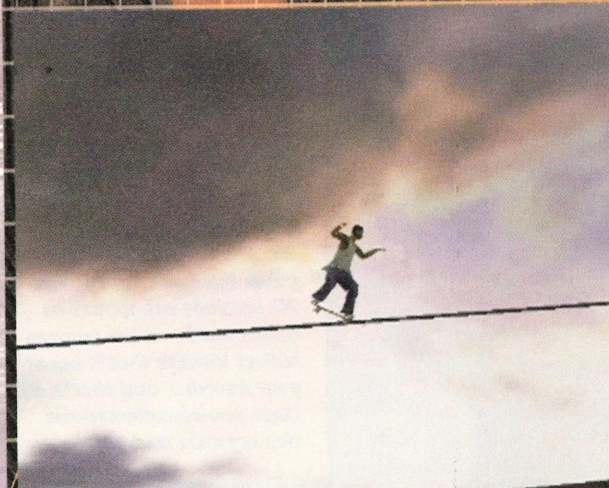
head inside and perform a liptrick on the bowl closest to the street. Try any direction and Y to liptrick the top. Remember though, you must approach the bowl/ramp dead straight otherwise you'll grind. Do a liptrick on the bowl at the opposite end of the skatepark, the bowl with the \$250 hanging above it, and the half-pipe behind that near the blue humps.

**Goal Nine Find The Secret Tape**  
Reward – \$2,000

The Secret Tape is on a long, long line that runs across the level from left to right. You can't ride down the line and let gravity take control – oh no! Instead you'll need a huge boost of speed. The planter in front of the line, which is very near to the fourth bell and runs up to the valve balcony, can be used to get some speed up. Grind it and, while on the line, continue to ollie or heelflip and grind to maintain momentum up the slope.

**Goal Ten 100% Goals & Cash**  
Reward – \$500

There's a whopping \$2,000 in loose notes littered around this arena. There's loads on the line that you need to travel up for the tape. Grab all the dosh in the skatepark, plus the money in and around the main precinct. Once all the cash has been collected and all goals met, you can then have another \$500 for your troubles – and the thought that Philadelphia is finally all done.



## 100% Goals & Cash

Reward – \$500

> In order to complete the level 100%, you must collect all the available cash during (or not during) your three runs. It might be an idea to practise this a few times. This will let you get to grips with the terrain and learn where all the ramps, rails, bowls and bumps are. Also, you'll be able to go for the cash that's littered about without worrying about winning the competition.

There's a total of \$2,500 lying (or hanging) about in hard and papery currency, just for you. Check out the rail that runs above the whole arena. There's loads of cash on the ramps too. Once this and all the other goals in all the other levels are done, you can then sit back, relax and start playing all over again! You'll also open up one of the game's many secrets, depending on how many times you've managed to complete it game already.



# Questions and Answers



## On The Road To Nowhere

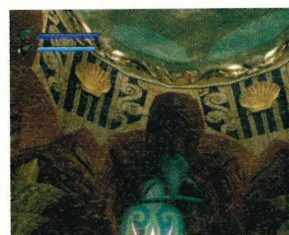
**Q** I've been playing through *Ecco The Dolphin* for a while, but now I'm stuck on the level called 'Pathways From Nowhere'. I have found the five crystals and got through the hole, but now I'm stuck in the level because I can't find my way out. Can you please help?

Gary Baxter, via email

**A** Without wanting to state the obvious, you've really not been paying attention to the secret levels of the game have you, Gary? The 2D sections are meant as bonus levels where you can collect Vitalits that'll boost your health... and that's all. Once you've collected the five crystals and gone



through the hole to where the Vitalits are, you can collect them all before leaving the level. But how do you get out? Well, you might want to try going back the way you came in... It doesn't take a degree in Astro-Physics to work that one out.

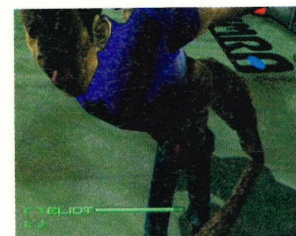


## Taking A Sickie

**Q** As sad as it may seem, I am begging you to help me because I am stuck on *Blue Stinger*. Eliot has a virus and I can't find the medicine so I keep dying. My two boys and I are at our wits end, so please help us. Where is the medicine? I have searched the Web and looked for books but to no avail. Please help!

Mr N Ioizou, via email

**A** Now this is tricky – there's lots to do before you can get the medicine, so you'll have to hurry. Find the Oxygen Tank in the slime area, then find the Ventilation Room key so you can get inside the room and turn on the ventilation. Move the cylinder in the Pressure Room and activate the



shower, then climb the pipes when you change into a monster and find the frozen blood. Thaw it on the machine in the room around the corner, kill Dr Jacobs and nick his keys, then head for the Aquarium and grab the Mine Key. Enter the mine and kill the massive slime monster before heading back to the Med Lab to get the medicine... phew!

**Q&A**  
DREAMCAST SOLUTIONS  
Paragon Publishing  
Paragon House  
St Peters Road  
Bournemouth BH1 2JS

Or send an email to  
dreamcast@paragon.co.uk

## Anyone For Tennis?

**Q** I need your help on *Virtua Tennis*. Basically, I can't seem to be able to find out the special serves or shots, but I've also heard that there are more than the few you printed last month. I know you'll be kind enough to help because that's what you're there for!

Glenn Simmons, via email

**A** Oh, so that's what we're here for is it? We're not here to put together a top solutions magazine – we're here to help you with your inability to play *Virtua Tennis*... well, we suppose we'll help you but only because we're in a

good mood! There are plenty of basic shots like the Lob, Forehand and Backhand, but there's really only one special shot – the Underarm Serve. To do this, you'll need to press 'X' and 'A' plus the direction you're serving in (either Up or Down) at the same time. It's tricky but entirely possible. Aside from that, there aren't any more special shots... who told you that lie, eh?



## Invasion Of The Bandersnatchers

**Q** I'm having trouble with *Resident Evil Code: Veronica*. In the palace at the point where you have to enter the password into the computer, when the Bandersnatch jumps through the window, I keep getting killed. I always start the game at the save point in the room before this one but with my Health at

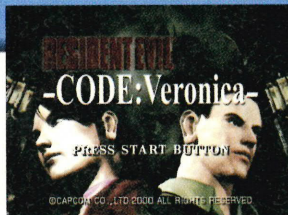
Danger. I can't find any more herbs and I usually die pretty soon after the first Bandersnatch. Can you tell me the locations of the herbs in case I missed some and/or is there a cheat code to increase my Health? I hope you guys can help me!

Guy Falkenberg, via email (from Holland, no less)



We've got one main suggestion – why are you even bothering to load the game at a point where you're about to die anyway? Of course, you won't make it past the Bandersnatchers if you're running on empty – you'll need to either find an earlier save point or (gulp) start the game again. As for Green Herbs, there are plenty lying around outside the palace as well as upstairs and around the submarine area. You might want to use those Red Herbs to make them more potent as well...





## Dedicated Follower Of Fashion

**Q** At last, I have completed *Virtua Tennis*...but what's this? Only 20 out of the 28 outfits are unlocked? Not that I'm a fashion victim, but I don't want to leave the game uncompleted! Any ideas on how you unlock the other eight outfits? Please don't tell me I have to go through it all again in doubles to unlock them – the game is torture, but soooooooooooooo good! Cheers very much, **Mysterious Gav**, via email

**A** Don't worry, Gav – you haven't got to play through the whole game again in

*Doubles mode... it's far worse than that. In order to unlock the eight secret costumes, you'll need to be an expert at the eight different training games you find in World Circuit mode. Most of them are against the clock so to get the costume, you'll need to complete the challenge before the timer turns red (usually around the ten second mark). As for the other challenges, it's all about skill – you need to complete the Return Ace in two shots or less, score tons of points in Bulls Eye and get a perfect game (five strikes) at Pin Crasher to unlock all the costumes. Yikes!*

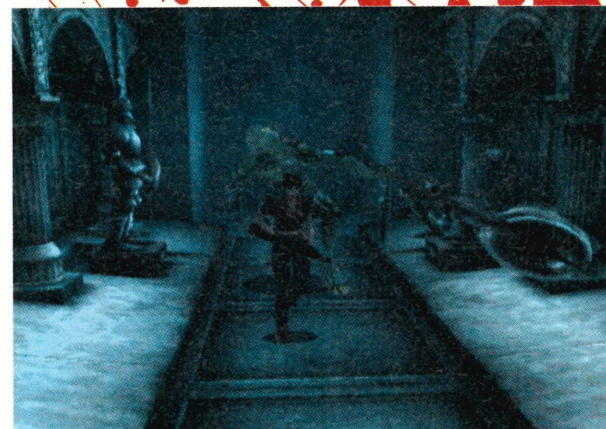


## Heeeeeeeere's Steve!

**Q** I'm stuck at the bit towards the end of *Resident Evil Code: Veronica* where Claire finds Steve and he turns into a large green monster carrying a big axe. I have tried pumping it full of grenade shells, magnum shells and the AK47 but it won't die – I've also run round it to press the switch as well but to no avail. If it hits me more than twice I'm dead... any ideas? Cheers chaps! **Chris Cook**, via email

**A** Hallelujah! Finally, someone stuck on *Code: Veronica* that isn't asking a question about the flippin' 'Tyrant on the plane' fight! Of course, beating Steve is incredibly easy when you know how – you just need to have the right tools for the job, so make sure you've got a First Aid Spray handy. You've got the right idea though. It's not about killing him, it's about getting away from

*him. As soon as he changes and breaks free, turn around and leg it back down the passage – you can't stop him from hitting you, so keep moving until he's struck you twice and then use the First Aid Spray to return to full health. Now keep running until you reach the end of the passage and you'll seal him in behind a cage door. It's a little risky, but entirely possible...*



## Tanks For The Memories

**Q** Hey guys – I need help with *Fur Fighters*. I'm stuck in one part and just can't get anywhere! I've tried reading *DREAMCAST SOLUTIONS*, but the one that's out over here in Australia doesn't cover where I am up to. I can't beat Roofus' door in The Bad Place – I can destroy one of the tanks inside, but how do I kill the other one? Where do I stick the bomb? **Zork (eh?)**, via email

**A** Hmm... Australia, eh? Nice. As for getting through *Fur Fighters* – well, that's a piece of cake. As you said, there are two tanks to beat. If you've already managed to blow up the

*first one (by attaching the dynamite to the end of the fuse and then hitting the plunger near the bridge) you'll need to find some more dynamite before taking on the second one. Once you've got some more, head over to the rear of the tank and lob the dynamite into the open hatch on the back. This'll open up the doorway into the temple nearby, allowing you to run in and grab the last baby on this level.*



## Ready, Jedi... Go!

**Q** I'm playing through *Star Wars Episode One Racer* and although I'm not doing too badly, I can't seem to unlock any of the secret characters that are in the game. I know there are plenty of them, so how can I do it? **Mr Anonymous**, via email

**A** Hey, we're only too glad to help – even though you didn't include your name on the email (grrr). Basically, you

*need to take a look at the track information that comes up on-screen just before each race. In the corner is the race favourite; this is the guy you'll unlock if you manage to do well enough. Just set*

*the race to 'Winner Takes All' and then finish in first place to unlock the favourite – now you can go back to the Character Select screen and change to your new racer, taking all your pod upgrades with you. Easy!*





# SUBSCRIBE TO

To contact our subscriptions department:  
**FAX** 01202 200217  
**Email** subs@paragon.co.uk

# Dreamcast solutions

There's never been a better time to subscribe!  
 Save up to £10 on a top game!

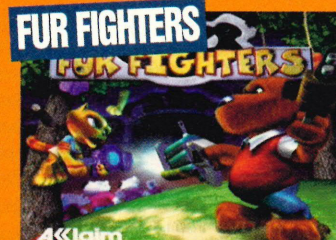
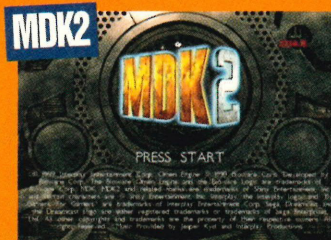
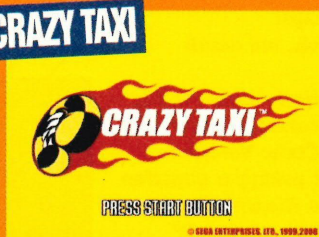
## OPTION 1

9 issues of  
 DREAMCAST  
 SOLUTIONS  
 delivered to your  
 door at a 15%  
 discount on RRP!

