

THE UK'S BIGGEST UNOFFICIAL DREAMCAST MAGAZINE

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dcm

DREAMCAST MONTHLY

DECEMBER 2000 ■ ISSUE 15

**FERRARI
F355 CHALLENGE
SOLUTION**



PLUS!

**HIDDEN &
DANGEROUS
WALKTHROUGH**
(second half)



And you thought Ferrari was realistic...

GRAND PRIX 3

EXCLUSIVE!

TONY HAWK'S II

News you've all been waiting for!

QUAKE III

We've played it online!!!



**REVIEWED
INSIDE!**

Ferrari F355 Challenge ■ ESPN International Track and Field ■ Le Mans 24 Hour ■ Aero Wings 2
Who Wants To Be A Millionaire? ■ Frogger 2 ■ Dave Mirra's Freestyle BMX ■ Ducati World
F1 World GP 2 ■ Looney Tunes Space Race ■ Bangai-O ■ Roadsters ■ Nightmare Creatures 2

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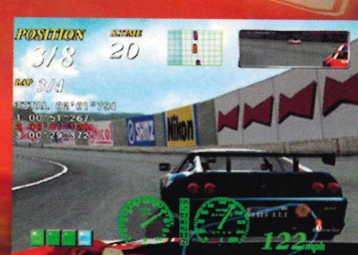
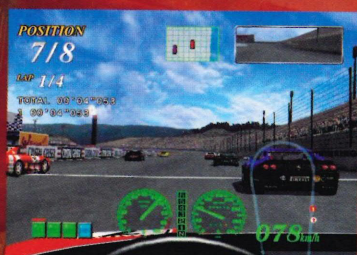
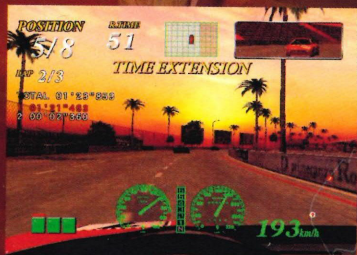
"This is certainly one of the most incredible-looking racing games ever seen"
Official Dreamcast Magazine

"Visually, this is nothing short of amazing"
Dreamcast Magazine

"F355 is the most realistic driving simulator ever seen on a console"
DC UK

F355 challenge™

Passione Rossa



Only available on Dreamcast - October 2000



Dreamcast.

SEGA

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Developed By AM2 of CRI.

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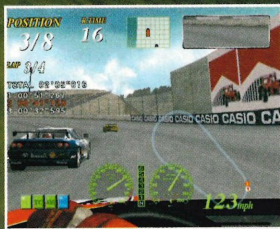
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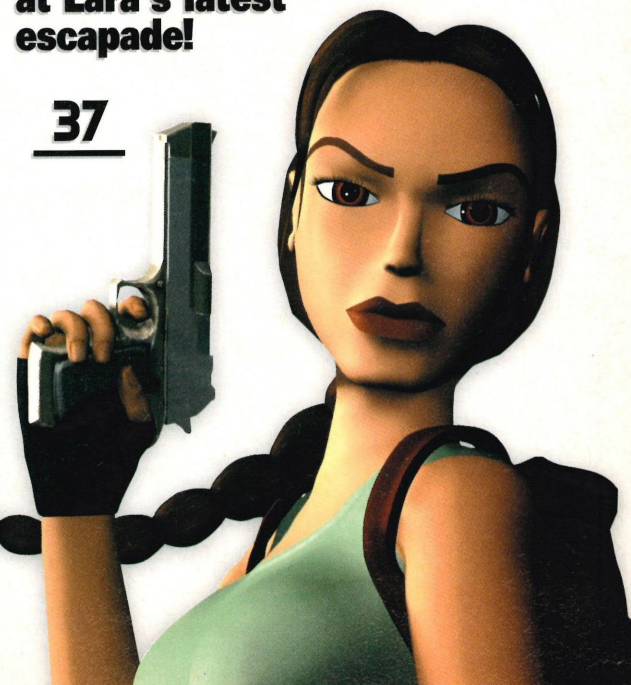
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It's as close as you want to get to the real thing.

Dreamcast

91%

"this really is as good as it gets"

computer and video
Games

5/5

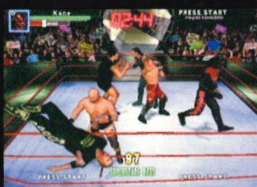
"another must have game"



Dreamcast

Exclusively on Dreamcast

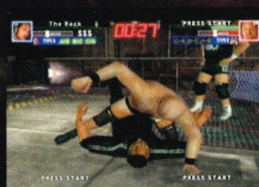
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December 2000 • Issue 15

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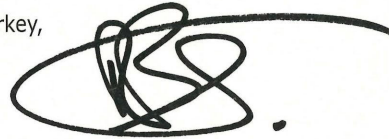
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dreaming of a white christmas

It's blow the candle out time for Sega as Dreamcast celebrates its first birthday this month. It's smiles all round in the Sega camp in fact, as Sega prepare to unleash their killer Chrimbo strategy - possibly capable of shrugging off the competition from PS2. For those of you still unsure of the Sony or Sega route this Christmas, Sega's excellent offer should certainly tantalise your twitching taste buds. For a snip at £299.99, Sega want you to wake up this Christmas with a Dreamcast and a shiny new stand-alone DVD player at the foot of your bed. Just to make sure the offer goes off with a bang, Sega are even throwing in a copy of Chu Chu Rocket and tokens for money off DVD movies. Bargain, if ever I saw one. On the flip side of the coin however, things aren't looking quite so rosy. Just a flick through our news pages this month (starting on page 14) will tell you Sony's current Christmas strategy isn't quite as attractive. Well, that's unless you consider an overpriced console that's impossible to get hold of an attractive offer. People are, of course, starting to wise up to Sony's interesting strategy. Retailers across the country are upping orders for Dreamcast and stacking them high in anticipation of a white Christmas. The irony's sweet. It didn't take an act of marketing genius to swing things in Sega's favour- Sony is doing all the hard work for them! It's difficult not to question Sony's aptitude when you consider they've just recently slashed their US allocation for PS2s by half, even though the only reason the European release was delayed was to ensure America had enough stock. Strange.

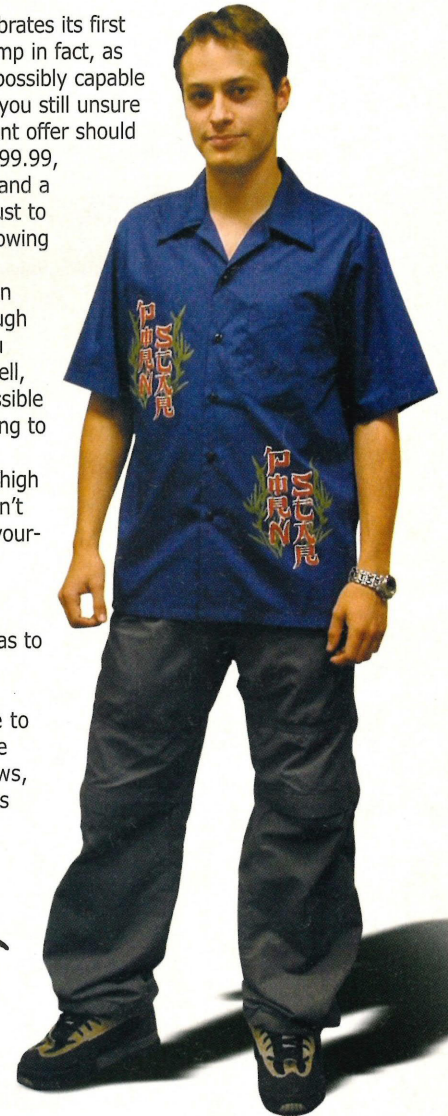
Anyway, we're not here to bang on about Sony's shortcomings (not that it hasn't been fun). No, we're here to ensure your finger's well and truly on the Dreamcast pulse this Christmas, keeping you up-to-date with news, previews, reviews and features that offer the hard facts and opinions many thousands of Dreamcast users have learnt to trust over the last year. So here's to a merry Christmas, and I hope you enjoy the issue.

Go easy on the turkey,



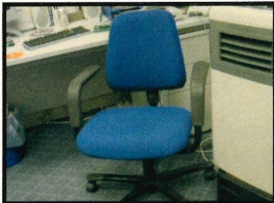
Russell

Editor Dreamcast Monthly
russell.barnes@quaynet.co.uk



the dcm team

Still delightful, still delectable... I know what you're thinking - we should have kept those monkey pictures.



Richard Grace

Group Art Editor

Ricky's the only one in the office without a pre-Christmas stinking cold this month. It's okay though, we've all been making him loads of tea. If only he knew...

Game of the month

Looney Tunes

Still playing Half-Life

Last heard saying

"I'm a designer and it looks good!"



Saul Trewern

Solutions Editor, Contributor

We're starting to get a little concerned with Sauls behaviour at the moment. Playing Ferrari under his coat's pretty tame this month. At least we think it was Ferrari...

Game of the month

Ferrari F355 Challenge

Still playing Virtua Tennis

Last heard saying

"I was playing Ferrari!"



Ian Osborne

Sub Editor, Contributor

There's nothing wrong with keeping fit, but this month Ian has been racing cars that park near the office. Though we're unclear of the result, Ian congratulated himself heartily on his performance - no really.

Game of the month

Le Mans 24 Hours

Still playing Sydney 2000

Last seen

Chasing an Allegro in the sunset.



Simon Brew

Freelance Journalist

On strict orders to not talk about his wife or marriage, I've realised I know very little about Simon. Of course, an invite to the wedding might've seen to that, but we're not sore.

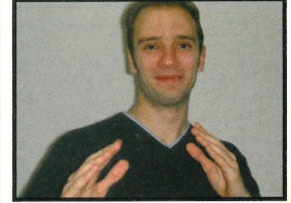
Game of the month

Power Stone 2 (still)

Still playing Virtua Tennis

Last heard saying

"The frog done good"



Greg Howson

Freelance Journalist

After being delivered possibly the greatest game in existence to review last month, Greg had the nerve to nag about 'getting all the crap games' this issue. Ungrateful bugger.

Game of the month

Aero Wings 2

Still playing Hard done by.

Last heard saying

"Whine, nag, boo hoo, mummy!"



dcm@quaynet.co.uk

FORUM

FAME AND FORTUNE COULD BE YOURS! WELL, OKAY, GETTING YOUR NAME MENTIONED IN DREAMCAST MONTHLY ISN'T AS GOOD AS BEING ON THE COVER OF SMASH HITS, AND A FREE DREAMCAST GAME IS HARDLY A FORTUNE, BUT NEITHER ARE TO BE SNEEZED AT (UNLESS YOU'VE GOT A STINKING COLD, IN WHICH CASE YOU CAN'T HELP IT). SEND YOUR CUNNING COMMUNIQUE TO FORUM, DREAMCAST MONTHLY, 22 STRAND STREET, POOLE, DORSET BH15 1SB OR E-MAIL DCM@QUAYNET.CO.UK.

dcm letter of the month WORTH THE WAIT?

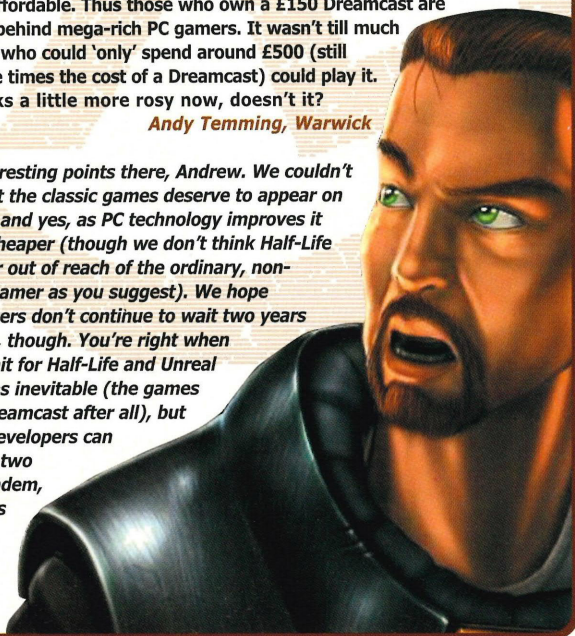
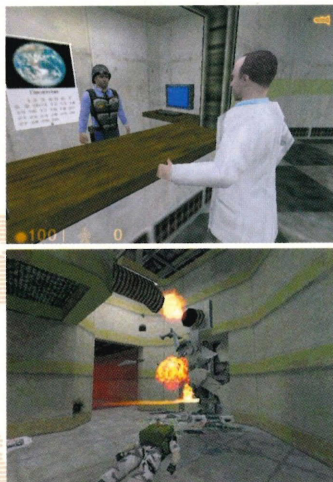
Dear DCM,
Many complain that Dreamcast conversions of PC titles tend to be quite old games, for example, last month's Half-Life was already two years old on the PC when it was first announced on the DC. I say, 'so chuffing what?'

Let me explain. For starters, games like Half-Life and Unreal Tournament are absolute stonkers, true gaming classics everyone should be proud to own. Who cares when they were released on the PC? Let's celebrate their arrival on the Dreamcast! Secondly, the Dreamcast hasn't been around for two years. Of course Half-Life couldn't be developed for both systems at the same time - there was no DC to develop it for in those days. Given how long it takes to get a decent conversion finished (and by 'decent' I mean optimised for the DC, not just ported, and with a control method designed around the joypad), you'd expect to wait this long. Thirdly, the PC is a pretty broad church, covering everything from clunky old DOS-based 286s (yes, believe it or not, there are still some around) to supadupa 3D accelerated, Pentium-driven, sound-enhanced wonder machines costing well (and I mean very well) into four figures. Many of the games released a couple of years ago on the PC required mega-expensive kit to run them. As time goes on technology becomes cheaper, and PCs capable of running Half-Life become more affordable. Thus those who own a £150 Dreamcast are only two years behind mega-rich PC gamers. It wasn't till much later that those who could 'only' spend around £500 (still more than three times the cost of a Dreamcast) could play it.

Picture looks a little more rosy now, doesn't it?

Andy Temming, Warwick

dcm: Some interesting points there, Andrew. We couldn't agree more that the classic games deserve to appear on the Dreamcast, and yes, as PC technology improves it also becomes cheaper (though we don't think Half-Life was quite as far out of reach of the ordinary, non-millionaire PC gamer as you suggest). We hope Dreamcast gamers don't continue to wait two years for conversions, though. You're right when you said the wait for Half-Life and Unreal Tournament was inevitable (the games pre-date the Dreamcast after all), but from now on, developers can develop for the two machines in tandem, never leaving us any more than six months behind the PC. If at all.



ON A ROLE...

Dear DCM,

Where are all the good RPGs? I'm a big fan of RPGs, and I for one think there aren't enough of them. I think Sega should buck their ideas up and make some games like Final Fantasy. Why can't the Dreamcast have games like that?

Michael Metcalfe,
Wheatley Hill, Co. Durham

dcm: Yes, it's been a slow start for Dreamcast RPGs, which is surprising considering they're the staple diet of PC gamers - it would be piddle-easy to convert some of their better role-players to our terrific console. Still, there's Shenmue and Phantasy Star Online to look forward to...



PLEASE ENTER THE DRAGON...

Dear DCM,

After seeing your preview of Phantasy Star Online, I was amazed by the graphical detail - it's the best game I have ever seen. I was wondering if there was any plans for a Dragon Ball Z

game online in the same way as Phantasy Star Online plays? The Dragon Ball Z series has become quite successful on The Cartoon Network, so I think the game would sell well.

Thomas Halpin, Clydebank, Scotland



dcm: We agree Phantasy Star Online looks fantastic, but it's a bit early to say it's the best game ever. Regarding Dragon Ball Z, ???

LOVE NONE?

Dear DCM,

I recently bought Virtua Tennis having played a demo and read your review. The demo did well to mislead, suggesting it was a proper tennis sim, your review did well to mislead, suggesting it was a great game. After three hours of play, I found neither of these things was true.

It's too easy until all the competitions and sub-games are on Level Three. The sub-games are still

BEYOND OUR SHEN...

Dear DCM,

Have you seen the rumours on the net Regarding Shenmue 2 being canned or on hold?

John Bright, e-mail

dcm: Yes, and according to Sega, they're just that - rumours. For those not in the know, Shenmue was originally designed as one game, but when it proved too ambitious, its 20 chapters were split - Chapter One was to be Shenmue, Chapters Two to Five held for Shenmue 2 and the remaining 15 released in some form later.

A game like Shenmue takes a lot of time to convert from Japanese to European versions because of all the translations that need doing and voice-overs that have to be re-recorded, but it's still on the

OUR PALS THE PIRATES

Dear DCM,

Over the past few months I've been reading with interest your readers views on the Dreamcast piracy situation. Do your readers not think the ability to copy Dreamcast games has come with remarkable timing? Of course it has; Sega will do all it can to dent PS2 sales. Remember Sega has had its fingers burnt once - never again!

Sega will never encourage piracy, publicly or otherwise, but with the restricted availability of the PS2, how many new Dreamcast owners can they get before the release? A lot more if cheap games are available; a price reduction, the ability to play old PlayStation games on Dreamcast via Bleem (at a higher resolution), adapters to plug all your PlayStation peripherals into the machine, a DVD add-on - the list goes on. All brilliant marketing at the right time. 'Was this an inside job?', I hear you cry. We will never know the truth, but the evidence is there that Sega have turned a blind eye for the time being. One thing's for certain; as underhand as piracy is, it will never go away. Sega knows this, and if it can use it to its advantage to sell consoles, who can blame them?

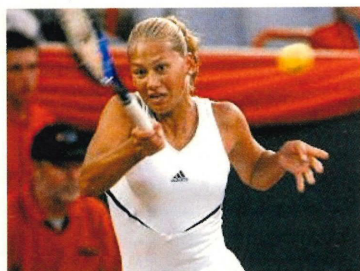
Dave, Oxley, Wolverhampton



dcn: If you think Sega would turn a blind eye to piracy in order to encourage Dreamcast sales, you're round the bend. The profits on console sales isn't that great at all - just look at all that power you're getting for only £150, and however many games you splash out on, you only buy the console once. The games are where the money is - Sega get a fee for every Dreamcast game sold, except of course the pirate ones. You're right when you say piracy will never go away (but if the authorities took it more seriously, it could certainly be reduced), but take it from us - Sega, or indeed any other console company, will never feed the beast to sell more machines. It's commercial suicide...

too easy with a little practice, and the matches get really dull. Just hit the ball gruntingly hard until the opponents can't chase it down. Then you get to play against the King and Master on Level Four. At last, a full-length match (still only one set, though). You use the same tactics as before, but the computer characters really do take the biscuit now. I was thinking, 'damn this game', and that I'd beat it the lame way and never play it again in one-player mode. I beat it after five or six attempts but felt no satisfaction as the game was first too easy and then too hard. There's no proper Wimbledon, US Open, Aussie Open or French Open. It's a rushed-out, short-lasting, weak-ass but well polished piece of poo.

Strangely, after all that, I now wish to praise Virtua Tennis. It has a great game engine and is superb on two-player. The developers must have some great skills to make this but bad judgement to



design the World Tour like that. They probably thought the demo and shots would sell it.

Why are you lot more upset by PlayStation ports that may have more gameplay and value than most good-looking Dreamcast games? You should stop your console snobbishness.

S Robinson, Kent

PS: Don't change Kent to something else just 'cos you don't like me.

dcn: How long have you been having these problems, S? The split personality, we mean (assuming you've got enough personality to split)? You savage our review of Virtua Tennis and claim the game's a 'rushed-out, short-lasting, weak-ass but well polished piece of poo', then say it's terrific in two-player. Isn't the two-player action an important part of the game? Or don't you have any friends? Everybody but you seems to think the game has an excellent learning curve, but don't worry - they're wrong, you're right. If there are so few tactics involved, how did you fail to notice this on the demo? And when did we ever claim the game featured licensed tourneys?

If you think PSX ports have more gameplay than Dreamcast games, go buy a PSX and leave the DC to those who understand

it. Oh, and regarding changing Kent to something else - we don't know what you mean.

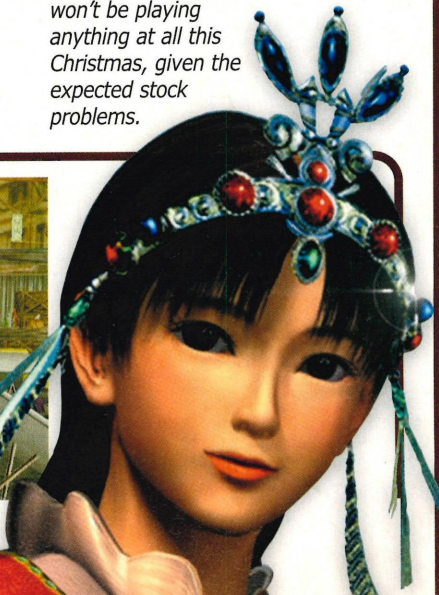
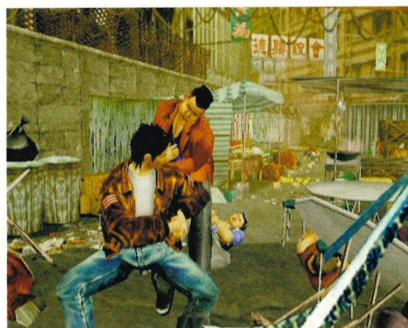
GETTING LASHED

Dear DCM,

The backlash has begun! I've managed to convert eight hardcore PS2 lovers into Dreamcast owners. I did this by letting them play gems like Code Veronica, H&D and Crazy Taxi, and also by showing them upcoming games like Quake 3 and Shenmue (just to name a few) When I told them about the online games, they nearly wet themselves! Three other people are also interested in buying a DC. With upcoming games like Quake 3, Half-Life, PSO and Jet Set Radio due in time for Xmas, I'm sure of one thing - I will be one happy bunny while PS2 plebs will be playing Ridge Racer 5 (a sequel) Tekken Tag (another sequel) and FIFA 2001 (yet another sequel!). So come on people, tell your mates about the Dreamcast and don't be a PS PLEB! DREAMCAST NEEDS YOU!

Ryan David, 49 Park Street, Blaenavon, Gwent

dcn: Nice one, David. Most PS2 fans won't be playing anything at all this Christmas, given the expected stock problems.



way. See this month's news section for more details. However, Shenmue's director, Keiji Okayasu, quit developer AM2, the game has dropped off Sega's Japanese release schedule and while the first game was subtitled Chapter One in Japan, in the US it was just called Shenmue. Once again, Sega insists it's happening, but there is cause for concern.

WIN A GAME OF YOUR CHOICE EVERY MONTH



gameplay.com



Another month, another lucky reader winning our prestigious Letter of the Month award. As well as a free game of your choice from Gameplay, we're also giving away a six-month subscription to the magazine. What more could you wish for?

For your chance to be the proud owner of the game of your choice, and a six month subscription, simply write to us with your usual trials and tribulations - it couldn't be easier! Letter of the Month winners receive the game at the top of their wish list, and it's sent to you courtesy of those lovely people at Gameplay, bless 'em.

Make sure you include your full name and address and the name of the game you would like to win or you'll be kicking yourself for a week when you don't. Don't just sit there - get writing!

...PLUS! A SIX-MONTH SUBSCRIPTION TO DCM

STOP PRESS

TONY HAWK'S PRO SKATER II



Publisher: Activision ■ **Developer:** Neversoft
Genre: Sports Sim ■ **Released:** Christmas 2000

Official news of the sporting sequel to end them all...



Whilst the Dreamcast got itself a more-than-able conversion of Tony Hawk's Pro Skater earlier in the year, it didn't go unnoticed by the snide critical types that the PlayStation had the thing for bloody ages before we got a look-in.

And in some ways, lightning has unfortunately struck twice. Just as this piece is being written, the PlayStation version of the sequel has stormed to the top of the charts, with the Dreamcast version still a way off.

Trailing the PSX version by a couple of months, the extra time

far surpass the PSX Tony Hawk's 2, so you can look forward to your moves looking better than ever...

Bells and Whistles

Developed by Neversoft Entertainment, the game predictably promises the usual bells

play against human opponents in a specially judged skate competition

will be compensated for with a sharper-looking version of the game, scheduled to arrive in stores across the country on 15th December. As you'd expect, the graphics - from what we've seen -

and whistles you come to expect from a sequel. Once again, you get to skate as either the great Mr Hawk himself or one of a dozen other pro skaters (few of which we've ever heard of), skating



You can expect to see much chunkier skaters this time around...





"Oh no, I've just skated through some doggy doo. I wondered what that smell was!"

around various parks and arenas (based on real locations, with plenty of obstacles to boot), pulling off lots of fancy moves and then standing back to milk the applause. Mind you, we won't be truly impressed until you unlock the various secret areas, short-cuts and interactive objects that litter every single environment you're placed in. At least it'll give you an incentive to go back once you've finished the thing.

Making things more interesting, this time you also get a Skate Park Editor as part of the package, allowing you to use any of the hundred or so parts to result in the park of your dreams. Or a total cobbler, depending on what time of night you attempt your masterpiece. Anyway, you can save your creation to be reminded of it the morning after should you so wish.

Furthermore, there's been expansion in the Multiplayer Mode too, which is a good thing. You can play against human opponents in a specially judged skate competition, where not only do you get to show

off your prowess, you also get to laugh about how crap your mates are. Other features include Skate Tag and a full Career Mode, where you can raise yourself from a

you can customise your characters and even generate a freak of your own from scratch

lonely nobody to king of the world. And as you'd expect, you can customise your characters, even generating a freak of your own from scratch. Which is slightly more worrying in the wrong hands, being as you can influence both their clothing and personal appearance. Lucky you.

In Control

Perhaps the key to the playability of it all is the control system, which walked a fine line in Version One of being simple enough to learn whilst sophisticated enough to help you pull off the headline-grabbing tricks. Last time, they got

IT GOT RHYTHM!

Activision seem rather proud of the musical effort that has gone into TH2, to the point where they issued an extra press release about it. In recognition of that fact, they can have an extra boxout on us to tell you about it.

Gamers can look forward to hearing 15 songs from popular cutting-edge bands while they grind and trick off just about everything in sight. The soundtrack features the following bands that are sure to appeal to skaters and gamers alike:

- Rage Against the Machine - Guerilla Radio
- Bad Religion - You
- Anthrax/Chuck D - Bring the Noise
- Powerman 5000 - When Worlds Collide
- Naughty by Nature - Pin the Tail on the Donkey
- Papa Roach - Blood Brothers
- The High & Mighty - B-Boy Document
- Consumed - Heavy Metal Winner
- Dub Pistols - Cyclone
- Swingin' Utters - Five Lessons Learned
- Styles of Beyond - Subculture
- Millencolin - No Cigar
- Alley Life featuring Black Planet - Out With the Old
- Lagwagon - May 16
- Fu Manchu - Evil Eye

Er...any chance of some Kylie?



it right, and this time, you've new moves you can pull off, including new grabs, grinds, inverts, manuals, and lip and ollie tricks. From what we've seen so far, they've kept this core component of the game in place, and thus skating fans can look forward to - unless something goes drastically wrong - another excellent entry into the pre-Christmas Dreamcast software line-up.

The game hits the shelves with the usual price tag of 40 notes, published by Activision, and arriving just in time for Santa. If you can get the big red git off the damned thing first...

**STOP
PRESS!**



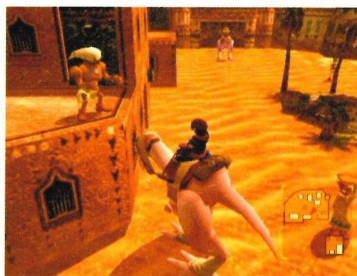
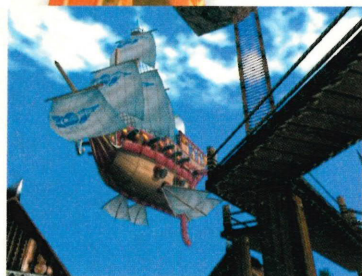
i Publisher: Sega ■ Developer: Sega ■ Genre: RPG ■ Released: Early 2001



You talking at me? I don't see anybody else here...

SKIES OF ARCADIA

Official news of the sporting sequel to end them



Okay, it's 'use your imagination' time again, people. On this occasion, we need you to close your eyes and picture an existence where people live on islands. They float through the air. They use special skyships that transport them from place to place. And they do it all stone-cold sober.

We're in role-playing adventure territory here, people. A not-altogether successful genre on the Dreamcast so far, although the upcoming Phantasy Star Online

(and a little game called Shenmue) looks set to rewrite the rulebook somewhat.

Nonetheless, spare a thought for the impressive looking Skies of Arcadia. In the game, you get to follow the adventures of a strange young chap called Vyse, who's having a little difficulty adjusting to life as a member of the, er, Blue Rogues. Sounds a bit like the Everton to us. Anyroad, his adventures send him into skies thus far uncharted as he becomes explorer extraordinaire, discovering new lands, exploring them, and

trying not to piss people off while he's there. Not all that successfully either, which is why he'll be battling nasty pirates and unsavoury monsters, albeit aided by childhood friend Aika, who takes the Debbie McGee role.

Several things could potentially turn Skies of Arcadia into a bit of winner. For instance, we're getting a full cast here, interacting in a rather pleasant-looking 3D world. Sega is promising too that the storyline will be imaginative and the gameplay will be stunning. But then they would.

Ride the skies

Still, at least they bother to back it up with facts. For instance, the game world will consist of six huge lands to explore, each with varying landscapes. Whilst on said lands (which take you through the desert, into space, and into some strange villages), you can utilise over 70 weapons

and three-dozen magical skills which you can earn as you progress. Apparently, you can also customise your weapons so that they take on various mysterious characteristics. Spooky.

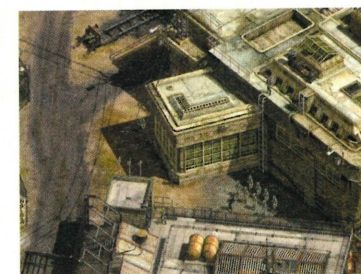
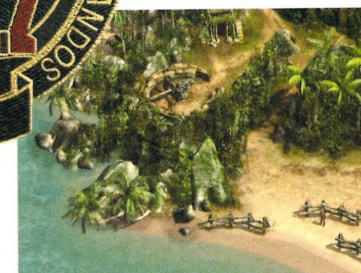
Want more? How about designing your very own skyship, and recruiting your own team of up to 15 crew? You can use them to attack other people, or just to defend your own floating boat. That bit's up to you. When it does come down to the action, though, the combat system kicks in, complete with a Spirit Bar, which claims to allow the various characters to perform numerous techniques on one another. But don't panic; it's a family game really. And as for the characters themselves - get this - they emotionally develop as the game progresses, which you're able to tell by the range of facial expressions they emote.

Thus far, Skies of Arcadia for us offers plenty to raise our interest, although as usual it's the execution that's going to be a killer here (ho ho). Certainly from a visual viewpoint, things are looking very good indeed, as you can tell from the numerous shots we've liberally dotted around the page. Unfortunately, we'll have to wait until next year to find out how good the finished product turns out to be...



COMMANDOS 2

Official news of the sporting sequel to end them all...



If not one of the best, certainly one of the best-looking strategy games to arrive on the PC over the past few years has been Commandos.

The game followed the very elite of the British Army, tasked with some of the trickiest military missions known to man. The missions involve utilising the skills of a group of soldiers as they, through various methods, meet their objectives across all sorts of terrain. Critics said it wasn't so much strategy as puzzle game, given that most missions had a very precise route to completion. Yet the majority of them are also united in looking forward to the awesome-looking sequel.

You want good news? We get to look forward to it as well, as Commandos 2 is slated for Dreamcast release in March, simultaneous with its PC debut. Thus, for the first time DC players can take control of the elite platoon as you face even more missions in the style of the original. Once again, these are completed by mixing and



Everybody knows that boats and iceburg's don't mix!

quality of the first Commandos game was that, whatever your opinions of the missions themselves, you couldn't deny they dripped with atmosphere. And Pyro Studios, the talented folks behind the Commands

Also, this time around Cryo is tantalising us by picking up the pace of the game and ramping up the action contents. It's a fair response to a fair criticism about Episode One. Mind you, when you're standing in the middle of an ambush or a mass shoot-out, you may end up preferring the old-fashioned, pacifistic approach. Furthermore, the abilities of your motley crew of deadly soldiers are broader this time around, with three new recruits (none of whom you'd want to meet in a dark alley, frankly) and the likes of swimming and driving thrown into the mix too. Your driving skills will be tested with tanks, ships and trucks, just a few of the vehicles in the showroom.

So now then. What we're missing so far is whether Cryo has expanded the game slightly to offer more ways through a mission. We're guessing whatever they choose that Commandos 2 will be one of the trickier titles on the

market, but we don't rate that as a bad thing ourselves. Oh, and there's unlikely to be online gaming featured here either, although there is some form of multiplayer mode. We guessed this from the 'all of the missions in Single-Player Mode will be playable in a co-operative Multi-Player Mode' statement at the end of the press materials. Sherlock Holmes has got nothing on us.

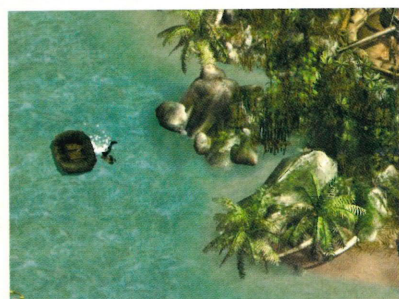
So exciting news overall, then. Not only are we in store for another quality game on the Dreamcast roster, but we're also likely to get a PC port at the same time as the original's release (none of this rubbish where we get our version a year or two later, thank you very much). We'll update you more in the new year...

you may end up preferring the old-fashioned pacifistic approach

optimising the various skills of your team, across locations as diverse as Third Reich bunkers, Colditz Castle and even a carrier in the middle of the sea. In short, be prepared for anything and everything.

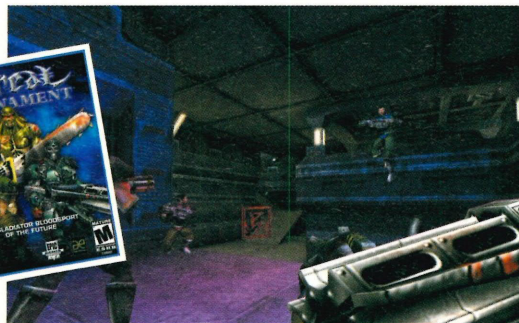
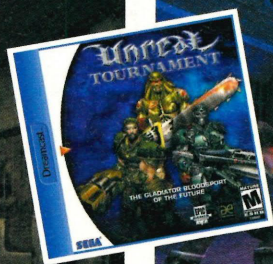
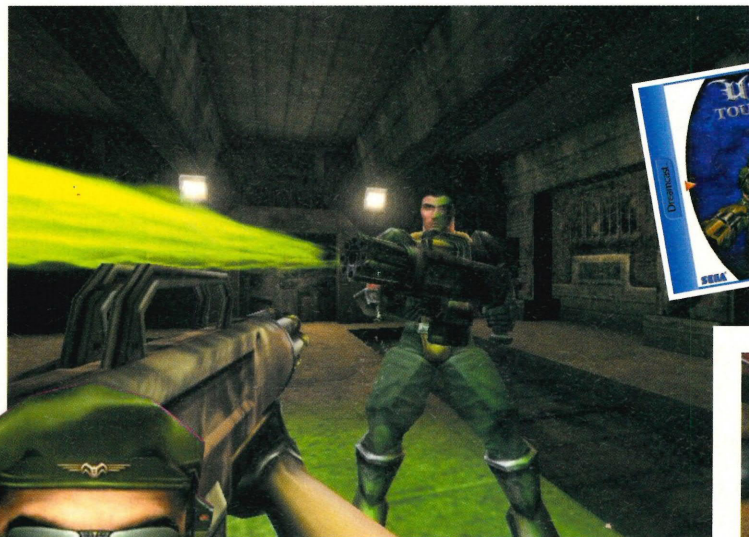
The upshot of the graphical

franchise, has once again focused very strongly on the look of their game. To that end, the game supports four camera views just so you can be sure to get that kick-ass shot of you rampaging to the rescue. Or something.



newscast

bringing you the latest news from around the world



"Save your projectile vom for when I send you to hell!"

UNREAL TOURNAMENT

News keeps on rolling in...

And let's start with the best news of all. This looks like it's going to be playable online, offering you the irresistible opportunity to take your skills to the world (with up to eight at a time rumoured to be able to compete). This is indeed good news. Never mind if online gaming doesn't appeal, because the game is packed with the intelligent bots that won so much acclaim on the PC, and you can fight against them, alongside them, or both. Or you can simply sit next to your mate and play in split-screen mode. Whichever way you turn, you're in for a treat.

The game allows you to plough through the action in two ways, although to become the Unreal Grand Master, you're going to



With all that kit, it's amazing that they can walk...

need to conquer them both. Deathmatch is the most familiar, with the idea being to notch up a target number of kills first. Capture the Flag is more tactical, as you split into teams. Each team is then charged with getting hold of the opponent's flag and getting it to their own base without being caught (which results in the flag being returned to whence it came). Oh, and you have to defend your own flag at the same time. You can infest each level with a mixture of human players and bots, with the latter, as we said, displaying fair degrees of intelligence. This is particularly critical in Capture the Flag mode, when they happily defend, attack, hold position or cover as you see fit.

For the Dreamcast version, the deathmatch levels have undergone a bit of a spruce-up, and there are 35 maps in the game to fight your way over, each of which has been tailored for the Sega console (we take that as a polite way of saying they've cut the odd bit down to keep the frame rate high). Across these said levels, there are ten weapons at your disposal for optimum damage. You learn to respect them. Honest.

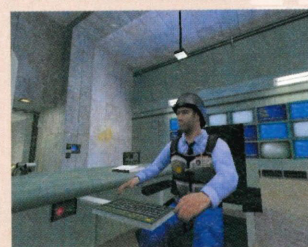
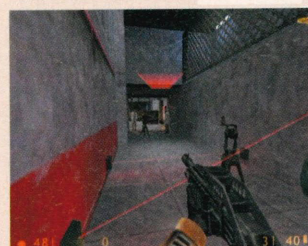
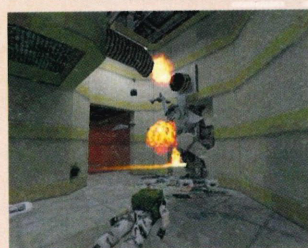
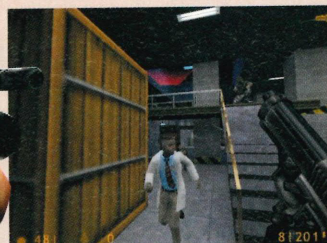
Finally, as you'd expect, the controls have been adapted somewhat to fit the Dreamcast controller, although purists will be pleased to hear you can use the DC keyboard and forthcoming mouse, as was the norm in the PC version.

And so with Unreal Tournament now confirmed and nearly ready, we can happily sit back and look forward to a trilogy of first-person blasters to keep us busy. Half-Life, Quake III and Unreal Tournament in the space of a couple months? Certainly there are far worse jobs than this...



HALF-LIFE UPDATE

Could it offer online play after all?

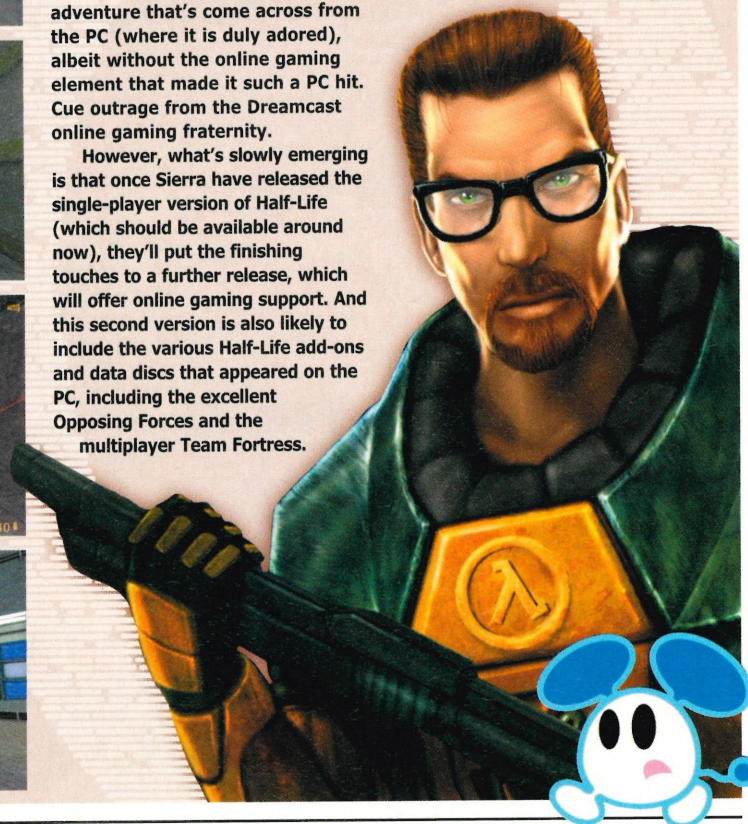


Oh, the Dreamcast Monthly team of rumour-gatherers has been on overdrive this month, with the very welcome whisper being that a special online version of Half-Life is being prepared for DC release early next year.

Now a bit of history for those who've just joined us. Half-Life is a highly acclaimed first-person action adventure that's come across from the PC (where it is duly adored), albeit without the online gaming element that made it such a PC hit. Cue outrage from the Dreamcast online gaming fraternity.

However, what's slowly emerging is that once Sierra have released the single-player version of Half-Life (which should be available around now), they'll put the finishing touches to a further release, which will offer online gaming support. And this second version is also likely to include the various Half-Life add-ons and data discs that appeared on the PC, including the excellent Opposing Forces and the multiplayer Team Fortress.

We should stress at this stage that we've been unable to get 100% confirmation on this, but certainly it does look like one of the more solid pieces of gossip we've encountered. Look out for a full update on the situation next month, and fingers crossed for early in 2001...



WE HAVE A WINNER!

The champion of Chu Chu is crowned



We often moan that so far all we've been able to do regarding online gaming on the Dreamcast is guide mice to a rocket. But that didn't stop fans of the impressive (and free) Chu Chu Rocket from congregating on Dreamarena in the middle of September for the European Chu Chu Rocket Championships. It certainly put the Olympics in the shade.

Competitors from across the continent joined in, as the varying national champions took each other

on to see just who kicked arse the hardest. And, proving they can win more than the Eurovision Song Contest, the Irish walked away with the honours, as Kevin Lim of Dublin cleaned up with a mightily impressive performance. Suffice to say, more of his mice made it home and are currently treating themselves to a cheese and breadcrumbs supper. Good on them.

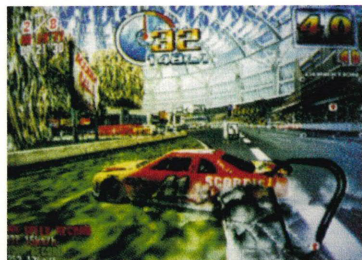
For his troubles, Kevin's gone for, er, a week's astronaut raining at NASA. Sure he'd have just preferred a few more games, but good on him anyway. The British finished third, behind the French if you're interested. Well done to all concerned. Roll on the arrival of Quake 3, we say.

UNREAL
TOURNAMENT



DAYTONA FOR DEFINATE

News to make your mouth water...



A SUITABLE BOUNTY?

The latest game from Sweden...

Last year, it was announced that Swedish development team Amuze had joined the list of approved Dreamcast developers, with a game called Headhunter apparently in the works. And very little has been heard of them since.

Well details on Headhunter are finally starting to emerge, in advance of its planned release next Easter. In the game, you take on the role of a bounty hunter, complete with Resident Evil-style gameplay. But without the scary monsters. As you'd expect, it's bit of an action adventure, but the main details have been kept under wraps and the game has been



developed in secrecy. Still, with Sega likely to be publishing this one themselves, we'll be expecting an explosion of information shortly. In the meantime, take a look at the snaps...



We revealed last issue how footage of Daytona USA on Dreamcast has crept into a Sega presentation, and since then the Sega press office has been flooded with enquiries about the game. Mostly from us. Honest.

Here's what we know. The game is a definite now, and plans to allow you to race against other players online are integral - it's not 100% definite yet, but it looks likely that you'll be playing this one against Europeans from your own living room. Also, a release date as early as next Easter is currently being mooted.

Hold on a sec - is there anyone in the house who doesn't know what Daytona is? Fair enough, we'll do the obligatory recap. Daytona USA is a smash hit arcade racing game, and any arcade that bothered to line up a few cabinets alongside each other and then link them up has been in for some busy trade. Quite simply, it's an awesome racing game; simple as that.

The conversion to the DC is being handled by a company called Amusement Vision, who has been working closely with them folk behind the arcade original, who'll no doubt give them a good bollocking if they do anything wrong. Unfortunately, very few people have actually seen a great deal of the game as we sit, cold and lonely,

writing this. What we've seen looked absolutely gorgeous. Not in an Anna Kournikova sense of the word. Dissing her in this office is a sackable offence. No, we mean that the graphics look absolutely fantastic.

We'd expect Sega to add some extra elements to the home version, as they have with the likes of Crazy Taxi and Virtua Tennis, and it could be that the DC version will incorporate tracks from previous versions of the game as well. That's subject to confirmation, though.

So for those worried that once the Christmas schedule is out the way, the DC line up is looking a bit shaky, fear not. Already for 2001 we have Phantasy Star Online, 18 Wheeler Pro Trucker, Black and White, probable sequels to Crazy Taxi and Virtua Tennis, and the immortal Daytona USA. Here's hoping you all get loads of gift vouchers for Christmas.





SILENCE!

Konami demand it...

Shock horror! The President of the United States, with trousers firmly where they're supposed to be, has been kidnapped. And so has his family. And there's more. Nasty terrorists are behind it all, and they're demanding the release of someone naughty. Still, it's a

good job you're here. Oh. Did no one tell you? You're the muggins who has to sort it out, thanks to your training as a special forces marksman. Cor.

That's pretty much the preamble to Konami's latest Dreamcast title, the arcade favourite Silent Scope. In short, armed with a joypad and an on-screen crosshair (we're assuming light gun support but couldn't get it confirmed in time for deadline), you need to shoot the bad guys whilst avoiding the goodies.

Unfortunately, the arcade machine's fantastic weapon ain't coming packaged with the game (trek down to your local coin-op haven and you'll understand what we're guffing on about), but there should still be some reasonable fun in store for the game's November release (which will come complete with Story, Time Attack and Shooting Range modes). And it's nice to see Konami continuing to ramp up their Dreamcast support. Let's see more like it.

Or we'll sulk.



One of those 'highway to the danger zone' moments. Love 'em.

STUPID - AND PROUD OF IT

Invading soon...

Shortly to hit your consoles is the latest release from Ubi Soft, the worryingly-titled Stupid Invaders. Its title indicates one of two possibilities. Either it'll be a witty, clever and extremely playable twist on an established genre, instantly breathing fresh life into it. Or it'll be shit. Only time will tell.

The plot? If you must. Five aliens crash-land on Earth, and immediately find themselves running away from the thoroughly nasty Dr Sakarine. He collects aliens, y'know. Bet he's got every episode of The X Files on tape too. You have to steer the aliens away from said madman, in a game set in a particularly strange cartoon universe. It promises, and we quote, 'Absurd humour, twisted enigmas and strange situations'. You'll find out whether it delivers in a few short weeks...



OVERSEAS NEWS

GOT A SATURN, GET A DISCOUNT

Money off to increase sales

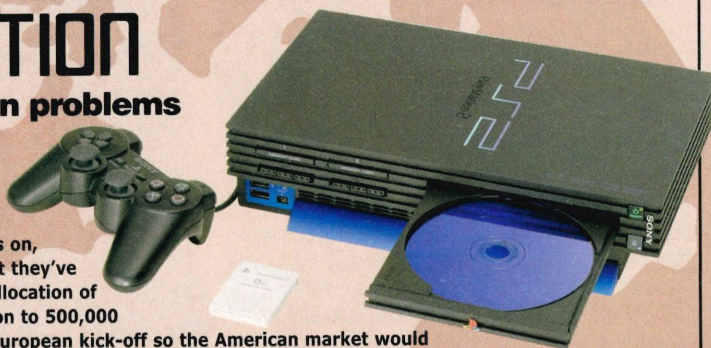
The latest initiative by Sega of Japan to get the sales figures of the Dreamcast moving has been to offer a discount to all of those lucky folk who found themselves lumbered with a Sega Saturn. All you need to do is firstly own

a Saturn, secondly live in Japan and thirdly send your Saturn's serial number into Sega of Japan HQ for discounts on Dreamcast hardware and software. It begs the question, does anyone in the world still have a Saturn? Come to think of it, do we care?

UH,OH - SONY CUTS PS2 ALLOCATION

More PlayStation problems

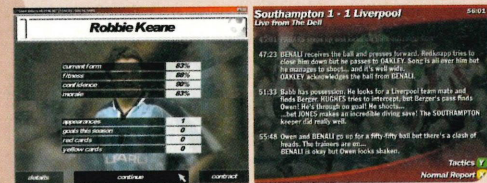
Not content with pissing on the Europeans by overcharging them for a console that's nigh-on impossible to get your hands on, Sony have now revealed that they've had to half the original US allocation of PS2s from the planned million to 500,000 units, despite delaying the European kick-off so the American market would have enough. Suffice to say, it's gone down like a fart in a car.



MORE MANAGEMENT

New footie for the Sega

Giant Killers was supposed to be the first Dreamcast footie management game. However, their thunder could be stolen by a new title from Smilebit (they of Jet Set Radio fame). Sega has for some time been rumoured to be working on a secret football title or two, and our detective work concludes that this could be one of them. Anyroad, the Japanese version features online leagues and stuff like that, and is currently going under the title Soccer Special. Apparently, you even get to recruit your own secretary in it too. Don't expect it over here until well into next year, though, should it decide to get its arse to England. We did invent the bloody game, after all.



RELEASE DATES

Here's DCM's guide to those upcoming games - remember that release dates tend to change very often, so don't blame us if they can't get the bloody thing out on time. Unless you're mean.

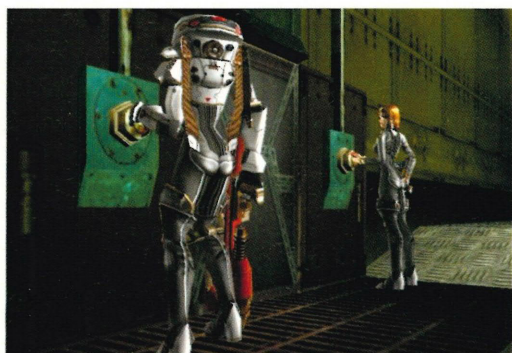
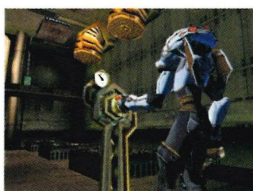
Space Channel 5	Out Now
Star Wars: Jedi Power Battles	Out Now
MS-R	20 October
F355 Challenge	27 October
Extreme Sports	27 October
Super Runabout	27 October
Toy Story 2	3 November
Ready 2 Rumble Round 2	3 November
Silent Scope	17 November
Jet Set Radio	24 November
Soldier of Fortune	November
ECW Anarchy Rulez	November
Virtual Pool 3	November
Ultimate Fighting Championship	November
The Mummy	November
The Grinch	November
European Super League	November
Starlancer	November
Sega GT 1	December
Shenmue	8 December
UEFA Dream Soccer	8 December
Samba De Amigo	8 December
Quake III	8 December
Tony Hawk's Pro Skater 2	15 December
Chicken Run	December
102 Dalmatians	December
Pod 2	December
Army Men: Sarge's Heroes	December
Road to Eldorado	December
Stupid Invaders	December
Dinosaur	December
F1 Racing Championship	December
Unreal Tournament	December
NBA 2001	Early 2001
Half Life Multiplayer Version	Early 2001 (tbc)
Phantasy Star Online	Early 2001
Outtrigger	Early 2001
Sonic Shuffle	Early 2001
18 Wheeler	Early 2001
Age Of Empires	Mid 2001
Black and White	Mid 2001
Combat Flight Simulator	Mid 2001
Sonic Adventure 2	2001
Alone in the Dark 4	tbc
UEFA 2001	Canned
Colin McRae Rally 2.0	Canned

AGARTHA: A QUICK PEEK

What have the French been up to?

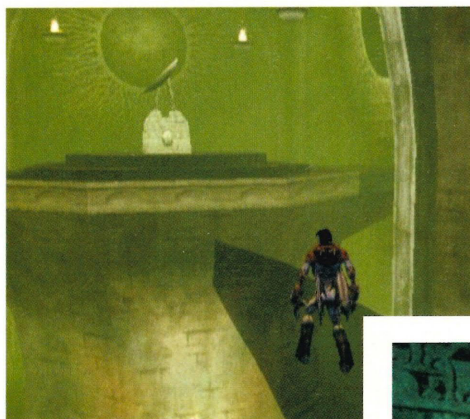
French developer No Cliché (they of Toy Commander fame)

has been burrowing away on Agarthia, a new adventure game that's not scheduled to see the light of day until well into next year. Published by Sega, the game promises a new innovative character control method, but they ain't saying much more than that. However, we do have some piccies to show you, so feast yer eyes on this lot.

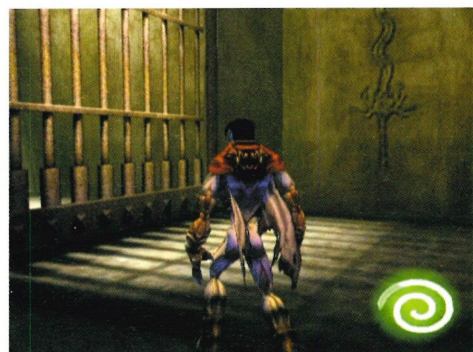
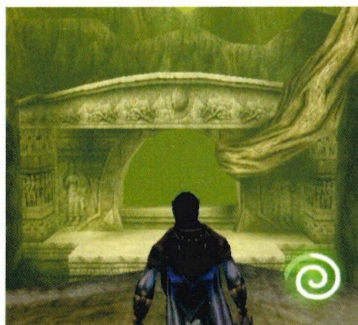


SIGNAL WATCH

LEGACY OF KAIN: SOUL REAVER 2



It looks like it's puzzle time for Raziel...



A popular title on its initial release, Eidos' sequel to Soul Reaver promises another healthy dose of magic, mayhem and Tomb Raider-esque gameplay. And it's all going tickety-boo at present, with release currently pencilled in for next Easter. Full preview shortly...

SAMBA DE AMIGO 2

Yes, we know. We haven't even had Episode One yet and already we're warbling on about a follow-up. So we'll leave it at this for the time being. A sequel is on the cards, and when you finally play the first game you'll realise just how happy that makes us.



SHENMUE: CHAPTER 2

Well underway, with a release in Japan not too far off. It's unlikely to be the game's last sequel, though, with several chapters already planned and a lot of money already spent. With all the translation work, we're well over a year away from seeing it in Blighty.



VIRTUA STRIKER 3

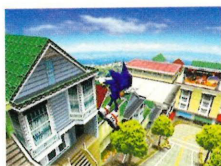
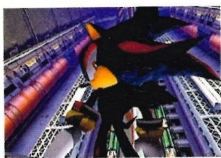
Sega has announced the development of the latest in its Virtua Striker franchise, as Episode Three will be making its debut in arcades courtesy of Sega's Naomi2 board. A Dreamcast version is expected at some point, although we'll be hoping for more than the piss-poor effort they put out last time (just 4/10 from us, and we were in a good mood at the time).

SONIC ADVENTURE 2

new screenshots revealed

Everything we see, read or hear about Sonic Adventure 2 seems to make us salivate more. At first we were suspicious that we'd all been systematically struck down with a strange medical condition. Fortunately, we realised it's just that the eagerly-awaited return of the spikey one is actually quite exciting.

We know now, for instance, that the game will feature a mysterious black hedgehog with an eerie resemblance to Sonic. We know that evil Dr Eggman returns, and he seems to be battling the enemy for a change. We suspect something's afoot there. We know that Sonic is armed with a new move, the grind, which lets him slide along railings and stuff like that. And we know that the action kicks off in a city. And that's all your getting for now. You can, however, continue to monitor the progress of the game at the Sonic Team website. You can find it at www.sonicteam.com



Rail sliding has never been so cute...



CHEAP STUFF SOON?



As Sega of America launches its budget line-up of titles, including the likes of Sonic Adventure, House of the Dead 2, and shortly Crazy Taxi, rumour is rife that a similar announcement is imminent from Sega of Europe. Perhaps a quality, budget line of software to give the arse of Sony's Platinum range a kick? Maybe by the time you read this, we'll already know...

SHORT ON MARACUS?

The upcoming Samba De Amigo brings with it one of the strangest peripherals you've ever had to plug into a console, namely a set of maracas. Unfortunately, as gamers in Japan have found out, such novelties have been very hard to get hold of. Fortunately, things are sorting themselves out for the Stateside release, which bodes well for the game's European launch, and stock should be plentiful. Mind you, they cost \$80 a throw in the US; just over 50 notes in our money. Yikes.



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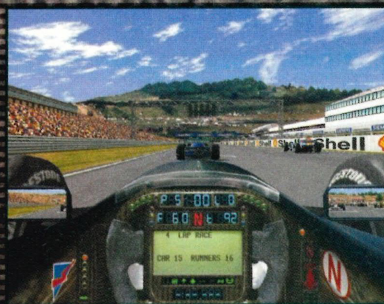
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2



3

GRAND

one to
dcm
watch!

One of the biggest PC hits of the year is revving up for a Dreamcast release. We check out what's in store...

online...
www.grandprixgames.com





4



5



6

GP3

BY GEOFF CRAMMOND



[S]ometimes, we just don't know whether to laugh or cry. Since day one of the Dreamcast, we've been treated to a software catalogue that veers between original Sega stuff, games spread across numerous formats, and straight PC ports. It's the latter that gives us the most consternation. The reason? Because predominantly, we get the titles months, even years after the PC version, with little or no consideration for how the thing will fit into a Dreamcast.

Fortunately, there are exceptions. Jimmy White's Cueball for instance was no masterpiece, but worked well on the

console. And we can't hand on heart say that we're not wetting ourselves regularly with excitement over the double whammy of Quake III and Half Life. And yet there's more, the announcement of a Dreamcast version of one of the three best games to appear on the PC all year. It's name? Grand Prix 3. And now we're going to tell you why you should be excited too...

GP3 is, unsurprisingly, the third full on Formula One simulation from the programming legend that is Geoff Crammond. Those with long memories may remember such classics as The Sentinel and Stunt Car Racer, but more recently he has put together his acclaimed trilogy of Grand Prix games over the best part of a decade. Why are they famed? Frankly, they're the most realistic simulations on the market, and also double up as highly addictive fun. It's enough to get us all in a tither...

WELCOME BACK HASBRO

And we thought they'd forgotten us. Hardly the staunchest supporters of the Dreamcast, they've thus far only offered Team 17's Worms Armageddon on the format, and after a long wait, GP3 will be their third DC release. Here's to many more, and welcome to the party...



We've heard of hands free for cars, but this is stupid.

FRANKLY, THEY'RE THE MOST REALISTIC SIMULATIONS ON THE MARKET, AND ALSO DOUBLE UP AS HIGHLY ADDICTIVE FUN



7



8



9

NEED ANY HELP?

The sophisticated nature of the Grand Prix simulation on offer can, understandably, be a little overwhelming to some when they boot the game up for the first time. Fortunately, it comes complete with a set of driver aids to ease you into the hot seat.

These include such delights as auto braking, auto gears, suggested gear, the ideal driving line, steering and throttle help and a wiping your arse option just in case you're totally incapable. The latter is actually a lie. You can pick as many or as few as the driver aids as you like, although we think that the also included indestructible mode may be just what we're looking for...



right with what they had. The inevitable round of season updates will no doubt resolve the former in due course.

That aside, there's plenty here to talk about, and beyond the sheer playability of it, we've still not really touched on what makes Grand Prix 3 so special. What puts it above every other Formula One game on the market, in our very humble opinion, is the attention to detail. Everywhere you go in the game, it stinks of painstaking research, all implemented to offer a mind bogglingly comprehensive simulation. That's a lot of syllables, but it's an important point. Take setting up your car for a race. Using authentic car to pit telemetry information (we had to look it up too), which includes such

SO WHAT'S IT ALL ABOUT?

The PC version of the game that appeared earlier in the year was a full simulation of the 1998 Formula One season, which instantly rings alarm bells as it's quite clearly out of date. The reason was that the amount of season specific work to make a fully accurate simulation would have pushed the game well past its release date, and whilst it's pretty certain at this stage

GRAND PRIX 3 CAN BE TREATED AS A PICK UP AND PLAY RACING GAME, BUT YOU'D BE A FOOL TO DO SO

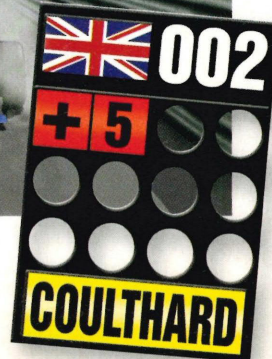
that the Dreamcast version will feature the up to date statistics and season settings - Crammond and Co have the choice. They could take the EA Sports route, and in a desperate rush to keep things up to date deliver a game that's not up to its full potential, or they could simply concentrate on their game and get it

delights as suspension travel, longitudinal & lateral acceleration and other goodies, you then refine the setup of your front and rear wings, brake balance and even adjust the likes of the springs and anti-roll bars. Bewildered? Panic not, as guidance is offered, or you can simply delve in if you like. It's just if you do that you miss out on the depth of the simulation. So there.

As for the race itself (which is packed with the usual tensions and tactical maneuvers throughout, although whether Schumacher bashes you to shit remains to be seen), the key question for us is if the quality of the PC visuals will carry across to the Dreamcast and still keep the frame rate ticking along. The game is a multimedia feast, pure and simple (complete with quality weather effects, naturally), and the



Check out this smokey burn-out!





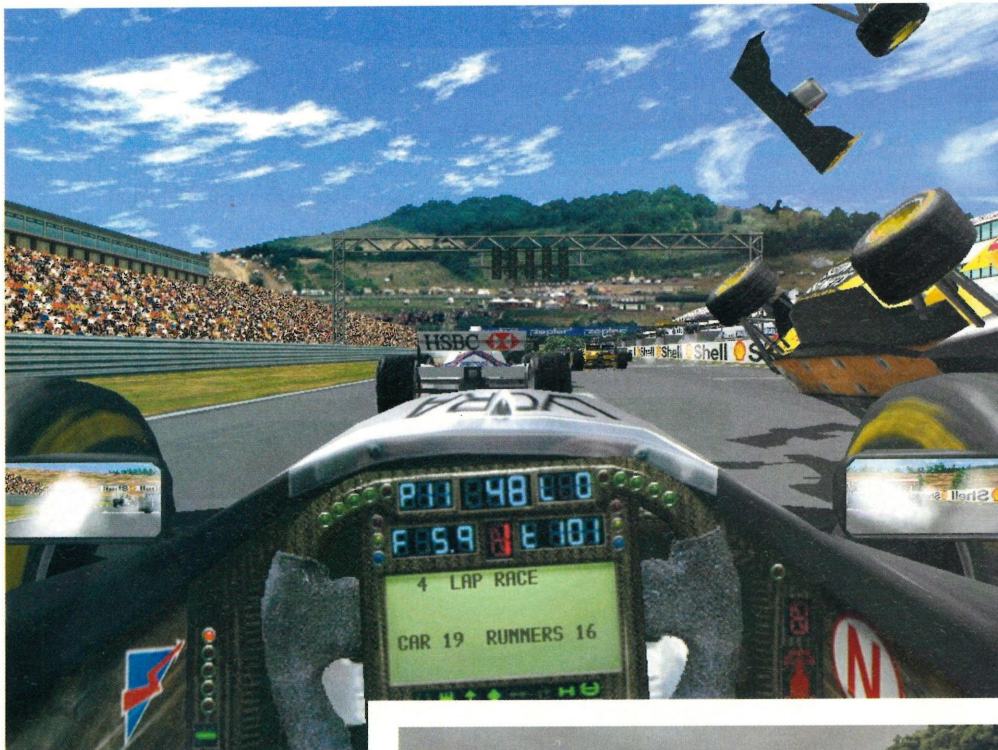
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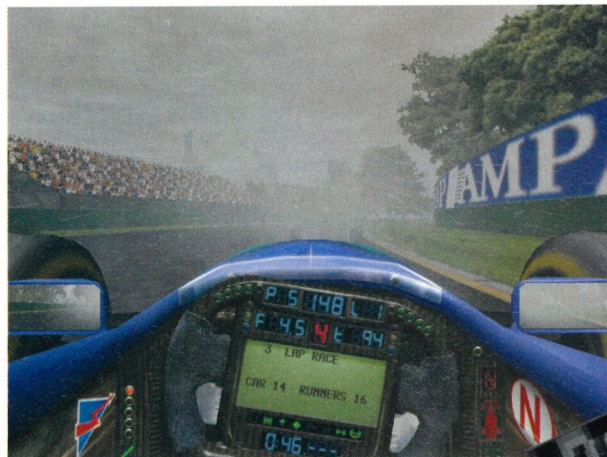


number of camera angles available during a race is satisfyingly high. It's look is one of the key components of the game's success, and we want it preserved for the DC version. Please.

Other questions that remain unanswered for the Dreamcast version, include the obvious online gaming poser. The PC version does support multiplayer racing, and clearly with a game of this magnitude that's a very good thing indeed. With the growing sophistication of the Sega online gaming servers, and given the fact that the likes of Phantasy Star Online and Quake III are shortly to be pumped through them, we'd be mighty disappointed if this didn't receive similar treatment.

CUT TO THE CHASE

Bottom line here is that though Grand Prix 3 can be treated as a pick up and play racing game, you'd be a fool to do so. This is genuinely that rarest of treats - a full on simulation that never forgets the player, and as a result offers a top game that most gamers can enjoy. As for the ongoing work on the Dreamcast version,



Weather conditions can really hamper visibility...

we'll be bringing you more details on that in the very near future, as some of those key unanswered questions seek their resolutions. And we'll be here to tell you all about it. Over and out.

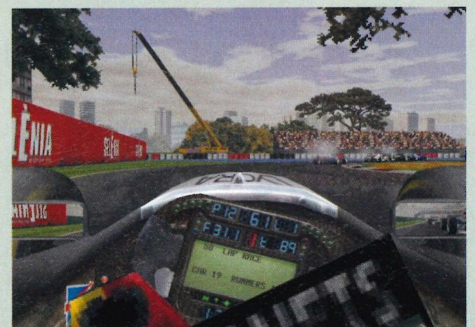
GEOFF'S SIMERGY

Famed for his individual approach to programming, Geoff Crammond (of whom it is said that 'the vast majority of code for Grand Prix 3 comes directly from his own keyboard') finally last year set up a development company in the form of Simergy. Their job? Well for the next four years, they'll be working with Hasbro on more Grand Prix related games, which means GP3 may not be the last we see of their work on Dreamcast.

BEAUTIFUL FIGURES

You can't have a simulation without buckets of stats, right? Look, just trust us on this. And to help guide you through your Grand Prix experience, you're treated to key data on steering demand, brake and gear use, demand on the old steering wheel, wheel spin and how far the fluffy dice have jiggled about. Dammit - you spotted it. Another shit gag.

Point is that the intense and intricate data that you receive will no doubt encourage you to refine your performance as the race progresses, and so by the time you've digested the said facts, you'll, er, have run into a wall if you're anything like us.



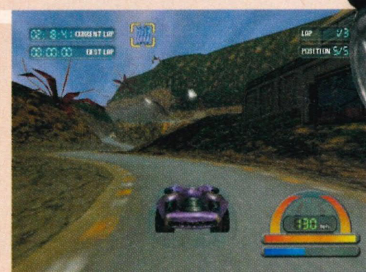
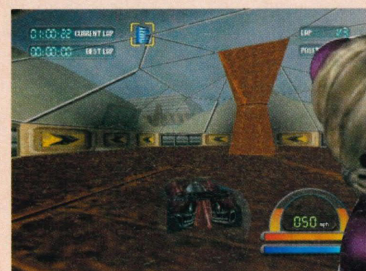
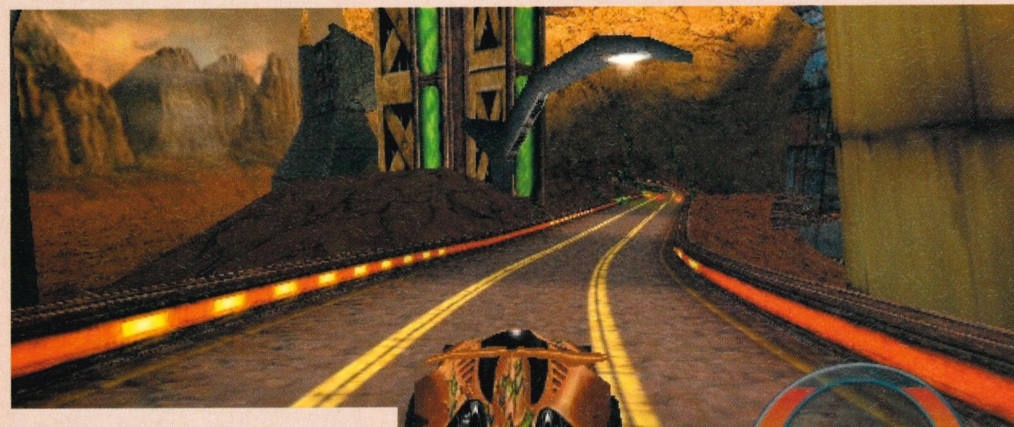


pod 2



The return of an old friend...

need for speed



USE 'EM OR LOSE 'EM...

When picking what kind of race you want, you can choose to include or exclude the power-up and weapons options that permeate the game. You can choose not to have a rear-view mirror too, but that's less exciting.



Take a look at the beautiful scenery speeding past

You could never claim the original Pod was a classic. Introduced as one of the showcase games to demonstrate new PC technology some three years ago, it was known for a phenomenal frame rate, but a fairly shallow game. Admittedly, it was a damn good fun shallow game (certainly this writer lost way too many hours to it than you should reasonably

expect), but nothing that couldn't be completed in a couple of days.

This Christmas the game speeds back onto the Dreamcast only, as Ubi Soft seek to keep the infamous Pod pace, whilst bolting on a cutting-edge console game at the same time. And so we've decided to take an early neb.

What's it all about?

In essence, the game boils down to being a futuristic racer around tracks based on another world. However, much like the original, it comes

to race on, each laden with power-ups and alternative routes to keep the tactical possibilities ticking over. Oh, and each is full of opponents who want to beat you. A lot. And we mean in the 'finishing ahead of you' sense of the phrase. Pervs.

To help cover the tracks, you also get a choice of eight vehicles, each with - shock horror - various strengths and weaknesses. For instance, the early Volcano track is fairly wide, with the odd tunnel and plenty of shortcuts. The Bridge Ride, however, consists of many more tight turns as well as a nice,

MUCK UP AND EVERYONE DRIVES PAST SWEARING AT YOU AS YOU ENTRENCH YOURSELF IN AN ALIEN LAYBY

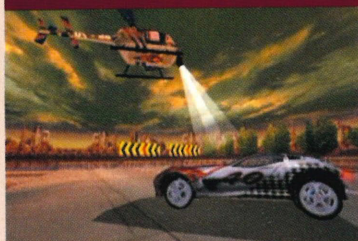
lumbered with a clumsy plot by way of justification. In this case, it's some guff about virus-busting heroes, which hints that you're driving to get away from some terrible disease. Unfortunately, as you're doing laps on a track, this doesn't hold up to particularly close scrutiny.

No worries, though, because all it does is set the scene for another super-fast racing game, with the emphasis clearly on speed. This time there's ten brand-new tracks

juicy long straight, so you can floor your futuristic vehicle in typical racing game fashion.

Okay, at this point we concede originality isn't necessarily its forte. Still, there are neat touches to be found. The instability of the world you're driving through means that the infested environments mutate your vehicle as you drive it. It's unclear whether this works as a good or a bad thing. What is clear, though, is that even as you're

ALSO FROM UBI SOFT



If it's an online racing game you're looking for, it's only fair to point out that also on the Ubi Soft roster is Speed Devils Online. The original Speed Devils is an impressive racer, earning a mighty 9/10 from ourselves, and the notion of taking on the world at an already-successful DC game may be a decisive decision in the Pod 2 vs Speed Devils 2 showdown...

driving along, Pod 2 gives you more decisions to make. The straight route through a course may be the easiest, but when your back's against the wall, or if you need to make a break for it, then the shortcuts and such forth could be your ally. Unfortunately, they generally involve an element of skill, so muck it up and everyone drives past swearing at you as you entrench yourself in an alien layby. Ha ha ha.

Also, various moving obstacles obstruct the racing. Strange things on the side of the track may take a swipe at you, for instance, which is a bit of a pisser when you're seconds from home with the rest of the field merely seconds behind.

Improvements

Understandably, a three-year gap between original and sequel means there's a fair amount of time for improvement. And appreciating



Where would a future racer be without a few jumps?

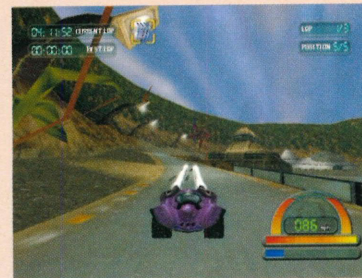


Cool alien landscapes are the order of the day on Pod2. Oh, and any other future racer

times have changed, they've only gone and given the thing a damn fine lick of paint. The graphical look of the game is sparkling, certainly in the preview code we had a tinkle on, and fortunately the frame rate held

have the speed of the original near the top of their list of priorities here, and that's a very good thing.

Also, the challenge seems to be a bit stiffer this time around. The original game was a good example



some control. That's not to say the accelerator trick doesn't work on some of the tracks, but others have a tendency to flip your car over if you get a bit smart-arse. Nonetheless, it's still the kind of

AN ONLINE VERSION IS PLANNED, SO YOU CAN ZOOM AROUND THE TRACKS LEAVING HALF OF FRANCE IN YOUR SLIPSTREAM. IT'S A LOVELY, IF UNREALISTIC THOUGHT

up nicely when our foot hit the floor. It held up when we smacked straight into the side of the road too, but that's not such an impressive achievement. The key feature here, though, is the programmers clearly

of the kind of driving game you could complete with your finger permanently glued to the accelerator. Not so here, and quite the opposite in places. Speed is one thing, but it ain't much cop without

game where you actually give a monkeys about your personal best time, and the candle will no doubt be burning late into the night as you try to shave extra hundredths of seconds off your best time. Saddo.





It's best to not hit obstacles and take your speed down to 000mph. Believe it or not

Tempered

We should temper this with a couple of early concerns, which could well be ironed out by the game's release. Fast speed, for instance, makes difficult controls, and from what we've seen thus far, a little tweaking in this department wouldn't go amiss (certainly you're in do-do if you over-sacrifice handling for the sake of speed). Likewise, we found it too easy to end up going the wrong way on tracks thanks to the below-par signposting. Sure, there's a map tucked away in the corner, but when big-ugly-alien-bastard is ramming his car up my backside, cartography ceases to become a priority. Mind

you, this doesn't apply to every track we've visited, and come review time, we'll be able to check this out in greater depth.

As for the options, you can play the game in a few different ways. First of all - hurrah - an online version is planned, so you can zoom around the tracks leaving half of France in your slipstream. It's a lovely, if unrealistic thought. Not much detail available on the game's Thriller or Ghost Race, but we're guessing the former eliminates drivers whilst the race is in progress,



and the latter races against a ghost of your own car on a previous lap. The more traditional Standard Race can be played in Normal or Hard Modes as well, just in case you're after a bit of a challenge.

The market

In many ways, now's the best time to be a Dreamcast driving game fan, and the worst to be a developer of Pod 2. Over the course of the next few months, the DC is going to be swamped with quality racing games, starting already with MS-R and Ferrari. Don't forget, though, that in the coming months we've another Formula 1 game, Speed Devils Online, the eagerly-awaited Sega GT, Tokyo Highway Challenge 2,

and, er, Looney Tunes Space Race. But thinking about it, the latter may not be such a threat (although, as usual, we're more than willing to be proved wrong). So does Pod 2 have what it takes to lift it to the top?

Well it certainly has something. From what we've seen so far, Pod 2 isn't going to rewrite the rulebooks, but it should succeed in its primary aim, to deliver a fun, fast and furious futuristic racer. And that was an awful lot of F's. The final release date for the game is incredibly close by the time you read this, and if all goes to plan, the review shouldn't be too far behind. Only then will we know if Pod 2 is the one. If you get what we mean.