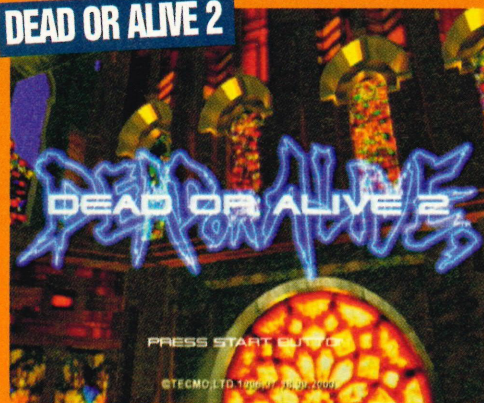
## OPTION 2

9 issues of  
 DREAMCAST  
 SOLUTIONS at a  
 discount price plus  
 the game of your  
 choice, saving you  
 an extra  
 £10!

## CRAZY TAXI



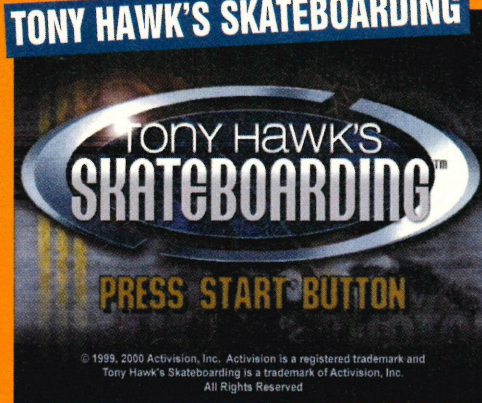
## DEAD OR ALIVE 2



## MARVEL VS CAPCOM 2



## TONY HAWK'S SKATEBOARDING



# Dreamcast solutions

Subscription to start from issue number ☐

Name .....

Signature .....

Address .....

.....

Postcode .....

Tel. ....

**OPTION 1** ☐

**OPTION 2** ☐

The game I want is .....

## PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

☐ Credit card type .....  
 (ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date .....

Card Number .....

>If you don't want to receive related material tick this box. ☐

## SUBSCRIPTION GIFT

If the subscription is a gift please fill in the details of the recipient:

Name .....

Address .....

.....

Postcode .....

Issue 9

# Dreamcast solutions

## cost details

Subscription to  
 DREAMCAST SOLUTIONS

OPTION 1: MAGAZINE ONLY

UK	Europe	World
£29.50	£35.00	£47.00

OPTION 2: MAGAZINE & GAME OF YOUR CHOICE

UK	Europe	World
£59.50	£65.00	£77.00

Call the subscription hotline now on

**01202 200200**

Or fill in this form, cut it out and send it to:  
 Paragon Publishing Ltd, Freeport BH1255,  
 Bournemouth BN1 2ZZ.

● NOTE: Games are UK PAL versions.





THE UK'S BEST-SELLING UNOFFICIAL DREAMCAST MAGAZINE

# Dreamcast<sup>TM</sup> magazine

£2.99

The world's most advanced console magazine!

## ALONE IN THE DARK 4

**EXCLUSIVE**

Prepare to be scared!

## TONY HAWK'S 2

**REVIEWED** It's back and it's rad!

**PLUS!** Get your mitts on our superb free gift!

**EXCLUSIVE XPLODER CD**

**FREE!**

### ULTIMATE CHEATS

Collection

- Blue Stinger
- Crazy Taxi
- Hydro Thunder
- Marvel Vs Capcom 2
- Mortal Kombat Gold
- Rayman 2: The Great Escape
- Ready 2 Rumble Boxing
- Resident Evil 2 (Claire)
- Resident Evil 2 (Leon)
- SNWS Euro Edition
- Shadowman
- Sonic Adventure
- Soul Calibur
- Soul Reaver
- WWF Attitude
- Tomb Raider 4: The Last Revelation

OVER  
**70**  
CHEATS!

SOUL CALIBUR



CRAZY TAXI



READY 2 RUMBLE



PACKED FULL OF  
DREAMCAST HACKS



This product is NOT licensed or endorsed by Sega



**HEY, NEWSAGENT...**

Please reserve me a copy of...  
**Dreamcast Magazine** ☐

Price: £2.99 [ISSN: 1466-2388]

Name: .....

Address: .....

.....

.....

Postcode: .....

Tel: .....



To ensure you receive a copy of the leading unofficial Dreamcast magazine fill in this coupon and hand it to your local newsagent.

**Newsagent Information:** Dreamcast Magazine is published by Paragon Publishing Ltd  
[Tel: 01202 299900; Fax: 01202 299955; [www.paragon.co.uk](http://www.paragon.co.uk)]  
and is available from your local wholesaler. Dreamcast Magazine and Dreamcast Solutions are distributed by Seymour [Tel: 01202 200232] and are fully SOR.



# databurst



Welcome to the Databurst, a handy A-Z listing of every Dreamcast cheat and secret. After infinite lives or secret characters? If it exists, you'll find it in here...

## Rent To Win COMPETITION!

> With Loan Gamer you can now rent the latest Dreamcast games for as little as £9.99 a month. By signing up for a year's membership, you can rent one or two games for an entire month at a time. Or, you can just rent a game for five days for only £4.75. Games are sent out FREE on next-day delivery, and then returned, for FREE again, when the rental period is up! To find out more, call 08454 58 58 85 (local rate) or visit the Web site ([www.loan-gamer.co.uk](http://www.loan-gamer.co.uk)).  
Two lucky DREAMCAST SOLUTIONS readers can win a year's free M1 membership (one game per month) with Loan Gamer. Just tell us which new Dreamcast game stars Lara Croft: a) M-SR, b) Shenmue or c) Tomb Raider Chronicles? Send your answer to: Databurst Comp #9, DREAMCAST SOLUTIONS, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Closing date: 8 March 2001. Usual competition rules apply.

Easy Games Rental!

loan-gamer

[www.loan-gamer.co.uk](http://www.loan-gamer.co.uk)  
08454 58 58 85

## 4 WHEEL THUNDER

**Full Pause Screen**

Press X + Y for a full pause screen.

**Jackpot Cheat**

To increase your chances of hitting the jackpot, save your game after every race in the Championship mode. Then if you do get to go for the jackpot, you can reload your game until you win.

**Extra Tracks**

Complete Championship mode to unlock six extra tracks, Arcade Outdoor mode for eight more, and Arcade Indoor for five extra tracks.

## AEROWINGS 2: AIRSTRIKE

**Bonus Aeroplanes**

Successfully complete the indicated mission in order to unlock the corresponding aircraft.

Mission	Aircraft
Fighter Pilot 5	T-4
Fighter Pilot 13	T-2
Fighter Pilot 20	Silver F-4EJ
Fighter Pilot 26	F-15DJ
Fighter Pilot 30	F-15J
Tactical Challenge 5	F-104J
Tactical Challenge 6	F-4J
Tactical Challenge 7	F-1
Tactical Challenge 8	Gray F-4EJ

## BUGGY HEAT

**Additional Colour**

Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up

your life.

**Extra Buggies**

To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.

**Additional Expert Races**

To gain access to some extra expert courses complete Expert mode on the championship difficulty using the Beelzebub Buggy.

## BUST-A-MOVE 4

**More Puzzles**

On the title screen, press X, ⇐, ⇒, ⇐, X - you'll hear a noise if you get the cheat right. Now you can choose Puzzle mode and enter the Arcade section in order to access more puzzles than you would have normally.

**Bonus Characters**

At the title screen, press ⇐, ⇒, X, ⇐, ⇒ - again, you'll hear a sound if you've entered the code correctly. Now when you go to the Character Select screen in any of the game modes, you'll find the extra characters waiting for you.

**Tarot Reading**

At the title screen, press ⇐, X, ⇐, X, ⇐. Now if you go to the Options menu, you'll be able to try your hand at a spot of Tarot Card reading... it's strange, but surprisingly fun!

**Talk Demo**

Enable the Bonus Characters and Tarot Reading cheats, go to the title screen and press X, ⇐, ⇐, ⇐, ⇐, ⇐, X. After you hear

the sound confirming the cheat, enter the Options screen in order to access the new goodies.

## CHU CHU ROCKET!

**Sonic Adventure Chaos**

Complete the 25 Challenge mode levels in order to transform the mice into Chaos from *Sonic Adventure*.

**NIGHTS Angels**

Complete the 25 Mania mode levels in order to transform the mice into angels from *NIGHTS*.

**Hard Mode Puzzles**

Complete all of the puzzles in Normal mode.

**Special Mode Puzzles**

Complete all puzzles in Hard mode.

**Mania Mode Puzzles**

Complete all of the puzzles in Special mode.

## CRAZY TAXI

**Another Day Mode**

To play in Another Day mode press R at the Driver Select screen and then press R a second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position, and you will have new fare locations.

**Expert Mode**

To access the Expert mode, press and hold L+Start and R+Start just before the Driver Select screen appears. This will then switch off both destination markers and arrows.

**No Guiding Arrows**

To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if done correctly.

**No Destination Mark**

To play without the green destination markers press and hold L+Start before the Driver Select screen. A message 'No Destination Markers' will appear if done correctly.

**Access Taxi Bike**

To access the Taxi Bike press L+R+Start three times after you select your character before the game starts. Alternatively, the bike will be unlocked if you finish all the Crazy Boxes.

**View Change & Speedometer**

To be able to change your view and to see your speedometer, plug a controller into port 3 and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer, simply press X five times.

## DEAD OR ALIVE 2

**3D Character Select**

Turn off the 'Quick Selector' in the Vs mode options.

**Bounce Trick**

On the Options menu, select 'Others' and you'll be able to increase or

decrease the age: this will determine the bounciness of the girls' breasts. The older you are, the bigger you will bounce!

**Camera Control**

Hold B during your character's victory pose and use the analogue pad in order to rotate the camera around them.

**View Hidden Cut-Scene**

Play as Ayane in Story mode. When you get to the battle with Kasumi, you must KO her on the ice pit and she must be about 10ft away from you. If done correctly, the fireball cut-scene from the intro movie will take place.

**Taunts**

Move forward, back, forward and then punch and kick at the same time to perform a taunt.

## DRAGON'S BLOOD

**Cheat Mode**

On the main title screen (where the words 'Press Start' appear), press X, Y, Y, X, X, Y, Y to turn on the Cheat mode of the game. Now you can begin the adventure: press Start to pause the game and then hit one of the following button combinations to activate each relevant cheat:

Infinite Health: L + R + ⇐  
Skip To Next Level: L + R + ⇐  
50,000 Attack Points: L + R + ⇐  
missions without using any continues.

## DYNAMITE COP

**Enable Bonus Missions**

To enable the bonus missions, complete the first three missions to unlock three more missions. Mission four is based on the first mission with only one life, no continues and double damage weapons. Mission five is based on mission two and has a time limit on each room and no continues. The sixth mission is based on the third mission with little health, few health power-ups, no other type of power-up and no continues.

**Play As Monkey**

Successfully complete missions four to six and Monkey will then be unlocked.

**Play As Original Bruno**

To unlock the original Bruno from the Die Hard Arcade, collect all of the illustrations in the game and he will be unlocked.

**Access Tranquilliser Gun Mini-Game**

Successfully complete the main game once and this mini-game will be made available.

**Infinite Credits For The Tranquilliser Gun Mini-Game**

Successfully complete the first three missions without using any continues.

## ECW Hardcore Revolution

**Play As Joey Styles**

Win the Acclaim belt in Career mode.

**Play As Joel Gertner**

Win the Acclaim belt in Career mode.

**Play As Tommy Rich**

Win the ECW World TV belt in Career mode.

**Play As Cyrus The Virus**

Win the ECW World TV belt in Career mode.

**Play As Taz**

Win the ECW World Heavyweight belt in Career mode.

**Play As Louie Spicolli**

Win the ECW World Heavyweight belt in Career mode.

**All Jobbers**

Defend the ECW World Heavyweight belt five times in Career mode.

**Play As Beulah McGillicutty**

Win the ECW World Tag Team belt in Career mode.

**Play As The Sheik**

Win the ECW World Tag Team belt in Career mode.

**Play As Bill Alfonso**

Complete Tournament mode as Rob Van Dam.

**Play As Judge Jeff Jones**

Complete Tournament mode as Mike Awesome.