SPEED RUSH!

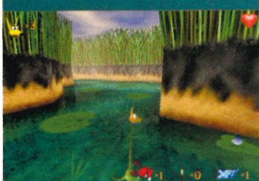
For those moments when you need an extra edge over your opponent, you have a limited amount of speed rush you can utilise. As you'd expect, this gives your vehicle an extra burst of speed, which is useful for leaping big holes in the track, last minute dashes for the line or just trying to catch up after two laps of crap driving has left you hours behind the field. Use it wisely, kids.



Kao the Kangaroo

Marsupial Madness

YOU CAN'T TIE THIS ONE DOWN



He's harder than the average Hedgehog or Bandicoot - Kao can kick, punch and fly space-scooters. Not bad for a energetic marsupial eh?

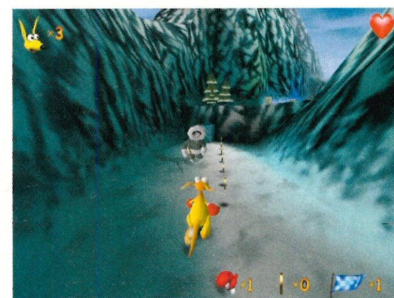


A kangaroo in boxing gloves. Ha ha ha, he he he. Jesus

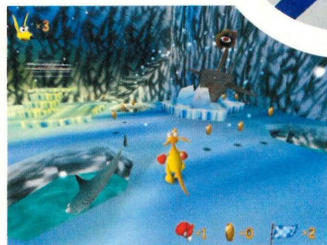
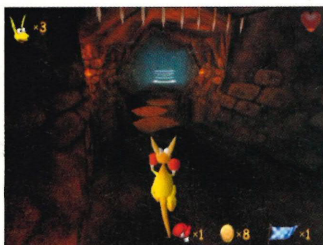


If you've ever played a Rare platform game on the N64 (like Banjo Kazooie for example) you'll know that their

games are chock full of cute characters and colourful backdrops. Now imagine that style of game transferred to the Dreamcast - with the obvious improvement in graphics - and you've got Kao the Kangaroo. The Aussie 3D platformer is due out on the Dreamcast this Autumn and should interest anyone



who likes a bit of jumping and boss bashing. Armed with oversized boxing gloves Kao jumps, hops and fights his way through 25 levels in 5 different worlds. There are 20 different enemies for Kao to deal with, so it's lucky the manic marsupial can both hit with his gloves as well as throw them. Later in the game the plucky kangaroo gets to play around with hang gliders, snowboards, motorboats and - yes - a space scooter. While this all sounds fun our early impressions were mixed. The

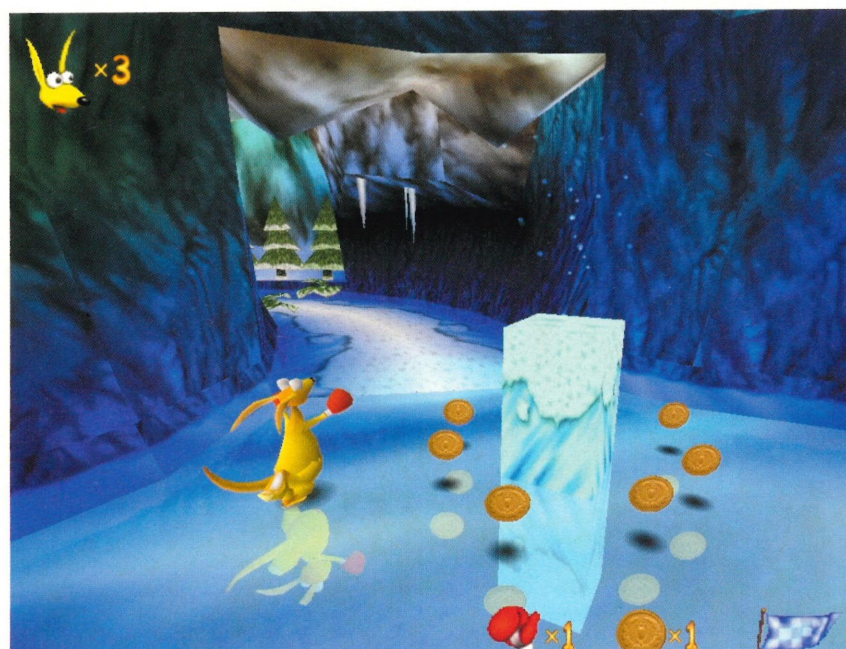
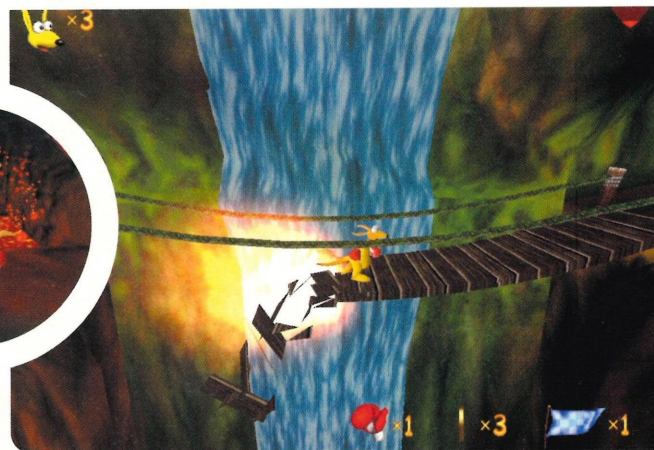




I know, lets include a really cold world that's got lots of ice and snow and stuff

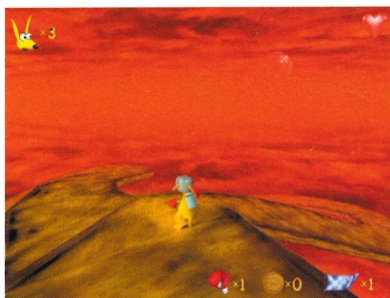
UNIVERSAL APPEAL

Everything is very colourful and cartoony and it's obvious that the developers are aiming for a younger audience. But if you are older, don't let that put you off as there is enough variety in the action - from racing sections to boss battles - to keep you interested.



Lucky that kangaross can jump, like, really high isn't it?

“it should interest anyone who likes a bit of jumping and boss bashing”



camera - a crucial element of all 3D games - was incredibly wayward and you often ended up running into the screen. Although the right trigger does help, it looks like the camera needs some work. Despite this Kao still looks fun; graphically it is impressive with solid backdrops and cute n' cuddly enemies, while the movies are well done. Everything is very colourful and cartoony although it's obvious that the developers are aiming for a younger audience. But if you are older, don't let that put you off

as there is enough variety in the action - from racing sections to boss battles - to keep you interested. In fact this is one of the first Crash Bandicoot-type games on the Dreamcast and helps fill a gap that Rayman didn't really cover. Like the forthcoming Quack Attack, the gameplay starts off simple but soon gets tougher, though bear in mind that hardened Crazy Taxi or Code Veronica players won't have too much trouble. In fact the preview code we played showed that the camera was

often a harder opponent than the onscreen enemies. Hopefully this will be fixed before release. Overall, while the basic platforming action is hardly original, it is done well and should appeal to the younger player, especially as the levels are relatively linear. It's also good to have a character with a bit of attitude for a change. Compared to the oddly unlovable Rayman, Kao is a bit of a hard-nut with some amusing animation sequences. While he may look cute, this marsupial enjoys a good bout of fisticuffs...



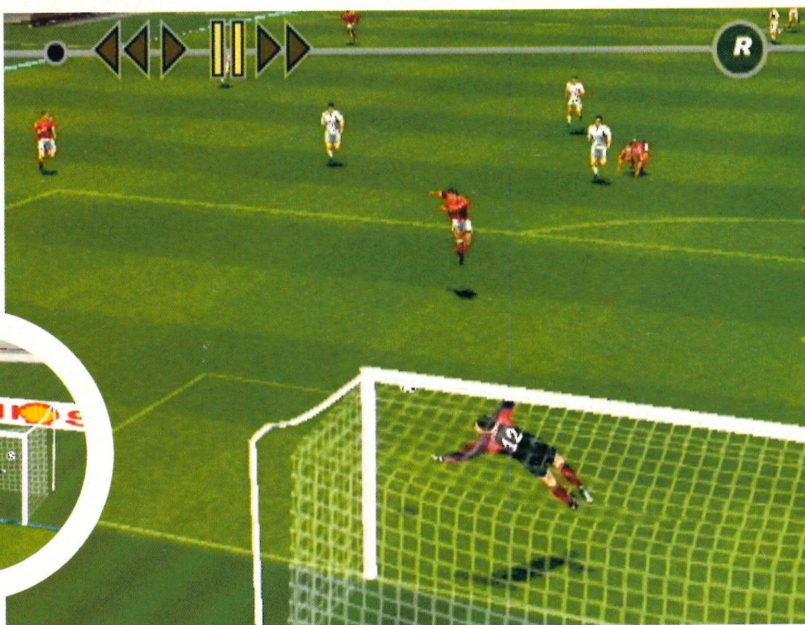


europaean super league



Go on, give it a crack. It'll go in from there easily...

**It's not FIFA. It's not ISS.
So what is it? We check out the new footie
contender on the block...**



THE TEAMS

It always amazes this writer in particular that whenever the cream of Europe are selected for a football game, Birmingham City are sadly absent [perhaps they had enough ball boys: Ed]. Hell, even the Villa squeeze in from time to time, for crying out loud. Nonetheless, for ESL you're looking at the likes of Barcelona, Liverpool, Juventus,

Manchester United, Bayern Munich and Real Madrid, with not even Arsenal able to get a look-in on the version we saw. Good. Furthermore, the teams themselves should feature real names and kits, with plenty of work going in to getting the look and feel right.

Kit Design - Manchester United (Home)



Kit Design - AC Milan (Home)



We're getting tired now. We've been here a year wanting our red-hot footie game to crow about, and we still haven't got it. Hell, there are more Street Fighter games than there are soccer titles on the

Dreamcast. And so it's with welcome arms that we invite a new friend into the DC party. It's called European Super League, and we want it to be good.

And following a couple of hours in the company of the preview code, it could well turn out to be just that. The

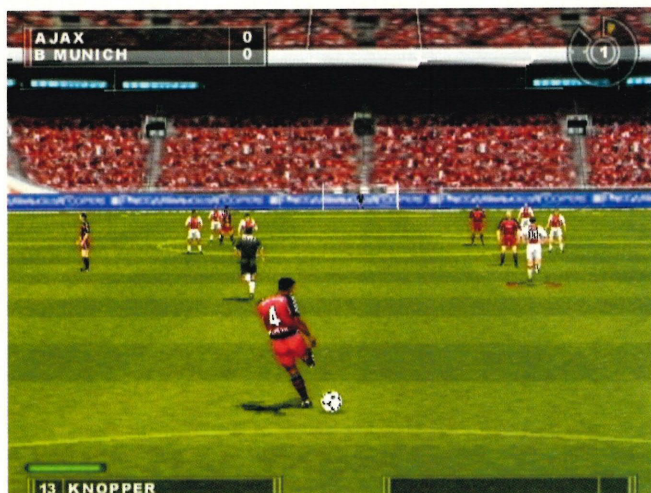
the programmers have empowered you with a fair degree of control over your gang



Up close, the players look suprisingly realistic

game takes the side-on approach to the beautiful game, offering Simulation and Arcade options, as well as tournaments and such forth to play. Indeed, you could rightfully conclude that the game itself is named after one such tournament, the European Super League, a meeting of 16 continental teams in, er, a league. Look, not everything has to be rocket science, y'know.

A further peek down the options screen reveals a Training Mode, and when you finally get on the pitch for a kick-about, you realise why some time here is important. The programmers have empowered you



Some of the stadiums ooze footy atmosphere

with a fair degree of control over your gang of men, which has the short-term disadvantage of making things a little tricky to get to grips with. Fortunately, a bout on the training park and you can start to reap the longer-term dividends such a control system offers. We do recommend a tweak to the camera angles, which vary the amount of the pitch you can see at any one time. Fortunately, the option to fiddle them around is but a click or two away...

The matches themselves have a slightly different feel to the other Dreamcast footie games, with the pace being slightly slower. The upshot is that it's possible to inject a

knacked, with balls of all heights and lengths possible in the pursuit of that magical goal.

It's the real thing...

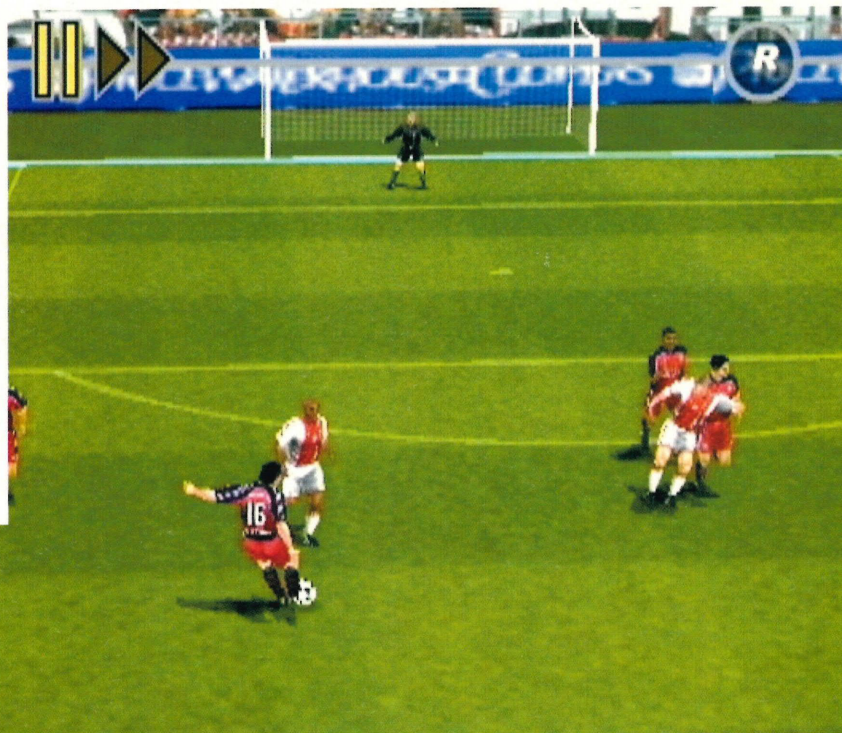
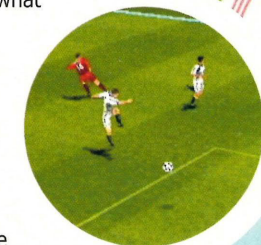
The developer of ESL, Crimson, was previously responsible for the so-so Viva Football (which appeared on PlayStation and PC). The team has clearly pulled its socks up for this one. Graphically, the search for realism has clearly been an arduous one, but the rewards are on the screen for all to see. Likewise, they've also tried to inject new ideas, such as a different approach to set pieces, which involves more than the point-and-click approach of some of its rivals. We're not sure what they're doing about a

It's a game that doesn't over-empower the pass at the expense of the dribble

fair degree of tactical skill into it. It's a game too that doesn't over-empower the pass at the expense of a dribble. Anyone who's played any of the FIFA series on rival formats will understand that once you hit the top levels, dribbling is pretty-much a waste of space. Here it isn't. However, the downshot is that to make genuine progress, you need to have skill. Also, as your player's energy depletes the longer they're on the ball, it does become easier for defenders the longer you hog possession. You'll find a fair degree of flexibility in your passing as well though when you finally do get

commentator, though, as there wasn't one when we played it. Still, there's time to sort stuff like that out.

As we write, we've found a few niggles which will hopefully have been ironed out by the time the finished article turns up at DCM Towers. In the meantime, after the disappointing news that UEFA 2001 isn't coming to the Dreamcast, it's nice to welcome a new footie franchise to the DC to take on the might of the forthcoming Sega Worldwide Soccer 2001. With a bit of luck, both of them will be cool and we'll never complain about that ISS thing ever again. Here's hoping...



CUSTOM TOURNAMENTS

As well as the Super League itself, ESL also allows you to customise tournaments of your own. There's nothing original there, of course, other than it's extremely irritating when some games leave something like this out. Fortunately, there's a lot of flexibility built into the customising process, right down to legs, leagues and teams.



The graphics are cool but somebody has to sort the scale out on the pitch lines



one to
BCM
watch!

moho

These prisoners are really on the ball...

COLOURFUL CHARACTERS



As you can see, there's a range of characters on offer, all with their own strengths and weaknesses. Do you go for the bruiser with slow speed, or the fast fellow who can't fight? You decide...



We've seen the future, and it's cold-blooded murder. Literally. After taking a sneak peek at Take 2's new game MoHo, we're bloody glad we live in the 20th Century. You see, MoHo thrusts you into a world you're unlikely to get out of alive, but if the game lives up to its

promise, you won't want to leave anyway.

You're cast as one of several prisoners forced to take part in a futuristic version of It's A Knockout - remember The Running Man, where Arnie played a prisoner pursued by comic-book enforcers for the sake of good TV? Well, that's the plot. And the gameplay? The twist here is that the prisoners have their legs removed and replaced with an inertia-heavy ball. Remember Marble Madness? That's the controls...

The frantic gameplay takes place in a series of prisons, all with their own

MoHo is packed with variety

security rating (ie. difficulty level). The prisoners have become entertainment for the law-abiding citizens of the world. Inmates are forced to take part in gladiatorial contests where defeat means a trip to the morgue, and victory pushes you one step closer to



Grab the tokens, Tony Hawk's style...

freedom. As you travel up the ladder, these challenges become harder and more deadly and your chances of success are cut significantly.

MoHo is packed with variety. The different challenges that await you range from race tracks, where you must gain victory against some speedy opposition, a tag competition

where you must collect all the tokens within a certain time limit and screens which challenge you to find the exit, whilst faced with fire, laser beams and disappearing landscapes. The fact that your legs are replaced with a rollerball changes the entire physics of the game. For example, the racing screens could just be a dull 'first past the post' affairs, but instead they become very tactical as you must build up your momentum using the surroundings to speed yourself along. Do you bash the enemy and lose your flow or swerve around them keeping your pace? Do you travel over speed bursts to take the lead or remain careful and gradually catch up? All these questions drain from your head once the game begins, however, and the arcade thrills take over.



Avoid the electrode cones.



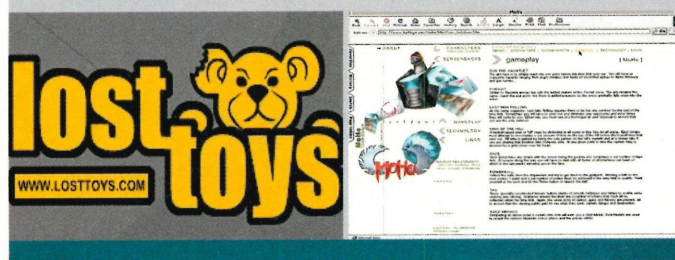
Go to Jail...

In MoHo, the landscape itself becomes a character, often morphing and sometimes becoming your downfall. For example, reaching an exit may sound easy, but to be careful, you take it slow. Sorry, that is not going to work in the MoHo world. Be too conservative and the ground behind you begins to swell and gradually falls

complete the game". Jeremy also revealed the rewards awaiting you if you do tackle all that a prison has to offer - original and addictive bonus games, which take recognisable genres and give them the MoHo makeover. Look out for a Golf sub-game, in which there are no clubs; instead of hitting the ball, you move the

TEAMWORK...

Lost Toys is a development house formed last year by several ex-Bullfrog members. Check out their website at www.losttoys.com.



remember the running man? that's the plot. remember marble madness? that's the controls

away. Time to throw caution to the wind and take some chances!

With over 80 challenges awaiting you, you won't complete it in a hurry, but on the flipside, you're not going to get too frustrated and stuck on a seemingly impossible level. As Jeremy from Lost Toys once put it, "The idea of MoHo is to provide non-stop arcade thrills, no one should get stuck as you don't have to complete all the challenges in order to

environment around it, thrusting the ball forward. Oh, this is going to take some practice, my friends, trust me...

Overall, if MoHo lives up to our high expectations, it should turn out to be one of the most enjoyable arcade games of the year. Bring it on!



But the one that got away was this big...



heroes of might and magic III

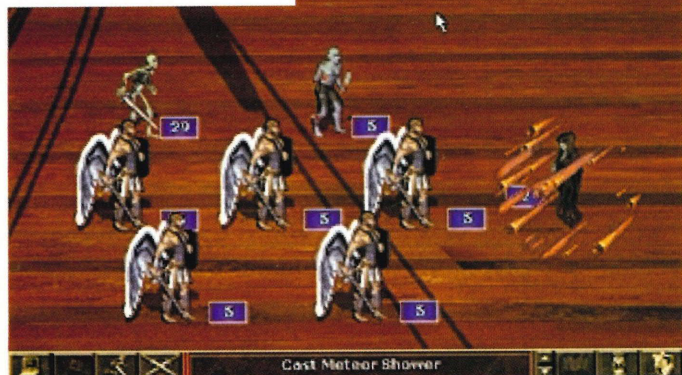
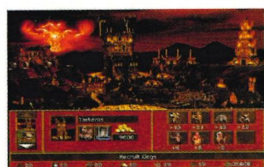


We could be Heroes...

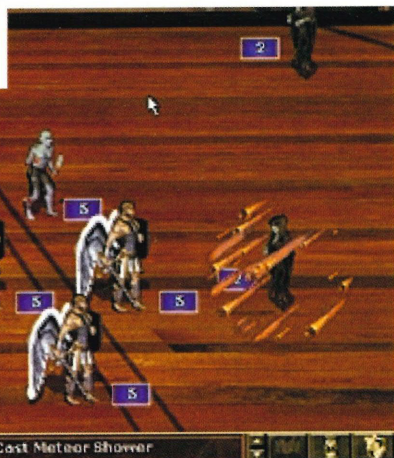
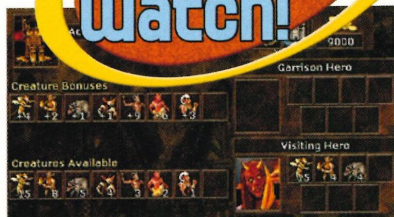
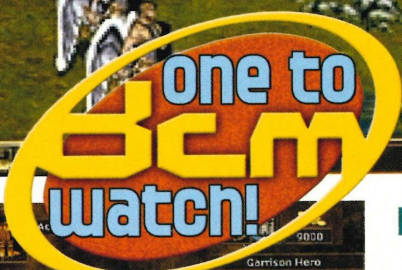
ABOUT TIME TOO



Although it takes a while to get used to, the whole game is non-linear with a variety of quests to undertake. Throw in some complex campaigns and a user-friendly interface and you've got a welcome genre-filler.



The turn based combat system has some great character and backdrop visuals



A welcome sight for the RPG'ers out there

The Dreamcast has many great games but a couple of genres are sorely under-represented. One of those is strategy, with only Hidden and Dangerous and Railroad Tycoon II available. The other is RPG with only the disappointing

your aim is to build up a mediaeval empire and battle your enemies in a sword 'n sorcery world

Evolution, Silver and Time Stalkers to sate adventurers thirst. Well, coming soon is a game that mixes the best of both these genres. Heroes of Might and Magic III is a direct port of the well-received PC strategy/RPG game. If you've not ventured into the series before the basic rules are simple. Using a turn-based system your aim is to build up a mediaeval empire and battle your enemies in a sword 'n sorcery world. Fighting alongside Queen Catherine

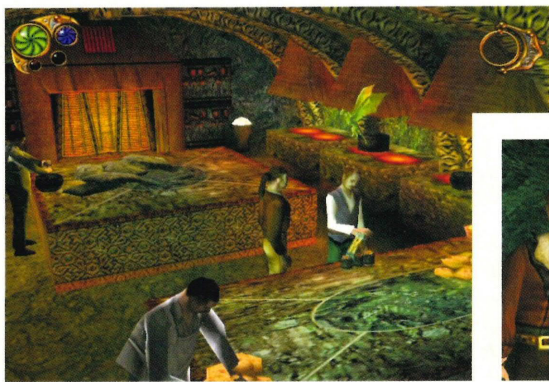
your aim is to restore her family's royal reign. To do this you need to sharpen your sword and embark on numerous quests. You will also need to form new alliances and play the General as well as the lone adventurer. As you'd expect, there are plenty of weapons to play with and goodies to find. Graphically Heroes is looking very much the strategy game with high-resolution backdrops and well-drawn figures in the foreground. Although it takes a while to get used to, the whole game is non-linear with a variety of quests to undertake. Throw in some complex campaigns and a user-friendly interface and you've got a welcome genre-filler. If Orc's and goblins don't appeal then this may not be for you but for adventure-starved Dreamcast owners this could be the start of a serious undertaking.

dragonriders - chronicles of pern

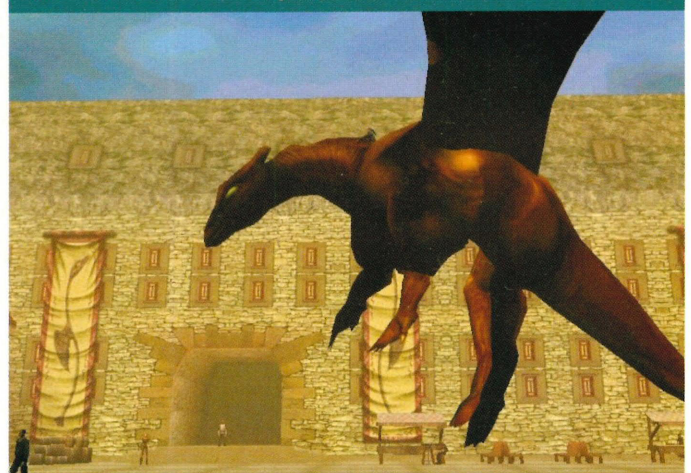
Fantastic Fantasy...



Publisher: Ubi Soft **Developer:** Ubi Soft
Released: December 2000 **Genre:** RPG



GROW MY BEAUTIES, GROW!

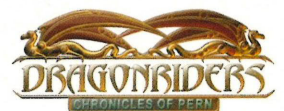


There are plenty of quests to work through but it's not only your character who grows; your dragon changes as well, with increasing capabilities that help you immensely later on.

Maybe Dreamcast RPG's are like London buses - you wait ages for one and then two turn up at the same time. Actually with Phantasy Star Online, Heroes of Might and Magic III and the rest, things are looking up for RPG-starved Dreamcast fans. And things should get even better with the forthcoming release of Dragonriders-Chronicles of Pern. This 3D adventure/RPG hybrid should offer more than enough quests, sub-

missions and puzzles to keep you busy. As you'd expect from a game based on a novel (in this case Anne McCaffrey's long running series), the plot is important to proceedings. Controlling D'Knor the Dragonrider your aim is to search the world of Pern which is suffering from serious unrest. A deadly disease is spreading across the land and, as a Bronzerider, you must help save your vulnerable fellow riders. What follows is a Zelda style quest with sub-plots, dungeons and treasure to collect. And, like Zelda, there is a

through the ranks, crucial to the success of your quest. In a rare twist your dragon also gets endowed with increasing abilities and soon becomes a very powerful ally



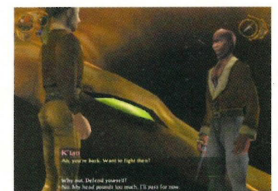
“dc rpg's are like london buses - you wait ages for one and three turn up at the same time”



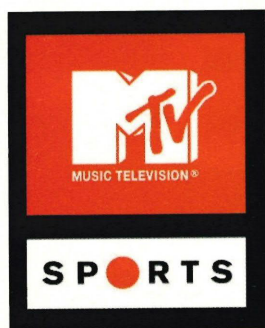
RPG fans have finally got something to look forward to

regular night and day cycle that triggers certain sequences and gives you a greater sense of urgency. However, unlike said Nintendo classic, you'll be developing your character along the way with mastery of certain skills, and promotion

indeed. Puff may have been a magic dragon, but he had nothing on these guys. Despite the fantasy-heavy nature of the game there is enough here to suggest that the puzzle and character elements could appeal to a wider audience. But, if you like the books and/or are looking for a top quality Dreamcast RPG, then Dragonriders could be for you.



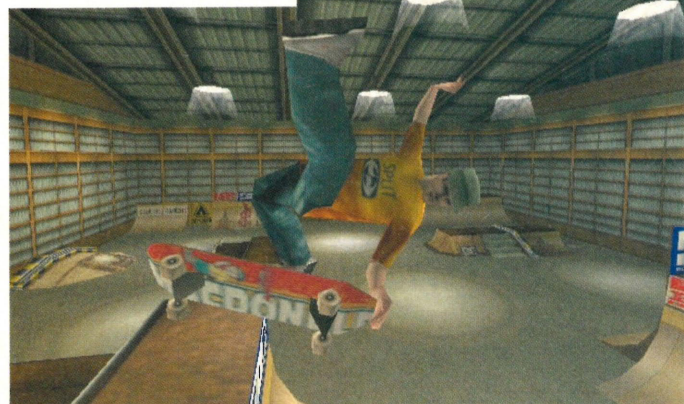
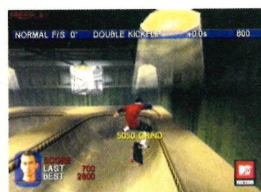
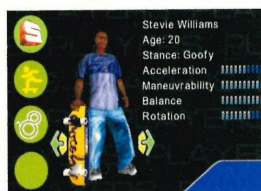
There's some cool character models on show



mtv sports: skateboarding



Yo, homeboy - this is looking rad. Man. Etc...



It's just like that scene from The Matrix. Only with a skateboard. And no guns.



Let's hope this chap's got his board on a string. Wouldn't want to land like that...

Trying to break the mould set by a genre-topping, benchmark-setting game is always a gamble. With Tony Hawk's Skateboarding, those standards seemed to be set in stone. With the sequel right on track (check out Stop Press in Newscast starting on Page 10), you'd think developing a 'new' type of skating game (to be launched roughly the same time), is a task doomed to failure for being a game too different to the 'standard' people expect. THQ don't seem to

are nine game modes to enjoy, including Lifestyle, Free Skate, Battle, Tag, Stunt Mode and more. You also find other skaters making the most of the park, so awareness in your surroundings is paramount - the last thing you need is a mid-air collision!

With 20 skaters (many of them real pros) to control, and licensed clothes and equipment from top brands like Stussy, Dub, Volcom and more as icing on the cake, you can be pretty sure MTV Skateboarding should be quite an attractive alternative to Tony Hawk's.

“the only dc game this christmas to boast the excellent uefa licence”

mind, and looking at how MTV Sports: Skateboarding featuring Andy Macdonald is coming along, we at dcm think they can afford to be brave.

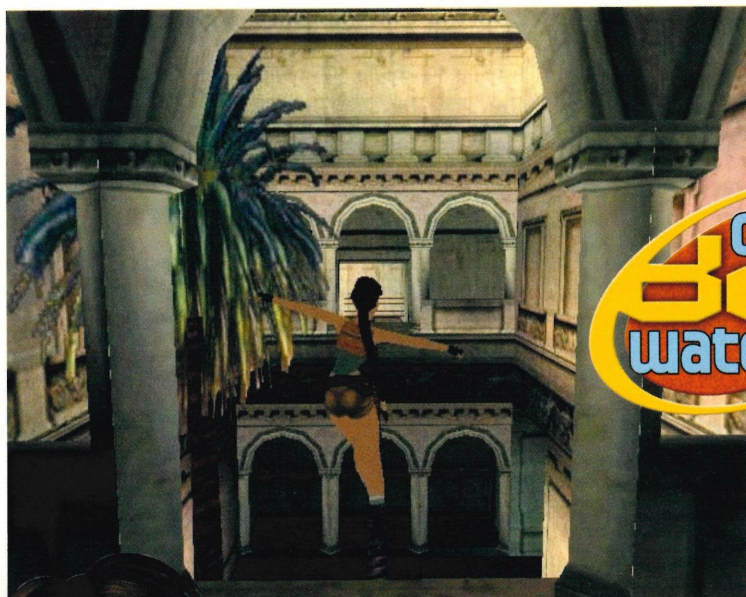
For a start, the game uses much bigger player models than usual, allowing you to get much closer to the action and really appreciate the rad air you're catching. Though the 25 courses you're skating around are pretty-much standard fare these days (skate parks, schools, streets, etc), but the graphics engine doesn't allow for repetition so your surroundings are always varied and full of objects and challenges. To complement this level of variety, there

Stay tuned for a full review coming very soon indeed...

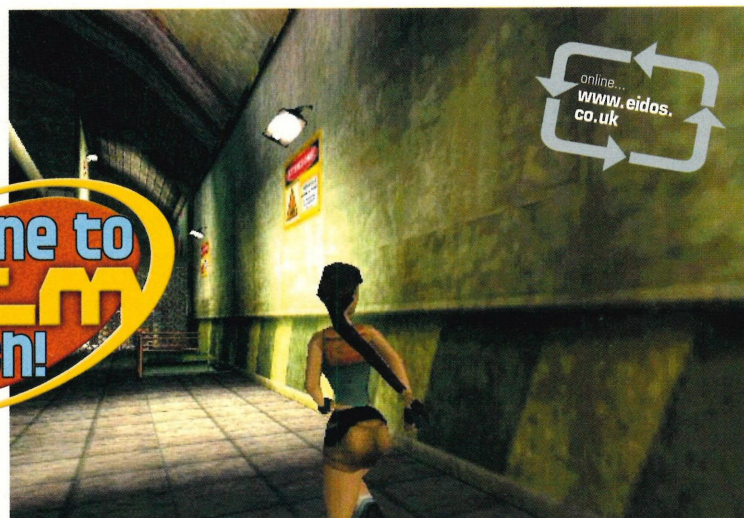
Great sounds dude...

You can't create a cutting-edge skating game with the MTV logo plastered all over it if you're not gonna get some rad acts in on the soundtrack. Expect to hear from the likes of The Deftones, Cypress Hill, Pennywise, Goldfinger, The Piffers and many more...





one to
DCM
watch!

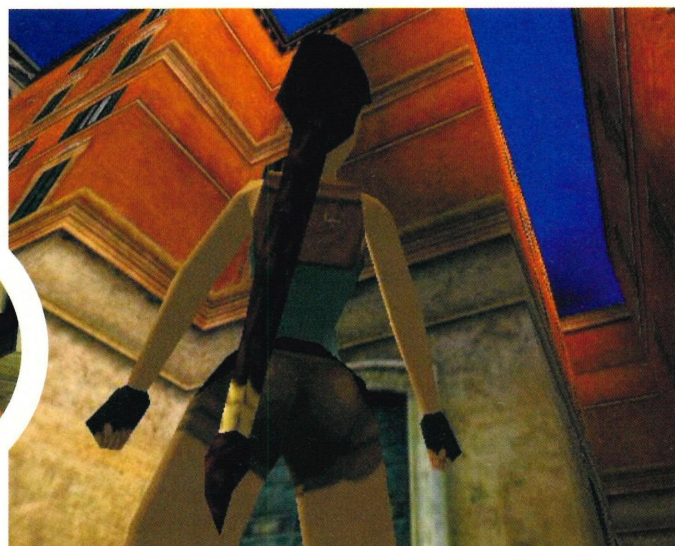
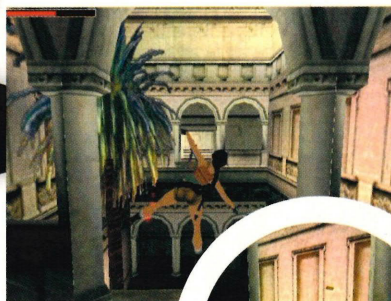
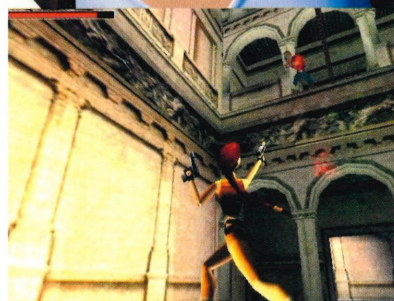


online...
www.eidos.co.uk

i Publisher: Eidos Interactive ■ Developer: Core Design
Released: 26th November 2000 ■ Genre: Action/Adventure



tomb raider chronicles



Lara's dead! Long live Lara...

Hmm. Correct us if we're wrong, but didn't luscious Lara pop her clogs at the end of The Last Revelation? You just go ahead and correct us again if we're wrong in thinking that the title lead you to think that it'd be the last we'd see of Lara in her present guise. Those big-league pen-pushers up at Eidos HQ certainly know how to tease us gamers. Take Lara's breasts for instance - like any real woman could defy gravity in such a 'charming' way.

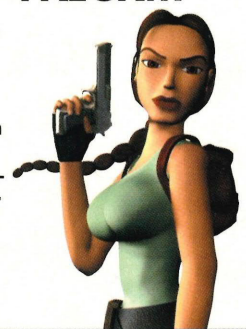
Anyway, it seems that Lara's back for more, and you'll never guess what? (Cue pause for effect.) She's got a sassy collection of new moves - gasp! That's not all, Lara lovers, because there's a veritable plethora of wondrous additions that, according to Eidos, makes Lara's fifth outing the crowning

glory of the series and the genre.

Well actually Lara IS dead, but it's okay - there's no necrophilia in our magazine. The entire episode takes place as flashbacks cooked up by mourners gathered at Lara's wake, one week after the events of The Last Revelation. There are four episodes of these flashbacks, each comprised of numerous levels in the Tomb Raider vein, and take Lara back to her past so we can learn all that's left to know about the girl herself. It's currently slated for a simultaneous Dreamcast, PC and PSX release on November 26th, but we're not entirely convinced it's going to happen. Rest assured, however, you'll be playing around with Lara by the time Santa revs up those Reindeer...

AND FOR MY NEXT TRICK...

Though the graphics engine used in Chronicles is the same as The Last Revelation (and that was only slightly modified from the PC TR3 engine), Core are promising to utilise more of the Dreamcast's potential this time around. The main improvements in Chronicles come courtesy of Lara's new moves. She's now capable of hand-to-hand combat, tight-rope walking and parallel-bar swinging. Though as separate skills they might not sound that remarkable, Core promise us that when put together, they open up a feast of potential puzzle and action sequences.

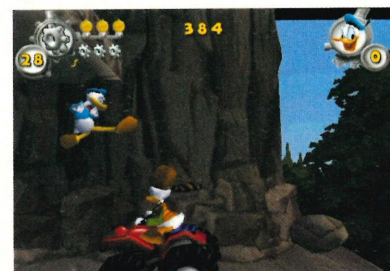




Donald duck - quack attack

Donald takes the mickey in a 3D adventure

Following on from Rayman 2 and Super Magnetic Neo, the Dreamcast will soon be home to another 3D platform game. This time, though, the main character is instantly recognisable. Donald Duck - Quack Attack is the first-ever 3D incarnation of one of the world's most famous ducks. Controlling Donald, your aim is to rescue the careless journalist Daisy, who allowed herself to get captured by Merlock the evil magician. As you'd expect, there are plenty of obstacles to jump and platforms to reach as you guide Donald through 24 levels.



that restrict exploration and make the game more of a simple jump-and-grab affair. Linear or not, the game still looks like it could be fun as Donald can also attack his assailants. This can be done two ways - he can jump on them in true Mario style, or he can deliver a swift kick

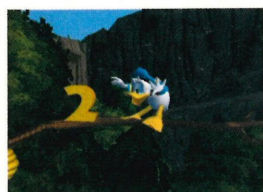
“quack attack is unashamedly aimed at kids, and difficulty is set accordingly”

GOING QUACKERS

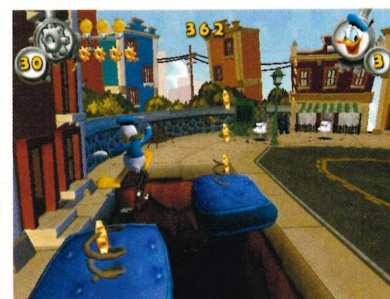
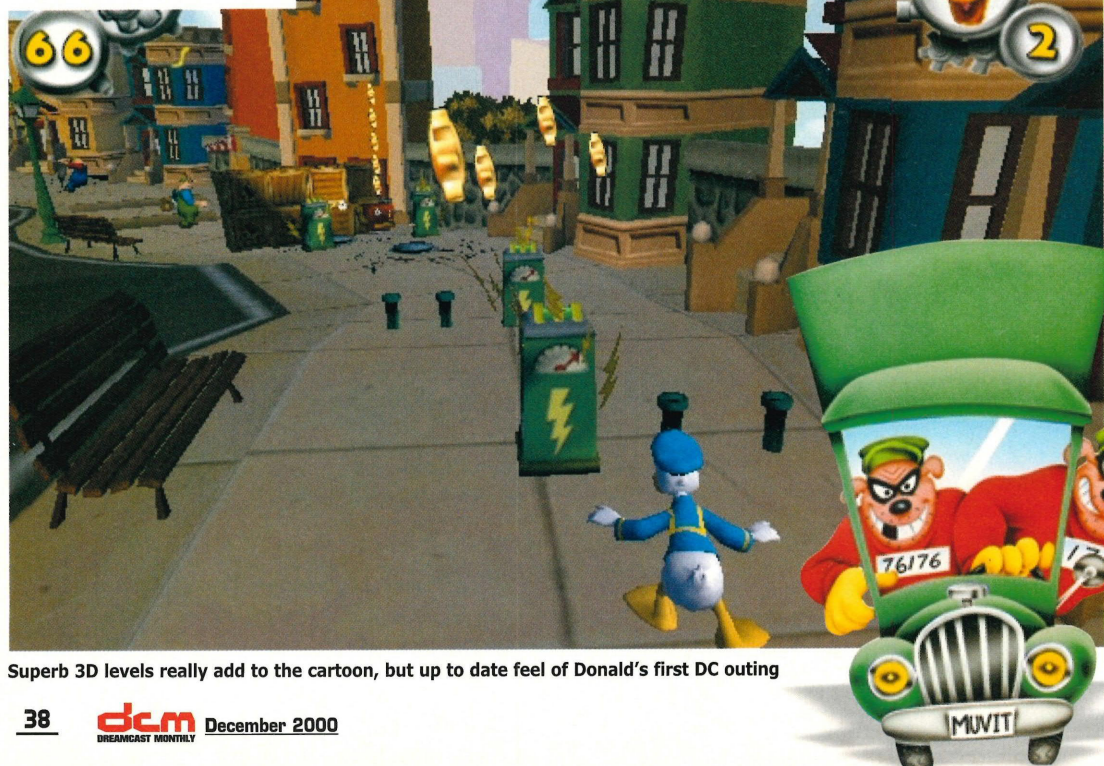
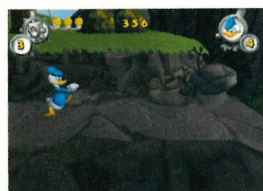
Graphically, Quack Attack is looking as good as Rayman 2, with crystal clear backdrops and fluid animation. Graphics aside, Donald is more like Super Magnetic Neo, with its long, thin levels

or too in their general direction. Long-range attacks may be added in the future. There are plenty of Disneyfied power-ups to collect, including magical storybooks and teddy bears (thankfully not like the Shadowman one!).

Donald Duck - Quack Attack is unashamedly aimed at kids, and the difficulty level is set accordingly. Still, if you fancy some solid platforming or a break from Shenmue, then Donald could be your man - sorry duck.



Donald never looked this good in cartoons



Superb 3D levels really add to the cartoon, but up to date feel of Donald's first DC outing

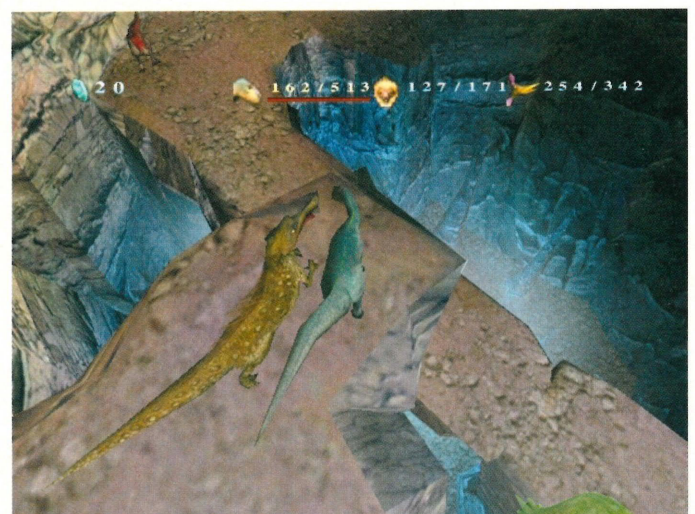
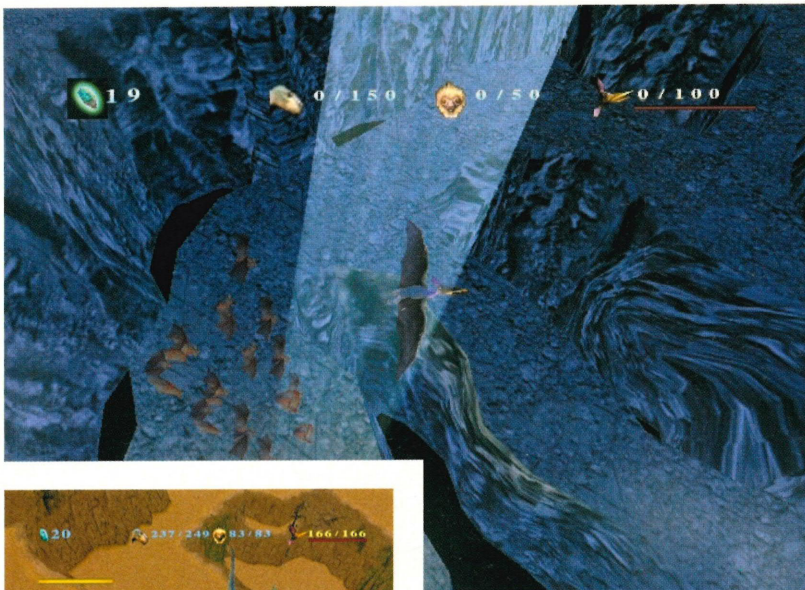


disney's dinosaur

Jurassic lark with Disney's movie tie-in



Publisher: Ubi Soft ■ Developer: Disney Interactive
Released: November ■ Genre: Adventure



Look, dinosaurs can't really talk. Honestly^o



Dinosaurs have always fascinated us, and following the massive success of Jurassic Park and the rest, Disney is producing its own animated tribute. The originally-named Disney's Dinosaur is out this Christmas, and Ubi Soft is releasing a Dreamcast game to coincide.

Based on the movie, and including cinematic sequences, the game mixes a bit of RPG into its 3D action. Players control Aldar the Iguanodon, whose life is turned upside down when a meteor destroys his island homeland. Forced to move to the mainland, Aladar and his family are hounded by Velociraptors and Carnotaurs as well

as the turbulent earthquakes and natural disasters occurring everywhere. Recruiting some chums, including Zini the Lemur and Flia the Pteranodon, Aldar has to fight his way to the safety of the Nesting Grounds. Okay, so it's a clichéd plot (anyone seen Land Before Time?), but even the best games can have the worst

“everything looks suitably prehistoric”

storylines. And, although this is a Disney game, there seems to be plenty of adventuring to do.

In a similar way to the classic SNES game Secret of Mana, you must combine the skills of your three heroes in order to combat the numerous hostile dinosaurs that stand in your way. The RPG element is further explored by the points system that allows each of the three characters to progress and grow during the game. Win a fight or solve a puzzle and

your skills grow, and while you shouldn't expect Final Fantasy, the points system does add something to the game. Graphically, Dinosaur is looking like a bit of a find. Everything looks suitably prehistoric with plenty of well-drawn landscapes, while the dinosaurs themselves are well animated and will be recognisable to anyone who catches

the film. Okay, so it won't appeal to everyone, but Disney's Dinosaur looks to be a far-from-extinct prospect.



A little close for comfort maybe, but a few shots should see it down.

dino crisis

Resi with dinosaurs? No - Dino Crisis is much more than that, according to the man behind the masterpiece...



MAD FOR MERCHANDISING

When first released in Japan, Dino Crisis inspired a fury of merchandising releases, including action figures, T-shirts, mugs, keyrings - you name it, they bought it. Although spin-offs aren't quite so big over here, we could yet see a resurgence of odds and ends to coincide with the DC game. Keep an eye on your local games store...



Capcom's suspense action thriller Dino Crisis exploded onto the UK scene last October, and quickly won itself a huge following among the 3D survival horror faithful. As a leader in cutting-edge arcade technology, Capcom has been on the go since 1979. Their Street Fighter series is a legend among beat-'em-up fans, its popularity ensuring sequel after money-making sequel roll off the shelves to this day. Capcom is no one-series wonder, though. The



The lighting is very dark and atmospheric through much of the game's opening scenes...

Resident Evil series stormed onto every computer and console imaginable (OK, no Spectrum version), and is currently going strong on the Dreamcast too. They re-created the world of horror with terrifying precision and detail, and are now out to bring the world of suspense to the Dreamcast in the form of Dino Crisis. Featuring the all-new girlie character Regina, you must avoid the clutches of the dinosaurs and escape from an island in this adrenaline-pumping epic.

With multi-million sales almost certainly on the way, we spoke to the creative mind behind Resident Evil and Dino Crisis. Enter Shinji Mikami...

• Did you come up with the idea for Dino Crisis?

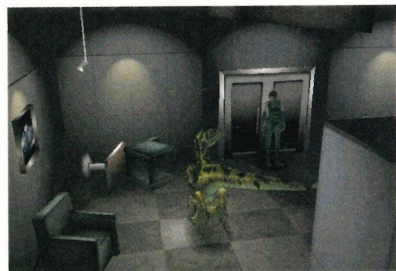
There was an employee at Capcom who had an idea - to create an adventure game where the actual setting was on a small island with no people living there. There were lots of snakes and gorillas, and you had to go in and solve lots of puzzles and escape. He had the basic idea, but I thought it would be better to remove the other animals and just have dinosaurs.

• Was writing the original Dino Crisis script a lengthy process?

From start to finish, it took us around two months to write just the script for the game.



Stinky breath. Better move fast...



• Will there be as much gore in Dino Crisis as there was in Resident Evil?

It will not be as heavy as Resident Evil, but more cultish and more panic, so you always have a panic line rather than a horror line.

• What kind of 3D environments will it offer?

I don't really want to give too much away at yet, but I can say it starts off

leave that and just give the dinosaur the ability to see the player. This means they go charging after Regina whenever she is in their sights.

• How much effort has gone into creating haunting music?

With Resident Evil there was slow, eerie music running to reflect its horror status, but with Dino Crisis it's more high tempo. And we hope that this increases the feeling of adrenaline for the player.

• Will the camera angle in the game be fixed?

The camera angles are not fixed, but because it's full 3D background, you can actually see the dinosaurs chasing you from behind in movie style.

• What differences can we expect



3D environments and, now that the whole world is in 3D, it's much more like being in your very own movie. The camera angles are better. We have also used a new skin structure technique that gives the dinosaurs a much more realistic look and feel to them than ever before. When they move, their skin moves as it would in real life!

• How much of a part did Jurassic Park play when creating Dino Crisis?

Yes, I very much enjoyed the Jurassic Park movies, and so I did gain very strong influences from this movie.

• Do you like zombies or dinosaurs the best?

I prefer the dinosaurs, but as a game I like the original Resident Evil rather than its sequel. But, overall, I like Dino Crisis the best.

It will not be as heavy as Resident Evil, but more cultish and more panic...

in a military experiment lab and continues on from there and goes to a helicopter port.

• How much effort has gone into making the dinosaurs act and behave as if they were real?

As we didn't know how fast the T Rex, or whatever, could move we actually used our own imagination. Each dinosaur in the game has its own special abilities.

• Was the dinosaurs' AI programmed from scratch?

Yes, and it was really difficult to create the AI for the dinosaurs. We had two different programmers who worked on this one area: one worked on the larger dinosaurs while the other worked on the AI of the smaller ones.

• When a trail of blood is left by Regina, can the dinosaurs see it and follow her?

Although we did try to incorporate this feature into the game, we decided to

in the UK version of the game?

European gamers like more of a challenge, so it will be more difficult than the Japanese version. There are more dinosaurs included and there's more ammo and more shooting. We asked our European office what Western people would like, and their comment was they would like to fight more with the dinosaurs - so that's what we did.

• Would you consider Dino Crisis a good improvement over Resident Evil?

Technically, we have made large improvements with the



MAN ON A MISSION



Shinji Mikami is the brains behind the games. He started off in the industry with Capcom in 1990, originally as a games designer. After working in this area for six years, he then moved on to become a producer, which he has done for the past four years. He started off working on the Super Nintendo and then produced the Resident Evil series and, of course, Dino Crisis.

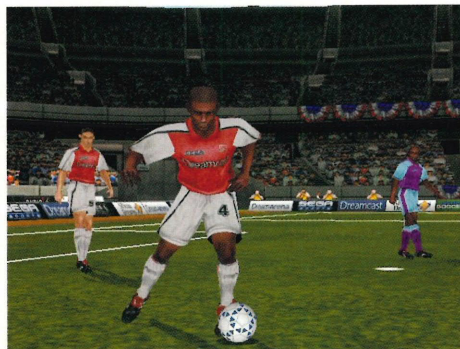
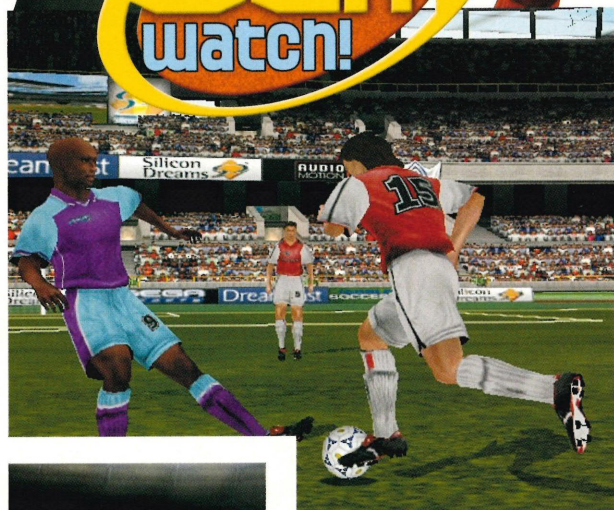


uefa dream soccer



one to
DCM
watch!

What happened to Worldwide Soccer?



I've heard of people swinging cats, but this is just plain ridiculous...

Word to the Wise...

So it's all good news then? Well, let's hope so. It's rare to see such a big game undergo such drastic changes so near to its release; let's just hope Sega didn't take its name away because the game is under par. Going by Sega's last bash at WWS they were certainly

“the only dc game this christmas to boast the excellent uefa licence”

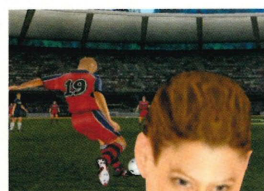
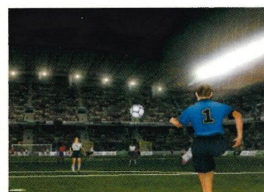
heading in the right direction, so we're not too concerned on that score. It's about time we had a decent footy game to challenge the might of the PlayStation's excellent ISS Pro Evolution, and maybe, just maybe, this could be it. After all, it is the only Dreamcast game this Christmas to boast the excellent

modes never before seen in a football game. Of course, we still have traditional modes, so UEFA Dream Soccer will appeal to traditional and arcade style soccer fans alike. What a guy...

Following our in-depth feature of last month, Sega (and we stress - Sega), has decided Sega Worldwide Soccer 2001 is to have a little bit of a name change. But that's not all. Sega has gone into cahoots with Infogrames, publisher of the Dreamcast's first footy game UEFA Striker, to bring the official UEFA licence to the game. This news comes only a month or so after dcm learned that Infogrames were canning a sequel to UEFA Striker. Though no justification was given at the time, their reasoning is now very clear indeed.



The detail on the players is amazing. Their animations are some of the best too...





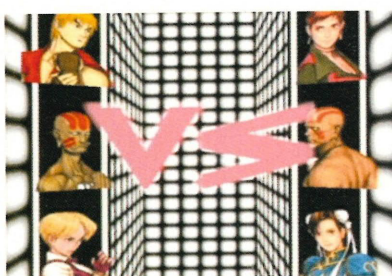
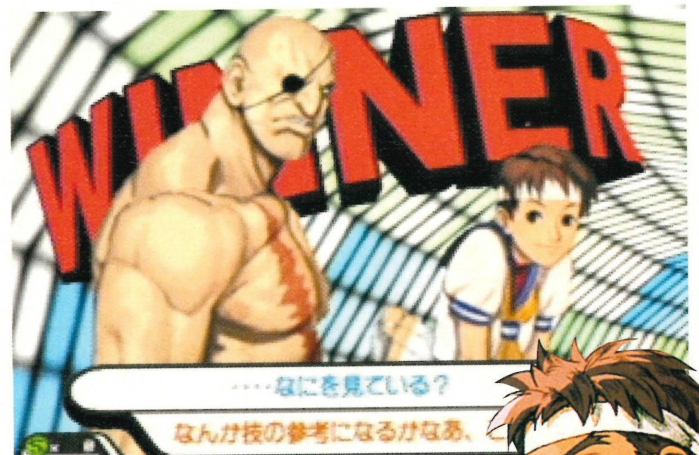
"Hadoken! Oh, bugger - you moved!"



i Publisher: Virgin ■ Developer: Capcom
Released: Q4 2000 ■ Genre: Beat-'em-up

capcom versus snk

More classic 2D action, or is Capcom's cash-cow wearing thin?



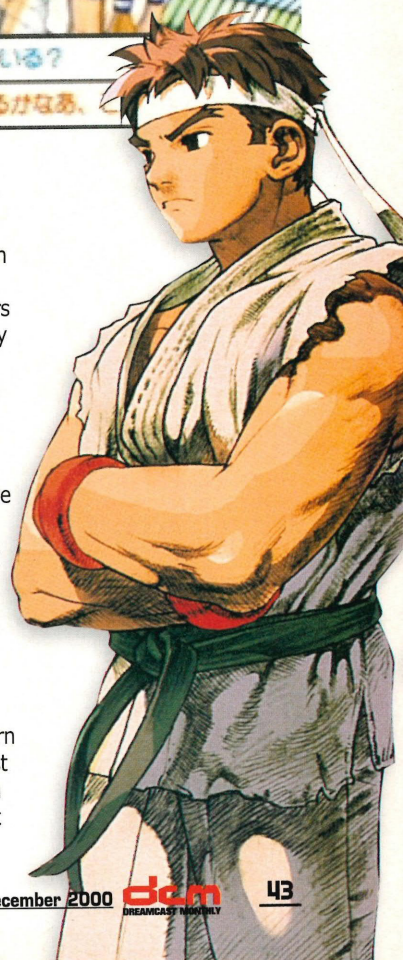
28 fighter. Count 'em. Go on!

It seems it's pretty-much every month we hear about a new Street Fighter game coming to the Dreamcast. At this rate, Capcom is going to have as many 2D Fighters on the shelves as there are... well, shelves. In their time, Capcom's favourite 2D fighters have been accused of being the same old rubbish going under slightly different name, so how does Capcom promise to make Capcom Versus SNK any different?

scenic

Let's start with the rather gorgeous backdrops that have been added to the mix. Though Marvel Versus Capcom 2 adopted quite nice 3D'esque backdrops with a pseudo-interactivity, Capcom Versus SNK has taken a different approach, opting for the high-resolution

hand-drawn effect. It's all particularly well animated, with a certain amount of interactivity, but not in the 3D sense of the word. Should you throw someone on the deck, some backgrounds bounce around, effecting the animated onlookers with comical outcomes. Others are dimly lit, with huge, towering silhouettes rippling along the walls. Other additions (beyond the amazing 28 controllable characters) include two grooves of gameplay. The Capcom Groove allows you to fight with Super Combos once the gauge (split into three levels) has reached its limit. The SNK Groove takes the King of the Fighters approach, with Super Special Moves that can be launched once the Extra Gauge reaches its limit. Powered versions of these moves are made available once a player's health bar drops past a certain point. This allows them to effectively turn a losing battle into a triumph, or at least even the score. Come back for more on Capcom's new baby once we've given it the full dcm review treatment...



online...
www.dreamcast-
europe.co.uk

one to
BCM
watch!

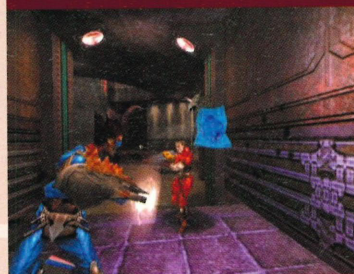
quake III arena

Ready your trigger finger, watch your phone bill and get ready for one of the biggest games ever. It's time to frag!



This arena's perfect for some up close and personal action. We love it...

THE BEST WAYS TO FRAG...



There are plenty of online options available. You can choose from **Deathmatch Tournament** (four players, winner stays on in a free-for-all or two-vs-two); **Capture the Flag** (two-vs-two in a race to retrieve the enemy's emblem) and **King of the Hill** (hold the high ground for as long as possible).

licence to frag

A REAL FIRST

Quake III is the latest in a seminal series of games designed by Dallas based id Software. Starting with **Wolfenstein 3D** in the early Nineties, and going through **Doom** and then onto the original **Quake**, the company is indirectly responsible for a wealth of first-person shooters. Quake III Arena is the first console version, and more importantly, it's fully online.

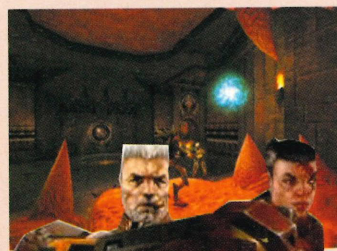
A brief history lesson. In 1992, when id Software released **Wolfenstein 3D**, it was unlikely they realised they'd also launched a whole new genre. Although it looks basic now, its first-person action was revolutionary for the time, and led to **Doom**, the

fabled baddie-blasting follow-up. **Doom** was the first to see online play, with deathmatches becoming incredibly popular in universities and offices alike. However, it wasn't until the 1996 release of **Quake** that the genre really took off. As well as looking a lot better, **Quake** offered true 3D with the ability to look (and shoot) up and down. The game exploded onto the net with deathmatches, capture-the-flag tournaments and a thousand other

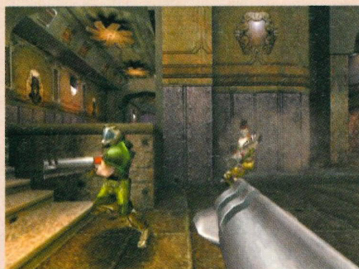
variants ensuring its success. This was confirmed by the success of the sequels, the most recent of which, **Quake III**, ditched the single-player game altogether and concentrated

DESPITE THE DREADFUL SOUNDTRACK, QUAKE III ROCKS!

solely on the online multiplayer element. The game was a huge success, but to experience **Quake III**'s visceral thrills and constant adrenaline rushes you had to splash out on an expensive PC and graphics card. Not any more. Late this year you'll be able to play **Quake III** online with



"You're not meant to poke my eye out with that!"



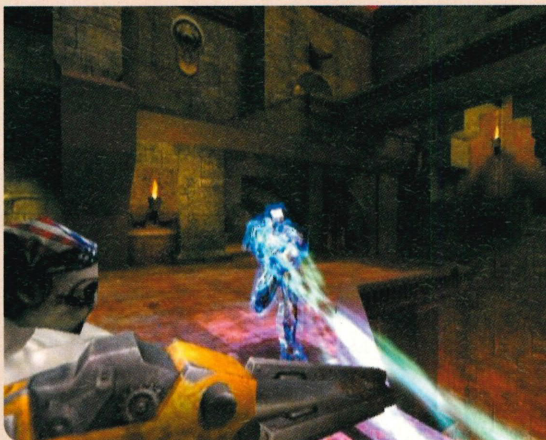
Two, for the price of one. Excellent!

little more than your Dreamcast and a phone socket - true accessible online gaming has arrived!

DCM went to Sega HQ for a look at how the title was progressing, and to see if the online element was as fun as predicted. First impressions were good, and this was confirmed when the game got going. High-

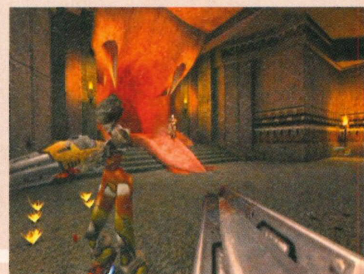
HUMILIATION!

As you'd expect, there's plenty of weaponry to play around with in Quake III. Real poseurs can try fragging with the Gauntlet. This glorified glove is hard to use, but humiliates opponents when successful. Your handguns include a machine and shotgun, while the railgun is devastating on a sitting target. The ultimate weapon is the BFG, which causes instant death.



red faces amongst PC owners when they see what can be achieved on a £150 console running through a TV.

The major change from the PC version is the reduction to a four-player maximum limit. If there are no humans available when you log on, computer-controlled bots make up the numbers, although there will



QUAKE III ARENA INCLUDES ALL THE ELEMENTS THAT MADE THE PC VERSION SUCH A HIT

resolution textures and extremely speedy frame-rates are the order of the day, and although the famous curvy architecture of the PC original is not as impressive here, the Dreamcast version more than holds its own. In fact, there could be a few

be plenty of chatrooms available to help find some competitors (or team-mates!). Because of this, the Dreamcast version has had a few of the maps tweaked to make them more appropriate for four-player action and, more excitingly, there are

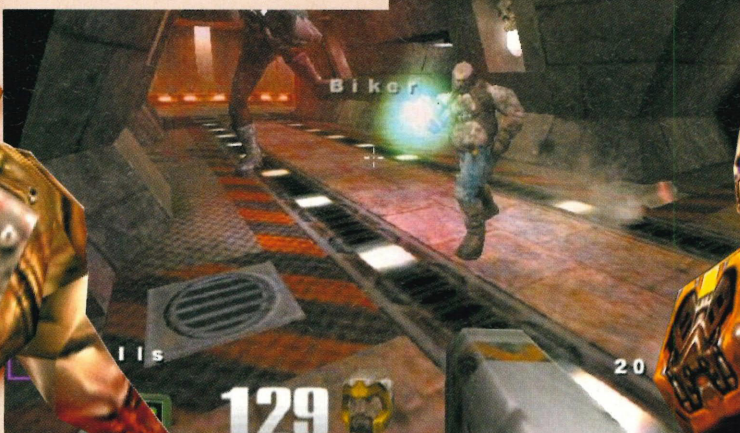
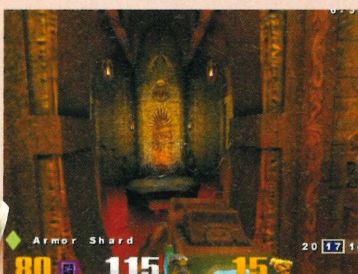
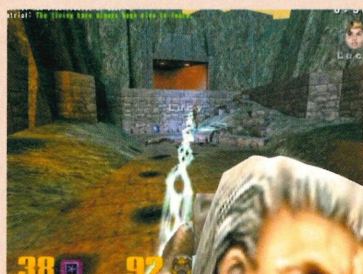
some exclusive levels. Thankfully the arenas are still the dimly-lit, weapon-strewn hell-holes that work so well.

In control...

Crucial to any game (but essential to the extreme reaction world of Quake) are the controls. You can play with the standard DC joystick and veterans of GoldenEye or Turok will feel right at home. And, though the whole control system is totally adaptable, if you are playing on a pad the chances are you'll want to use the analogue stick for looking around, with the four lettered buttons to move. With the triggers used to fire and jump you'll

soon be fragging away with the best of them. Sort of. You see, however proficient you become with the pad, it's unlikely you'll have the manoeuvring speed necessary to beat someone using a mouse and keyboard. With that in mind, Sega is planning a two- or three-month embargo on PC owners having access to their servers, meaning if you log in you'll be playing other DC owners and not some souped-up PC die-hard. Producer Mark Horneff agrees. "We want to give Dreamcast owners time to get used to the game before we allow PC owners to join." You could still invest in a keyboard and mouse (the latter should be launched simultaneously with the game). It may not be practical for sofa-play, but for total control this combo can't be beaten.

Once you've sorted out your controls, you're ready to get connected to the net and try your luck. The first task is to choose



It's probably best to start running, maybe scream too.



how to play, with chatrooms available to talk with or challenge potential opponents. Your options include Deathmatch Tournament (four players, winner stays on with free-for-all or two-vs-two); Capture the Flag (two-vs-two in a race to retrieve the enemy's emblem) and King of the Hill (hold the high ground for as long as possible).

Kill your friends...

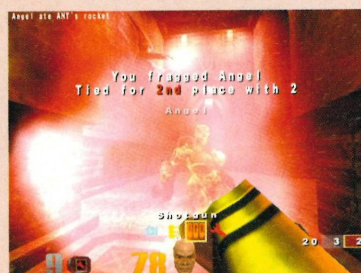
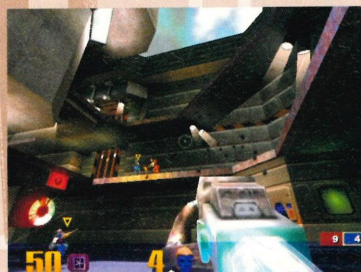
Of course Quake III is all about multiplayer, but it's not just online. You can crowd up to four players around your telly screen for some manic four-player split-screen action. And while playing on a quarter-screen is no match for a full-screen, the graphics are lightning-fast with no slow-down. Luckily, because of the huge amount of potential control configurations, you can save your details to VMU - perfect for taking round your mate's.

The only real criticism of the game so far is the music. While the original Quake had the violent atmospherics of Nine Inch Nails inspiring you to wreak havoc, the Dreamcast version sounds more like

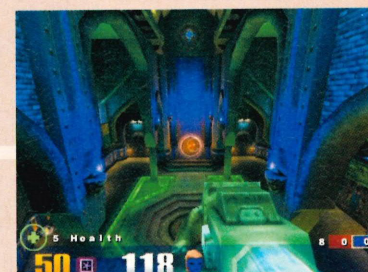
an Eighties rock band with some appalling aural carnage soundtracking the onscreen variety. Still, DC Quake III is not short of

THE MOUSE SHOULD BE LAUNCHED SIMULTANEOUSLY WITH THE GAME

options, so you can swiftly shut it up. During the day we played on the Sega network and were mightily impressed with the results. Of



Excellent light sourcing produces much of the heady atmosphere in the game.

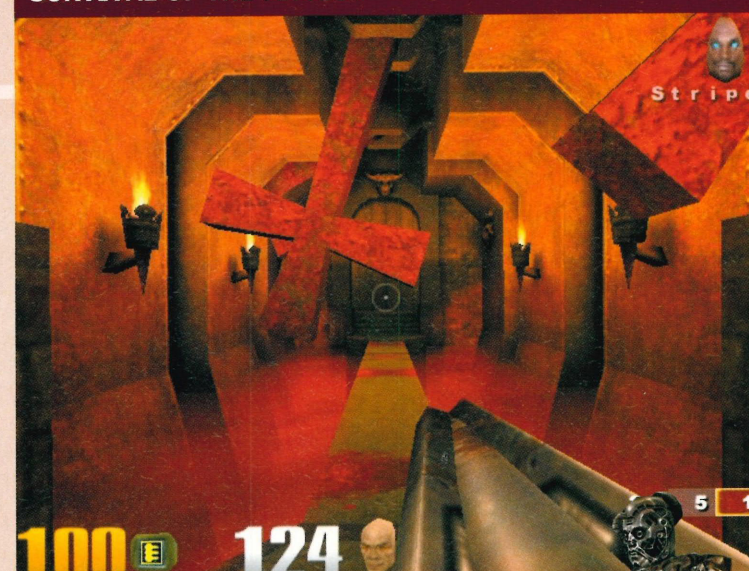


Good vantage point for a bit of 'camping'.

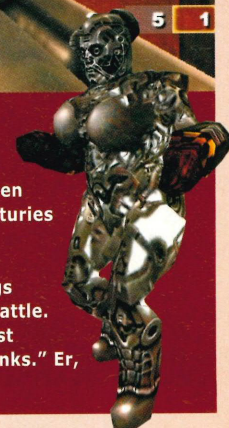
course, with only a 33k modem there's a certain amount of lag (the delay between pressing a button and getting the reaction on screen,

caused by net congestion) and the four-player limit does reduce enjoyment of the team-based challenges like Capture the Flag (two-vs-two is not as good as eight-vs-eight) but Quake III looks set to kick up a storm when it's released this December.

SURVIVAL OF THE FITTEST



As you may have gathered, Quake 3 is a visceral, adrenaline-rushing thrill, where only the strongest survive (or at least those with better Net connections). However what Quake isn't is a plot-driven epic, as this clichéd introduction shows... "Untold centuries ago the Vadrigar, the mysterious Arena Masters, constructed the Arena Eternal for their own infernal amusement. Virtually nothing is known of these beings except that they savour the carnage and clamour of battle. As such, they have stocked the arena with the greatest warriors of all time. And you have just joined their ranks." Er, just stick to writing the game 'ay guys?



KEEP THE RECEIPT!

Everybody, somewhere, has a batty Aunt. Some of us are even lucky enough to be bought Dreamcast games from them at Christmas. Unfortunately, batty Aunts rarely go for the likes of Soul Calibur and MS-R, instead favouring the type of product in this feature.

Coincidentally, we weren't sent review copies of any of these when they were released, but thanks to the help of some of our PR chums and a few sheets out of petty cash, we can now bring them to you in all their... ahem. Glory...

CAESAR'S PALACE 2000

Sometimes, you just don't know where to start. CP2000 is, to quote the blurb, 'the largest assortment of heart pounding 3D gambling ever, under one roof'. And as we're not averse to a flutter, we can honestly say we were right up for this.

Until the blocky, jerky opening animation appeared. You would have thought that a gambling simulation wouldn't exactly strain a console that's played host to Sonic dashing all over the shop and strange yellow taxis bursting through crowded streets. How wrong you'd be. CP 2000 stinks of sloppiness, frankly, with long loading times, unattractive and slow moving graphics, and a not particularly friendly user interface.

INTERPLAY £39.99



What it does have though is choice, and lots of it, and having a bash at the various games will keep you busy for about an hour. They're broken down into card games, table games, video games and slot machines, and contain all the usual casino favourites, such as roulette, blackjack, craps and even video poker. A friendly cashier will lend you some readies should you blow your cash too.

Unfortunately, you never really find yourself getting any prolonged enjoyment out of the various games, either because things are moving at a pace to numb



your brain, the controller is too cumbersome or that the games simply aren't that much fun. To be fair, there's

progression throughout the game, as you aim to raise your rank above novice, and the coaching option may be just the ticket for novices, but at no point does this feel like a good, solid Dreamcast game. In fact, it quickly becomes a complete waste of time

VERDICT

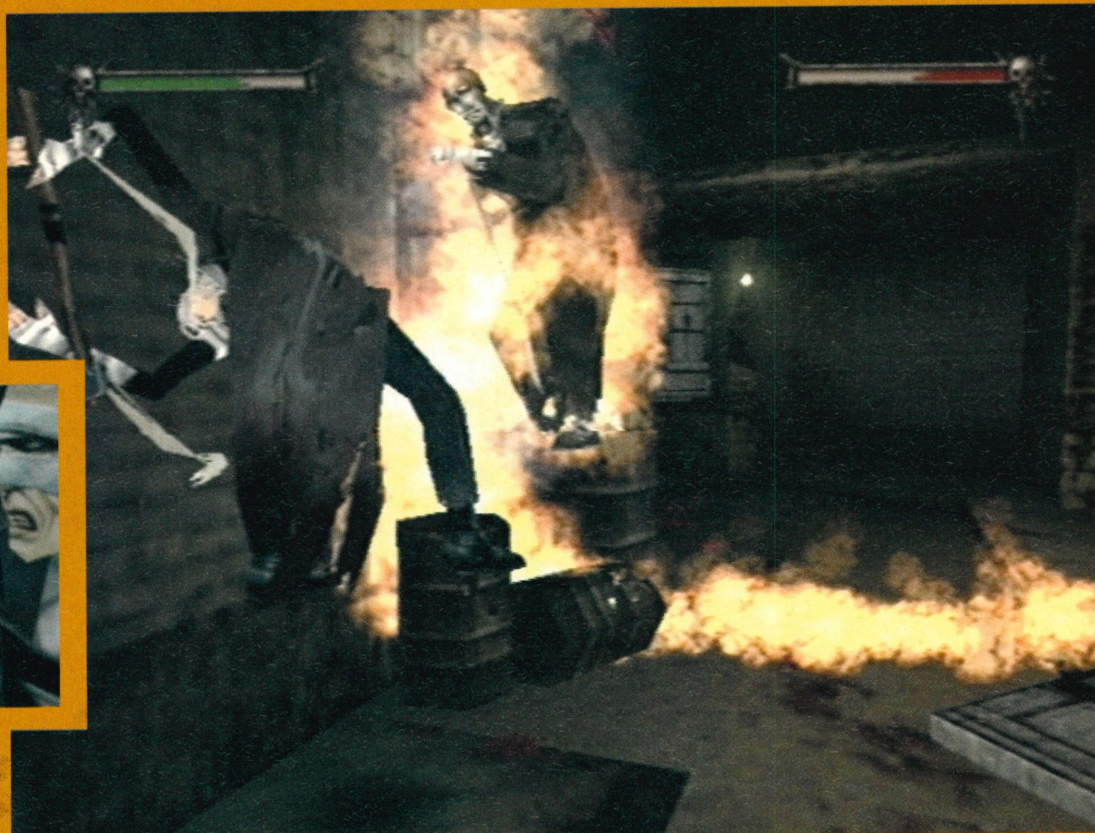
Bad idea. Bad execution. Bad thing to spend forty quid on. The worst Dreamcast game in the world... ever...

all round.