**Random Head Mode**

Complete Tournament mode as Louie Spicolli.

**Big Head Mode**

Complete Tournament mode as Rhino.

**Little Head Mode**

Complete Tournament mode as Roadkill.

**Headless Mode**

Complete Tournament mode as Taz.

**Big Hands Mode**

Complete Tournament mode as Jason.

**Big Feet Mode**

Complete Tournament mode as Balls Mahoney.

**Fat Man Mode**

Complete Tournament mode as Spike Dudley.

**Hangman Mode**

Complete Tournament mode as Sal E Graziano.

**Ego Mode**

Complete Tournament mode as Chris Chetti.

**Custom Wrestler Textures**

Complete Tournament mode as Tommy Dreamer.

## FIGHTING FORCE 2

**Select Level**

Press ⇐, ⇐, X, ⇐, ⇐, Y at the 'Press Start' screen. If the code has been entered correctly, the screen will flash. When you start a new game, the list of levels will appear.

**Fireworks**

Complete the game and then enter





Issue 9 | Dreamcast Solutions | 107



# databurst

continued &gt;

press  $\downarrow$   $\leftarrow$   $\rightarrow$  + Fierce Punch to do one of Akuma's moves (if facing left, press  $\downarrow$   $\rightarrow$  + Fierce Punch). Note: You must also have reached at least Level 1 on your hyper-combo bar.

## Ken's Move

Playing as Ryu, when facing right press  $\downarrow$   $\leftarrow$  + Medium Punch to do one of Ken's moves (if facing left, press  $\downarrow$   $\rightarrow$  + Medium Punch).

## Play As Onslaught

To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.

## Full Pause Screen

Pause, then hold Y and press X.

## Select A Special Partner

To select your special partner before the Special Partner screen actually appears, hold the corresponding buttons and your special partner will be chosen.

Unknown Soldier.....Hold Start +

Weak Punch

Lou.....Hold Start + Medium Punch

Arthur.....Hold Start + Weak

Punch + Medium Punch

Saki.....Hold Start + High Punch

Ton-Pooh.....Hold Start + Weak

Punch + High Punch

Devilot.....Hold Start + Medium

Punch

Anita.....Hold Start + Weak Punch +

Medium Punch + High Punch

Pure and Fur.....Hold Start +

Weak Kick

Michelle Heart.....Hold Start +

Weak Punch + Weak Kick

Mighty Thor.....Hold Start + Weak

Kick + Medium Punch

Cyclops.....Hold Start +

Weak Punch + Weak Kick +

Medium Punch

Magneto.....Hold Start + Weak

Kick + High Punch

Storm.....Hold Start + Weak Punch +

Weak Kick + High Punch

Jubilee.....Hold Start + Weak Kick +

Medium Punch + High Punch

Rogue.....Hold Start + Weak

Punch + Weak Kick + Medium

Punch + High Punch

Psylocke.....Hold Start +

Medium Kick

Juggernaut.....Hold Start + Weak

Punch + Medium Kick

Iceman.....Hold Start + Medium

Punch + Medium Kick

Colossus.....Hold Start + Weak

Punch + Medium Punch +

Medium Kick

US Agent.....Hold Start + High

Punch + Medium Kick

Shadow.....Hold Start + Weak

Punch + Medium Kick +

High Punch

Sentinel.....Hold Start + Medium

Punch + Medium Kick +

High Punch

## MARVEL VS CAPCOM 2

### Switch Character Order

When you pick your three characters at the start of the game, you don't have to keep them in the same order. If you want a character other than your first selection to begin a fight, you can do it – just hold down the L button before a fight to start with your second fighter or the R button to begin with the third character.

### Alternate Costumes

In order to change the costume of your chosen character go to the Character Selection screen, then highlight a fighter and press A or Y rather than X. Remember that you won't be able to change costumes if you haven't actually bought them for that character!

### Cheaper Hidden Characters

Don't like the price that a hidden character you want to buy is offered at? The prices change every time you visit the shop – just keep exiting and entering the Shop screen until the price of any hidden characters is slightly more reasonable.

## MILLENNIUM SOLDIER: EXPENDABLE

### Shield

$\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , X,  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , Y

### Level Skip

Y x2, X x2, L, R,  $\downarrow$  x2,  $\uparrow$  x2

### Grenades

$\downarrow$  x5,  $\uparrow$  x4, R

### Lives

A, B, X, Y, L, R,  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$

### Credits

A, B,  $\leftarrow$ , A, B,  $\rightarrow$ , B, A,  $\downarrow$ , R

### Easter Egg

L,  $\leftarrow$ , R,  $\leftarrow$ , X x2,  $\downarrow$  x2, R, L

### Game Won

L, R,  $\leftarrow$ , L, R,  $\leftarrow$ ,  $\leftarrow$ ,  $\leftarrow$ , Y, X

### Level Select

$\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$  x2, Y

## MDK2

### Kurt Wearing Boxers

Hold L + R and press X x2, Y, X at the main menu.

### Indy 500 Camera View

Pause the game and hold L + R and press B, A, B, A.

### Slow Motion Mode

While playing as Max, hold R and press  $\uparrow$  x4.

### Full Pause Screen

Pause the game and press X + Y.

### Hidden Artwork And Sounds

Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

## MORTAL KOMBAT GOLD

### Access Cheat Menu

At the Start screen quickly press  $\uparrow$  twice,  $\downarrow$  twice,  $\leftarrow$  twice and  $\rightarrow$  twice. If the code is entered correctly, a laugh will be heard followed the word 'Outstanding'. Enter the Options screen, then press L+R and the Cheat menu will appear with various options to choose from.

**Easy Endings** – These will allow you to see a player's ending by only beating one character.

**Fatal 1** – To enact a character's first fatality, simply press High Punch.

**Fatal 2** – To enact a character's second fatality, simply press High Punch.

**Pit Fatal** – To enact the 'Pit Fatal', hold  $\downarrow$  and press High Punch.

### Fight As Goro

To play as Goro, enable the Cheat menu and, at the Character Selection screen, select the hidden icon and hold L+R and press  $\uparrow$ ,  $\leftarrow$ , A.

### Fight As Noob Saibot

To play as Noob Saibot enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press  $\uparrow$  x2,  $\leftarrow$  x3, A.

### Play As Sektor

To play as Sektor enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press  $\uparrow$  x4,  $\leftarrow$  x4, A.

### Alternate Costumes

Highlight a character and hold Start and any button to rotate them to reveal their second costume.

## NBA2K

As with most American sports games, there are a whole host of cheat codes for NBA2K. Simply enter the following codes at the Code Selection screen, found in the Options menu, in order to get the corresponding cheat.

### Access Bonus teams

To access three extra teams, enter 'DEVILDES' as a code. The NBA2K, Sega Sports and Sega teams will then be unlocked and available to play on outdoor courts.

### Play With Big Heads

To have your team play with big heads, enter 'FATHEAD' as a code.

### Giant Sized Players

To play with giant sized players (and to make slandering even easier), enter 'MONSTER' as a code.

### Miniature Players

To play with a team the size of The Borrowers, enter 'LITTLELUGY' as a code.

### Access Fat Players

To have a team full of lardy boys, enter 'DOUGHBOY' as a code.

### Play With 2-D Players

To play with a team made up of 2D (and wafer-thin) players, enter 'SQUISHY' as a code.

### Play With Big Feet

Fed up with your size tens? Then to make your players' feet more like size 30s, enter 'BIGFOOT' as a code.

### Play With Big Ball

To play with a bigger basketball, enter 'BEACHBOYS' as a code.

### Suffering Coaches

To have your team's poor coach writhing around in agony on the sidelines, just enter 'COACHOUCH' as a code.

### View Hidden Message

To see a message in the crowd reading 'Hi Mom, love your child', enter 'HIMOM' as a code.

## NBA SHOWTIME: NBA ON NBC

### Play Any Player On Any Team

To play any character, regardless of what team they're on, go to the Enter Initials screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN.

### Change Costumes

To see a player's alternative costumes when creating a player, press  $\uparrow$  or  $\downarrow$  and his clothes will change.

### Play As Team Mascots

To play as a team mascot, enter any of the following names and corresponding PIN and you will unlock that mascot.

Team	Name	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

### Create-A-Player Characters

To play any of the following hidden players, enter their name and PIN number to unlock them.

Team	Name	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777

Retro Rob.....RETRO.....1970  
Old Man.....OLDMAN.....2001

### Play As Midway Staff

Midway Staff	Name	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johnson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

### Unlock Other Players

To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the Enter Initials screen.

Person	Name	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

### Access Hidden Courts

To access play on one of the following hidden courts, enter the denoted combination of buttons immediately after having selected a player at the Choose Team screen.

Court	Code
Team 1 (Left)	Hold $\uparrow$ + Turbo
Team 2 (Right)	Hold $\downarrow$ + Turbo
Street Court	Hold $\leftarrow$ + Turbo
Island Court	Hold $\rightarrow$ + Turbo
Midway Court	Hold $\uparrow$ + Shoot + Pass
NBC Court	Hold $\downarrow$ + Shoot + Pass

### Access Cheat Codes

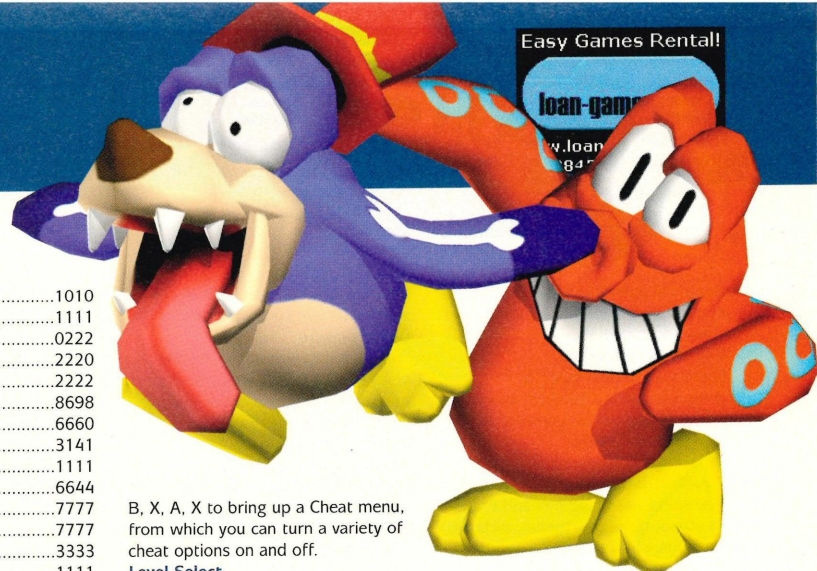
After you've chosen all your players etc and you are at the Tonight's Match Up screen, you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example, for 'Fog On' (1-2-3  $\uparrow$ ) you would press Turbo once, Shoot twice, Pass three times, and then press  $\uparrow$ .

Cheat	Code
Show Shot %	0-0-1 $\downarrow$
Tournament Mode (no power-ups)	1-1-1 $\downarrow$
Show Hotspot	1-0-0 $\downarrow$
No Hotspots [Note 1]	2-0-1 $\downarrow$
Fog On [Note 2]	1-2-3 $\uparrow$
Thick Fog On [Note 2]	1-2-3 $\downarrow$
Swamp Fog On [Note 2]	1-2-3 $\leftarrow$
Night Fog On [Note 2]	1-2-3 $\rightarrow$
Snow On [Note 2]	1-2-1 $\downarrow$
Blizzard On [Note 2]	1-3-1 $\leftarrow$
Rain On [Note 2]	1-4-1 $\rightarrow$





loan-games

w.loan  
84

Big Head Mode .....	2-0-0
⇒	
No Replays .....	3-3-1
⇒	
Team Uniform [Note 1] .....	4-0-0
⇒	
Midway Uniform .....	4-0-1
⇒	
Home Uniform .....	4-1-0
⇒	
Away Uniform .....	4-2-0
⇒	
Alternate Uniform .....	4-3-0
⇒	
Note 1: Two-player agreement required.	
Note 2: Only on outdoor courts.	

## NFL BLITZ 2000

### Choose Plays Off-Screen

At the Play Selection screen move to the top left box and then press  $\uparrow$  twice. Your choice of play will then be hidden and chosen secretly on your VMU.

### Access Hidden Players

To access hidden players enter one of the following player names and the PIN number when at 'Enter Names For Record Keeping'.