And let's be honest. It doesn't even sound a good idea on paper. Truth be told, games like this belong on the PC, presumably where this came from (where they have luxuries such as a mouse that would make CP 2000 so much easier to play). And they should stay there. Next...

NIGHTMARE CREATURES 2

KONAMI £39.99



The way this snuck, virtually unnoticed onto the shelves, you'd think the publishers were trying to hide something. Heralded as the first release in a joint venture between Kalisto and Konami, NC2 is the sequel to a forgettable PC/PSX game, and whilst it's no masterpiece, it's better than some of the titles covered in this round up.

The adventure picks up in a gothic looking Europe of the 1930s, as you stumble out as a prisoner of a nasty so-and-so called Crowley. Your travels will take you through the odd asylum, darkly lit streets, the

sewers and various other pleasant places. Pretty much like Bournemouth, really.

It's then a cue for an action adventure, as you take on various people who aren't that pleased to see you, whilst kicking in doors, exploring and generally do all you can to save the Earth. Oh, didn't we tell you? Crowley is trying to call up some tedious yet terrifying power that will engulf us all and he will reign

over us. You know - that kind of thing.

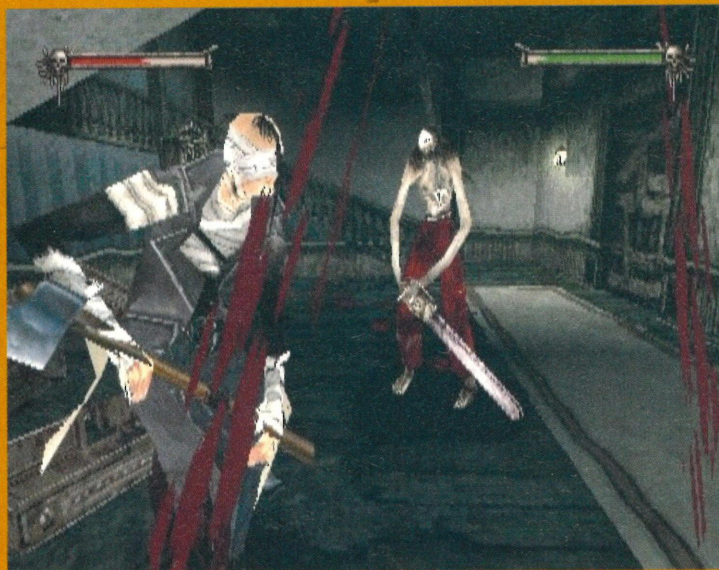
Unfortunately, whilst you'd like the game to feature the kind of clever tricks of the Tomb Raider franchise for instance (to which there are parallels), Nightmare Creatures 2 is too often happy to chuck in another bucket of gore. You may find it satisfying the first kill or two, but a few more down the line and you'll want to get yourself a cloth to clean up the blood. Whilst there's certainly a lot to get your teeth into (ho ho), you'll also rarely find yourself engrossed by what's happening on the screen, as the gameplay does enough to get by, but not a lot else. Coupled with unimpressive artificial intelligence, and a relatively tedious fighting engine, it doesn't add up to a particularly impressive hill of beans.

In short, whilst fans of the original may get a kick out of it, NC2 doesn't offer anything groundbreaking nor particularly gripping. As bargain bin fodder, it's worth a look. But if they ask you for forty notes for it, it'd be wise to politely decline.

VERDICT



It's passable for extreme fans of the genre, but ultimately it does little more than leave us hoping they resist a third installment.



JEREMY MCGRATH'S SUPERCROSS 2000

ACCLAIM £39.99



Our suspicions were raised here, when not only did we not get sent a review copy, but when we went to buy it, we had change from fifteen quid. Hmmm. As it turned out, we overestimated things.

Sorry folks, but Jeremy McGrath's Supercross 2000 is one of the sloppiest, most unplayable and certainly the most downright ugly piece of software to ever hit the Dreamcast. Whoever Jeremy McGrath is, and we're sure he's a lovely fella, he needs to get himself a new agent.

The game itself is a simulation of the sport of Motorcross (not a huge surprise, but at times you'll be wondering), which in itself is a sport of some skill. To succeed, you need not only to zoom like mad on the straights, but also to have the intelligence to slow down and take the corners tightly and at reduced speed. Not here. From the off, just keep your finger glued to the



accelerator, do your best with the steering, and you're all but guaranteed a podium finish. Some sodding challenge that is. To add insult to injury, not only are the graphics years behind the times, but the frame rate, especially in split screen multiplayer mode, just isn't up to the job.

Longevity is added by the track editor option, and you can choose between a standard race, time trials, freestyle and the

aforementioned multiplayer mode. You unlock courses as you progress and get a chance to perform various stunts.

But the bottom line is, once past the impressive, Jeremy-packed opening video (and you can tell where the money was spent), this is a popular contender in the office for the worst Dreamcast game of all time (only CP 2000 beats it). Not only does it fail to embrace

the hardware in any way (there are ancient Playstation games that look better), it's also no fun whatsoever to play. The blurb on the box says 'Supercross fans get stoked!'. Fraid not, guys. More like 'Supercross fans get shafted if they fork out for this'.

VERDICT

A complete waste of time, effort, energy and life. Buy it for someone you hate. No 'really' hate.



MAG FORCE RACING

CRAVE £39.99

Futuristic racing territory here, as we enter a world where your tripod-like racer skuttles along 360 degree tracks, with the 'mag' of the title being magneto-kinetic technology. Er, it's because they ran out of fuel or something, so all the roads were replaced with metal surfaces, and now you drive magnetic cars, basically, over metal.

Unfortunately, it quickly becomes clear that Wipeout this ain't, although it'll do until something better comes along. Key initial problems are the quality of the earlier tracks, and the sheer ugliness of the vehicles. At no point can you be convinced that the decrepit tripod like structure sitting in front of you is a racing vehicle, and the unwieldy controls don't help.

Another mark up in the minus column is the various weapons and power ups you can pick up. The best examples of the genre give you a split second to react if someone fires at you - not here. Also, the various weapons are uninspiring, and don't really add to the action as much as they should.

Still, perseverance does have its advantages, and if you stick with things long enough, it does get 'slightly' more enjoyable. The tracks, for instance, get more interesting, and the general speed of the game seems to pick up. They certainly beat the five minute slog that was



MAGFORCE RACING

track one. Also, a word to the good for the split screen four player mode, which is an always welcome addition to any Dreamcast game. Apart from Jeremy McGrath's Supercross. But now we're just being petty.

Again, this is one we went into a shop and handed over our moolah for, and once again it only cost us fifteen quid,

over 50% off and merely weeks after release. Unfortunately, we can't really construct a valid argument for its defence, as whilst it's a game with its redeeming features, you do have to work hard to reach them, and there are more fun games available for the console. Suffice

to say, whilst it had its moment in the sun, it's now resigned to a life on our software shelf, keeping dust off the copy of Caesar's Palace 2000 that sits underneath it.

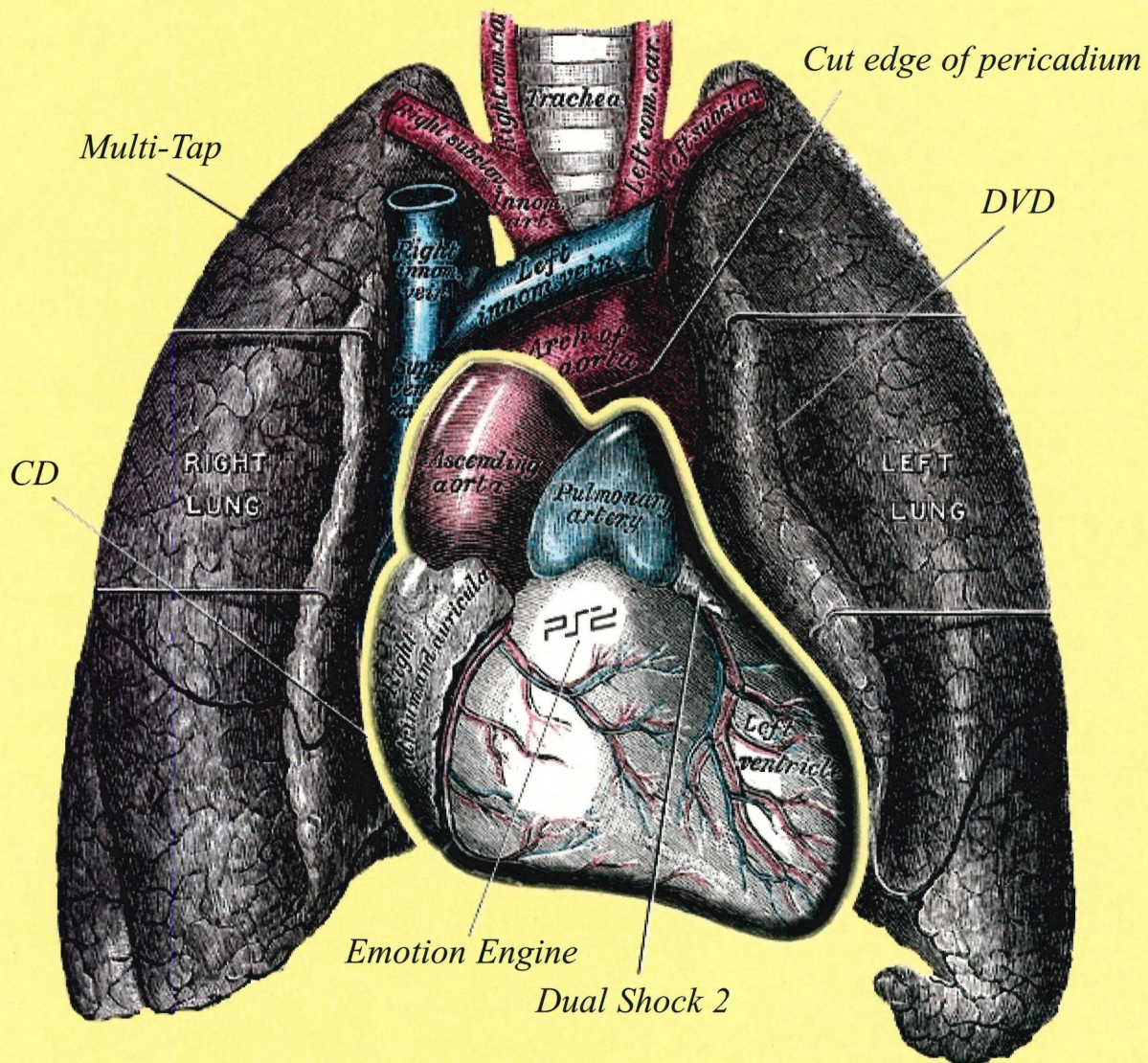
VERDICT



Decent entertainment, but if you're not willing to persevere through a miniature hell, you may as well look elsewhere.



Dr E N Genie (1973-date).
Anatomy of the PlayStation2™ Gamer. 2000.



THE HEART OF PLAYSTATION2™ GAMING

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ISSUE 001 ON SALE 23RD NOVEMBER 2000

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AERO WINGS 2

Flight sims come no better on the Dreamcast

BANGAI-O

70 Retro-style shooter - can it cut the mustard?

FROGGER 2



60 Would Frogger be better left in the past?

DAVE MIRRA'S FREESTYLE BMX

Can Dave stand up to the might of Tony Hawk?

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F1 WORLD GRAND PRIX 2

GP 2 might look hot, but looks aren't everything...

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LOONEY TUNES SPACE RACE

Full of your favourite ACME gags...

WHO WANTS TO BE A MILLIONAIRE

54 Can the DC version deliver the goods?

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FERRARI F355 CHALLENGE



F355's no game. It's an honest-to-god sim...

LE MANS 24 HOUR

80

More driving action, but has it got anything new to offer?



76

SEGA EXTREME SPORTS

Loads of extreme sports, tons of top tunes...



WHO WANTS TO BE A MILLIONAIRE



You can't win a million and Tarrant's in it. It's not looking good...

riches to rags

Let's work out what are the fun bits of Who Wants To Be A Millionaire, the TV show. Clearly, more important than the money is the chance to laugh hysterically at some sad spotty genius who can't get the piss easy questions right. Or watching the face of stuck up pillock as they realise they've just lost thousands of pounds.

Perhaps even giggling along as the contestant falls out with their best mate as they're wrongly advised of the answer. And then there's the cash. The whole point for enduring such public ridicule is the smell of a fat cheque at the end of it all. How on earth do you convert that to a console?

The mechanics...

Clearly you don't. Instead, if you follow the Eidos template, you simply provide the mechanics of the quiz show on a disc. It's up to you to provide the

YOU'VE GOT ONE LIFELINE LEFT

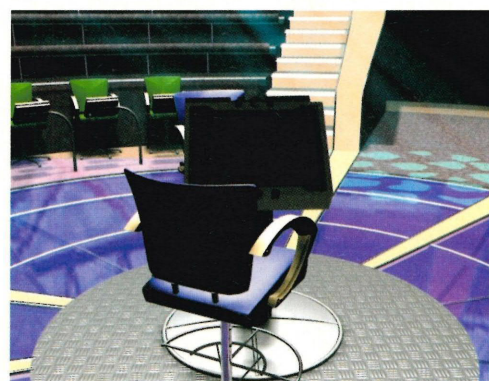


As in the TV show, you can call on three lifelines when you get stumped. 50-50 is straightforward, removing two of the multiple choice options. For Ask the Audience, the developers asked the questions to a test group of 100 people, and it's their results that appear on the screen.

And then there's phone-a-friend, or more accurately, Chris phoning one of ten predefined characters on your behalf. Complete with heavy regional accents, these folk will give you an answer to the poser in hand, and generally you can tell by the way they answer how accurate their response is. Clue: if they say they don't know, they're not going to be much help.

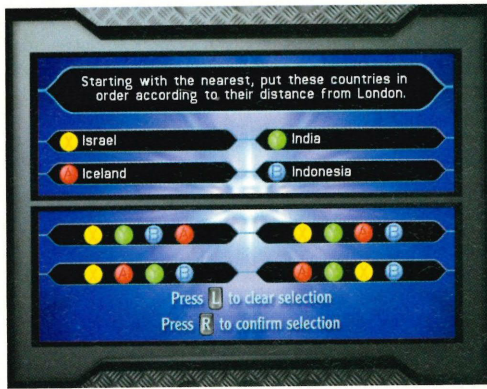
Richard says...

"Younger gamers will no doubt be impressed"



There's no need to phone a friend on this one. It's pigs.

WHO WANTS TO BE A MILLIONAIRE



Fastest finger first. Some say the best part of the show.

atmosphere (and cash). And so, to be fair, you get a very good rendition of the basics. Starting off with the optional fastest finger round (which up to four players can join in with), one lucky contender then takes on the fifteen questions that take you to a million. It's as simple as you'd expect. The questions get trickier, you select your answer, Chris Tarrant (who hosts the console version too, in voice but not in video) checks it's your final answer and everyone's happy.

It's the novelty factor that drives the initial interest in the game to be honest, and the professional job of the conversion continues to sustain the interest. Tarrant in particular, no matter how smug and irritating you find him, is clearly having a great time here, even though his phrases and comments start to repeat themselves fairly quickly. Still, quickly isn't the word we'd use to describe other facets of the game, and it's here that the problems really start to kick in.

The TV show is, frankly, a fairly long winded affair, generally asking around 10-20 questions at best in a half hour episode. On the Dreamcast, especially in single player mode, you

PLAY IT WITH FRIENDS!

Undeniably, there's only one way to play WWTBAM and give it any kind of lasting appeal. Namely, to fill your front room with various friends and family, and laugh at them as they screw up easy questions. Frankly, it's your best chance of getting anywhere close to the atmosphere of the TV show. Unless you're related to a generous millionaire. There are three ways to play the multiplayer game:

- Fastest Finger:** As in the quiz show, answer the qualifying question correctly the quickest, and you're onto the quiz proper. Unfortunately, if you and your mates don't know the answer, you'll keep being asked until you get it right. However long it takes.
- Team Game:** Unite your knowledge and play together.
- Head to Head:** Take each other on, a question at a time.



The final answer...

Unfortunately, the key problems with the game are the obvious ones. No matter how hard they try, the developers can't get round the problem that no actual prizes are on offer, and thus for the player, where's the risk in gambling on that

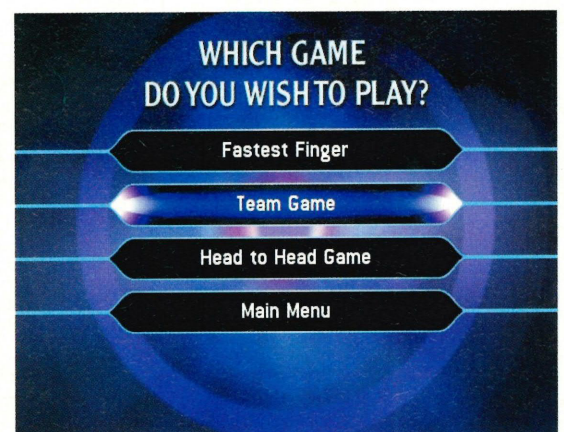
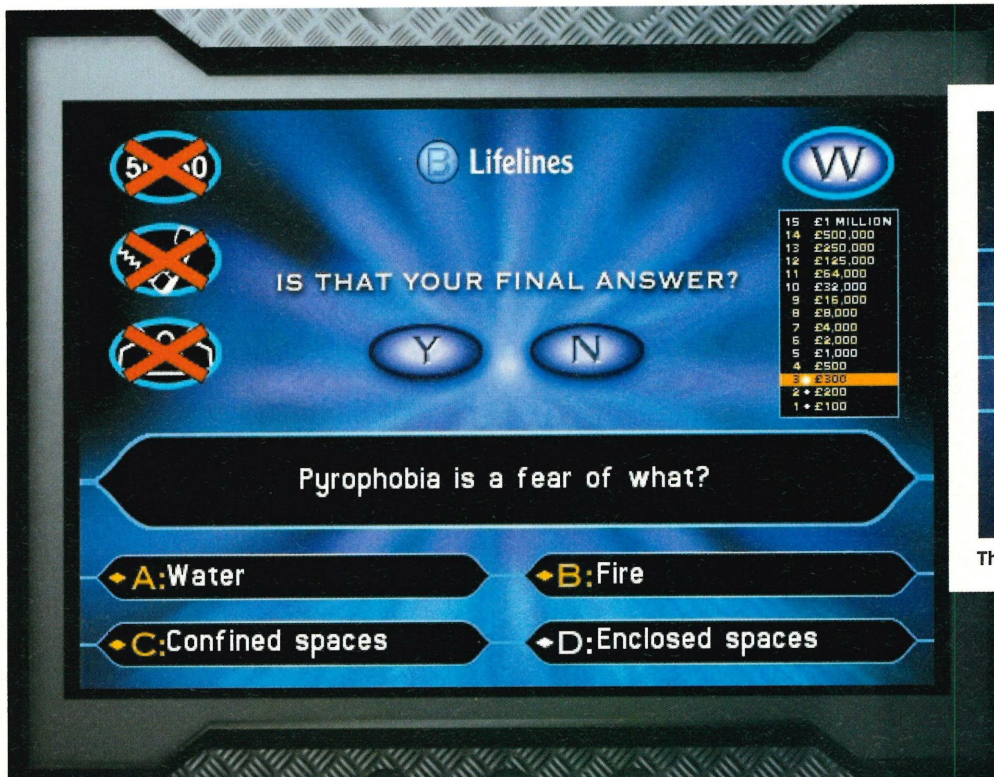
Where's the risk in gambling on that £250,000 question when you know you're going to win sod all anyway?

would be better if there was an option to simply answer the questions. Furthermore, the various animations zooming in and out of the black chair slow things down even more, and aren't even particularly smooth. Humbug.

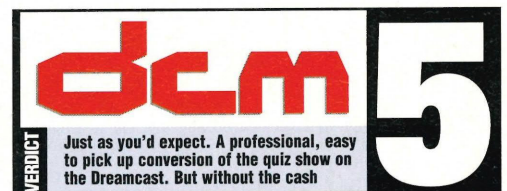
The questions themselves, of which there are 1000 in the game, are pretty much in the spirit of the show, but unfortunately start to repeat themselves very quickly, particularly in the early stages of the game. It won't be too long before you know most of them by heart. Nonetheless, as things progress, you certainly get a challenge in keeping with the WWTBAM legacy.

£250,000 question when you know you're going to win sod all anyway? And let's face it, unless you're the kind of person who reads Trivial Pursuit question cards for fun, you ain't going to play it again once you've won the million. Depending on a combination of intelligence, luck and repetition, it's either going to take you hours or weeks.

Still, in many ways this is one of the most review-proof games we've seen. It's strength is that it's decent family fodder, and, save for the millionaire bit, does what you'd expect and does it well enough. It's not going to convert those who hate the show, and it's certainly not going to win you a million. But, if you're the undemanding type, chances are, at least you won't be clamouring for your thirty quid back. ■ Simon Brew



The best way to enjoy the game, though friends are needed.



ALTERNATIVELY...

Chef's Luv Shack • Issue 1 • 6/10
It's good, but it's not great - check out the directory

ALTERNATIVELY...

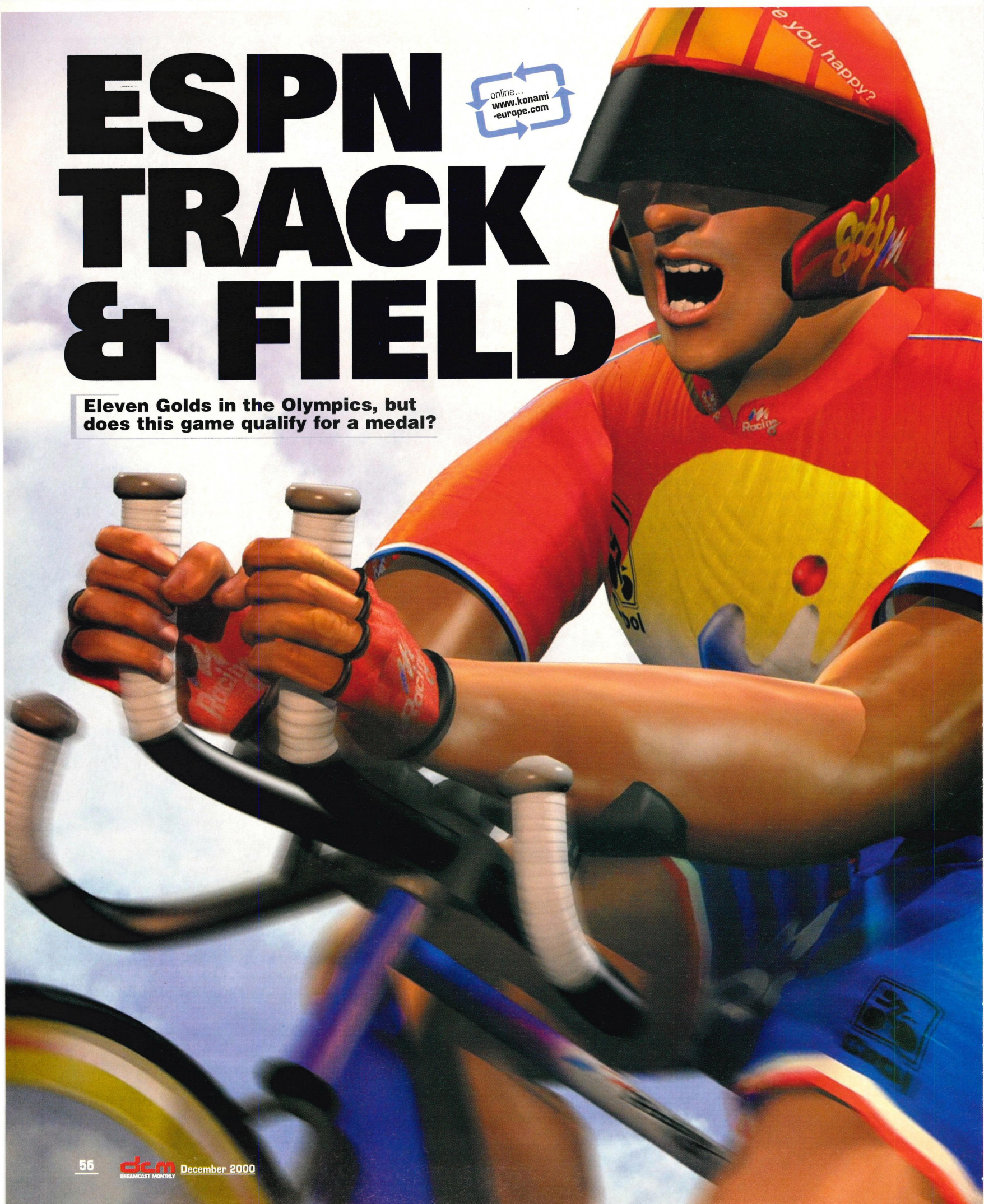
Ceasar's Palace • Issue 15 • N/A
Oh dear. Check our crap games feature in this issue!



ESPN TRACK & FIELD

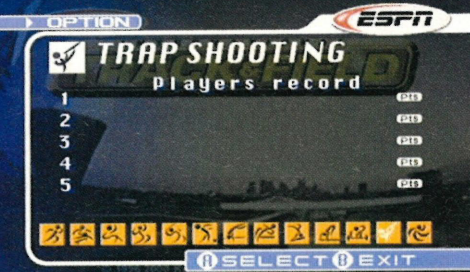


Eleven Golds in the Olympics, but does this game qualify for a medal?



THE EVENTS

There are 12 events in ESPN International Track & Field, of which four are initially locked. The open ones are:



- Weightlifting
- Javelin Throw
- 110m Hurdles
- Hammer Throw
- Pole Vault
- Horizontal Bar
- Long Jump
- 100m Dash



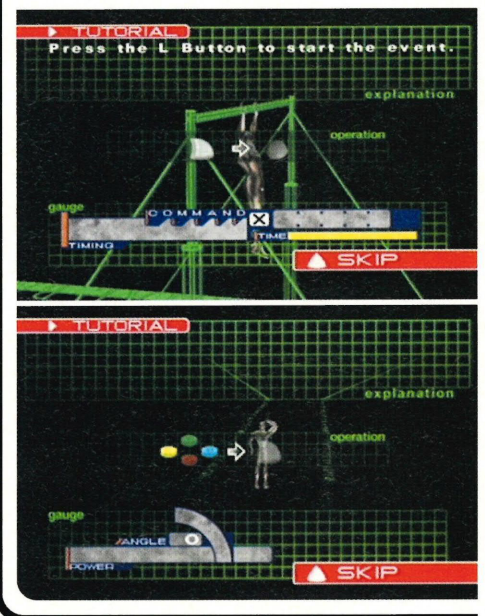
The secret events aren't named on the Event Selection Screen - you have to take a tantalising guess at what they may be from looking at the stick-man picture next to where the name would be. We won't spoil your surprises by telling you what they are, but if you really can't wait, go to the Options Screen and select Ranking, where the best scores for each event are stored. The secret events are listed along with the standard ones. Guess Mr and Mrs Cock-Up made an unexpected visit there!



Last one buy's the beer!

IN TRAINING

Before each event a virtual athlete shows you the ropes in a detailed tutorial showing you what to press and where. It's very useful, but there's no substitute for having a go yourself. That's where you really learn...



run, throw, jump...

Track & Field, a gaming legend that's spawned more imitators than Elvis. Some have been good, offering a real chance to compete in Olympic-style athletics events, others not so good, offering the same waggle-waggle-waggle control method for every event, just changing the graphics and hoping no one notices. Of

Russell says... "my fingers are bleeding again. Messy!"

method. Should the game just use one routine with a flash new set of graphics overlaid each time, the game as a whole will be as much use as a Bulgarian steroid abuser

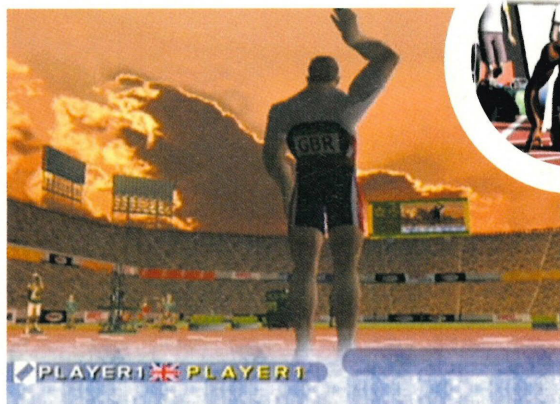
expect no humour here, but it's still serious fun

course, everyone did. But does ESPN International Track & Field, offspring of the grand-daddy of them all, put in a podium performance or does it crash and burn in the qualifying rounds? Let's take to the track...

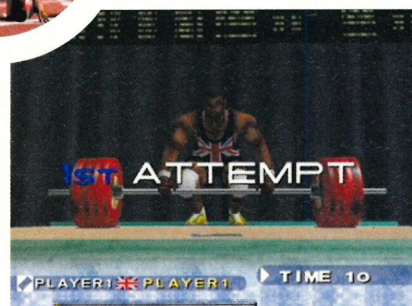
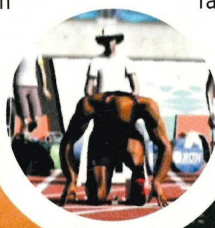
Once again, the biggest cause of failure in multi-event athletics sims is the control

after a random drugs test. So how does ESPN International Track & Field (not a very imaginative name, but full marks for leaving '2000' out of the title) measure up against the opposition? Pretty well, actually. In fact, very well. It's not all

button-bashing and joystick-wagging, though this does come into it quite a lot. The key element in the controls is the power bar system, something utilised far better



Hi Mom! (You think of a caption then smart arse! - Ed)



here than in other games of this ilk. Ever played a golf game? Well, controlling your over-muscled cyber-athlete in ESPN International Track & Field is a little like that, but (of course) with a different set of menus for each event and a lot of wagging is involved when performing repetitive speed-driven tasks like running or swimming. And if you don't know what wagging is, don't worry - it won't make you go blind. It's simply tapping two buttons over and over again in quick succession, or banging the joystick back and forth as fast as you can. If you don't mind the blisters, you can lick your finger and slide it back and forth over the buttons. Better still, use a marker pen, though in some quarters this is considered cheating.

HOW TO THROW THE JAVELIN

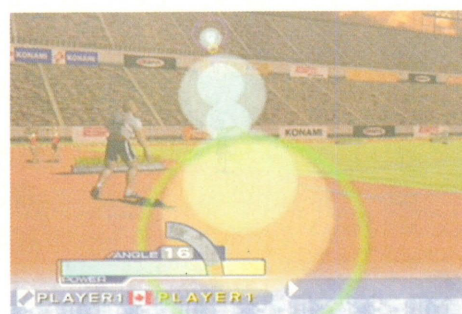
Tap X and B to power up your throw as you take a run-up.



Press and hold L to start the throw, release to set the angle. Make sure you throw early, as it's easy to cross the line and foul. Spotting the line is tricky, especially with this idiot lens flare in your face.



Get the angle right. A grub-hunter like this will never get far, however hard you throw it.

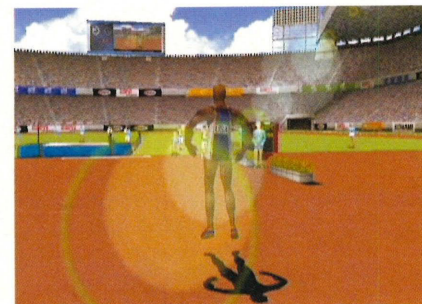


Power Play

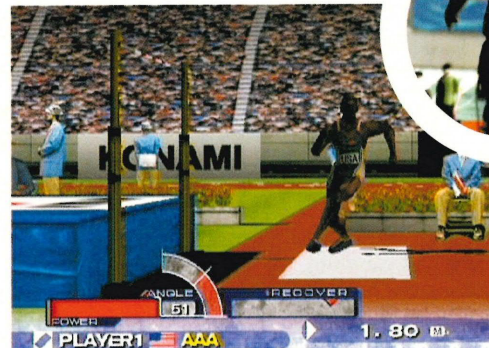
So how does this power bar system work? Let's take a look at a couple of the events in close detail. In the Weightlifting, you must first haul your barbell up to waist height. Tap X and B repeatedly to build a power bar. The faster you go the faster it increases, but a sustained rhythm is

a lot of wagging is involved when performing repetitive speed-driven tasks

more profitable than going hell for leather and missing a beat or taking a rest. An indicator moves up and down the power bar throughout. When the power bar reaches a highlighted section at the end of the meter, you tap L when the indicator (which only travels on the filled section of power meter) is within it. This gives a successful waist-high lift. Do exactly the same again for the 'jerk' to shoulder height, then it's time to lift it over your head. For this, waggle X and B again (this time it's much harder) and get it into the highlighted section at the end of the



Levitator's always a help when high-jumping



painted onto lycra hoods, but apart from that, they're great. In true ESPN style, the cameras swoop and zoom before the event, the developers obviously aiming for a very televisual style, seeking to reproduce a genuine Olympics-style broadcast. The viewpoint sweeps around the stadium, showing the track, field or whatever, eventually focussing on the athletes limbering up and loosening their enormous muscles, getting ready for the big event. After each race, throw or whatever, the cameras home in on the successful, sharing their joy, and commiserating with those who didn't do so well. Not a single shot is wasted, and every camera used is one that might legitimately be found in the same position in a real-life

meter, and keep it there for three seconds. If you enter the shaded section and then dip below it again, you foul. All the time you're lifting, your stamina meter's falling, so be quick.

Another event worthy of a mention is the Horizontal Bar. Here there's no wagging involved at all. Just press L at the right times for a fluid roll

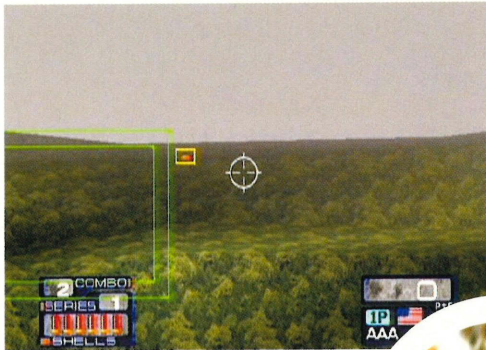
around the bar, then reproduce a series of button combinations with the D-pad. It's like Space Channel 5 without the miniskirt. Yep, the series has certainly come on a long way since every event involved wagging, with an added button press to throw/jump/breathe, depending on the event.

Lookin' Good...

So what about the aesthetics? Well, the athletes look like their faces are



The formation metal detection team had trained very hard...



What's this Space Invaders?

sporting event. It all sounds par for the course, but it makes an incredible difference to the atmosphere generated. You really feel like you're there.

Also worthy of a mention are the slick little touches offered during the events themselves. When the weightlifters approach the bar, they brush chalk dust from their hands. As the bar is lifted, it bends and wobbles just like the real thing. Likewise, the javelin throwers weigh up their spears before taking to the grass, making sure they've balanced it perfectly before they throw. It's little touches like this that really put the icing on the low-calorie diet-friendly cake.

Use a marker pen, though in some quarters this is considered cheating

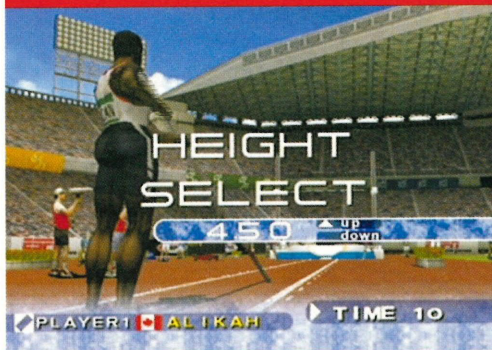
Like most multi-eventers, this one's best with a few mates - up to four can play. It's not an after-the-pub piss-around, though. No, this one's for the purist, got the true gamer who really wants to test himself. That's not to say it's po-faced and impossible. Quite the contrary. Expect no humour here, but it's still serious fun. It takes a while to get the hang of each event too, but hey, gold wasn't won in a day. Just be glad you can take the podium without training for four years. Taking a World Record is excruciatingly difficult, though, which is just as it should be. Do this and you've really achieved something. As well as being realistic, setting the World Records this tough gives you something to aim for after you've bagged a brace of golds.

Criticisms? Well, the PlayStation2 has a

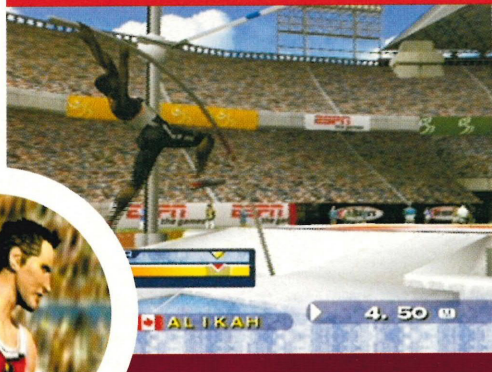


HOW TO POLE VAULT

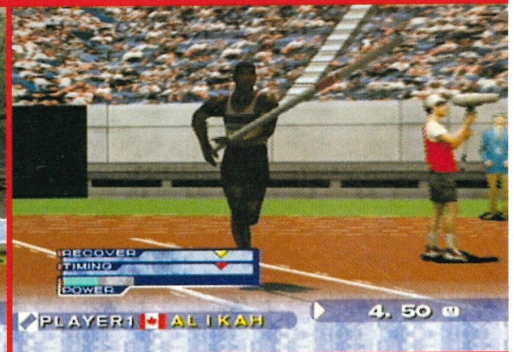
First, set the bar.