### Cheat Codes

When at the Versus screen press Turbo, Jump and Pass and the icons below the helmets change. Depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-pad and, if the code has been entered correctly, you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing  $\uparrow$ . You can activate more than one cheat per game.

Cheat	Code
Infinite turbo .....	5-1-4 $\uparrow$
Unlimited throwing distance .....	2-2-3 $\Rightarrow$
Fast turbo running .....	0-3-2 $\uparrow$
Power-up offense .....	3-1-2 $\uparrow$
Power-up defence .....	4-2-1 $\uparrow$
Power-up team-mates .....	2-3-3 $\uparrow$
Power-up blockers .....	3-1-2 $\Rightarrow$
Super blitzing .....	0-4-5 $\uparrow$
Super field goals .....	1-2-3 $\uparrow$
No interceptions .....	3-4-4 $\uparrow$
No random fumbles .....	4-2-3 $\uparrow$
No first downs .....	2-1-0 $\uparrow$
No punting .....	1-5-1 $\uparrow$
Allow stepping out of bounds .....	2-1-1 $\Rightarrow$
Fast passes .....	2-5-0 $\Rightarrow$
Late hits .....	0-1-0 $\uparrow$
Show field goal % .....	0-0-1 $\uparrow$
Hide receiver name .....	1-0-2 $\uparrow$
Invisible .....	4-3-3 $\uparrow$
Red, white and blue football .....	3-2-3 $\Rightarrow$
Big football .....	0-5-0 $\uparrow$
Big head .....	2-0-0 $\Rightarrow$
Huge head .....	0-4-0 $\uparrow$
No head .....	3-2-1 $\uparrow$
Headless team .....	1-2-3 $\Rightarrow$
Team big heads .....	2-0-3 $\Rightarrow$
No play selection [Note 1] .....	1-1-5 $\uparrow$
Show more field [Note 1] .....	0-2-1 $\Rightarrow$
No CPU assistance [Note 1] .....	0-1-2 $\uparrow$
Power-up speed [Note 1] .....	4-0-4 $\Rightarrow$
Hyper blitz [Note 1] .....	5-5-5 $\uparrow$

Smart CPU opponent [Note 2] .....	3-1-4 $\uparrow$
Deranged Blitz mode [Note 2] .....	2-1-2 $\uparrow$
Ultra Hard mode [Note 2] .....	3-2-3 $\uparrow$
Super Passing mode [Note 3] .....	4-2-3 $\Rightarrow$
Super Blitz mode [Note 3] .....	4-4-4 $\uparrow$
Tournament mode [Note 3] .....	1-1-1 $\uparrow$
Always quarterback [Note 4] .....	2-2-2 $\Rightarrow$
Weather: clear .....	2-1-2 $\uparrow$
Weather: muddy .....	5-2-5 $\uparrow$
Weather: rain .....	5-5-5 $\Rightarrow$
Arizona Cardinals playbook .....	1-0-1 $\uparrow$
Atlanta Falcons playbook .....	1-0-2 $\Rightarrow$
Baltimore Ravens playbook .....	1-0-3 $\Rightarrow$
Buffalo Bills playbook .....	1-0-4 $\Rightarrow$
Carolina Panthers playbook .....	1-0-5 $\Rightarrow$
Chicago Bears playbook .....	1-1-0 $\Rightarrow$
Cincinnati Bengals playbook .....	1-1-2 $\Rightarrow$
Cleveland Browns playbook .....	1-1-3 $\Rightarrow$
Dallas Cowboys playbook .....	1-1-4 $\Rightarrow$
Denver Broncos playbook .....	1-1-5 $\Rightarrow$
Detroit Lions playbook .....	1-2-1 $\Rightarrow$
Green Bay Packers playbook .....	1-2-2 $\Rightarrow$
Indianapolis Colts playbook .....	1-2-3 $\uparrow$
Jacksonville Jaguars playbook .....	1-2-4 $\Rightarrow$
Kansas City Chiefs playbook .....	1-2-5 $\Rightarrow$
Miami Dolphins playbook .....	1-3-1 $\Rightarrow$
Minnesota Vikings playbook .....	1-3-2 $\Rightarrow$
New England Patriots playbook .....	1-3-3 $\Rightarrow$
New Orleans Saints playbook .....	1-3-4 $\Rightarrow$
New York Giants playbook .....	1-3-5 $\Rightarrow$
New York Jets playbook .....	1-4-1 $\Rightarrow$
Oakland Raiders playbook .....	1-4-2 $\Rightarrow$
Philadelphia Eagles playbook .....	1-4-3 $\Rightarrow$
Pittsburgh Steelers playbook .....	1-4-4 $\Rightarrow$
San Diego Chargers playbook .....	1-4-5 $\Rightarrow$
San Francisco 49ers playbook .....	1-5-1 $\Rightarrow$
Seattle Seahawks playbook .....	1-5-2 $\Rightarrow$
St. Louis Rams playbook .....	1-5-3 $\Rightarrow$
Tampa Bay Buccaneers book .....	1-5-4 $\Rightarrow$
Tennessee Titans playbook .....	1-5-5 $\Rightarrow$
Washington Redskins book .....	2-0-1 $\uparrow$
Note 1 – Two-player agreement required.	
Note 2 – Only in one-player game.	
Note 3 – Only in two-player game.	
Note 4 – Two human teammates required.	
Name	PIN
ALEC .....	1197
ALIEN .....	1111
AOB .....	1111
AUBREY .....	7777
AZPOD .....	4777
BOXER .....	2111
BRAIN .....	1111
BRIAN .....	2221
CALEB .....	0996
CURTIS .....	1111
DANIEL .....	0604
DAVID .....	3333
DINO .....	1111
EDDIE .....	3333
FORDEN .....	1111

FRANZ .....	1010
GENTIL .....	1111
GRINCH .....	0222
GRINCH .....	2220
GUIDO .....	2222
GUMBY .....	8698
JAPPLE .....	6660
JASON .....	3141
JEFF .....	1111
JOVE .....	6644
LEX .....	7777
LT .....	7777
LUIS .....	3333
MOOSE .....	1111
MXV .....	1014
NATHAN .....	0515
NICO .....	4440
PIRATE .....	1111
PUNKB .....	2112
PUNKR .....	1221
RAIDEN .....	3691
RALPH .....	1111
RANDU .....	6666
ROOT .....	6000
SAD .....	1111
SHINOK .....	8337
SHRUNK .....	6666
SKULL .....	1111
SMILE .....	1111
THUG .....	1111
TREX .....	1111
TURMEL .....	0322
WHODAT .....	1844

## NHL2K

### Play As Programmer Team

Hold L+R and press B x2, and X on controller 4 at the 'Black Box' logo.

### Big Head Mode

Hold L+R and press B, A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

### Wayne Gretzkey Message

Enter 'Wayne Gretzkey' as a name in the Create a Player option to see the message 'Thanks For The Memories'.

### Dale Hunter Image

Enter 'Dale Hunter' as a name in the Create a Player option to see his picture in the Edit Lines menu.

### Marty Reasoner Image

Enter 'Marty Reasoner' as a name in the Create a Player option to see his picture in the Edit Lines menu.

### Ron Hextall Image

Enter 'Ron Hextall' as a name in the Create a Player option to see his picture in the Edit Lines menu.

### Tony Twist Image

Enter 'Tony Twist' as a name in the Create a Player option to see his picture in the Edit Lines menu.

### Other Players

Enter any person that retired during the 1998–1999 season in the Create a Player option to see his picture in the Edit Lines menu.

### Programmer Images

Enter any of the names from the development team that are listed in the instruction manual in the Create a Player option and the picture of the corresponding person will appear in the Edit Lines menu.

## NIGHTMARE CREATURES II

### Cheat Menu

At any point during the game, press Start to pause it, then hold down L + R. Now press  $\Leftarrow$ , B, X,  $\Rightarrow$ , B, X,  $\Rightarrow$ .

B, X, A, X to bring up a Cheat menu, from which you can turn a variety of cheat options on and off.

### Level Select

On the main menu screen, move the cursor down so that 'Options' is highlighted. Now hold B for three seconds, press Y, A, X, B, hold X for one second, then press B. If you've done it correctly (and it is quite tough), a Level Select menu will appear on the screen.

### Full Health

If you're running a bit low on energy during the game, hold down B + X + Y simultaneously to receive a boost of health.

## PEN PEN

### Play As Hanamizu

To play as the eighth comedy character, you must complete all the tracks while earning all silver medals.

### Alternate Costumes

To unlock every costume of your character, you must finish in first place on all courses and course variations twice.

## POWER STONE

### The World Of Power Stone

Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here is a selection of the new goodies that you can access...

### New Fighting Items

The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an Alien Ray Gun and a Shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

### Virtual Mode

Complete the game as Kraken and the Virtual mode appears on page five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning that much tougher!

### Dual Virtual Mode

This option appears on page six of the book when you complete the game with Valgas. It is similar to the one-player Virtual mode only it allows two people to play in a split-screen, first-person perspective fight!

### Play As Valgas B

Complete the game on any difficulty

level but without using a continue. Now check page 12 of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. Sadly, you can only use him in VS mode and even then only one of you can actually choose him per match – bummer!

### Watch Endings

Each time you finish the game, a new character ending will be added to page 14 of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

### Extra VMS Games

You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

## POWER STONE 2

### Secret Characters: Mel & Pride

If you complete the game with all the original characters in Adventure Mode, you'll then be able to play as two new secret characters. Mel is the lady from the shop, while Pride is Falcon's father.

### Secret Stage 1: Item Shop

This secret stage is the Item Shop and it's very small. This isn't necessarily a bad thing as it makes for fast, frantic fun. There is a pole to swing on and a tree in the centre. The only way to get this stage is to complete the game with Mel (secret character – see above).

### Secret Stage 2: Beam City

This stage is set on beams that run between various buildings. It's very easy to fall off, so jump carefully. This level tends to throw up a fair number of Power Stones, so most of the time you'll be either giving or receiving Power Fusion attacks. This stage is obtained by completing the game with Pride (secret character – see above).

### Secret Stage 3: Desert

This is the stage that you play on when you go up against the Pharaoh Walker. It's just an open area of sand with some cactus plants of varying sizes. Get this stage by completing the game with the first set of characters.

### Secret Stage 4: Blocks

Completing the game with all the characters (including the two secret



# databurst

continued &gt;

ones) will open this stage. It consists of a pile of blocks with a number of poles and platforms.

## Unlock Extra Options

Every time Arcade mode is completed with a different character, a new option will be unlocked on the Extra Options menu.

## Unlock Extra Arenas

Complete Basic mode with all of the characters (including Mel and Pride) to unlock three new arenas exclusive to Original mode. To access them, move the pointer at the Arena Selection screen right or left from the middle row. A large box with the 'Extra Arena' message will appear, showing you've done it correctly.

## 100,000 Credits For Shop Mode

If you manage to pick up item 103 (which looks something like a red turban) you can sell it for 100,000 credits in the Item shop. This item will appear randomly, so don't hold your breath for it!

## RAINBOW SIX

**Cheat Button/Stick Combination**  
Avatar (Single Player) God.....Analog-

stick  $\uparrow$  + D-pad  $\downarrow$  + A

Team God.....Analog-stick  $\leftarrow$  + D-pad  $\downarrow$  + A

Heavy Breathing .....Analog-stick  $\downarrow$  + D-pad  $\downarrow$  + A

Big Head.....Analog-stick  $\uparrow$  + D-pad  $\downarrow$  + X

Mega Head.....Analog-stick  $\leftarrow$  + D-pad  $\downarrow$  + X

Polska (Change Faces) .....Analog-stick  $\downarrow$  + D-pad  $\downarrow$  + X

Brains (Better Team AI) .....Analog-stick  $\uparrow$  + D-pad  $\downarrow$  + Y

Stumpy (Short Team).....Analog-stick  $\leftarrow$  + D-pad  $\downarrow$  + Y

Side Scroller (Stick Men).....Analog-stick  $\downarrow$  + D-pad  $\downarrow$  + Y

Victory (Impossible To Lose).....Analog-stick  $\uparrow$  + D-pad  $\downarrow$  + B

Clodhopper .....Analog-stick  $\downarrow$  + D-pad  $\downarrow$  + B

Rudeness (Instant Death) .....Analog-stick  $\downarrow$  + D-pad  $\downarrow$  + B

## RAYMAN 2

### Access Globox Disc

Hold L + R and press B x4.

### Bonus Map

Press A, B, X, Y, X, Y before the 'Access Denied' message.

### Kaleidoscope Textures

Press  $\downarrow$ , A,  $\downarrow$ , B, A, Y, X x2.

### Rayman VM Icon

Press  $\downarrow$ , X, Y,  $\downarrow$ , Y, X,  $\leftarrow$ .

### Full Life

When playing a game, hit R repeatedly in a constant rhythm.

### Full pause screen

Pause the game and press X + Y.

## READY 2 RUMBLE BOXING

### Two-Player Level Select

When playing in two-player mode, press the L shoulder button for the two-tier arena and the R shoulder button for the Championship arena. If you press the L + R buttons together, you'll get the gym!

### Change The Cornerman's Voice

When you're on the Character Selection screen press the X button

plus any direction on the D-pad to select different cornerman voices.

### Outfit Change

There are different outfits for the boxers in the game. To access them press X + Y together when you select your character.

### Hidden Leprechaun

You can play the game as a Leprechaun if you go to the Character Select screen and press X + L + R together.

### Life Recover

When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover much faster.

### Unlock Bronze Class

Enter your gym name as 'Rumble Power'.

### Unlock Silver Class

Enter your gym name as 'Rumble Bumble'.

### Unlock Gold Class

Enter your gym name as 'Mosma!'.

### Unlock Champ Class

Enter your name as 'Pod 5!'.

## READY 2 RUMBLE BOXING: ROUND 2

### Secret Sluggers

Every time you complete Arcade mode, an extra one is revealed...

### Completed

Character	
x1	Freak E Deke
x2	Michael Jackson
x3	GC Thunder
x4	Wild 'Stubby' Corley
x5	Shaquille O'Neal
x6	Freedom Brock
x7	Rocket Samchay
x8	ROBOX RESE-4
x9	Mr President (Bill Clinton)
x10	The First Lady (Hilary Clinton)

### Box As Rumble Man

Complete Championship mode with all characters, then complete Arcade mode on the Hard difficulty setting to unlock Rumble Man.

### Championship Costumes

Complete Championship mode in order to unlock your fighter's champion costume.

### It's A Date

Set the date on your VM to the following to discover special costumes and rings etc.

Date	Result
01/01	Joey T as New Year's baby
14/02	Lulu Valentine in sexy costume
17/03	Referee as leprechaun
23/04	Mama Tua as Playboy bunny
04/07	GC Thunder as Uncle Sam
31/10	JR Flurry as skeleton
25/12	Selene Strike as elf, Rumble Man as snowman

## RESIDENT EVIL CODE: VERONICA

### Battle Mode

Complete the game with any ranking and Battle mode will automatically be saved to the VMU, making it selectable at the main menu.

### First-Person View

In Battle mode, pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.

### Play As Steve Burnside In Battle Mode

Get the Gold Lugers from the basement office in Disc 2. The right combination is red, green, blue, and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

### Play As Albert Wesker In Battle Mode

Do well with Chris in Battle mode.

### Play As Alternate Claire In Battle Mode

Do well with Claire in Battle mode.

### Get Linear Launcher In Battle Mode

To Unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.

### Get Rocket Launcher

Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly, give the medicine to Rodrigo and complete the game with a time less than 4:30.

## SAN FRANCISCO RUSH 2049

### Cheat Menu

At the main menu, highlight Options, then hold L + R + X + Y in order to display a cheat menu at the bottom of the screen.

### Intermediate Circuit

Finish 1st, 2nd or 3rd on the Beginner circuit.

### Mission & Presidio Tracks & Extreme Circuit

Finish 1st, 2nd or 3rd on the Intermediate circuit.

### Gauntlet Track & Advanced Circuit

Finish 1st, 2nd or 3rd on the Extreme circuit.

### Venom Car

Collect all Silver Coins in Race mode.

### Crusher Car

Collect 16 Gold Coins in Race mode.

### Euro LX Car

Collect 24 Gold Coins in Race mode.

### Mini XS Car

Collect 24 Gold Coins in Race mode.

### GX-2 Car

Collect half of the total amount of Gold Coins in Race mode.

### Disco Track

Get 100,000 points in Stunt mode.

### Oasis Track

Get 250,000 points in Stunt mode.

### Warehouse Track

Get 500,000 points in Stunt mode.

### Obstacle Course

Get 1,000,000 points in Stunt mode.

### Downtown Battle Arena

Get 100 kills in Battle mode.

### Plaza Battle Arena

Get 250 kills in Battle mode.

### Roadkill Battle Arena

Get 500 kills in Battle mode.

### Battle Arena 8

Get 1,000 kills in Battle mode.

## SEGA BASS FISHING

### Bonus Practice Levels

To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in Practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal

in Consumer mode.

### Change Lure Colour

To change the colour of your lure press  $\uparrow$  or  $\downarrow$  when you are in Consumer mode.

### Sonic Lure

To gain the Sonic Lure, complete all five tournaments in Consumer mode.

### Alternate Clothes And Boat Colour

To get some new clothes, and to change the colour of your boat, reach the final tournament in Original mode.

## SEGA RALLY 2 (JAPANESE VERSION)

### Extra Vehicles

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

Name of car	What to do to get it
Subaru Imprezza 555.....	Finish 1st in the 1st Year of Championship mode
Mitsubishi Lancer EVO 4.....	Finish 1st in the 2nd Year of Championship mode
Toyota Celica GT-Four ST-185.....	Finish 1st in the 3rd year of Championship mode
Mitsubishi Lancer EVO 3.....	Finish 1st in the 4th year of Championship mode
Peugeot 106 Maxi.....	Finish 1st in the 5th year of Championship mode
Lancia Delta Integrale.....	Finish 1st in the 6th year of Championship mode
Fiat 131 Abarth.....	Finish 1st in the 7th year of Championship mode
Peugeot 205 Turbo.....	Finish 1st in the 8th year of Championship mode
Renault Alpine A110.....	Finish 1st in the 9th year of Championship mode
Lancia 037 Rally.....	Finish 1st in the 10th year of Championship mode

### Secret Track

If you manage to finish in first place in all ten years of Championship mode, you can race one last time on the super-secret course.

### Access All Cars

Go to the title screen and press  $\uparrow$ ,  $\downarrow$ ,  $\downarrow$ , B, A,  $\leftarrow$ , B x2,  $\downarrow$  (using the D-pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

### Access All Tracks

Go to the title screen and press  $\uparrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\leftarrow$ , B, A, B,  $\leftarrow$ ,  $\downarrow$ . This will open up all of the tracks in the Championship mode.

## SLAVE ZERO

### Invincibility

To become invincible press L+R+B on controller 2 while playing in single-player mode.

### Gain Full Health And Ammunition

To recharge your health and get a full complement of ammunition, press L+R+X on controller 2 while playing in single-player mode.

### Toggle Enemy AI

To throw the enemy into confusion,

press L+R+A on controller 2 while playing in single-player mode.

## SONIC ADVENTURE

### Chaos And Your VM

One of the most interesting things about *Sonic Adventure* are the Chaos, the little creatures you can breed, manipulate and download to your VM to take away with you! The important thing to remember is that if you want a top-rating Chaos, you'll need to do nurture and love him. Are you ready for some hand-held fun? Then follow us as we take you through the basic ins and outs of Chaos raising, VM style...

### Put It In, Take It Out

The first thing you'll need to know is how to actually download your Chaos into a VM. This is done through the Chaos Gardens and, if you follow these simple steps, you'll have a miniature version of the Chaos in no time at all.

1. Make sure that you've got a VM inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chaos onto the VM, so you may have to delete some files in order to fit him in.

2. Choose the Chaos you want to place inside the VM and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chaos Garden and stand on the large red button at the front. Now place your Chaos down so that it sits on the small trapdoor in front of you.

3. A screen will come up with the list of VM units that you can place the Chaos into – you will have a choice if more than one VM is inserted into any of the Dreamcast pads. Select the VM that you'd like to play with your Chaos in and press the A button.

4. After a brief period, the Chaos will disappear into the controller and reappear on your VM – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VM and play with your Chaos to your heart's content!

5. Removing a Chaos is a similar process – stand on the button of the pedestal without placing a Chaos on the trapdoor and a list of removable Chaos will appear if any exist. Simply choose the Chaos you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chaos information from a VM unit as it cannot be deleted by conventional means.

### Work, Rest And Play

Once you've placed the Chaos in your VMS, it's time to start it on its quest! The object of the game is to help your Chaos develop its abilities as it makes its way along a route of quest stages – there are 15 in total to choose from but only five are used in each quest. Each stage requires your Chaos to have a particular ability – however, being proficient in that ability doesn't mean the stage will end any sooner. Along some of the routes, it'll even get to meet one of Sonic's friends, or maybe the blue



wonder himself!

### Be My Guide

To start your Chao off on its quest, get your VM into Game mode by pressing the Mode button until an 'Ace of Spades' appears and then hit the A button. Once the title screen appears, press the A + B buttons together and you're off on the adventure of a lifetime (for the Chao, anyway). Most of the time, you can pretty much leave it to its own devices as it walks along but at certain points you'll need to help it out of a situation – a noise will tell you that you have to do something. Here's a guide to what might happen to your little buddy...

1. If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, it just needs a little encouragement to help it along. Press the A button to get it moving again.

2. If it finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!

3. A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past these, just press the A button until it disappears.

4. A picture of a Chao standing at a signpost means that it has reached the end of its current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice!

5. If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above, as well as their relevant energy – your Chao is always on the right. The Chao swinging its fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if it has a strength of 200 or more, then there will be two clear boxes; 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box: get it and you'll score a hit, but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one standing is the winner!

### Fancy A Game Of Cards?

One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game in the Quest menu (brought up by pressing the A button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a

couple of the fruits that look similar, you won't get confused between them. The less times you get it wrong, the better the prize you get, but mess up three times and you won't get anything except one very disappointed Chao!

### Fruit And Veg

The main way to build up the abilities of your Chao inside the VM is to feed it different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each fruit gives the Chao a boost in a particular field and the more fruit you feed them, the better they become! Even better, any fruit left over after a quest is carried onto the next adventure and if you remove the Chao from the VM while it still owns fruit, then the fruit will pop out with it and you can then feed it to other Chao! To feed your Chao a fruit, bring up the Quest menu with the A button and then select the Items menu – this will give you a list of fruits available that you can give to your friend. Use our guide to the different fruits in the game to help work out exactly what you need to feed your babies to make up for the areas that they're lacking in! The stipulations tell you if you need to perform a special function to get the fruit – however, all fruit can be found randomly in chests as well.

### Yellow Fruit

Ability Affected: Swimming (+4pts)  
Stipulations On Getting Fruit: None

### Purple Fruit

Ability Affected: Flying (+4pts)  
Stipulations On Getting Fruit: None

### Green Fruit

Ability Affected: Running (+4pts)  
Stipulations On Getting Fruit: None

### Red Fruit

Ability Affected: Strength (+4pts)  
Stipulations On Getting Fruit: None

### Haste Fruit

Ability Affected: Speeds you up through your current quest stage.  
Stipulations On Getting Fruit: You need to achieve a perfect round when you are playing the Fruit Matching game.

### Star Fruit

Ability Affected: Slows down cursor during your next fight.  
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game.

### Chao Fruit

Ability Affected: All Abilities (+4pts).  
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game.

### Heart Fruit

Ability Affected: Recovers all Health Points.  
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game.

### Random Fruit

Ability Affected: Makes your Chao very unhappy.  
Stipulations On Getting Fruit: Do something bad!

## SOUL FIGHTER

### Access Cheat Codes Screen

To access the screen that will allow you to enter the codes for the cheats press ⇐ on the D-pad + Y when the Soul Fighter logo appears on the

screen. Then go to the Options menu and exit it. The next screen to appear will be the Cheat Code screen.

### High Energy

To get high energy enter ABXXYA as a code.

### All Weapons

To access all weapons enter XAAYBB as a code and you will instantly play with all weapons

### Level Codes

To bypass levels enter the following codes.

Level 2 .....	AABXXYA
Level 3 .....	XAYAAB
Level 4 .....	YYBAXA
Level 5 .....	BABXXY
Level 6 .....	XAXBYY
Level 7 .....	ABXBYY
Level 8 .....	YBBAXY
Level 9 .....	BYAAXB
Level 10 .....	XABBAX
Level 11 .....	YBYXAB
Level 12 .....	XBAXBY

## SOUTH PARK RALLY

### Cheat Mode

Complete Championship mode without using any tokens to unlock all tracks, cars, skins, and other cheat options.