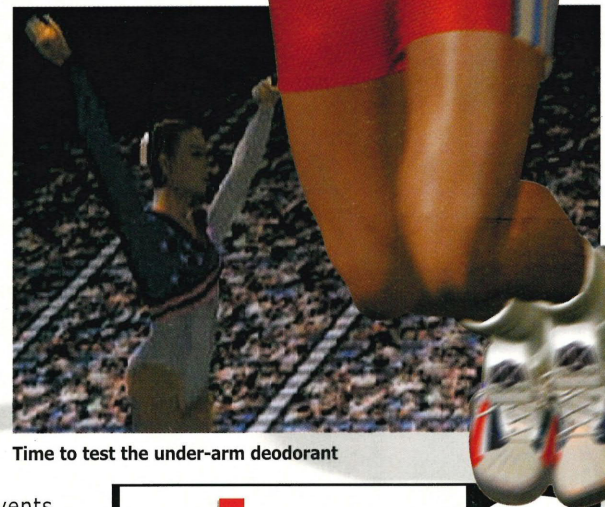
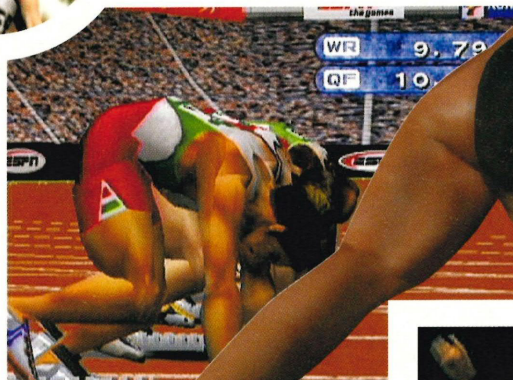
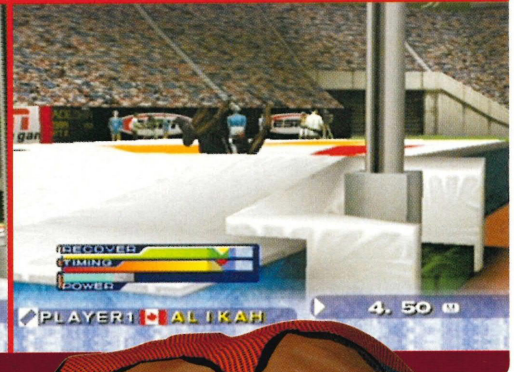
Press L in time with the timing bar to plant the pole and start to jump.



Press X and B repeatedly to run (of course!).



Press L in time with the recovery bar to flatten out and get your legs over it.



Time to test the under-arm deodorant

pool section featuring some serious swimming events. Where's ours? The only way you'll get wet with this game is to play it in the bath, which is hardly advisable. Still, 12 events isn't bad, and what's here's great. This is definitely one for the serious armchair sportsman, and will no doubt continue the series' tradition in trashing joypads up and down the country. ■ Ian Osborne

8

VERDICT

Athletics sim for the purist - excellent aesthetics and playability. All the hallmarks of a great game and then some.

ALTERNATIVELY...

Sydney 2000 • Issue 13 • 8/10
Copy Copy Copy Copy Copy Copy Copy Copy

COMING SOON...

PDA Tour Bowling • Bethesda
The game's success hinges on the control method.



FROGGER 2: SWAMPY'S REVENGE

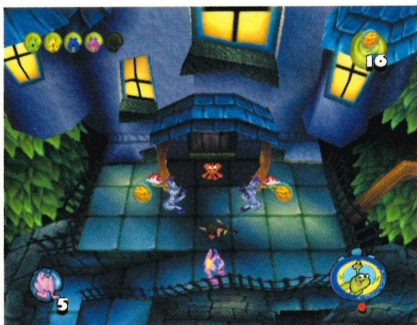


Frogger's Back. And he's still hopping mad...





it's for kids



You can also control Lilly, Froggers lovely woman. Bless.



Russell says... "A bit uninviting but perseverance pays off"

Much though we embrace the history of the videogaming industry that has led us to where we are

now, few things send shivers through our spines quicker than another publisher digging into the archives, claiming to update an ancient classic for a whole new audience. Over the past

much cop. And now it's got a sequel. And it's on the Dreamcast.

We'll deal with the plot quickly. Some nasty creature called Swampy has kidnapped lots of frogs, and Frogger has to save them. There, that was harmless wasn't it? To advance his

You're given a rather generous supply of lives, which is replenished regularly

few years, we've seen them all - Space Invaders, Missile Command, Asteroids and Frogger to name but a few. Mind you, Frogger turned out to be a bit of a hit, despite the fact that it wasn't

quest, you'll end up sitting through various cut movies of the plot progressing (all skippable), and generally it's all a cue for a simple, but surprisingly fun arcade game.

You move your frog one hop at a time around various levels, which incorporate the traditional frogger-crossing-the-road style of gameplay, as well as a bit of exploring to find the missing amphibians. You hop with the

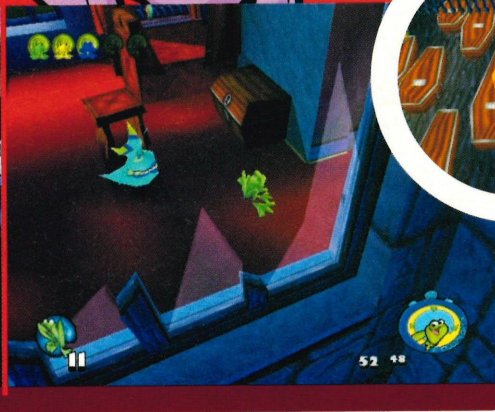
thumppad (sorry analog stick fans), jump with one button (a double press gets you a double jump), croak with another (any frogs in the vicinity will croak back) and eat creepy crawlies with the other (which can earn you extra lives).

However, things get gradually trickier as you progress, leaving you hunting for switches, hopping away from rolling boulders and leaping to avoid various obstacles. There's quite a lot of imagination in the level design, and whilst the fiddly controls sometimes make a tight jam a little harder than necessary, you're never too far away from another challenge.

Mind you, to help out with the task in hand, you're given a rather generous supply of lives, which is replenished regularly. And remember the old adage of gaming? If they're

STORY OR ARCADE?

You can play your Frogger 2 either in arcade mode or story mode. Story mode takes you on the main adventure, rescuing the frogs and generally trying to beat Swampy. However, arcade mode lets you retrace your levels and try and complete them in the quickest time. Naturally, you can save said data to your VMU to, er, impress your mates with...



giving you lots of lives, it's usually compensation for making the game too hard, which for the younger player, who this appeals directly at, it is. Frequent restart points and save game options at the end of each level confirm our suspicions.

Several factors add to the trickiness of it. Occasionally, it's not always obvious what kind of object is safe to leap on for instance, leaving poor froggy a little fried. Also, the camera is quite good at hiding the impending

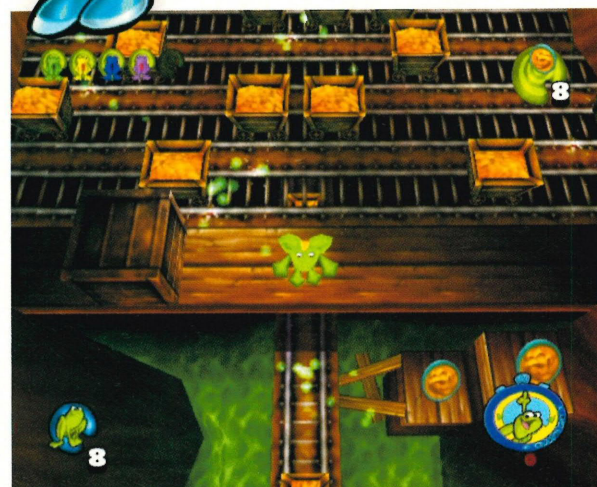
doom that's just off the screen. In short, one hop and you get it, and you can't always tell. It edges a little too close to an old Amiga game called Rick Dangerous, where the only way you could avoid death was to remember it next time. It's not quite as bad as RD, but a little more care wouldn't have gone amiss.

Perhaps the biggest missed opportunity though is the multiplayer mode, which we found to be not very enjoyable at all. Each of the levels on offer basically

entails either a race to the other side of the screen, or a bid to capture the lion's share of the frogs. In concept, this is as close as it gets to the original arcade game, but the more frantic on screen events get, the more irritated you'll be with the controls. You can't simply hold the up button for instance, and expect to continually hop upwards until you take your finger off. Instead, it's one press, one hop. Grrrr.

Add to that the fact that were the single player levels are packed with imagination, the multiplayer set are sadly lacking, and you feel that major potential has simply passed by.

those controls - well, they're not too bad, but there's room for improvement



A Pleasant Surprise...

Still, considering we weren't actually expecting a fat lot from Frogger 2, we're quite happy to eat our words in this instance. Sure, when we loaded it for the first time, we took a little time to adjust to

Though the action is often samey, the scenery always looks fresh.

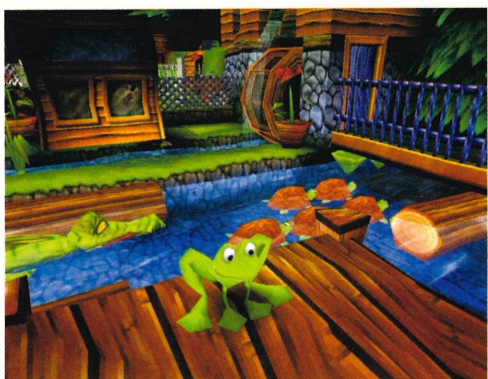
SWAMPY THE CROCODILE

Sex: Male

Age: Has eaten everyone who asks.

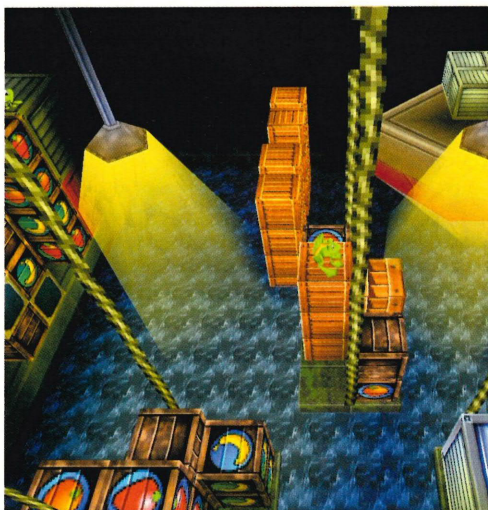
Relationship: Frogger's Archenemy.

Misc: Swampy hates nothing more in this world than Frogs. He has been planning his revenge for a long time and dreaming up many a Frog-based recipe.



what was on offer, but the little bastard soon enough had us just trying one more time to get a little bit further than the previous go. It had no right to do that to us, but it did. And we're pleased. Let's lavish some praise too on the bright visuals, which, whilst not the best we've seen on the DC, certainly can't be accused of not capturing the spirit of the game. The cut scenes too are clearly the product of much work.

It's not all plain sailing for the green one



PICK UP THE COINS

Scattered throughout the levels are various coins to pick up and collect, which earn you extra bonuses. In the early stages, they're patronisingly easy to lay your flippers on, but step up a few levels and soon you'll be taking daredevil risks to claim them. Or you could just deaf it and go for a curry instead?



though, as you've probably worked out by now. Like it though we may, it's not going to be a game you play for a long time, and certainly the bright look of it appeals to an age group who could well struggle once the game gets started. And those controls - well, they're not too bad, but there's certainly room for improvement.

Bottom line though is that Frogger 2 is a good, solid Dreamcast arcade game. Don't expect its head to pop up at the end of year awards ceremonies, but don't pass this by without giving it a second thought. Because you might just like it... ■ Simon Brew



BABIES

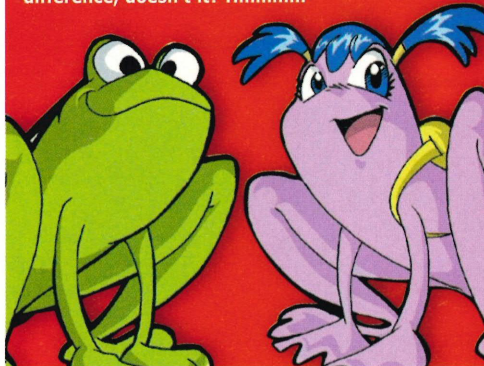
Sex: Male and Female

Ages: 0-8

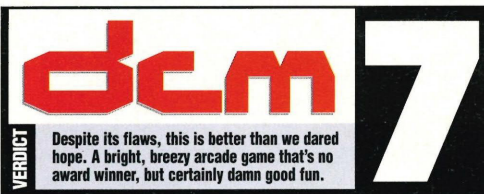
Relationships: Lillie's younger brothers and sisters.

Misc: These urchins really know how to show Lillie up.

They are constantly getting into trouble and danger, that Lillie invariably has to get them out of. See - that extra empathy makes all the difference, doesn't it? Hmmm...



Check out that Dino. Dyathinkhesaurus?! (Sorry - Ed)



ALTERNATIVELY...

Wacky Races • Issue 10 • 8/10
Another cartoony style game, and it's quite good too...

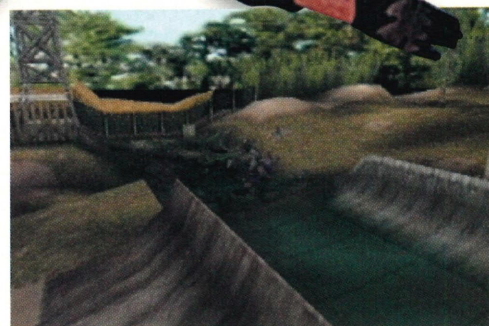
COMING SOON...

Kao the Kangaroo • Virgin
Check out page 28 for more on this platformer...

DAVE MIRRA FREESTYLE BMX



Step aside Tony Hawk, there's a two-wheeled trickster in your territory...



I'd just like to know how these people actually do it

Richard says... "I can do stunts like that in my Astra 1.6 GL"

IN THE GAME...

They may be unknown here, but Dave Mirra and the rest are stars in the US. Other big names include Ryan Nyquist, Mike Laird, Shaun Butler and Kenan Harkin. Couple this with some spot-on music (Rancid, Cypress Hill) and you've got an authentic BMX affair. Oh, and you can kit your pros out with some sponsored clobber too.



bmX bandits

You may have thought that the BMX died in the '80s, with numerous Raleigh Burners left rusting in suburban garages. But not in the USA. In the States BMX, along with the skateboarding, is a serious sport with BMXing's biggest star being Dave Mirra. And it's ol' Dave who lends

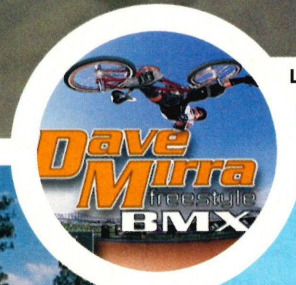
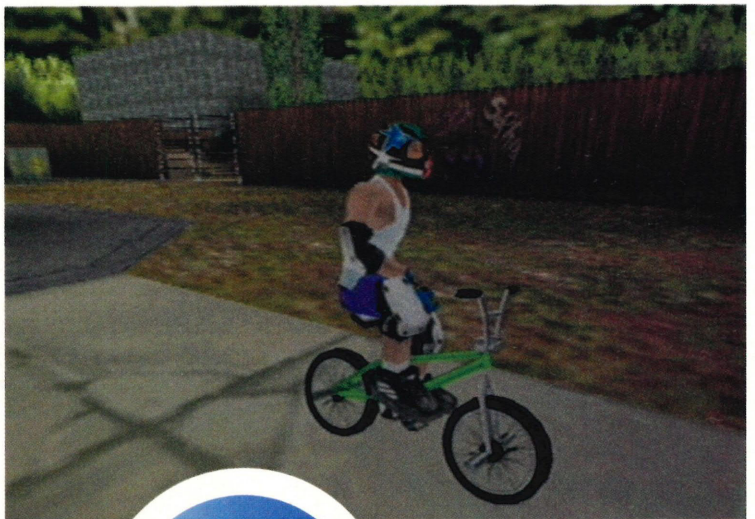
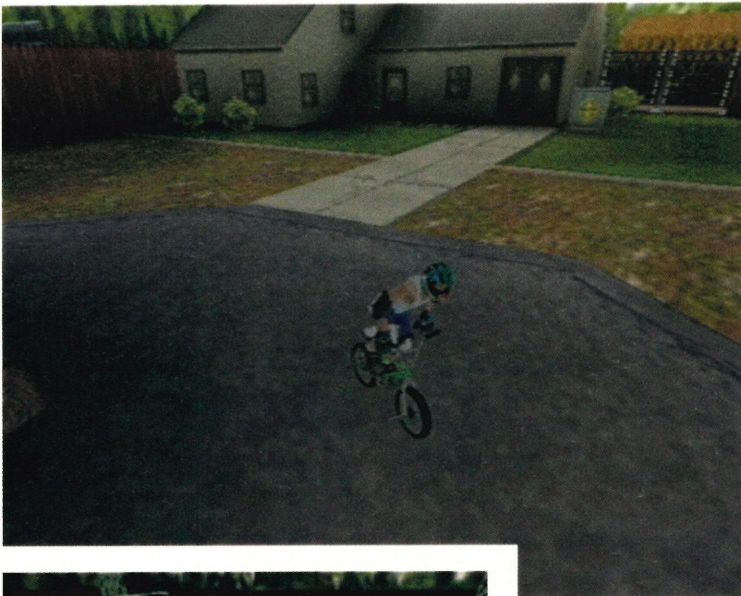
There are four main game options; Proquest, Session, Free-Ride and Two-Player. While Session and Free-Ride allow you to practice your tricks, the meat of the game is found in the Proquest section. Starting off at the Vail Trailers, you get some relatively straightforward tasks to pass, including a simple log jump. Complete these and more tracks, challenges and bikes are unlocked; a simple but addictive way to progress. Later challenges get

the decent replay mode allows you to wallow in glory, or at least wince at your crashes

his name to this, the first BMX game for the Dreamcast. However, if you've played Tony Hawk's Skateboarding, you soon feel very at home with this, as freestyle BMX shares many similarities with skateboarding, such as its mix of stunts and tracks.

increasingly difficult, with some of the hardcore ones enough to threaten the sanity of all but the most committed biker. Thankfully, the free-roaming tracks give you plenty of opportunity to experiment, which is useful as this is one tough game. The two-player mode is typically fun, with a

DAVE MIRRA FREESTYLE BMX



Look mum, no hands, no feet...no teeth!



variety of games, including mini-challenges like longest skid and gnarliest crash as well as a basketball variant called B-M-X. Despite this, Dave Mirra plays better as a single-player game, simply because it's too much fun perfecting your manoeuvres and going for more points.

540 Baby, Yeah!

There are 12 tracks to play with, each offering plenty of interaction and point-scoring opportunities. In fact you never have to ride for more than a few minutes before finding a power line to grind or a fence to 540 over. The physics of the bikes seems to work okay,

you never have to ride for more than a few minutes before finding a power line to grind

although you're pulling some unrealistic manoeuvres later in the game.

Though they remain unknown to most non-Americans, the ten riders here each offer distinct BMX experiences. Dave Mirra (aka the Miracle Boy) is the main man, though Ryan Nyquist (great at spins) and Chad Kagy (with his awesome balancing) are worth a look. Of course, you've also got to use the right bike, although you need to start with the standard 540 Air before you can unlock any of the sexier models.

Naturally Dave Mirra's is all about tricks and stunts. From the off, you're doing basic jumps and grinds, but before long you're

combining tricks and hitting some serious combos. As you improve you can use the stunt modifier button to expand your repertoire to over 1000 different moves. This relative freedom is a

real winner, and if you really get into the game it's this area you're spending your time on. Again, this is made easier by the fact that controlling your BMX is enjoyably easy, with jumping and grinding soon becoming second nature, though you're occasionally frustrated when using the D-pad. But, best of all, the game really rewards

practice and offers great satisfaction when you master the tougher moves.

Unfortunately, while it plays well, Dave Mirra's is a graphically mixed bag. While the courses and riders are decently depicted, there's an annoying amount of pop-up, with scenery drawing in so close at times it becomes a distraction. Also, the camera has a life of its own, and you regularly find yourself riding into the screen, desperately trying to get a better view. Thankfully the decent Replay Mode allows you to wallow in glory, or at least wince at your crashes. Still, at least it sounds good with a suitably punky soundtrack. Rancid and the Deftones are joined by hip-hop giants Cypress Hill, and this eclectic bunch make a suitably cool racket for you to pull tricks to.

Overall Dave Mirra's is a pleasant surprise as it's a decent game in amongst some truly mediocre recent extreme sports releases. Tony Hawk's fans will enjoy the game, but even less committed followers of the max sports posse will have fun on the easier courses. It may be graphically underwhelming, but Dave Mirra's is an addictive slice of trickstyle gaming that's well worth a play. Just don't go digging out that old bike, okay? ■ Ian Osborne



VERDICT

A satisfying mix of stunts, tricks and breakbeats make Dave Mirra a cool addition to your Dreamcast collection.

ALTERNATIVELY...

Tony Hawk's • Issue 11 • 9/10
The best skater in town by a long shot...

COMING SOON...

Tony Hawk's 2 • Crave
Check the news for more...

December 2000 **DCM**
DREAMCAST MONTHLY

65



F1 WORLD GRAND PRIX 2

With several top-class racing titles due before Christmas, can Konami's update of last year's mediocre F1 World Grand Prix make pole position? Resident boy racer Saul is about to find out...





"40 seconds and counting guys. Hurry up!"

THE GALLERY

Don't expect to find a Jackson Pollock when you enter the F1 WGP2 Gallery. Instead you get access to in-depth information on all of the teams, drivers and cars in the game. The Gallery is actually presented in a graphical style, with a room that contains a video screen where you can get information on the team itself, both drivers (although they look nothing like their real-life counterparts) and one of the cars that you can zoom in on and look around in detail.



Russell says... "come on saul, you could get a bus through there"

and it's go, go, go!

To put it bluntly, the original F1 World Grand Prix was shite. Which doesn't bode well for this, the (un)imaginatively titled sequel, F1 World Grand Prix 2 (F1 WGP2).

Before writing it off as a blatant cash-in on the fact that Formula 1 games on the Dreamcast are rarer than Durex in the Vatican, consider that Videosystems, the developers behind F1 WGP2, have had over a year to get right what they got so wrong for the original game. And for the most part, they've done just that.

Balls Up

First things first, though - Videosystems has dropped a monumental clanger by basing F1 WGP2 on the 1999 Grand Prix season when the game is barely out before the end of the 2000 season. Gamers (myself included) are a fickle bunch, and the fact that you can't get behind the wheel of a Jaguar, drive cars with the latest liveries, race a Ferrari around the American circuit or even play as young gun Jenson Button is going to off many. Granted, using the '99 season records allows for the fact that when playing a championship you can set the races to reflect what happened last year, but these events go mostly unseen. You can also watch rendered renditions of the '99 races in the Broadcast Mode, which look fantastic. Though whether non-

the original f1 world grand prix was shite

interactive CGIs of year-old Grand Prix is any compensation for the problem is another matter. Still, if the game plays well enough, surely the season it's based on doesn't matter?

Reviewer's Duty

Like Ferrari F355 Challenge, it's easy to dismiss F1 WGP2 as almost unplayable when you first pick the joystick up. In fact, after half an hour I had it down for being as bad as if not worse than

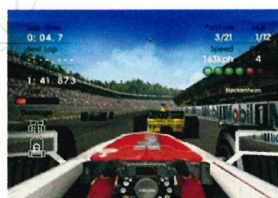
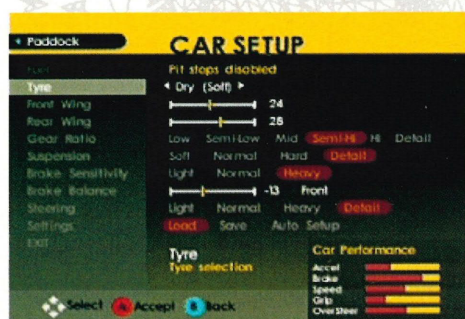
the original game. Out of reviewer's duty I persevered, and am now thankful, because F1 WGP2 is a vast improvement - it just takes a few hours of play to really get into the unforgiving simulation style of driving it offers.

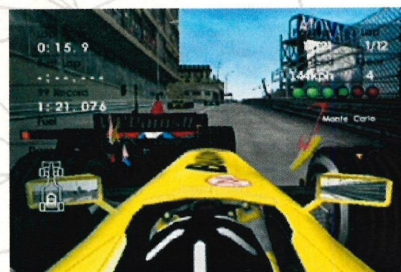
There are driving aids at your disposal, but using them means it only takes you longer to tame the cars when they're in their normal state. Still, to get around any of the 17 exquisitely-modelled GP tracks at first, it's an idea to make use of these aids.



SET-UP

Formula 1 teams pay millions of dollars in salaries to people to get the car set-up right for each race, and you're expected to get it perfect for free! Still, there's an extensive list of parameters to change in the set-up section and you need to learn how everything works if you're to be victorious in the Simulation (Hard) Championship Mode with full damage. Anybody got Ross Braun's number?





In-car at Monaco. Pure Formula 1 heaven

DAMON'S BACK!

Could the only advantage of F1 WGP2 being set last year be the fact that you get to play as Damon Hill in a Jordan? I'm not his biggest fan or anything, but he was the only reasonable English driver and his performance last year was terrible. He even admitted himself that he bottled it. Now, though, you have the chance to give Damon his balls back and win a few races, like he should have done last year.



Once you have a feel for the incredibly-sensitive driving style, it's time to drop the training wheels and get into the game proper. Which is where the fun really begins. If you've learnt how the cars react, you can start to think about taking those corners with style, rather than bouncing off of the kerb and swerving from side to side. Master the steering and you're mightily impressed by how smooth corners can be taken and how real everything feels. Don't get

this is where you get the real formula 1 experience

me wrong, though; even once you're comfortable at the wheel of a McLaren, F1 WGP2 doesn't become easy.

Racing Perils

In fact, when you're settled the game only gets tougher as you start to compete with the other CPU drivers. Get your line slightly wrong as you try to overtake on a corners apex, and you spin off. Slow down to quickly on approach to the corner and the car behind shunts you off. Get too close on an overtaking manoeuvre and touch wheels, and you have to pit in. F1 WGP2 simulates the perils of F1 racing by making your car feel incredibly realistic, and the opponents' cars incredibly intelligent.

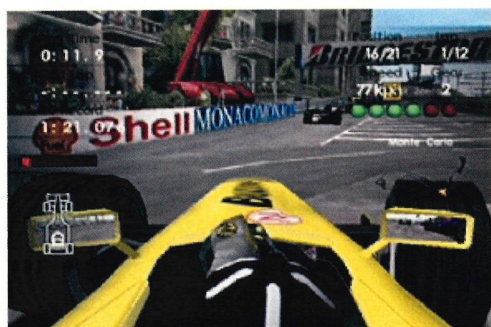
Apart from the obligatory queuing on corners that dogs every racing game (bar Ferrari), your opponents' cars behave in a very realistic fashion. Videosystems haven't gone as far as making Michael Schumacher a dangerous driver or Mika Hakkinen a boring one, but you get the feeling that you're racing against drivers rather than computer-controlled drones. This means you have to race like an F1 driver yourself; you can only feasibly overtake in overtaking sections, as in real life. Opposing cars try and block you as you



Check out the amazing detail on the trackside environments



Honestly officer, he reversed into me



pass, as in real life. You have to avoid other cars in battles of their own, as in real life, and unless you take each corner perfectly, you lose sight of the car in front very quickly - as in real life.

F1 Experience

Of course there's an easier difficulty to play on, which means the above doesn't always apply, but you want to be playing on simulation as early as possible, as this is where you get the real Formula 1 experience. Which is heightened incredibly by the option to set the amount of damage your car takes, from None to Real, where even the slightest knock can see you losing a wheel or wing. Although it's one of the toughest videogame challenges around, I suggest that you try to play with the damage on Real as this way your forced to drive with caution whilst still trying to keep your track position, or even win. Don't expect that win to come easily, though; most of the time you find yourself taking a shunt on the first lap, which is incredibly annoying, but after a few championship seasons of 17 DNFs you find yourself driving like a real F1 driver.

Set It Up

Which means you have to get your car-set-up perfect for the weather and track you're racing on. There's an extensive set-up screen that allows you to change all the usual parameters such as suspension, brakes, steering, aerodynamics and tyres. The changes make an amazing difference to the way your car handles, which is daunting at first, but there is a saving grace - on every Championship Round you get to visit the track for the whole weekend, as in real life. This means there's warm-up sessions on Friday and Saturday, qualifying on Saturday, a warm-up and a race on Sunday. So you've got plenty of time to get that car's handling perfect. The only problem with this is that sometimes the weather can change drastically from session to session, meaning you often have to rethink your car set-up and strategy from scratch. Still, I suppose this once again reflects real life.



Vast Improvement

Anything else that reflects real life, then? Well, for a start the tracks are all exact replicas of the real F1 circuits and are incredibly detailed and well drawn. In fact, the visuals as a whole are a vast improvement on the original WGP game. The cars look fantastic, and with six camera angles to choose from, there should be something to suit all tastes. We prefer the cockpit view as every steering wheel is different and you get a real driver's eye view of the action. It's much harder than playing a third-person view, but in the end it's far more rewarding. There are a few graphical nuances that serve to annoy, though. For instance, your car feels like it's much bigger than any of

that old chestnut pop-up also puts in an appearance

the other cars on the track. It's actually quite evident - just pull up beside an opponent and check out the difference in the size of the wheels. That old chestnut pop-up also puts in an appearance on occasions and the game sometimes stalls as you exit corners. Still, none of these problems are major enough to really mar your enjoyment of the game.

Fun To Drive

So, apart from the ridiculous balls-up in that F1 WGP2 is based on the 1999 F1 season, it's actually a very good game. The graphics are solid and appealing, and the driving engine, although difficult to tame, is realistic and fun to drive. F1 WGP2 doesn't quite have the spark that the greatest driving games have, though. It doesn't have the same addictive qualities as Ferrari or the pizzazz of Metropolis. On the whole, though, Videosystems has done a superb job in improving on the terrible original, and F1 WGP2 warrants a place in any self-respecting F1 and racing-game fan's collection. ■ *Saul Trewern*

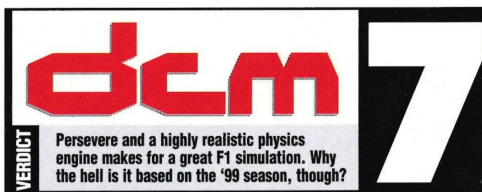
PIT STOPS

Set the game to Simulation Mode (Hard) and you find yourself needing a pit stop on even the shortest of races. You get to change your wing parameters, tyres and add fuel in the pits, as well as fix any damage you might have picked up on the track. The cool thing is, though, you actually get to see your pit crew; they don't move a lot, but it's still a nice touch.



BROADCAST MODE

Although being able to watch last year's races in a TV-style rendered broadcast doesn't make up for the fact that F1 WGP2 is based on last year's season, there's no denying these polygonal re-runs look the business. Of course, you don't get to see the crashes in quite the same style as real life, and to tell the truth who remembers every incident from the '99 season anyway? By the way, the Broadcast Mode uses the same engine as the replays, so all of your race replays look pretty cool too, and are worth watching for style, and to pick up on where you might be going wrong.



ALTERNATIVELY...

Monaco GP • Issue 1 • 7/10
Overrated in DCM 1, not half as good as F1 WGP2.

COMING SOON...

Grand Prix 3 • Hasbro
The best GP game ever is coming to Dreamcast



BANGAI-O



Blimey - she's a bit forward, isn't she?

THE GOLDEN SHOT

There are two weapons available to the gamer. The homing missiles target the nearest baddie on its flight path, and are ideal for long-distance shots or filling the air with a protective blanket of bombs. The bouncing bullets ricochet off walls, floors and ceilings, making life difficult for baddies and obstacles cubby-holed in enclosed spaces. Learn to use 'em both and you MIGHT survive...



**In days of old when men were bold,
and robots were demented...**

blast from the past

Remember the Eighties? Maggie Thatcher was in power, merrily destroying our mining industry, Duran Duran were in the charts, single-handedly boosting the ear plugs industry and our esteemed editor was knee-high to a grasshopper - not that he's grown much since. There were also some really great blasters in the seafront arcades. Yes, you had to brave the little old ladies playing prize bingo, the chain-smoking misery in the change booth and the six-foot skinhead kicking the one-armed bandits, but there were some excellent shoot-'em-ups out there.

Bangai-o is a modern-day tribute to those classic arcade coin-ops of yore. It's fearsomely 2D, with animated sprites and parallax

backgrounds rather than rendered polygons and fully-3D environments, but why not? Today's games are great, but haven't you ever wished for a title which offered yesterday's fashions with today's technology and production values? No? Well turn the page, you unadventurous stick-in-the-mud. Better still, buy a PlayStation2 and indulge yourself in endless samey sequels.

Fast-Firing Frolics

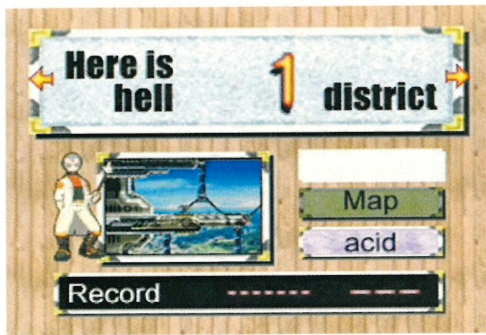
If you're still here, you must be up for something a little off-beat and (by today's standards) unusual; good to have you here. That's what the Dreamcast is all about. Bangai-o is incredibly quirky and off-beat, in a way only a Japanese title can be. All the Jap plot clichés are

It's a great window on what you can do with today's technology and yesterday's fashions



The slight bend on the guided shots makes strafing a cinch...

there. It stars a brother and sister (of course), you control a mech (what else?) and can switch between the siblings to take advantage of their individual weapons (well, you would). Specifically, the bloke has semi-homing missiles which adjust their course to target the nearest foe but don't turn so tight you can get away without aiming them at all, whereas lil' sis uses laser-like shots that aren't guided, but bounce around like a jumping bean in a tumble dryer when fired in enclosed spaces. Horses for



Richard says... "Oi mate! you got ten pee I can borrow?"

courses, then (I said as I leafed through my little black book).

Of course, there's no point installing a couple of interchangeable weapons if the game doesn't tax them to the max, making good use of each and forcing you to think about your arsenal instead of picking your fave pop-gun and sticking to it. Thankfully, Bangai-o (I'm already sick of typing that stupid name) does just that. Several levels finish with a boss fight, where you take on a mech roughly the same size as you in a wide-open space. Shoot straight and you run into enemy fire. The only way to tackle it is to use the homers (d'oh!) and aim slightly off the target, staying out of the way of its own shots. In Level Two there are several tunnels with well hidden gun emplacements. A bugger with the rockets, totally toppleable with the ricochet shots. It's clever design such as this, where the environments make use of the game's features in a planned rather than random way, that mark the difference between a good game and a mediocre one.

Rocket Man

Another very Japanese characteristic that shines like a neon light is the sheer firepower available. There's zillions of things to shoot, from mech enemies that fly by to laser emplacements that block your way with a solid stream of fire, from little huts that leave behind score-giving fruit to first aid boxes that offer life-giving energy. Your rapid-fire weapons put an incredible amount of lead into the air; it's

MONEY FOR NOTHING

Seek out this woman who gives you hints as you progress through the game. And charges handsomely for it...

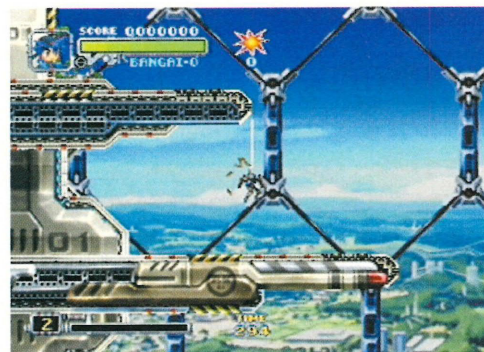


like letting loose a burning epileptic in a fireworks factory. You have to keep your eyes peeled to see what's going on, especially when you let off one of your super-weapons, which fires in every direction at the same time.

With all this firepower at your control, you'll be pleased to know the mech is a cinch to steer. With eight-way movement courtesy of the D-pad, you can fly pretty-much anywhere. There's a little inertia to consider, but you rarely fall into trouble. The weapons system is especially noteworthy. Holding a fire button locks the

weapon in the direction you're moving, so you can (for example) fly upwards but still pepper the walls with shots. Feathering the button lets you rattle off shots in all directions, though why they couldn't slave this function to another of the buttons is beyond me. Brownie points lost there. However, allowing you to use the analogue stick as a fire 'button', taking your shots in any direction you like while you also move in any direction you like, is another master stroke.