### Random Checkpoints

Complete Championship mode.

### Speech Test

Complete Championship mode.

### Cheat Sheet

Win the Rally Days 1 race without collecting any pick-ups.

### All Skins

Collect the three hidden pick-ups in the Valentine's Day race.

### Race As Bebe

Lose the Cowdys race without collecting any health pick-ups.

### Race As Big Gay Al

Win the Pink Lemonade race.

### Race As Cartman Cop

Hit Chicken Lover five times with the salty balls in the Read-A-Book Day race.

### Race As Damian

Win the New Year's Eve race and be the only racer to touch the millennium key.

### Race As Death

Win the Halloween race after dropping off four candies at a time.

### Race As Grandpa

Win the Halloween race.

### Race As Ike

Collect the hidden pick-up on top of the airplane in the Memorial Day race.

### Race As Jesus

Win the Christmas race.

### Race As Mephisto

Win the Independence Day race.

### Race As Mr Garrison

Activate all four checkpoints on the Rally Days 2 race.

### Race As Mr Mackey

Win the Spring Cleaning race.

### Race As Mrs Cartman

Drop off all lemonades without letting anyone else get to a checkpoint in the Pink Lemonade race.

### Race As Ned

Collect 13 turbo pick-ups in the Independence Day race.

### Race As Pip

Activate checkpoints one and four on the Rally Days 2 race.

### Race As Satan

Win the New Year's Eve race.

### Race As Scuzzlebutt

Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

### Race As Sheila Broflovski

Collect the Pot Pie next to the building on the Easter Egg Hunt race.

### Race As Shelly

Win the Valentine's Day race.

### Race As Starvin Marvin

Lose the Thanksgiving race without collecting any turkeys.

### Race As Terrance and Phillip

Collect the four hidden pick-ups in the Christmas race.

### Race As Tweak

Collect five caffeine pick-ups in the Spring Cleaning race.

### Race As Visitor

Collect the hidden pick-up above checkpoint one and the other pick-up that is between checkpoint four and the wood bridge in the Memorial Day race.

## SPACE CHANNEL 5

### Extra Game

In order to gain access to a harder version of the game (with some new locations during some of the levels) simply complete the game once, save it and then start a new game from your saved location.

### Ulala On Fire

To see a hotter-than-ever Ulala, get a rank of 95% or above.

### Meet Michael Jackson

A character called Space Michael will appear as a captive human being on the last level of the game. If you manage to rescue him from the aliens, he'll join your group for a short period of time and make everyone dance just like him!

## SPEED DEVILS

### Access All Cars And All Tracks

Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press B, ⇐, B, ⇐, ⇐, B, ⇐ when playing the game.

### Infinite Nitros

To help you on your way to bust some speed guns, try using these infinite nitros. Press ⇐, ⇐, ⇐, ⇐, A, X, A whilst you are playing the game.

### Gain Extra Money



Money makes the world go round, so to earn a few extra bob simply press A, ⇐, A, ⇐, ⇐, B, A as you're driving along and you'll be instantly richer.

## STAR WARS EPISODE 1 RACER

### Bonus Characters

Finish first place on the following tracks and you'll unlock the corresponding racer:

Racer	Track
Sebulba .....	Boonta Classic/Galactic
Aldar Beedo .....	Beedo's Wild Ride/Amateur
Ratts Tyerell .....	Howler Gorge/Semi-pro
Mawhonic .....	Andobi Mountain Run/Galactic
Clegg Holdfast .....	Slide Paramita AP Centrum/Invitational
Bullseye Navior .....	Aquilaris Classic/Amateur
Ark Bumpy Roose .....	Sunken City/Semi-pro
Wan Sandage .....	Bumpy's Breakers/Semi-pro
Bozzie Baranta .....	Scrapper's Run/Semi-pro
Neva Kee .....	Abyss/Invitational
Ben Quadinaros .....	Baroo Coast/Semi-pro
Teemto Pagalies .....	Inferno/Invitational
Mars Guo .....	Mon Gazza Speedway/Amateur
Boles Roor Zugga .....	Spice Mine Run/Amateur
Fud Sang .....	Boles Roor Zugga Challenge/Semi-pro
Toy Dampner .....	Vengeance/Amateur
	Executioner/Galactic

## STREET FIGHTER III: DOUBLE IMPACT

### Play As Yang

To play as Yang, highlight Yun and press any kick button when you are at the Character Selection screen.

### Play As Akuma

Highlight Sean at the Character Selection screen and press ⇐.

### Play As Gill

To play as Gill, complete either of the two games on any difficulty setting and then highlight Sean at the Character Selection screen and then press ⇐ x2.

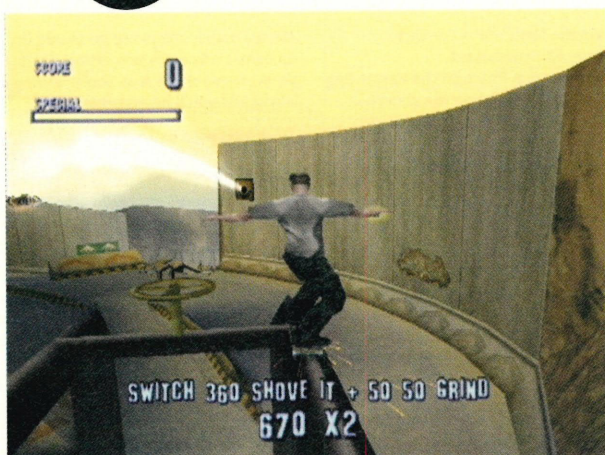
### Play As Shin Akuma

To play as Shin Akuma, reach the final boss in SFIII: Second Impact without losing any rounds, getting three



# databurst

continued &gt;



perfects along the way. Then defeat Akuma with Super Arts or a Perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. Then, at the Character Selection screen, highlight Akuma, hold Start and press any kick or punch button.

## Access Extra Options

To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press  $\Rightarrow$  x2, X x2,  $\Rightarrow$  x2. Then highlight 'Button Config' and press  $\Rightarrow$  x2, Y x2,  $\Rightarrow$  x2. Next highlight 'Screen Adjust' and press  $\Rightarrow$  x2, X, Y,  $\Rightarrow$  x2. Finally highlight 'Sound' and press  $\Rightarrow$  x2, Y, X,  $\Rightarrow$  x2. If the codes have been entered correctly the 'Extra Options' should be unlocked.

## Full Pause Screen

To get a full pause screen, pause the game and press X+Y

## STREET FIGHTER III: THIRD STRIKE

### Secret Options Pages

Complete the game on any difficulty setting with all the characters to open up extra pages in the Options screen. This enables you to custom-build your own fighting system, as you can turn everything on and off (including air blocking, parrying etc).

### Fight As Gill

Complete the game on any difficulty setting with all the characters to be able to select the game's boss, Gill. The long-haired blond can be found on the Character Selection screen by highlighting Yun and pressing  $\uparrow$ .

### Extra Costume Colours

Finish Arcade Mode with a character and save the game. Now go to the Character Select screen, highlight that character then press and hold Start before pressing any of the attack buttons - you'll now have even more costume colours than before.

## TONY HAWK'S SKATEBOARDING

### Play As Officer Dick

To unlock Officer Dick collect all 30 tapes with any character in Career mode.

### The Super Code/Private Carrera

Start a game (in any mode) using

Officer Dick. Pause the game and hold the L trigger, then press Y,  $\uparrow$ , Y,  $\uparrow$ , B,  $\uparrow$ ,  $\Rightarrow$ , Y. The screen will not shake like in all other codes. Quit the game and begin another one. In the Character Selection screen Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

### Unlock Everything

Pause the game and hold the L trigger, then press B,  $\Rightarrow$ ,  $\uparrow$ ,  $\uparrow$ , B,  $\Rightarrow$ ,  $\uparrow$ , X, Y. This will give you 50 tapes with each character, all the videos, stages and boards.

### Unlock All Levels

Pause the game and hold the L trigger then press Y,  $\Rightarrow$ ,  $\uparrow$ , X, Y,  $\Rightarrow$ ,  $\uparrow$ , X, Y. The stages will still appear unavailable. Go ahead and choose them anyway!

### Skip To Restart

Pause the game and hold the L trigger then press X, B, A,  $\uparrow$ ,  $\uparrow$ . This code will allow you to restart the level from various different areas.

### Special Meter Always Full

Pause the game and hold the L trigger then press A, Y, B,  $\uparrow$ ,  $\uparrow$ ,  $\Rightarrow$ . Now you can pull off those special moves whenever you like!

### Slow Motion

Pause the game and hold the L trigger then press X,  $\Rightarrow$ ,  $\uparrow$ , X,  $\Rightarrow$ . Wow, just look at the Matrix-effect!

### Big Head Mode

Pause the game and hold the L trigger then press X, B,  $\uparrow$ ,  $\Rightarrow$ ,  $\Rightarrow$ .

### Stats At 10

Pause the game and hold the L trigger then press X, Y,  $\uparrow$ ,  $\uparrow$ . You'll be given max stats for your current skater.

### Stats At 13

Pause the game and hold the L trigger then press A, X, X, Y,  $\uparrow$ ,  $\uparrow$ . Now your skater will have stats over the max level!

### Special Moves

You can only perform these moves when your character's 'Special Meter' is flashing yellow.

### Andrew Reynolds

Backflip .....  $\uparrow$ ,  $\uparrow$ , B  
Heelflip Bluntslide .....  $\uparrow$ ,  $\uparrow$ , Y  
Triple Kickflip .....  $\Rightarrow$ ,  $\Rightarrow$ , X

### Bob Burnquist

One Footed Smith .....  $\Rightarrow$ ,  $\Rightarrow$ , Y  
Backflip .....  $\uparrow$ ,  $\uparrow$ , B  
Burntwist .....  $\Rightarrow$ ,  $\uparrow$  + Y

### Bucky Lasek

Fingerflip Airwalk .....  $\Rightarrow$ ,  $\Rightarrow$ , B  
Varial Heelflip Judo .....  $\uparrow$ ,  $\uparrow$ , X



Kickflip McTwist .....  $\Rightarrow$ ,  $\Rightarrow$ , B  
Chad Muska  
Frontflip .....  $\uparrow$ ,  $\uparrow$ , B  
360 Shove-It Rewind .....  $\Rightarrow$ ,  $\Rightarrow$ , X  
One Footed 5-0 Thumpin' .....  $\Rightarrow$ ,  $\uparrow$ , Y  
Elissa Steamer  
Backflip .....  $\uparrow$ ,  $\uparrow$ , B  
Judo Madonna .....  $\Rightarrow$ ,  $\uparrow$ , B  
Primo Grind .....  $\Rightarrow$ ,  $\Rightarrow$ , Y  
Geoff Rowley  
Darkside Grind .....  $\Rightarrow$ ,  $\Rightarrow$ , Y  
Backflip .....  $\uparrow$ ,  $\uparrow$ , B  
Double Hardflip .....  $\Rightarrow$ ,  $\uparrow$ , X  
Jamie Thomas  
Frontflip .....  $\uparrow$ ,  $\uparrow$ , B  
540 Flip .....  $\Rightarrow$ ,  $\uparrow$ , X  
One Footed Nosegrind .....  $\uparrow$ ,  $\uparrow$ , Y  
Kareem Campbell  
Frontflip .....  $\uparrow$ ,  $\uparrow$ , B  
Kickflip Underflip .....  $\Rightarrow$ ,  $\Rightarrow$ , X  
Casper Slide .....  $\uparrow$ ,  $\uparrow$ , Y  
Officer Dick  
Yeeehaw Frontflip .....  $\uparrow$ ,  $\uparrow$ , B  
Assume The Position .....  $\Rightarrow$ ,  $\Rightarrow$ , B  
Neckbreak Grind .....  $\Rightarrow$ ,  $\Rightarrow$ , Y  
Private Carrera  
The Well Hardflip .....  $\Rightarrow$ ,  $\Rightarrow$ , X  
Som Spin .....  $\Rightarrow$ ,  $\uparrow$ , B  
Ho-Ho-Ho .....  $\Rightarrow$ ,  $\uparrow$ , Y  
Rune Gifberg  
Kickflip McTwist .....  $\Rightarrow$ ,  $\Rightarrow$ , B  
Christ Air .....  $\Rightarrow$ ,  $\Rightarrow$ , B  
Front Back Kickflip .....  $\Rightarrow$ ,  $\uparrow$ , X  
Tony Hawk  
360 Flip To Mute .....  $\uparrow$ ,  $\Rightarrow$ , X  
540 Board Varial .....  $\Rightarrow$ ,  $\Rightarrow$ , X  
Kickflip McTwist .....  $\Rightarrow$ ,  $\Rightarrow$ , B  
The 900 ..... Get a lot of air and press  $\Rightarrow$ ,  $\uparrow$ , B

## TOY COMMANDER

### Access All Rooms

To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X. You'll hear a note if entered correctly.