Overall, Bangai-o is a cool game. It's exciting, fun to play and action packed. Oh yes - and before you dismiss it as just another retro game, produced by lazy designers who couldn't be bothered to think of something new, just look at the amount of detail there is in the shots. Explosions everywhere, highly-elaborate parallax, spent cartridges that fall to the ground behind your gun - it's an exaggeration to say this brings the 2D blaster kicking and screaming into the 21st Century, but it's certainly a great window on what you can do with today's technology and yesterday's fashions. ■ Ian Osborne

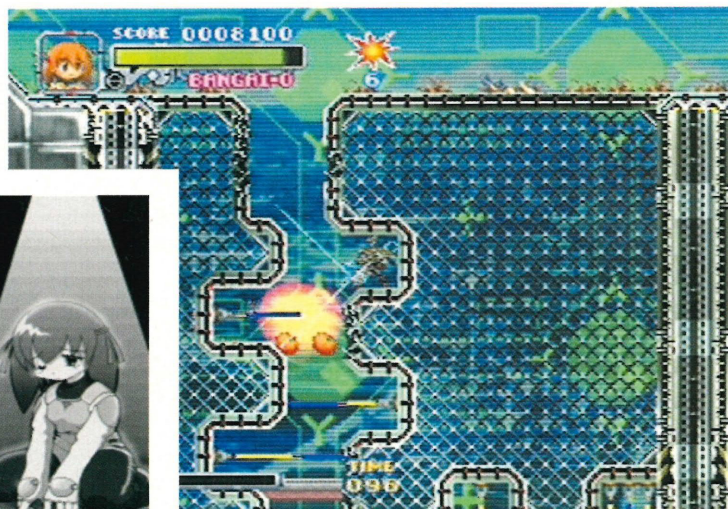
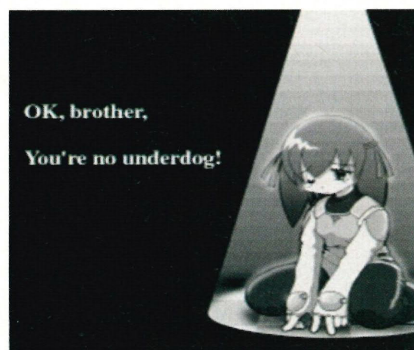
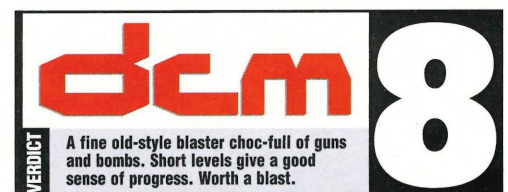
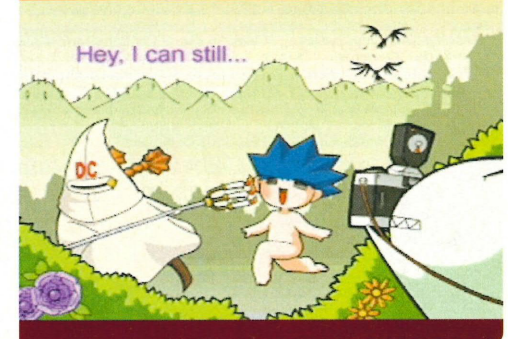


Look at the detail in the backgrounds.

you have to keep your eyes peeled to see what's going on

PERVERTS!

Between levels you get a Japanese-style cartoon, setting the scene in an okay-ish sort of way. Restart after losing your last life and you get this monstrosity. What the hell were they thinking of when they drew it, and what sort of perv are they appealing to?



Ricochet shots, for those hard-to-get areas.

ALTERNATIVELY...

M Soldier Expendable • Issue 1 • 8/10
Another fast-firing fighter, but not in space

COMING SOON...

Bang! Gunship Elite • Red Storm
This is the future of shoot-'em ups. Wicked.



FERRARI F355 CHALLENGE



Saul gets back behind the wheel of the beautiful F355 sooner than he thought. But can he justify the perfect ten he's already awarded the Jap version of the game?





Though just a standard ring, this course still requires complete concentration...



passione rossa

REPLAY IT AGAIN

Alas, not everything in Ferrari F355 Challenge is perfect, but then if a game has to be perfect in every sense of the word, there's no point in having a finite scoring system, is there? Anyhow, the replays, although looking fantastic, fail in several departments. Firstly, you don't get to see the full race. Instead, you get to see one lap made up of all of the laps. Secondly, the camera angles are very poor, making it hard for you to actually check your driving. Finally, the replays somehow seem to lose all of the excitement you get in the race. Which is quite hard seeing as the races are so bloody exciting. Oh well.



Ten out of ten. Reviewing is a serious business. One of trust and integrity. Which is the reason why last month's review of the import version of Ferrari F355 Challenge (F355) didn't go unchallenged. Despite the lengthy discussions in which the whole DCM team got involved (admittedly down the local), it was agreed that a perfect ten was the only score this superb racer deserved. Can hindsight change this, now we've the PAL version firmly tucked into our Dreamcast? Well, in a word, no. F355 is still the best racing game ever, and the PAL version only confirms what we told you last month. But for those who missed last month's review, it's time to find out exactly why F355 is the best racing game ever...

Red Passion

Passione Rossa. Michael Schumacher, the world's greatest racing driver (at the present) has just won the 2000 F1 Drivers' Championship in a Ferrari. A mighty achievement, but one that proves the

you can purge any doubts you may have about F355 challenge being short-lived



passion behind the prancing horse, and not just in Italy. Racing fans world-wide were ecstatic about the red win, the first in over 20 years for the most famous car manufacturer ever. That's Passione



All times of day are featured beautifully in F355...



Russell says... "just one more go and I'll beat you again saul!"

Rossa. And that's why, Ferrari F355 Challenge only has one car for you to drive throughout the entire game. There's no bonus cars to win, no tedium-filled family saloons to add body kits too, and no souped-up Skylines, Porsches or Aston Martins to burn rubber in. Just one, straight-down-the-line, super-sexy, shit-off-a-shovel, cum-in-yer-pants Ferrari F355 to slip into and experience one of the most accurate, realistic yet supremely playable driving engines ever. Sounds good, doesn't it?


You can purge any doubts you may have about F355 being short-lived or not complete enough due to the one car aspect, then. The game engine provides so much accurate detail and all-out exhilaration that one car is enough, and the fact that it's a Ferrari is simply a bonus. When you first get behind the wheel of the red (well you can choose from several colours, actually) beast, you'd be forgiven for thinking that F355 was actually a very bad cash-in on the Ferrari brand. In hindsight, this has nothing to do with the fact that even at the start F355 is in



PRE-RACE SET-UP

CAR SETTINGS

PLAYER 1

FILE NAME: NO NAME
CAR NUMBER: 1
CAR COLOR: 

	[Front]	[Rear]
RIDE HEIGHT[mm]:	85.00	110.00
SPRING:	HARD	HARD
STABILIZER:	HARD	HARD
CAMBER[deg]:	- 3.00	- 3.42
TOE[mm]:	1.50	4.00
LSD LOCK RATE[%]:	-----	25.00
WING[deg]:	-----	1.50

LOAD SAVE DELETE DEFAULT EXIT

You may only have the one car to drive, but the extensive car set-up screen allows you to make the car perform exactly how you want it to. Which means you have to learn exactly how everything works, which takes a lot of practice and test runs. The developers haven't included the car set-up for fun, though, as to win races, you're gonna have to get the car working for you, so don't just breeze past this section of the game thinking you'll win without tweaking your car.

F355 Challenge

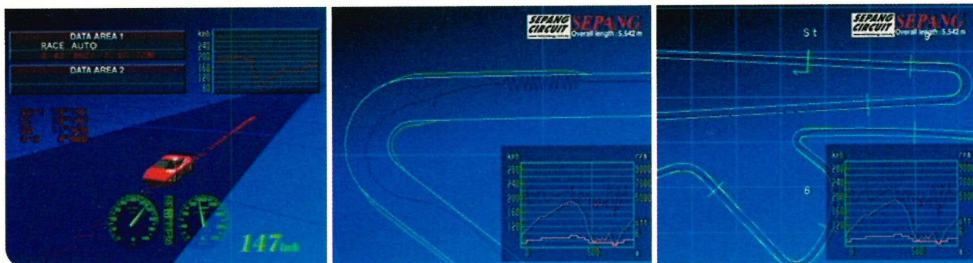
anyway bad, it's just so damn hard that many of you will give up before you've cracked it, thus, throwing away the chance to become submerged in the best racing game ever.

Practice Makes...

Perseverance is the key. But why should you have to persevere with a game you've just paid 40 quid for? After all, whoever said perseverance was fun? Well it's not, and for the first couple of hours you find staying on the track an almost impossible feat. This is because F355 gets the driving physics as accurate to real life as possible. This doesn't sacrifice playability in the slightest, it's just that you have to tame the game before you can really start to enjoy it.

DRIVING DATA

The arcade machine, as well as offering three screens for a real panorama view, also gave the player a print-out of driving data which included a map of the track and the route you took around it. You obviously can't get a print-out from the Dreamcast version, but theirs is a Driving Data Screen where you can look in-depth at the track maps and routes, as well as the telemetry information from your car. The best part, though, is watching your car actually go around a pseudo-3D plan version of the track, showing you exactly how fast you took a corner and when and how hard you braked. Cool.



be able to drive the virtual Ferrari, but can you race it? At first, the answer is no, and you're chuffed to finish a race, let alone get a good position. The learning curve, though steep, does pan out once you finally get control of the car and it won't be long before you're up there racing the CPU cars for all

they're worth. Which is a lot, by the way. The AI of the other racers is second to none, although I do have one quandary with it, which perhaps wasn't noticed on the Japanese version of the game. If you come into a bumper-to-bumper

Every corner has to be taken as if you were driving the car for real. This means proper use of brakes. Yep, that old chestnut. The chestnut most developers seem to forget about when it comes to driving games. On F355, the brakes,

but why should you have to persevere with a game that you've just paid 40 quid for?

and slowing down is every bit as important as getting a good start, overtaking and going as fast as is humanly possible. Having taken this into account, you can start to actually drive around a track without too much incident.

This, though, is only the first step. You may

tussle with one of the CPU-controlled cars, you invariably come off worse. Still, this only makes you try your hardest to avoid contact and drive exactly how you should, so whether it detracts from the gameplay, or maybe even adds to it, is still some cause for debate. Besides this, you notice the opposition cars behaving in a very lifelike manner. They swerve to block your line, try and cut inside on corners, change braking patterns, overtake you whenever possible and even get involved in tussles of their own right in front of you. This adds to the overall realism created by the physics engine, which in turn helps to make F355 the best racing game ever.



There's no crash damage, but it really doesn't distract from the game.



That ridiculous chicane at Laguna Seca is even tougher with a car in front.

Visual Perfection

Also adding to the overall realism is the amazing graphics that F355 effortlessly dishes out. There's absolutely no hint of pop-up or glitching, and everything from the scenery and the tracks themselves to the CPU cars and the driving data screens are graphically excellent. The overall package is one of visual perfection. The cars are incredibly solid but sleek looking, and the scale distance on the track is something I've never seen before on a game. It's not just the road in front of you that's always there either, it's everything around you. Just turning your car around and looking across the track proves this. You can actually see the track winding off into the distance, like it is always there, not as though it's drawn when you turn a corner. It really is unbelievable to see. Add to this the fact that the races can take place at any time of the day, which results in drastic changes to the look of the sky and the lighting, and you know you're playing one hell of a stunning-looking game.

And with these fantastic visuals spread out



to get the remaining five. Which, by the way, aren't just tacked-on bonuses, they're all full and incredibly challenging tracks in their own right. The leap Ferrari has made over other console racing games is obvious, simply by looking at the quality of the tracks. We put a few of them up against the PlayStation's latest blockbuster, TOCA World Touring Cars, and found they really

TWO-PLAYER



As I'm sure you know, nearly every PlayStation split-screen mode suffers from terrible slow-down and loss of detail. Not so on the Dreamcast, though, and Ferrari F355 Challenge offers some of the best split-screen racing you're likely to see. There's no loss of speed, detail or fun. The only thing that changes is the size of your playing area, but after five minutes of play (as long as you already know what you're doing) you get used to it and are able to enjoy some high-speed two-player action. Alas, the link-up option available on the Jap version has been omitted from the PAL release as Sega still aren't planning to release the link cable over here, and also there are no CPU opponents to race. Gits.

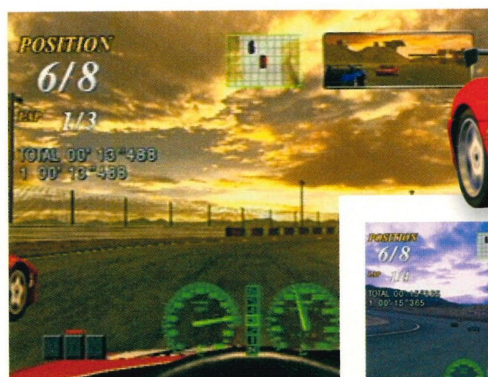
Pure is Sure

Various areas of the press have ever-so-slightly slated Ferrari for only having one car to drive, and being too simulation heavy. The reason that F355 is such a great game, is that it's not arcadey in any sense of the word. It's incredibly realistic, yet this doesn't detract from it being a highly addictive, adrenaline-pumping, emotionally-charged and ultimately a fun game to play. So what if it takes a few hours to grasp the basics, and even longer to think about winning a race? So what if it only has one car and so what that every corner isn't taken with an unrealistic but cool powerslide? I mean, how many times have you seen a real racing driver slide around a corner on purpose? Ferrari F355 Challenge is a game for the purists, but this doesn't mean it's less fun than any of its arcade counterparts. The fact that it manages to be ridiculously playable and realistic at the same time is something to be regarded, not slated. Still, it won't be to everybody's taste, but just check the end of every block of text in this review, and you'll know that Ferrari F355 Challenge is to my taste, and it's the best racing game ever. ■ *Saul Trevern*

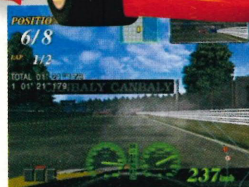
the reason F355 is such a great game, is that it is not arcadey in any sense of the word

over 11 different tracks, it's going to be a long time before you get bored of the sight of F355. The tracks are all exact copies of real-life circuits such as Monza, Suzuka and Sepang, and are all modelled with a high degree of realism in mind (now there's a surprise). Only six tracks are available to start with, but you can win or cheat

are generations apart. Where there's hills on Ferrari, there's flat on TOCA and where Ferrari offers true detail, TOCA offers open areas and pixellation. A little unfair I know, but I'm trying to demonstrate how much of a leap Ferrari is over anything that has come before it, which is why it's the best racing game ever.



Red sky at night, Ferrari F355 rocks!



ALTERNATIVELY...

F1 World GP2 • Issue 15 • 7/10
A good try, if lacking in the flare department.

COMING SOON...

Grand Prix 3 • Hasbro
A real sim for GP freaks and gear heads everywhere.



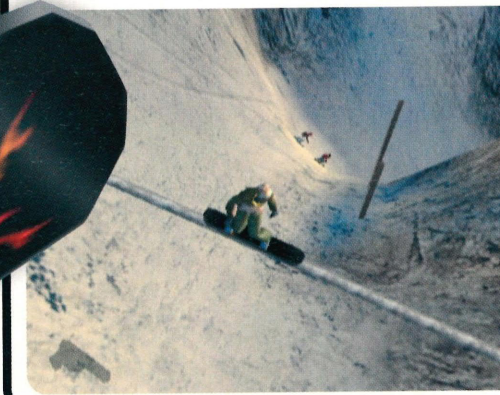
SEGA EXTREME SPORTS

Drink Pepsi Max and
grow your hair. Or play
Sega Extreme Sports...



EVENT CALANDER

There are five different events to keep armchair Extreme Sports fans (is there such a thing?) happy. They're snowboarding, speed-gliding, all-terrain vehicle (ATV) racing, mountain biking and bungee jumping. The quality is variable, with the enjoyable snowboarding offset by the dire gliding section.



in-yer face!

Ian says...

"The graphics might be great, but it's still lacking"

With more and more people bored of 'safe' sports like rugby and skiing, the last few years has seen a growth in so-called 'extreme' sports. From snowboarding to downhill mountain biking, increasing numbers of hardy souls are throwing themselves off the nearest cliff in the search for the next adrenaline rush. Noticing this growing trend, Sega has released its own homage to the rad-dudes in the shape of Sega Extreme Sports.

The first thing you notice is how authentic everything is. Each character is dressed in Diesel (Autumn and Winter Collections, fashion fans) and the soundtrack is supplied by respected dance label Ninja Tunes. Aside from being good

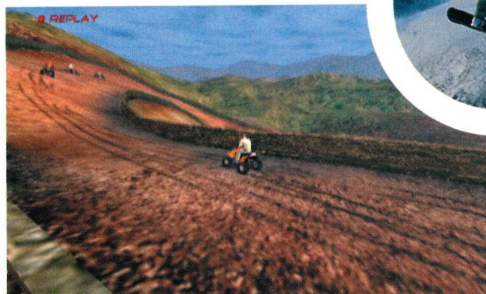
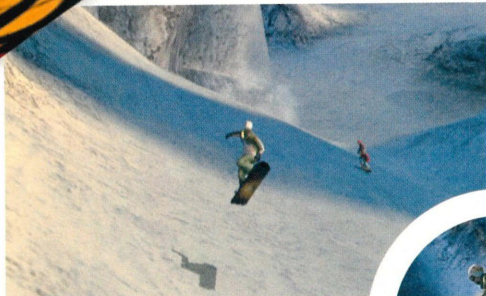
marketing, speeding down a mountain to acclaimed funksters Coldcut does make sense. But clothes and music don't make a game, and SES offers five events to get stuck into; snowboarding, speed-gliding, all-terrain vehicle (ATV) racing, mountain biking and bungee jumping. But, although you can practice each

While it's great running from one event to another, this is uninspiring fare

section individually, the main part of the game sees you attempt each discipline one after the other, pentathlon style. And, best of all, there's no delay between them. For example, once you reach the end of the snowboarding, you simply ditch the board and run over to the waiting gliders (tap A to run faster). As well as creating some enjoyable continuity, this also makes for more excitement, as someone who's not so good at mountain biking can catch up when they do another event which they're better at.

Fast mode

There are all the usual game modes, so you can practice an event, go all-out for the Time Trial, race a Single Track or go for the full Championship. Once you've decided



Racing the quad bikes is as good as it gets for SES.

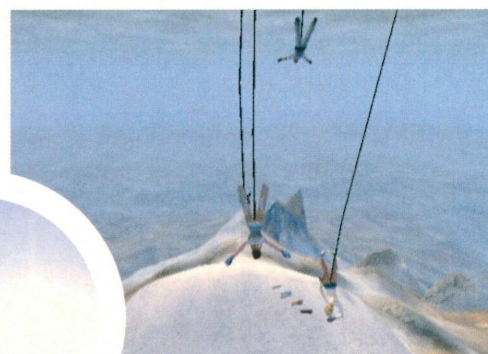




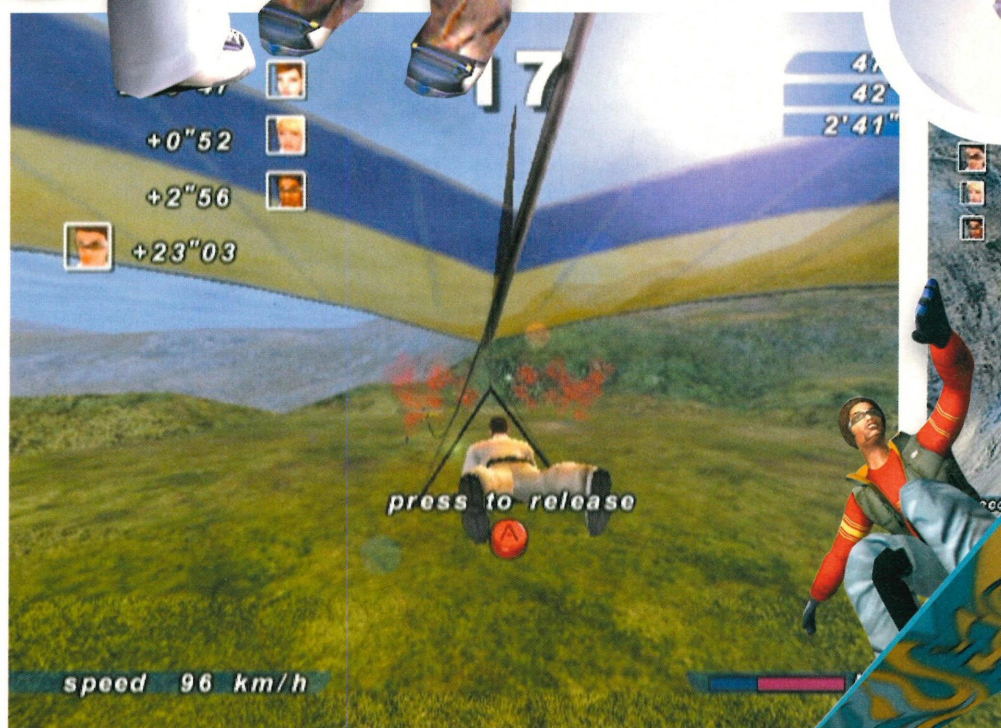
TYPE CAST

They all wear Diesel and listen to Ninja Tunes, but choosing a character is still important. Rejoice in these stereotypes; Rage the Jamaican is the dreadlocked cool guy while Nina is the blonde Swedish babe. Englishman Noel is the Hugh Grant of Extreme Sports while only American Cath seems free of lazy stereotypes.

SELECT CHARACTER



"I can see my house from heeeeeeerrre!"



As soon as you see the smoke stacks in the distance, you know it's time to land...

what you want to do, then you need to pick your character. There are four to choose from, with each displaying some stereotypical tendencies. So Rage the Jamaican is the dreadlocked cool guy, while Nina is the blonde Swedish babe. Englishman Noel is the Hugh

certainly look the business, with stunningly realistic mountains and snow. The white stuff feels very realistic, with just the right amount of drag, while the lens flare from the sun reminds you that the boarders' goggles are not just for vanity purposes. Unfortunately the

it looks like the best sports game on the dreamcast still takes place on the tennis court

Grant of Extreme Sports, while only the American, Cath, seems free of lazy stereotypes.

Then you get into the game itself and everything looks great, especially the backdrops. From the hair-raising drops of the Himalayas to the volcanic island of Maui, this is an undeniably pretty game. The Alpine locations (particularly on the snowboarding)

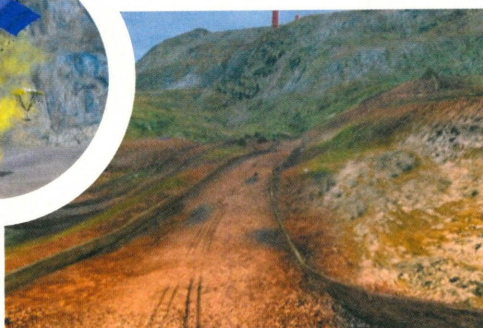
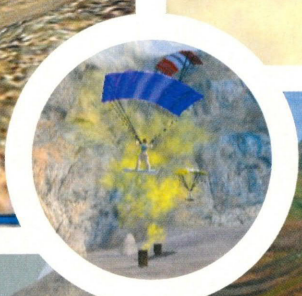
character animation is occasionally ropey, and there are definite collision problems in the downhill mountain biking, with some rocks seemingly more dangerous than others. Also, the water effects are decidedly un-liquid like on the Maui level; crash into the water and watch as an iceberg splash appears. Still, for the most part, this is a good-looking game.

Downhill

Unfortunately looks aren't everything, and it's in the game itself that Extreme Sports lets the side down. The biggest problem is that none of the events are strong enough on their own, and while a collection of five mini-games is not necessarily a bad thing, it does mean that longevity is a problem. There's also a huge variation in quality between the sections. While the snowboarding is enjoyable, especially in two-player, the speed-gliding, for example is not. By a long way this is the weakest event, with the controls decidedly unresponsive. The aim is simple - guide your glider to the blue balloons that speed you up, while avoiding the red ones, which have the opposite effect. Despite the lovely scenery, you rarely feel like you're gliding, and swooping to desperately bump into the next blue balloon is hardly the world's most pleasurable pastime. Thankfully it's over relatively swiftly. The ATV section is also a bit half-baked, with the quad bikes suffering from sensitive handling, which although realistic, doesn't always make for a fun ride. The mountain biking, on the other hand, at least throws in an element of variety and speed.



Popping the blue balloons speeds you up, while the red slow you down.



It might look like first-person mode, but it's not...

promised a great deal. From the start, the lengthy loading times (from main menu to starting a game or setting up a character) annoy. But, it's the game itself that is the

From the hair-raising drops of the Himalayas to the volcanic island of Maui, this is an undeniably pretty game

It's not all bad, though. The replay option is always good for showing off, and looks especially impressive on the snowy slopes - having a camera pan around as you gracefully speed to victory is very satisfying. Also, the punch option adds a welcome bit of (comedy) violence to proceedings, especially on two-player. Hitting your competitor while boarding down a steep slope is always fun, but soon becomes tactically important as every second counts. As you'd expect, the split-screen multiplayer is a bit of a laugh, especially when the two of you are neck and neck throwing punches. There's little graphical slowdown, and everything still looks splendid, although this may be down to the annoying removal of the other two competitors. With only two of you, there isn't quite the same sense of action.

Pretty graphics (and two-player) or not, Sega Extreme Sports is a disappointing release that

problem. Each event is flawed, with the speed-gliding in particular a hard-to-control disaster. Time Trials or not, there's little incentive to carry on playing, with only the multiplayer providing some longer-term appeal. It may seem extreme, but it looks like the best sports game on the Dreamcast still takes place on the tennis court. **Greg Howson**

NINJA TUNE MAN

Easily the best aspect of Sega Extreme Sports is its banging soundtrack supplied by the top record label Ninja Tune. Tracks include: Cold Cut - Atomic Moog 2000, Irresistible Force - Fish Dances, DJ Food - Dark Lady and many more. Stay tuned to dcm next month for a bit of a look at the label and a Christmas present from us to you...



6

VERDICT

While it's great running from one event to another, this is uninspiring fare. Looks good, though.

ALTERNATIVELY...

Virtua Tennis • Issue 12 • 9/10
The best sports game on the Dreamcast. Period.

COMING SOON...

Sega Marine Fishing • Sega
It's Sega's deep-sea sequel to Bass Fishing. Whoop!



LE MANS 24 HOURS

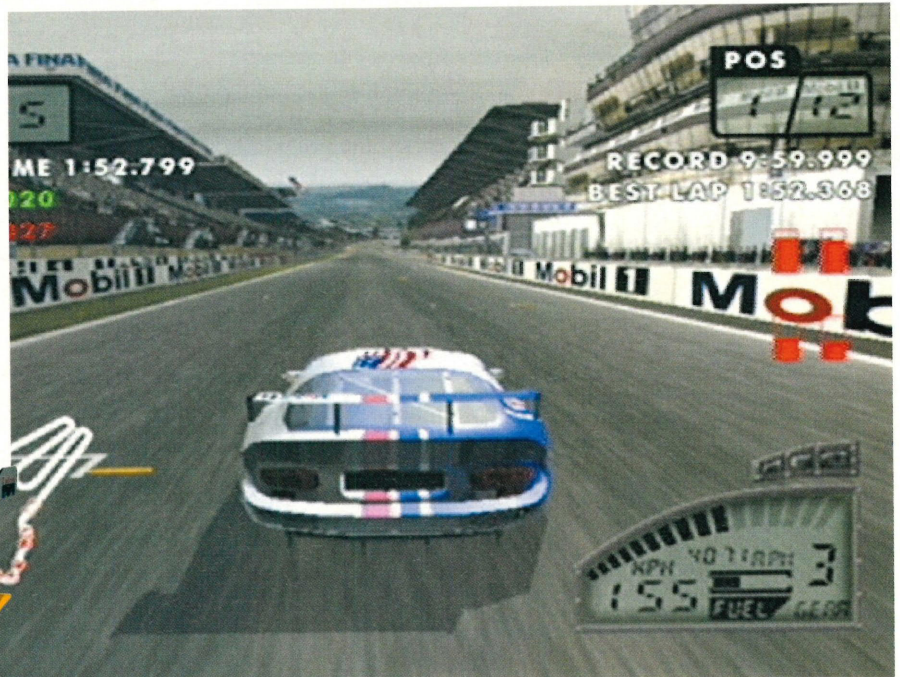


Where the greatest drivers in the world compete...





Take a corner too fast and you're in the gravel trap.



driving day and night

HORSEPOWER FOR COURSES

There are 11 tracks in the game, including (of course) the legendary Circuit De La Sarthe, the 'Le Mans track. This is part purpose-built racing circuit, and part sectioned-off road. At 13.605 km long, it's a veritable giant among motor-racing courses. Also present are Bugatti, Donington National, Donington Grand Prix, Catalunya National, Catalunya Grand Prix, Suzuka national, Suzuka Medium and Suzuka Grand Prix.



Let's get one thing straight from the word 'go'. This is NOT a simulation in the Ferrari F355 Challenge mould. It isn't a physics-free racer where you never need to brake either, but it's definitely not aimed at the high-octane petrol-heads who demand manuals the size of a small roofing slate and cars that drive so realistically they won't start on cold mornings. Instead it's somewhere between the two, offering enough physics to let you feel you're driving, but not so much you need the patience of a mechanic in a Reliant garage and the driving skills of Michael Schumacher to play it.

Right, now we've got that out of the way, let's indulge in a little background. The Le Mans 24 Hours endurance race is arguably the most famous event in motorsports. Every summer drivers from around the world compete in teams of three, each racer driving for four hours before pitting in and swapping places with a team-mate, getting some much-deserved shut-eye before his next stint at the wheel. The concentration demanded of the drivers is phenomenal; it's arguably the most demanding race ever. Indeed, many of the drivers are ex-Formula 1 supremos (anyone see Mario Andretti in this year's race?) or legends of the American NASCAR and CART

Russell says... "Looks great, drives well - the challenge is there too"



championships. One thing's for sure, though - only the bravest and most experienced need apply.

Ace Racin'

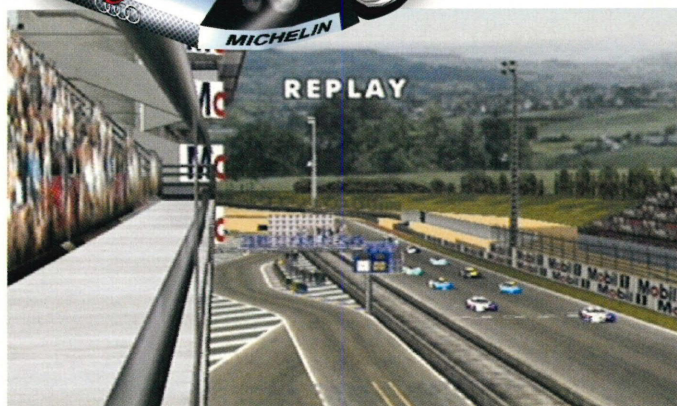
There's more to Le Mans 24 Hours than the Le Mans 24-Hour race. Indeed, the game's based around the cars used for the the event, and the Le Mans race is included in the game (it would

only the bravest and most experienced need apply

be pretty sad if it wasn't), but there's also ten more tracks and a Championship Mode to consider. Here you race a season Formula 1-style, with points earned for each race. You can go for a Quick Race if you wish, and there's even a Time Trial Mode, racing against the clock to reach the checkpoints. Up to four players can compete in Multiplayer Mode.

You're up against 12 other cars in





The championship races feature a standing start, the Le Mans race a rolling start.

IN TUNE



As the game isn't hugely simulation-based, there isn't much you can do to set your car up before the races. You decide how much fuel you start with, you set the overall downforce (strangely, there's no independent front and rear options), choose between automatic and manual gears (quelle surprise) and select your tyres. Hardly pushing the boat out, but the race's homologation rules prevent too much mucking about with the real cars anyway.

the Championship, though in the Le Mans race there are 24 on the track. This isn't the 48 that start the real race, but is certainly more than the 16 PlayStation gamers got. In the Le Mans event (here and in real life), instead of competing over a set number of laps, you race for 24 hours, the winner being the team that

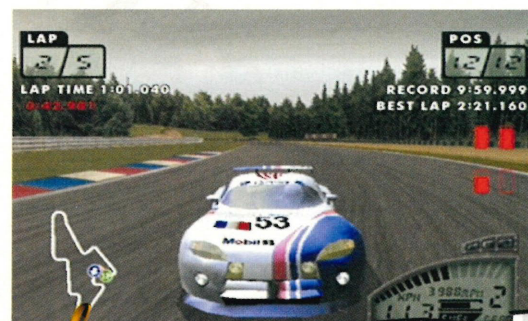
the best thing about le mans 24 hours is the variety of cars on offer

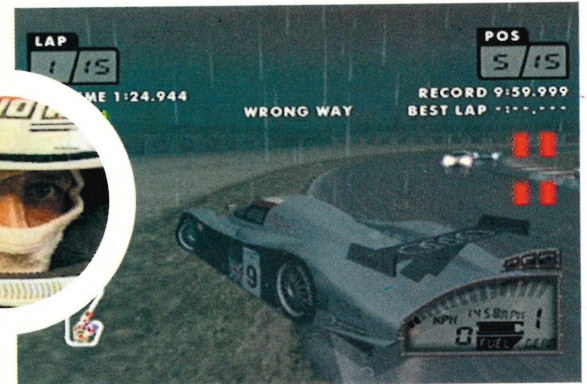
complete the most laps overall. The game allows you to condense the 24-hour race time if you wish, but if you really want to, you can play for 24 hours real-time. Just like real life, you face random weather conditions and fading light as day gives way to night, the skies eventually brightening as you drive into the next day.

So what about the game as its played? The first thing you notice is the car models. They're not up to much considering the Dreamcast's awesome power. In fact, aside from the transparent windows and visible drivers, they're not much different to the Le Mans cars in the PlayStation version of the game. In fact, they're a little worse - although the PSX offering didn't let them fall to pieces after a series of bad accidents (the teams who grant the licences for their cars to be used were very precious about this), you did get a decent amount of collision damage. Despite what you may have read before, this is totally absent from the Dreamcast game due to even stricter licensing restrictions. They don't even get dirty as they race - it's showroom shiny all the way. The liveries are good, though, offering a real GT racing atmosphere, and when the cars drive under trees or past buildings, the shadows riding their shiny bodies have to be seen to be believed. Awesome!

Speed Freakin'

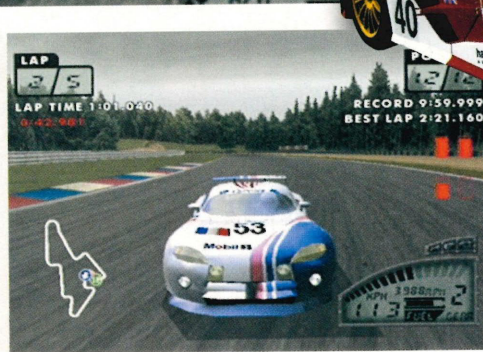
One thing the game's got spectacularly right is the circuit models. They're just beautiful, snaking into the distance without a hint of draw-in. The trees



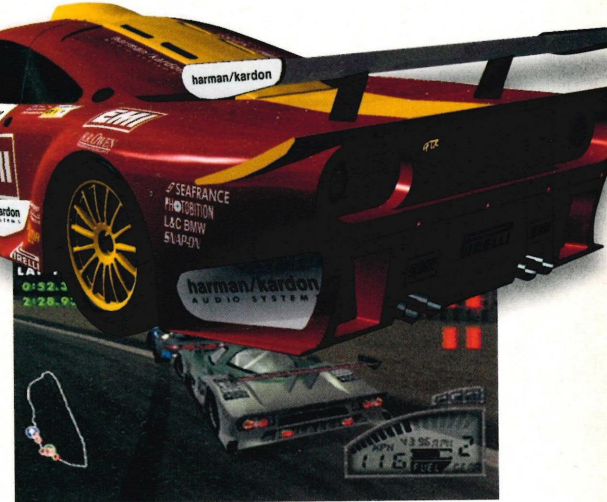


Driving in rain and fog ain't easy...

look realistic enough to cut down and turn into log cabins, the tracks suitably shaded and tyre-marked and the buildings and scenery really give you the impression you're driving around the track. Not driving very quickly it must be said - at first the game fails to give much feeling of speed, but hey, it's a nice view so enjoy the ride. It gets frighteningly quick as you move on to the more powerful vehicles too. The courses are brilliantly designed for racing. Ever played one of those games where the tracks are so long you never know where you are, with trackside features repeated to save memory causing hellish confusion? Or a race where the track is so smeggin' small you're up the backside of the last-placed car almost immediately, and are never sure who's a racer and who's a back-marker? Well, Le Mans is neither of these. The tracks are just the right size, allowing you to learn them after only a



like it was stuck in gear with its handbrake on. No problem there (gentle start to the learning curve), but having taken first place, you can never put any great distance between you and the pack. Likewise, if you screw up completely, you're nearly always able to catch them up if you race well enough. The other drivers don't cheat as badly as I've seen in some games, and their nefarious tactics certainly don't take the skill out of the racing (far from it), but it's an irritating reminder that you're playing a



spread through three different categories (see boxout) offers huge scope for differing handling, and the developers have seized the wheel with both hands in this respect. The GT 2 category is easiest to handle - once you've mastered it you drive with acres of clear track ahead of you, but move from it into a GT 1 car and you find the extra speed screws all your braking points (yes, folks, you do have to pick your spot and follow the apex). You spend more time in the sand than a beach donkey until you get the hang of your new speed monster. Then you move to

the prototypes, which are, frankly, an incredible test of skill. They steer so suddenly it's untrue - well actually it IS true, it's because in real life they're very light and have an extremely low centre of gravity. Add to this the various skill levels, adding or removing driving and braking assists, and you've a pretty decent racer on your hands.

At first, I thought inaccurate driving behaviour from other racers and initial lack of overall speed would keep this racer in the pits. I was wrong. If you get all thoughts of Ferrari out of your head and appreciate Le Mans for what it is, you find you've got an exciting and original racer on your hands. ■ Ian Osborne

this is not a simulation in the ferrari f355 mould

few laps but not choking the field until it looks like rush-hour traffic instead of a race.

The learning curve for the Championship Mode is well thought out too. You have to win a Championship to unlock the next one, and (needless to say) they get progressively more difficult. The other racers don't always behave themselves impeccably. For example, on the very early levels you can tear away and pass the grid

videogame. They come together a little too much too, giving the game a Touring Cars atmosphere at times. Still, these collisions tend not to throw you off the track and into the sand trap, but take a corner too fast and that's exactly what will happen.

Burnin' Rubber

Perhaps the best thing about Le Mans 24 Hours is the variety of cars on offer. Being

THE DREAM AND THE REALITY...

The game kicks off with a natty FMV/CGI intro, with video footage taken from the race itself cut with action scenes from the game. Curiously, they seem to have used footage from the 1999 race. I wonder why? Even so, the Hawaiian Tropic girls kitted out in skimpy red swimsuits are always worth watching out for.



VERDICT

A great choice for those looking for a serious racer without too much technical baggage. Perfect for you budding racing fanatics...

8

ALTERNATIVELY...

Ferrari F355 • Issue 15 • 10/10
The ultimate simulation-style racer.

COMING SOON...

Grand Prix 3 • Hasbro
The classic Microprose series comes to the Dreamcast.



LOONEY TUNES SPACE RACE

online...
[www.uk.info
games.com](http://www.uk.info
games.com)

They're tiny, they're tooney,
they're all a little looney.
And now they've got
hover bikes strapped to
their legs. Sound like a
recipe for fun? Saul finds out...





what's up, doc?