### Switch Machine Gun

Pause the game, then hold L and press B, A, Y, X, A, B. You'll hear a note if entered correctly.

### Fix Toy

Pause the game, then hold L and press A, X, B, Y, A, Y. You'll hear a note if entered correctly.

## ULTIMATE FIGHTING CHAMPIONSHIP

### Create A Super Fighter

In Career mode, enter your fighter's first name as 'Best' and his last name as 'Buy' (both case sensitive) to receive an automatic 999 Skill Points for you to spend on him.

### Unlock Bruce Buffer

Complete UFC mode with a fighter that you created yourself in order to unlock Bruce Buffer's body type, fighting style, voice type and nickname in Career mode.

### Unlock Card Girl

Complete UFC mode with all 22 fighters to unlock Card Girl's body type, fighting style, voice type and nickname in Career mode.

### Unlock 'Big' John McCarthy

Complete Champions Road with a fighter that you created yourself to unlock John McCarthy's body type, fighting style, voice type and nickname in Career mode.

### Unlock Ultiman

Complete Champions Road with any fighter on Hard difficulty in order to unlock Ultiman's body type, fighting style, voice type and nickname in Career mode.

### Ultiman's Fighting Style & 'The Suitcase'

Complete Champions Road with ALL 22 fighters in the game.

### More Fighting Styles In Career mode

Every time you complete UFC mode with a different fighter, you'll unlock their fighting style and body type for use in Career mode.

### Alternate Referees

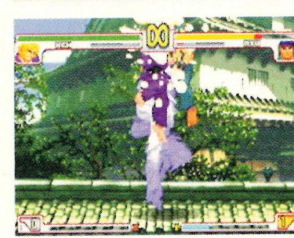
To change the referee for your fight from John McCarthy to Bruce Buffer, just hold down L and R together at both fighters for the matchup appear).

## V-RALLY 2

### All Cars & Tracks

If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R,  $\Rightarrow$ ,  $\Rightarrow$ ,  $\Rightarrow$ ,  $\uparrow$ ,  $\uparrow$ ,  $\uparrow$ ,  $\uparrow$ , A, A. Start - once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them that you want!

## VIGILANTE 8: SECOND OFFENSE



### Password Screen

To access the Password screen, enter the Options screen and select 'Game Status'. Then highlight a character and press L+R and the Password screen should appear if the code has been entered correctly.

### Rapid Fire

To remove any delay when shooting your weapons, enter 'RAPID\_FIRE' as a password. You will have the advantage of rapid fire.

### Super Missiles

To have access to super missiles which will inflict more damage, enter 'BLAST\_FIRE' as the code.

### Faster Cars

To make your chosen vehicle go faster, enter 'MORE\_SPEED' as a password.

### Heavier Cars

To increase the weight of your vehicle to prevent you being rammed over and to allow you to ram more effectively, enter 'GO\_RAMMING' as a password.

### Access Fast Action

To enable a random fast-action arcade feature, enter 'QUICK\_PLAY' as a password.

### Attract Enemies

To have three enemies to attack you all at once, enter 'UNDER\_FIRE' as a password.

### Access Slow Motion Mode

To make everything move in slow motion, enter 'GO\_SLOW\_MO' as a password.

### Access No Enemies In Arcade Mode

To play the Arcade mode free of enemies, enter 'HOME\_ALONE' as a password.

### No Gravity

To reduce gravity in the game, enter 'NO\_GRAVITY' as a password.

### High Suspensions

To play with high suspension, enter 'JACK\_IT\_UP' as a password.

### Big Wheels

To play with big wheels on your vehicle, enter 'GO\_MONSTER' as a password.

### No Wheel Attachment Icons

To prevent wheel attachment icons from appearing, enter 'DRIVE\_ONLY' as a password.

### View All End Sequences

To view all the end sequences of the characters together, enter the letters 'LONG\_MOVIE' as a password.

### Bonus Characters

To access the bonus characters within the game, you must complete all of the following missions so you can then unlock the corresponding



character.

#### Lord Clyde

To play as Lord Clyde, you must complete all the missions in Quest mode with Nina Loco, Dallas 13 and Molo.

#### Obake

Complete all the missions in Quest mode with Lord Clyde.

#### Boogie

To play as Boogie, complete all missions in Quest mode with Obake.

#### Houston

To play as Houston, complete all missions in Quest mode with Sheila, The Flying All-Star Trio and John Torque.

#### Convoy

To play as Convoy, complete all missions in Quest mode with Houston.

#### Dave's Cultsmen

To play as Dave's Cultsmen, complete all missions in Quest mode with Convoy.

#### Chassey Blue

To play as Chassey Blue, complete all missions in Quest mode with Agent R. Chase, Garbage Man and Astronaut Bob O.

#### Padre Destino

To play as Padre Destino, complete all missions in Quest mode with Chassey Blue.

#### Dusty Earth

To play as Dusty Earth, complete all missions in Quest mode with Padre Destino.

#### Interceptor Missiles

Attack 1: ↑, ↓, →, Machine Gun  
Attack 2: ↑, ↓, →, Machine Gun  
Attack 3: ↑, ↓, →, Machine Gun

#### Bull's Eye Rockets

Attack 1: ↑, ↓, →, Machine Gun  
Attack 2: ↑, ↓, →, Machine Gun  
Attack 3: ↑, ↓, →, Machine Gun

#### Sky Hammer Mortar

Attack 1: ↑, ↓, →, Machine Gun  
Attack 2: ↑, ↓, →, Machine Gun  
Attack 3: ↑, ↓, →, Machine Gun

#### Bruiser Cannon

Attack 1: ↑, ↓, →, Machine Gun  
Attack 2: ↑, ↓, →, Machine Gun  
Attack 3: ↑, ↓, →, Machine Gun

#### Roadkill Mines

Attack 1: ↑, ↓, →, Machine Gun  
Attack 2: ↑, ↓, →, Machine Gun  
Attack 3: ↑, ↓, →, Machine Gun

#### Brimstone Burner

Attack 1: ↑, ↓, →, Machine Gun  
Attack 2: ↑, ↓, →, Machine Gun  
Attack 3: ↑, ↓, →, Machine Gun

## VIRTUA FIGHTER 3TB

### Fight Against The Name Entry Character

To make all the opponents you face turn into the fighting letter from the Name Entry screen, follow these instructions on the Character Select screen:

- Highlight Akira and press Start.
- Move to and highlight Lau then press Start.
- Move to and highlight Pai, hold Start and press X.
- Now choose your character as normal and start fighting!

### Play As The Name Entry Character

Turn the tables and face all of your

opponents as the Name Entry Character yourself! Follow these instructions when on the Character Select screen:

- Highlight Akira and press Start.
- Move to and highlight Lion then press Start.
- Move to and highlight Pai then press Start.
- Choose the character you want to fight as and you'll be the fighting letter!

### Play As Silver Dural

To take control of the silver robot girl at the end of the game, simply press Start + X + A simultaneously at the Character Selection screen.

### Alternate Costumes

If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

### Slow Motion Replay

If you want to savour the final moments of your last victory, just press and hold the Dodge button when you are at the KO screen, to watch the following replay in slow-motion.

## VIRTUA STRIKER 2: VERSION 2000.1

### Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team, highlight Yugoslavia at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan.

### Play As MVP Royal Genki team

To play as the MVP Genki team, enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly, the word 'Rainbow' should be spoken.

### FC Sega Team

To play as the FC Sega team, highlight France at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight Chile and press 'Start' and do the same for South Africa, England, Germany and Argentina in that order. If this has been done correctly, then the FC Sega team will appear in the corner of the screen.

### Change Uniforms

To change the uniforms of the players highlight a team and then hold X+Y and press A.

### Access Bonus Teams

To access bonus teams, complete the Ranking mode with a high grade to unlock the team that was defeated in the finals.

## VIRTUA TENNIS

### Play As Master

Ever wanted to play as the coach who stands at the other end of the court during the Training modes of the World Circuit? Well, now you can. To access Master, you've got to play through Arcade mode without losing a single game and finish the final round to become the

champion. Once you've done that, you'll be challenged to a match by Master: if you can beat him, you'll be able to select him as a regular player. The easiest way to win is to set the match length to a single game – however, the difficulty has to be at least Normal or you won't get to play against him.

### Play As King

To be able to play as the other secret tennis star, known as King, you need to complete one of two specific tasks. You can either play through World Circuit mode and complete EVERYTHING (all the Training modes and Trial matches on the highest levels) to unlock him, or you can beat him and the Master (after unlocking him – see above) at Doubles in Arcade mode without losing a game.

### Access Special Costumes

There are several secret costumes hidden through the World Circuit mode that can't be bought through the normal shops – to get these, you'll have to do exceptionally well at the various Training modes. Depending on which one you're playing, you'll have to do certain tasks; for example, if there's a time limit then you'll need to complete the training with more than ten seconds left on the clock. The Bowling Training game requires you to get a perfect score (so you need to get seven strikes in a row) while the Return Ace and Target games require a certain score – usually above 4,000pts – to get the costume.

## WACKY RACES

### Cheat Codes

Drive into the signpost located in the middle of the main hub area to access the Options menu – choose the Cheats option and then enter any of the codes below to get the desired effect...

Unlock All Levels & Challenges:

WACKYGIVEAWAY

Unlock All Characters:

WACKYSPOILERS

Unlock All Racer Abilities:

BARGAINBASEMENT

## WILD METAL

### General Cheats

Skip Levels .....Press ↑, ↓, →, B, Y, ↓, →.

Invincibility .....Press Y, ↓, →, ↓, X, ↓.

Regain Full Health ...Press ↓ x2, A, X, B, X.

Access All Weapons .....Press A x2, ↓, Y, A, ↓.

Speed Boost .....Press ↓, X, ↓, B, A, Y.

Reveal All Token Locations ..Press Y, B, A, ↓, ↓ x2.

Friendly AI Units .....Press B, ↓, A, ↓, X, Y.

## WORMS ARMAGEDDON

### Unlock Bonus Scheme 1

To unlock Bonus Scheme 1 you must complete all of the training modes with at least a Bronze rank

in multiplayer mode.

### Access Cheat Mode

To access the following cheats you must complete the corresponding missions which you will then be able enable at the Weapons or Games Option screens.

### Cheat

Bleeding Worms.....Gain gold medal in Basic Training mode

Aqua Sheep.....Gain gold medal in Super Sheep Racing Training mode

Long-bow Power-Up.....Gain gold medal in Euthanasia Training mode

Shotgun Power-Up.....Gain gold medal in Rifle Range Training mode

Grenade Power-Up.....Gain gold medal in Artillery Range Training mode

Sheep In Every Crate.....Gain gold medal in Crazy Crates Training mode

Invincibility.....Gain an elite rank in Deathmatch mode

Laser Sight.....Succeed in Mission 4

Jetpack.....Succeed in Mission 8

Walk Fast.....Succeed in Mission 13

Invisibility.....Succeed in Mission 16

Low Gravity.....Succeed in Mission 20

Indestructible EnvironmentsSucceed in Mission 25

Super Banana Bomb

Power-Up.....Succeed in Mission 33

Full Worm Game Options.....Gain gold medals and elite ranks in every mode

## WWF ATTITUDE

### Career Mode Bonuses

To unlock the following bonuses and wrestlers, win the appropriate championship titles and pay-per-view events in Career mode with any wrestler on any setting.

### European Title

If you win the European Championship you will unlock Sable, Marc Mero, Trainer as well as a Squeaky mode (when the wrestlers speak in a squeaky voice) and new customisations in the Create Wrestler mode.

### Intercontinental Title

You will unlock Jacqueline and Chyna as well as Big Head mode and more points in the Create Wrestler mode if you win the Intercontinental Title.

### WWF Heavyweight title

If you win this title you will unlock Head and two more modes of play – Beep mode and Ego mode. The Beep mode gives you the option to beep out the foul language used by the wrestlers. The Ego mode makes the wrestlers' head grow when they gain momentum and then shrink when it decreases.

### King Of The Ring Pay-Per-View

You will unlock Kurrigan and Taka Michinoku if you win this.

### SummerSlam Pay-Per-View

You will unlock Sgt Slaughter and Shawn Michaels when you manage to win this title.

### Royal Rumble Pay-Per-View

You will unlock Jerry Lawler and Paul Bearer if this is completed.

### Reveal Wrestler's Moves

To find out the moves for any fighter enter the 'Create Wrestler'

mode and select their move set before going to the edit option where their moves will be revealed. Otherwise you can press pause during a bout and go to the moves list which will tell you what moves you can do at that time.

### Taunts

To taunt your opponent, hold Kick and Tie-up and then press ↑, ↓, ←, or →.

## WWF ROYAL RUMBLE

### Unlock Vince McMahon

Win all ten matches in Exhibition mode on any difficulty setting. To select Vince, move the cursor down from Stone Cold.

### Unlock Shane McMahon

Win the Royal Rumble on any difficulty setting. In order to select Shane, move the cursor down from The Rock.

### Alternate Backgrounds

Enter the Ranking screen and choose any section. Then return to the main menu to see a different background. Repeat this to see more backgrounds.

### Infinite Double-Team Moves

Knock out the ref by hitting him with a weapon twice. If done correctly, the message 'The Referee Is Knocked Out' will appear. 'Double Team' will light up in different colours, and you can now perform double-team moves as many times as you like, until the ref gets himself up again.

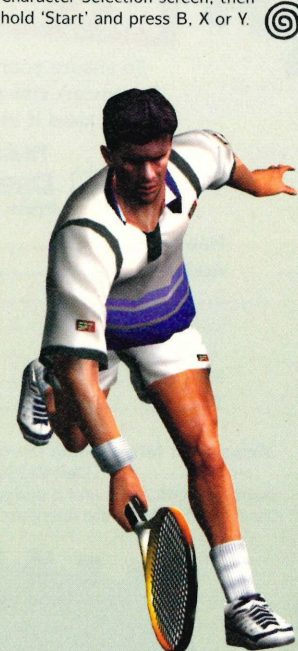
## ZOMBIE REVENGE

### Access Cheat Mode

To access the Cheat mode, you must accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

### Change Costumes

In order to change your character's costume, just highlight the character when you are at the Character Selection screen, then hold 'Start' and press B, X or Y.





# dream on...

**Dreamcast**  
solutions

Paragon Publishing Ltd  
Paragon House  
St Peter's Road  
Bournemouth  
BH1 2JS  
Tel: 01202 299900  
Fax: 01202 200217  
www.paragon.co.uk

Editor  
Phil King (philking@paragon.co.uk)

Staff Writer

Chandra Nair

Design

Patrick McMahon

Sub Editor

Angela Young

Contributors

Martin Mathers

Managing Editor

Nick Roberts

Group Art Editor

Nick Trent

Online Editor

Richard Melville

Advertising Manager

Felicity Mead

01202 200224

Ad Sales Executives

Sarah Bolingbroke, Leylah Honeyborne,  
Marcus Reeves

Advertising Production

Dave Osborne, Jo Dieppe,  
Jane Evans, Lorraine Troughton,  
Rex Creed, Rob Stone

Bureau Manager

Chris Rees

Scanning/Prepress

Liam O'Hara, Mark Dolan

Circulation Manager

Tim Harris

Tel: +44 (0)1202 200200

Fax: +44 (0)1202 200217

Systems Manager

Alan Russell

International Account Executive

Catherine Blackman

Tel: +44 (0)1202 200205

Fax: +44 (0)1202 200235

cathb@paragon.co.uk

Advertising Director

Peter Cleall

Production Director

Jane Hawkins

Editorial Director

Damian Butt

Art Director

Mark Kendrick

Circulation and Marketing Director

Kevin Petley

Finance Director

Steven Boyd

Managing Director

Mark Simpson

Printed by: ET Heron & Co, The Bantall Complex,  
Colchester Road, Haybridge, Maldon, Essex  
Distributed by: Seymour Ltd, 1st Floor, 86 Newman  
Street, London W1P 3LD  
Tel: 0171 396 8000

Dreamcast Solutions is fully independent and is in  
no way an official Sega Europe licensed publication. The  
views expressed within are not necessarily the opinions of  
Sega Europe. Its software partners or third party software  
publishers. All copyrights and trademarks are recognised.  
No part of this magazine may be reproduced without the  
written permission of the publisher.

© 2000 Paragon Publishing Ltd

Dreamcast Solutions

ISSN 1466-2396

Main cover image ©Acclaim

## HEY, NEWSAGENT...

To ensure your copy of the leading unofficial  
Dreamcast tips magazine fill in this coupon and  
hand it in to your local newsagent.

Please reserve me a copy of...

☐ **DREAMCAST SOLUTIONS**  
Price: £3.99 [ISSN: 1466-2396]

Name: .....

Address: .....

Postcode: .....

Tel: .....

**Newsagent Information:** DREAMCAST SOLUTIONS is published by Paragon Publishing Ltd  
[Tel: 01202 299900; Fax: 01202 299955]

www.paragon.co.uk and is available from your local wholesaler. DREAMCAST MAGAZINE and  
DREAMCAST SOLUTIONS are distributed by Seymour [Tel: 01202 200232] and are fully SOR.

The ultimate solution to the ultimate RPG.

# Phantasy Star Online

**COMPLETED**

**PLUS** **Tomb Raider Chronicles:**  
The final half of the  
walkthrough.

**Star Lancer:** How to be the last  
starfighter alive.

**Sonic Shuffle:** It's party time with  
our great guide.

**Sega GT:** A full guide to the Event  
Race mode.

**Plus** all the latest Dreamcast  
cheats and codes!

**Dreamcast**  
solutions

**ISSUE 10 ON SALE**  
**08 MARCH**

The actual contents of the next issue may change due to circumstances beyond our control.








# LOTS IN STORE.com

SALES HOTLINE:  
**01765 676600**  
OR FAX US YOUR ORDER ON: 01765 676700

A DIVISION OF WIZARD INTERACTIVE



Aerowings 2	£24.99	The Nomad Soul	£32.99
Crazy Taxi	£32.99	Timestalkers	£32.99
Dave Mirra Freestyle BMX	£32.99	Tomb Raider Chronicles	£32.99
Dead or Alive 2	£32.99	Tomb Raider IV	£29.99
Deep Fighter	£32.99	Tony Hawk's Pro Skater 2	£32.99
Ecco the Dolphin	£32.99	(10/11)	
ESPN International		Urban Chaos	£34.99
Track & Field	£29.99	Virtua Athlete 2K	£32.99
F1 World Grand Prix 2	£32.99	Virtua Tennis	£32.99
Ferrari F355	£32.99	V-Rally 2	£29.99
Fur Fighters	£32.99	Wetrix	£31.99
Gauntlet		Who Wants To Be	
Legends	£29.99	A Millionaire?	£26.99
Giga Wing	£29.99	Worldwide Soccer 2000:	
		Euro Edition	£32.99

**ACCESSORIES**

Grand Theft Auto 2	£29.99	Dreamcast Console +	
Gunbird 2	£29.99	FREE Chu Chu Rocket	£149.99
Half Life	£32.99	Dreamcast Console +	
Hidden & Dangerous	£32.99	DVD Player Bundle	£299.99
House of the Dead 2	£32.99	Official Sega Keyboard	£19.99
Jedi Power Battles	£32.99	Madcatz Dream Pad	£18.99
Jet Set Radio	T.B.C.	Official Sega Joy Pad	£18.99
Jimmy Whites Cueball	£29.99	Official Sega Rumble Pack	£15.99
Legacy of Kain:		Official Sega VMU	£19.99
Soul Reaver	£29.99	Official Sega Arcade Stick	£34.99
Marvel v's Capcom	£29.99	Blaze 6 Button Joy Pad	
Marvel v's Capcom 2	£32.99	(Clear Blue)	£14.99
MDK 2	£31.99	S-Video Cable	£2.99
Metropolis Street Racer	£33.99	Scart Cable	£2.99
NBA 2K	£29.99	3D2 Dreamcast	
NBA Showtime	£29.99	Memory Pak (128K)	£9.99
Nightmare		Dreamcast Carry Case	£18.99
Creatures 2	£32.99	Dreamcast Action	
Powerstone 2	£32.99	Replay CDX	£23.99
Quake III Arena	£32.99	Madcatz MC2	
(10/11)		Steering Wheel	£42.99
Rayman 2	£33.99	3D2 Steering Wheel	
Ready 2 Rumble	£19.99	(with pedals)	£35.99
Sega Bass Fishing	£30.99	Ferrari Shock 2	
Sega GT	£32.99	Steering Wheel	£34.99
Shenmue (08/12)	£33.99	3D2 Dreamcast	
Silent Scope	T.B.C.	1100 Joypad	£15.99
Silver	£32.99	3D2 Dreamcast	
Soul Calibur	£31.99	1103 Joypad	£22.99
South Park Rally	£29.99	3D2 Dreamcast	
Space Channel 5	£32.99	Rumblw Pak	
Spirit of Speed	£29.99		£9.99
Speed Devils	£24.99	Blaze Pro Carry	
Street Fighter Alpha 3	£29.99	Case	£19.99
Super Runabout	£32.99	Blaze Controller	
Sydney 2000	£32.99	Extender Cable	
Tee Off	£24.99		£8.99



**SPECIAL OFFER CENTRAL**  
LIMITED STOCK

F1 World Grand Prix	£14.99
Hydro Thunder	£9.99
Millennium Soldier	£14.99
Pen Pen	£14.99
Powerstone	£14.99
Sega Rally + FREE	
Madcatz Controller	£37.99
Soul Fighter	£14.99
South Park:	
Chefs Luv Shack	£14.99
Trickstyle	£14.99
UEFA Striker	£14.99
Virtua Fighter 3TB	£14.99
Virtua Striker 2000	£11.99
Worldwide Soccer 2000	£14.99
WWF Attitude	£8.99

**SPECIAL OFFERS CENTRE**

**Dreamcast Console + DVD Player Bundle**  
**£299.99**  
RRP £433.99 (Avail 24/11/00)  
**Amazing Christmas deal for a limited time only**



**DON'T DELAY**  
Pre-order your bundle today!

**THERE ARE NO HIDDEN CHARGES**

We aim to deliver all games within 1-3 working days on stock items. We do not charge your credit card until your order has been dispatched.

Full satisfaction guaranteed! If you are not entirely satisfied with your purchase, return it to us within two working days and receive a full refund.











# LOTS IN STORE.com



**CHECK IT OUT**  
THE VERY LATEST  
IN SECURE ONLINE SHOPPING  
SCREEN SHOTS &  
DESCRIPTIONS OF EVERY  
GAME

**WIN AN MP3**

When you order with Lotsinstore you will automatically be entered into a **FREE** draw to win the latest MP3 player

**THE BEST PRICES IN THE UK**  
all prices are subject to stock and availability and prices may alter without prior notice being given

**REMEMBER**  
ALL OUR PRICES INCLUDE:  
VAT AND **FREE** DELIVERY

**MONEY BACK GUARANTEE**

PLEASE RING FOR A COPY OF OUR **FREE** COLOUR CATALOGUE



Dear Popz,

1 Fair Avenue  
Hanwell  
London, W7

Though I enjoy the fresh taste of your Microwave poppable popcorn immensely, I feel the need to bring this matter to your attention. On microwaving the contents of my 3 Sachets (ready salted flavour) I counted a grand total of 999 Pops. However I was appalled to hear that my friend Kevin, who bought his Popz on the same day, from the same store on Brimley Road, counted an enormous 1003.

I find this lack of consistency grossly unfair and totally unacceptable. Is this a conspiracy against me? We have since fallen out over this shocking affair, and I would like to seek adequate compensation

Yours,

Trevor.



Get obsessed. 1,000 (approx.) fresh, crunchy pieces of popcorn in 2 - 3 mins flat. Popz microwave popcorn. Bung it in, big it up!

**POPZ. BLOW IT OUT OF PROPORTION.**

READY SALTED, BUTTER AND 50% FAT FREE POPCORN IN UNDER 3 MINUTES