ACME EVENTS

Winning a normal race gives you an ACME token, which you can use to buy ACME events. These are just normal races with quirks. For instance, all of the gags may be explosives, or the person in last place on every lap gets knocked out of the race. There are 12 ACME events to unlock, and each time you win one, you get an extra picture to look at in the Gallery.



What's your favourite ACME product? Perhaps the rocket-powered roller skates, the iron filing-filled bird seed, the Coyote-propelling catapult or your plain old TNT? Whatever it is, one of those crazy Looney Tunes Characters stands to win a lifetime's supply of their favourite ACME product and you've got to help them do it. How? By

space race is the only game that's ever kept me playing just for the quality of the graphics

racing your way across the universe in a fast-paced, fun-filled comic caper that might just challenge Wacky Races as the best cartoon racing game around. And with the likes of Bugs Bunny, Wile E. Coyote and Daffy Duck all making appearance, it's certainly off to a flying start.



It's cool that you see the track winding off into the distance.

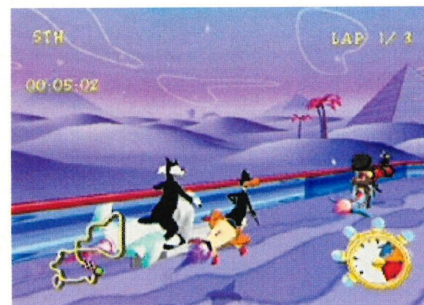
Richard says... "some of the coolest graphics I've ever seen"

There's eight Looney Tunes characters in total, although only six of them are available at the start. The different hover bikes they race on are stylised towards the character, so for instance, Bugs is on a rocket-propelled carrot and Wile E. steams along on a red TNT rocket, as seen in the

Road Runner cartoons. Now this all looks fantastic, but the characters are all supposed to handle differently, which is something that I couldn't pick up on at all. So choosing your character is simply about which one you like best, not on how they handle. But then, this is a light-hearted, fun-filled racer, so handling is well down the end of the list of priorities when there's an ACME truck-full of gags to be had.

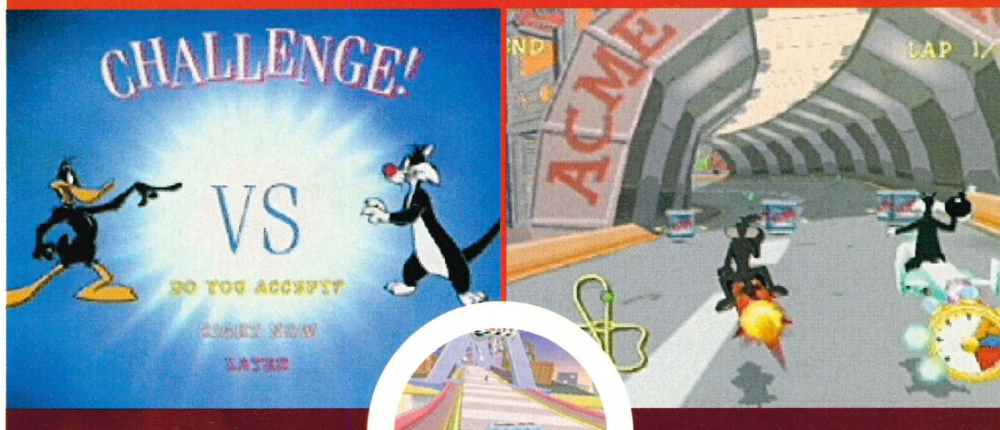
ACME Gags

Which is basically what Space Race is all about. The racing itself is actually great fun, and the control is simple and



YOU WANNA RACE?

Every few races, one of the other characters offers you a one-on-one race. Should you accept and win, you get an ACME token. That's about it, though. You just race the other character with the same weapons and speed-ups on the same number of laps. However, just having one racer to beat means you won't get caught by a whole load of gags in a row. So in fact, in One-Player Mode these races can actually be more enjoyable than the main events.



friendly, making for a smooth ride around the roller coaster-style tracks. And although not that fast, there's plenty of action and enough thrills and spills to keep you interested for a while. But the real fun, is supposed to come from the gags. Instead of straight-up weapons, as seen in most 'fun' racers, Space Race has ten 'gags' that act as weapons. These can be anything from user-activated falling pianos and anvils to comedy black holes and TNT rockets. You need to run over the ACME crates liberally spread around each course to collect these items, and a simple press

of the 'B' button discharges the 'gag'. Of course, the other five racers have access to the same power-ups as you, which makes things incredibly hectic throughout the race.

Once things are under way you find yourself constantly being taken out by the various gags set off by other players, and at first you find yourself laughing your proverbial socks off. But

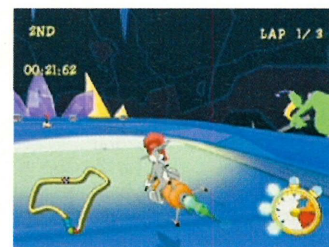
these can be anything from user-activated falling pianos to black holes and tnt rockets

after a few races of getting constantly bombarded with those now not-so-hilarious gags with almost no way of avoiding them, your socks will be firmly in place but your hair will be all over the floor after you've pulled it out in frustration. So from a great idea, the developers have managed to totally tip the scales of

MULTIPLAYER MAYHEM



The only place that the incessant gags really work is when you get your mates together and take to the tracks in the Multiplayer Mode. This type of cartoon racing is perfectly suited to multiplayer gaming, and due to the nature of the attacks in Space Race, things become hysterical. Why doesn't it work in the main Single-Player game, though? Simple; because when a human player drops a piano on your head on the last lap, you don't feel persecuted, and if your mate zaps you with a ray-gun as you cross the line, it's about winning. When a hunk of plastic and circuit boards does the same to you in the One-Player Mode, it's no more than a fix and your frustration levels go off the scale. Don't get me wrong, getting thrashed on multiplayer can be very annoying, but it just seems fair, which is why you can start to actually enjoy the gags, rather than dreading them.



balance in the wrong direction, making Space Race feel either incredibly random, or that the programmers were out to persecute you personally. It's even worse on the last lap, especially if you're leading. The CPU-controlled racers behind you just go all out to take you out. I even got blown up as I crossed the finish line in first position in one race, only to be overtaken as my racer got going again. Frustrating? About as much as losing the key to Cameron Diaz's chastity belt when she's offering herself on a plate!

Structure-less?

This isn't the only problem with Space Race either. The background story, which of course isn't important on a racing game, tells us that

one of the characters is going to win a lifetime supply of their favourite ACME product. So why isn't there any kind of championship structure to the game? You simply take it one race at a time (choosing a different character each race if you like), and open up the next track by winning the last. You also get an



ACME token every time you win a race, which allows you to unlock an ACME Event. These are basically special races that include racing with no weapons (thank God), racing with explosive weapons, last man out and other such quirks on the general cartoon racing premise. Although these serve as a mild diversion, they aren't enough to give the game the structure that it needs so badly. Hoping to pull things together,

at first you find yourself laughing your proverbial socks off

you also get a one on one challenge occasionally, which is exactly how it sounds. One of the other characters challenges the character you're playing at the moment to a race. Win and you get an Acme token. It wouldn't be so much of a problem if you had to choose a character and take them through all of the various bits, but as everything feels so open (you go back to the main menu after every race), the game starts to feel disjointed, and dare I say it, not complete.

Saving grace

The graphics, though, are more than a million miles from the above criticisms. In fact, Space Race offers some of the crispest, most original and downright jaw-dropping visuals I've yet seen on the Dreamcast. Every track is brimming with high-quality detail and animations, meaning you're always dying to see what the next track offers. The variety from track to track is immense, and with six



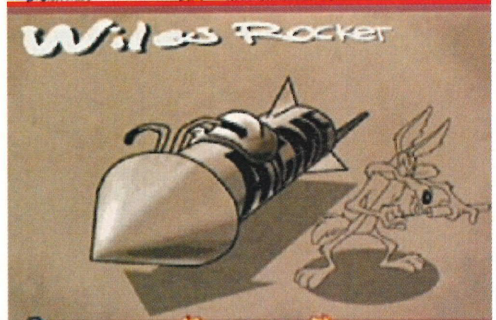
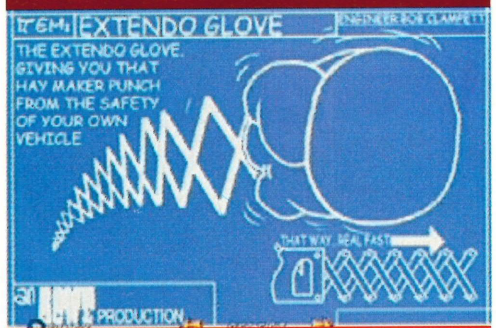
worlds in total (each with two tracks) you get to go on a caper-filled trip through the colourful, and dare I say it, wacky Looney Tunes universe. Space Race is the only game that has ever kept me playing just for the quality of the graphics. It has an amazing amount of visual input - from massive Martians playing on the side of the track and huge girders being lifted across to reams of hover-car traffic flying all over the place and huge mechanical mouths chomping away happily. And although your eyes are generally kept on the race itself, you can always catch glimpses of the crazy stuff going on around you. My only problem with this is that perhaps all of this could have been a little more interactive. Maybe you should have to dodge the hover cars or jump the girder swinging across the track.

This is only a minor grumble, though, as the graphics are so good it would be a crime to take this small detail against them.



You want big air? Space Race is full of the stuff.

THE GALLERY



The Gallery is a place where you can go and look at pictures based on the game that are unlocked as you win different ACME events. It's a little more than that, though. You actually get to look at blueprints of the vehicles and gags in the game as well as see moving close-ups of the racers on their hover bikes. When looking closely at the racers, you can actually try out their voice samples, of which there are over eight hundred provided by the current Looney Tunes voice actors. Cool.

The graphics have more than just detail, though. The tracks themselves are designed in a big dipper fashion, with plenty of ups and downs, big corners, jumps and suspended raceways which all go to fit perfectly with the cartoon style of the game, and the animation is smooth and practically flawless. Good Job!

So Space Race looks fantastic. Alas, the rest of the game is flawed enough to make it at times very annoying. At other times, though, it's great fun, so we're not looking at a complete disaster. I'm not going to harp on about how they should've spent less time on the graphics and more on the gameplay, though, 'cos if that was the case, Space Race wouldn't be one of the best-looking Dreamcast games so far. If they had paid a little more attention to the balance between the racing and those gags, and provided some kind of championship mode rather than the disjointed game structure on offer, Space Race could have become a Dreamcast masterpiece. As this isn't the case, it's no more than an above-average racing game with some awkward elements that really should've been ironed out. ■ Saul Trewern



ALTERNATIVELY...

Wacky Races • Issue 10 • 8/10
A high-speed mix of cartoon fun and racing action.

COMING SOON...

Quack Attack • Ubi Soft
A cool-looking 3D platformer starring Donald Duck.



AEROWINGS 2: AIRSTRIKE

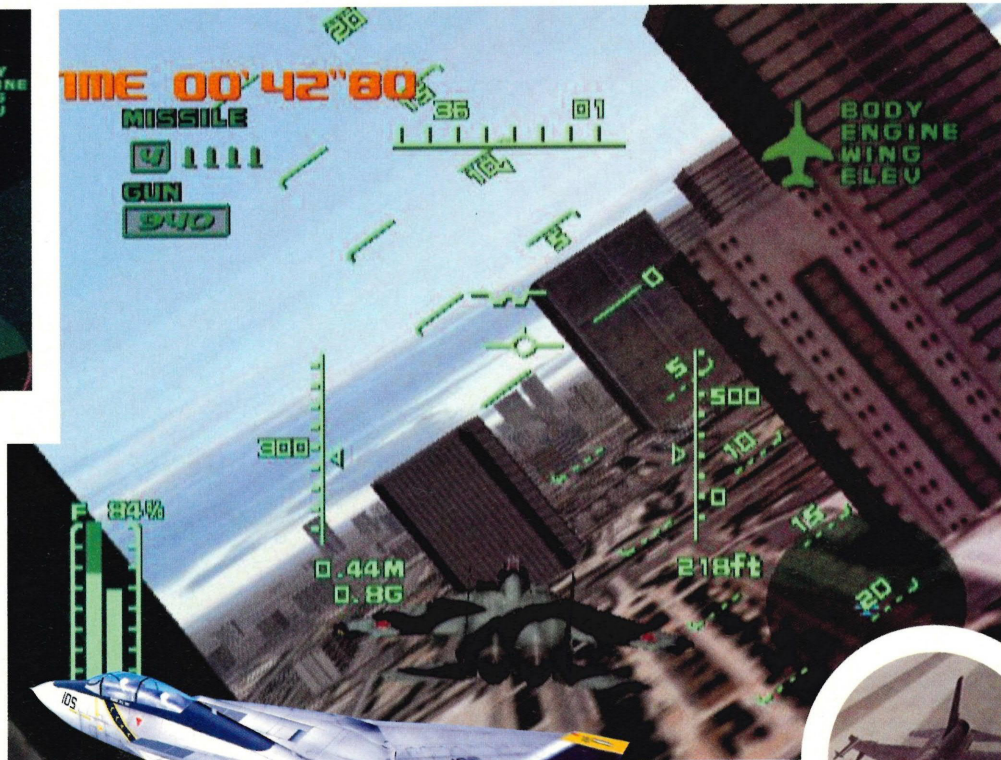
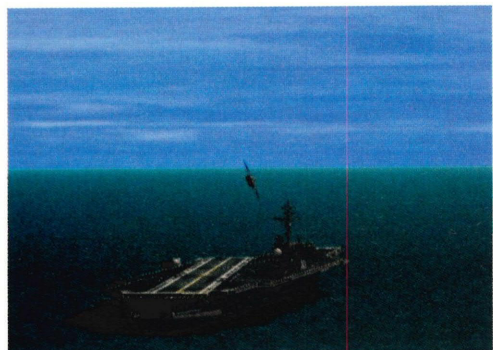


Greg gets airborne with Aerowings 2...
Does it take his breath away?





You can still get a full heads-up display in outside views



high-flying

REPLAY

The Replay Mode is fab and allows you to fulfil all those Top Gun fantasies. The planes look particularly impressive in this mode, with tons of camera angles (including widescreen) and the ability to save your best kills to VMU. Although there are plenty of camera angles, only one or two are practical, although the missile replay that follows the path of a Sparrowhawk missile is good for showing off.



The original Aerowings was a technically impressive game that was great to look at, but unfortunately not much fun to play. While flying around doing stunts was enjoyable, at least in the short-term, it didn't take long before the lack of anything to shoot at became too much. Thankfully, the sequel has fixed this problem, and now offers some of the best dogfighting experiences available anywhere. Nice.

However, Aerowings 2: Airstrike is a flight sim that's a little different from the normal console fare. Compared to the likes of Ace Combat, this is far more in-depth and at times resembles a manual-heavy PC sim in terms of

the sequel also has a much faster feel than the lethargic original



Every boys dream - a choice of jet fighters to fly



Russell says... "The best flight sim on the Dreamcast.. Period."

the amount of control you have over the plane. Usually serious flight sims only appear on the PC, with the keyboard offering plenty of control options. Amazingly, though, CRI has managed to fit all the controls onto the humble Dreamcast joypad. And, whilst it's initially complex, flying your airborne steed soon becomes second nature. Luckily, your DC takes care of some things (like the undercarriage and flaps), but leaves most of it down to you. So analogue directs the plane, while the trigger buttons control your rudder.

Veterans of the original should be able to pick up and play, but there are some changes to get used to. For example, instead of using X to change views, you now use Right and Left on the D-Pad. This sequel also has a much faster feel than the rather lethargic original, though the biggest difference is the inclusion of combat, with the Y button now for firing.

As you'd expect, there are a number of different game modes with which to flex your wings. Beginners are strongly recommended to start with the

SPLIT SCREEN

Two-player dogfighting has never been so much fun. While you're waiting for Quake, and all the other online games, you could do far worse than grabbing a friend and indulging in some Aerowings missile-dodging action. Once you've learned the ropes, you're flying and blasting for hours.

CABLE PLAY

Place: **Base 1**
 Morning
 Weather: **Fine**
 Time: **360**
 Head on -Long-

Player 1
 F-16A
 Body: Normal

Player 2
 F-16A
 Body: Normal

MESSAGE
 ケーブル対戦
 以上の条件で対戦します。
 Aボタンを押してください。

Ok Cancel



Highway to the danger zone. Those old enough to rate Top Gun as a top film are gonna love this

combat manoeuvres to stunt flying, and everything in between. Of course, as you progress, more planes (such as the fabled F/A-18C) are unlocked, with aviation fans able to appreciate the differences between each of the 25

- with limited ammo - to stunt-based levels reminiscent of the original game as you aim for top scores from the instructors.

The other modes are Free Flight and Two-Player. The former allows you to fly around getting used to the areas and offers a wide range

aero wings 2 offers some of the best dogfighting experiences available anywhere

informative Training Mode as otherwise you'll be crashing more often than a PC. From basic plane control (including how to understand the Head-Up Display), to explosive combat manoeuvres, it's all here. It takes a while to gain proficiency, but thankfully your patience is rewarded as, when mastered, you're ready to enter the meat of the game; the Fighter Pilot Missions and Tactical Challenge Modes.

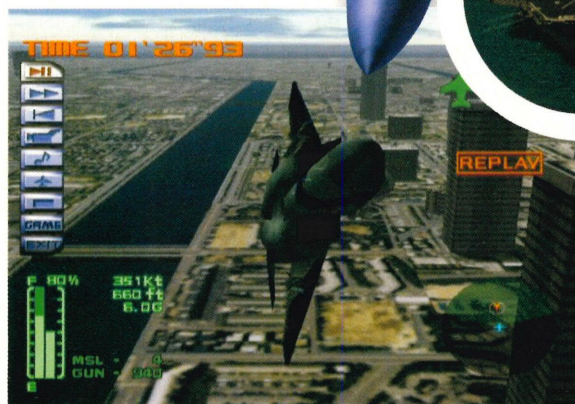
On a Mission...

There are 30 Fighter Pilot Missions of escalating difficulty, with each mission covering a different area. These range from

aircraft. And, although the weapons all follow the same machine gun/guided missile template, it's still incredibly satisfying getting successful hits with different planes.

The Tactical Challenge Mode is best attempted when you're a more experienced pilot, as things get very tough very quickly. There are 15 missions varying from target (balloon) shooting

of parameters, allowing you to set anything from weather to number of enemy pilots. Last, but not least, is the two-player versus option. As you'd expect, this split-screen combat is a pure adrenaline rush as you race around trying to get the crucial missile lock-on. Unfortunately, two-player does turn into a bit of a follow-the-dot session as one locked target is normally



The landscape is predominantly flat but well detailed



Check out those replay graphics. Cool, eh?

enough, but give both players a bit of practice and the fun level soon rises.

Graphically Aerowings 2 is very impressive. The planes themselves are wonderfully modelled, with lens flare put to full use, and they all look very realistic, especially in Replay Mode. But perhaps even more striking is the ground, which although generally flat, has some wonderfully detailed buildings and a horizon that spreads into an impressively far distance. You can even swoop down to ground level and appreciate the terrain up close. Your Head-Up Display (HUD) is your main interface and while it can sometimes be confusing as to what's what, the graphical representation works well.



Throughout the game there is very little slow-down even with the mightily imposing weather effects (rain, lightning etc) on and, as you'd expect, the weather affects the gameplay accordingly. So flying through a rainstorm is not recommended for accurate combat.

Afterburner Antics

Another impressive feature is the Replay Mode that allows you to fulfil all those Top Gun fantasies. The planes look particularly impressive in this mode, with tons of camera angles (including widescreen) and the ability to save your best kills to VMU. Although there are plenty of camera angles, only one or two are practical, although the missile replay that follows the path of a Sparrowhawk missile is good for showing off.

Unfortunately, while Aerowings 2 excels in the graphics department, the sound leaves a lot to be desired. An appalling Japanese rock soundtrack fails miserably in recreating that '80s vibe, although the in-game effects are adequate.

Aerowings 2: Airstrike is one of the biggest surprises this year, with its superb graphics and feel. And while it takes some time to get into, the depth of the game soon becomes apparent, with plenty of options to tweak. In fact Aerowings 2 is more like a serious PC sim than a console game although, this is its main problem. To really enjoy this game you have to be prepared to spend some serious time on those flying lessons. And while the combat is a welcome addition to the game, it does suffer from the same problem as all flight sims - namely that you spend most of the time following a dot around the screen (before launching a heat-seeking missile). Despite this, Aerowings 2 comes recommended, especially to wannabe pilots. Consider this the Top Gun of console combat flight sims. ■ Greg Howson



It's not all Ice-Man, Joker and fighter ject you know

VERDICT

The best console flight sim there is, and perfect for budding Tom Cruises. Make sure you have plenty of time though.

ALTERNATIVELY...

AeroWings • Issue 3 • 6/10
Kinda like AeroWings 2 really. But not as good.

ALTERNATIVELY...

Deadly Skies • Issue 6 • 6/10
Kinda like AeroWings 2 really. But not as good.

**Q: WHERE CAN YOU FIND ALL
OF THESE SQUEEZED INTO
ONE MAGAZINE?**



ISSUE ONE
99p!

Pocket MONSTERS

ISSUE ONE ON SALE 16 NOVEMBER 2000

swat content

solutions, walkthroughs and tactics

It may not be PC to say so, but have you ever noticed how your mum, girlfriend or sister plays games? Take a look next time one of them picks up a pad and you'll see that as well as hitting the buttons and D-pad, they're also waving the whole thing around in the air in time with the action. Well, the second you pick up Ferrari F355 Challenge, you're gonna cringe at yourself, because you're gonna do exactly the same thing.

Every track requires so much concentration you won't even notice yourself waving the pad in the air, leaning into the corner with the car or pushing your foot to the floor when you're braking. Very embarrassing, but worthwhile. Things will be easier after checking out our track guide this month, but the best tip I can give for Ferrari F355 Challenge is to play it where nobody can see you. Simple. As well as Ferrari, don't forget the final part of our Hidden & Dangerous guide or the usual cheats, codes, challenges and letters that go to make every edition of SWAT more helpful than a calculator in a maths exam.

See you next month...
The SWAT Team

Saul

Solutions Editor
saul.trewern@quaynet.co.uk

cheat code central **94**

All the latest cheats for the greatest Dreamcast games.



swat interactive **96**

Have you got a problem that nobody else can help with? Get writing to SWAT. We'll sort it.

GTA2



108

hidden and dangerous

PART TWO

In which we complete the journey we started last month. Better have your wits about you, though - Jerry is getting pissed...



POSITION
5/8
R-TIME
18

POSITION
3/8
R-TIME
20

FERRARI F355 CHALLENGE

98

99

048mph

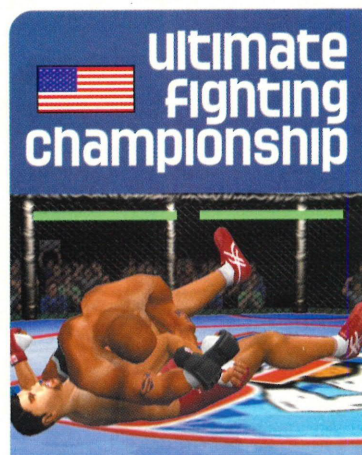
122mph

December 2000

93

CHEAT CODE CENTRAL

get the most from your dreamcast games with dcm's cheats, hints and codes...



Full Skill Points

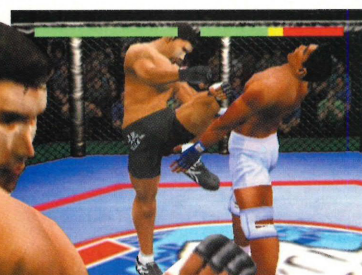
To get yourself 999 skill points in Career Mode, thus making yourself a hard as nails kinda fighter, create your own wrestler and name him Best Buy. This name is case sensitive so make sure that you use two capital B's.

Swap Ref.

Whilst the match is loading hold both triggers and you should now have the announcer as the ref and the ref as the announcer.

Different Ref.

To get a different referee in Career and Sparring matches hold down **A + X + Y + B** and both triggers whilst the match is loading (that's the match not when you first load the game).



USA nfl blitz 2001

If you've ever wondered what those little icons are on the bottom of Midway loading screens then wonder no more as the answer is here. They're for inputting cheats codes and we've got a whole load of 'em for NFL Blitz 2001. These are for the American version but we're positive they'll be the same for the UK release. Anyway, here's how to enter them. The Left or Right Triggers cycle through the left icon, the middle icon is changed

with **X** or **A** and the right icon can be cycled by using **Y** or **B**. Now simply look at the code you want to enter and follow it from left to right hitting the corresponding button the number of times it says. For instance for 'Big Head' you'll need to tap Either trigger twice, and leave the other two icons untouched before pressing right on the d-pad (2-0-0 right). By the way, be quick as the loading screen doesn't last long.

Allow stepping out-of-bounds	2-1-1 Left
Always QB (2P/4P on same team)	2-2-2 Left
Always receiver (2P/4P on same team)	2-2-2 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Baltimore Ravens playbook	1-0-3 Left
Big football	0-5-0 Right
Big head	2-0-0 Right
Big head team	2-0-3 Right
Big players team	1-4-1 Right
Buffalo Bills playbook	1-0-4 Left
Cancel "Always QB/receiver" code	3-3-3 Up
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
Denver Broncos playbook	1-1-5 Right
Deranged blitz mode1	2-1-2 Down
Detroit Lions playbook	1-2-1 Left
Fast passes	2-5-0 Left
Fast turbo running	0-3-2 Left
Green Bay Packers playbook	1-2-2 Left
Headless team	1-2-3 Right
Hide receiver name	1-0-2 Right
Huge head	0-4-0 Up
Hyper blitz mode1	5-5-5 Up
Indianapolis Colts playbook	1-2-3 Up
Invisible	4-3-3 Up
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left



New England Patriots playbook	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
No CPU assistance1	0-1-2 Down
No first downs	2-1-0 Up
No head	3-2-1 Left
No highlighting of receivers	3-2-1 Down
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No punting	1-5-1 Up
No play selection1	1-1-5 Left
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
Power-up blockers	3-1-2 Left
Power-up defense	4-2-1 Up
Powerup teammates	2-3-3 Up
Power-up offense	3-1-2 Up
Power-up speed1	4-0-4 Left
Punt hang time meter	0-0-1 Right
Red, white, and blue football	3-2-3 Left
San Diego Chargers playbook	1-4-5 Left
San Francisco 49ers playbook	1-1-5 Left
Seattle Seahawks playbook	1-5-2 Left
Show field goal %	0-0-1 Down
Show more field1	0-2-1 Right
Smart CPU1	3-1-4 Down
Super blitz mode1	0-4-5 Up
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
Super passing mode1	4-2-3 Right
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers playbook	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Tiny players team	3-1-0 Right
Tournament Mode2	1-1-1 Down
Turn off stadium	5-0-0 Left
Ultra hard mode1	3-2-3 Up
Unidentified ball carrier	5-2-2 Down
Unlimited throws	2-2-3 Right
Unlimited turbo meter	5-1-1 Up
Washington Redskins playbook	2-0-1 Left
Weather: clear	2-1-2 Left
Weather: rain	5-5-5 Right
Weather: snow	5-2-5 Down

UK maken x

All Weapons

After pausing the game press; ↑ ⇒ ⇐ ↓ **B**
Left Trigger Right Trigger
A ⇒ **X** **B** ⇐ Right
Trigger **Y** ↑



Invincibility

After pausing the game press; ↓ ⇐ ⇐ ↑ ⇒ Left
Trigger **A** **X** ⇐ Right
Trigger **B** **Y** ↑ Left
Trigger **A** ↓





san francisco rush 2049

cheat menu

To unlock the cheat menu highlight 'Options' and press and hold Left Trigger + Right Trigger + X + Y. A cheat menu option should now appear. This only unlocks the menu though - not the cheats!

Unlock crusher

Get 16 gold coins in the Stunt Mode.

Unlock Euro LX

Get 24 gold coins in the Stunt Mode.

Unlock Downtown Battle Arena

Score 100 points in Battle Mode.

Unlock Plaza Battle Arena

Score 250 points in Battle Mode.

Unlock Roadkill Battle Arena

Score 500 points in Battle Mode.

Unlock The mission

Complete the Beginners circuit in third place or better.

Unlock The Presidio

Complete the Intermediate circuit in third place or better.

Unlock Disco

You need to accumulate 100 000 thousand points in stunt mode. You don't have to do this in one sitting though, just make sure that you save the game and check 'Records' to see how you're doing.

Unlock The oasis

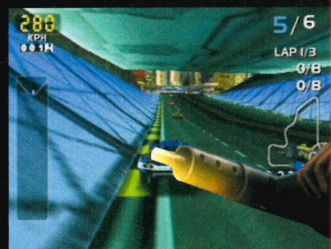
Accumulate 250 000 points in Stunt Mode.

Unlock The Warehouse

Accumulate 500 000 points in Stunt Mode.

Unlock The obstacle Course

Accumulate 1000 000 points in Stunt Mode.



seaman

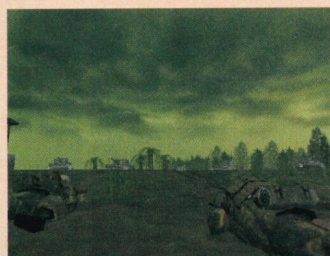
Insult America

This one's a laugh. Say "Japan" to your Seaman and it'll say "Good" back. Now try saying "America" and you'll get the reply, "Stupid, Stupid" back.

Hypnotise seaman

Move your joystick in circles around your Seaman's head and after a while it will become hypnotised and roll over onto its back. Uh, great.

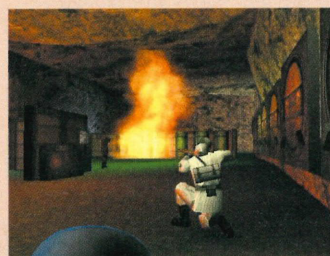
hidden & dangerous



If you have a keyboard try the following:

Enter 'IWILLCHEAT' as your name at the beginning of the game (in Create Player) then type in the following after pausing during play for the desired effect...

FUNNYHEAD	Big head mode
GOODHEALTH	100% Health
ALLOOT	All Items
CANTDIE	Invincibility
KILLTHEMALL	Kill all bad guys
SHOWTHEEND	Shows end of game (save before entering)
ENEMYB	Shows enemy view. Retype for different enemies
ENEMYF	Shows enemy location. Retype for different enemies



samba de amigo

Unlocking songs

Here's how to unlock the songs in Challenge mode;

Expert Course - Complete this course to unlock the Samba De Amigo song.

Standout Course - Complete this course to unlock The Theme Of Inoki song.

Apprentice Course - Complete this course to unlock the Soul Bossa Nova, Love Lease and Tequilla songs.



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Chao Adventure	Monaco Grand Prix	South Park
Chu-Chu Rocket	Mortal Kombat Gold	Speed Devil
Crazy Taxi	NBA 2K	Suzuki Alstars Rac.
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Deadly Skies	Rainbow Six	Tee Off Golf Enter
Ecco The Dolphin	Rayman 2	Time Stalkers
ECW Hardcore Revolution	Ready to Rumble	Tokyo Extreme Racer
Expendable	Resident Evil 2	Tomb Raider 4
Fighting Force 2	Res. Evil: Code Veronica	Tony Hawk's
Four Wheel Thunder	Revolt	Toy Commander
Fur Fighters	Sega Bass Fishing	Trickstyle
Gauntlet Legends	Sega Rally 2	UEFA Striker
Giga Wing	Shadowman	Vigilante 8: 2nd Offence
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House of the Dead 2		V-Rally 2
		WWF Attitude

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SWAT interactive

IT DIDN'T TAKE YOU LOT LONG TO PILE IN WITH THE QUESTIONS FOR SWAT DID IT? WELL, WE GOT WHAT WE ASKED FOR DIDN'T WE? HERE'S THE BEST OF THIS MONTH'S SWAT MAILBAG...



Send all SWAT correspondence to the address below:

**SWAT Interactive, DCM
Quay Magazine Publishing,
22 Strand Street,
Poole, Dorset
BH15 1SB**

IMPORT FERRARI

Dear swat,

I took your advice in issue 14 and shelled out for a copy of Ferrari F355 Challenge on import, and have to agree, it's one hell of a stonking racing game. I loved it in the arcades and was a little dubious that the Dreamcast version wouldn't be up to scratch. Even though it hasn't got a massive cabinet and wicked steering wheel though, it's even better than the arcade as there's loads more tracks and it doesn't cost two quid a go. Wicked. Anyway, I haven't had trouble working out most of the Japanese text but I can't work out how to get a look at my driving data. I can see the option in the main menu but I can't get any of my own data to work on it. Can you tell me how to do this? By the way, top mag.

Arron Carling, York.

Swat: No need to lick butt Arron, we can help you out on this one anyway. After finishing a lap, or race, quit out and you'll be taken to the post race screen with various options, including one called 'Save Driving Data'. Press **A** to enter the VMU manager then select a VMU and press **A** again. A 'Yes No' message appears. Select 'Yes' and your data will be saved then leave this screen and go back to the main menu at the start of the game. Select Driving Data then 'Load'. Choose your VMU and using **A** select your driving data and hit 'Yes' (red highlight). You'll be taken back to the Driving Data menu where you can choose 'Data Analysis' to look closely at your route through the track and the Telemetry, or 'Replay' to show you your route through the track as it actually happens.

GTA 2

Dear swat,

I've not long had my Dreamcast and being an ex-PlayStation freak the first game I had to get was GTA2 and must say that the improved graphics makes it far better than the PlayStation version I spent so much time on. Although I've played it a lot I'm not actually doing that well, so I was wondering if there are any cheats for the Dreamcast version. I know that there was loads on the PlayStation that I used all of the time.

Gary Draper, Hartlepool.

Swat: We've got a few cheats that might help you out Gazza;

\$500,000 for free

Enter 'MUCHCASH' as your player name.

All Weapons

Enter 'BIGGUNS' as your player name.



SLAVE ZERO

Dear swat,

Being of the student persuasion, I'm what you might call a little poor. In fact I'm stoney broke after having spent all of my first terms cash on books and booze. Well booze mostly but you know what us carazzees students are like. Anyway, I don't have much in the way of cash for Dreamcast games but I've just managed to pick up a cheap second hand copy of Slave Zero. Problem is, there was no manual and I'm finding the going very tough indeed. Is there anyway you can help? Have you got any cheats for the game?

Shaun Fancy, Islington.

Swat: Well if you students weren't just as mad as hatters, you bonkers lot, maybe you'd have some cash to buy brand new games with manuals. Still, we know being a student isn't an easy life, I mean a couple of lectures for 3 days a week is a bloody killer. Who do they think they are, interfering with your drinking and gamesplaying time. We sympathise Shaun, so here's some cheats for Slave Zero. Whoever said students where lazy...

Invincibility

Have two controllers plugged in and start a single plare game.

Now, whilst playing hold both triggers + **B** on controller two, and you'll become invincible.

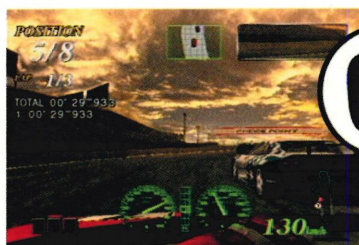
Full Health and Ammunition

Whilst playing a single player game press both trigger buttons + **X** on a controller in port two.

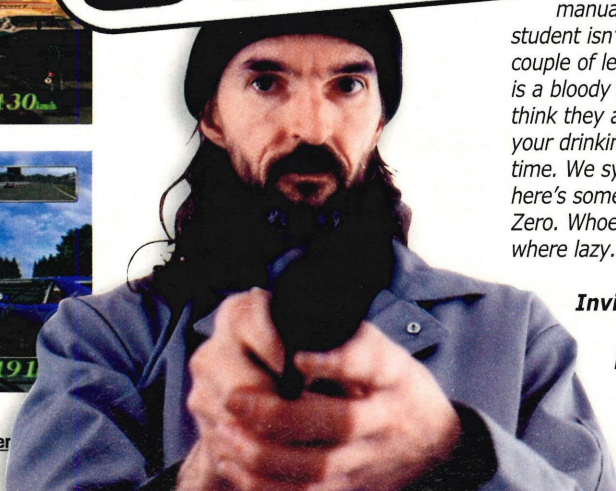
SOUL CALIBUR

Dear swat,

How can anybody possibly want a PlayStation 2? I mean, I've just bought a Dreamcast with Soul Calibur and think that it's the best beat-'em-up I've ever set my hands on. My mate has an import PlayStation 2 with tekken Tag Tournament and he's absolutely gutted at how good Soul Calibur is to



GTA2



his shirt-lifting Tekken Tag. So much so that he's trying to flog his PS2 to get a Dreamcast, but nobody wants to buy it! Gutted. Anyway, I'm well into Soul Calibur but I've read that there's an extra character to find, who changes his set of moves everytime you play him. Is this true, and if so how do I get the character.

Alan King

Swat: This one has been known for soemtime but seeing as you've only just got your Dreamcast we'll let you know. The character you're talking about is called Edge Master, and yes he does change his moves everytime you fight him to mimic one of the other characters in the game. He even has different versions of the weapons in the game. You can also make Edge Master a playable character by beating the game with all of the other characters.

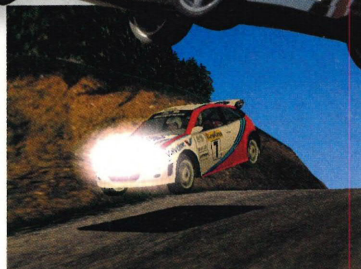
U-RALLY 2

Dear swat,

I'll keep it this short and sweet. V-Rally 2, great game, any cheats? I'm finding it bloody hard and I want to see some new tracks and different cars. Can you help out? Top mag by the way, keep up the good work.

Gav James, Luton.

Swat: You want cars and tracks? You got it. Go to the options screen and select Game Progression. Now press Left Trigger, Right Trigger, $\leftarrow \rightarrow \leftarrow \rightarrow \uparrow \downarrow \uparrow \downarrow$ **AA** Start. Now go down to any of the empty boxes and press **A** to fill them. Then select the ones you want for the items you want.



MARVEL VS CAPCOM 2

Dear swat,

Being an old school gamer I'm well into my old school 2D beat-'em-ups and I think I've just found the best one ever - Marvel Vs' Capcom 2. This game absolutely rocks the socks off of any other beat-'em-up and I reckon I've just about kicked the ass off it. As far as I know I have all of the characters and secrets but I just wanted to know if there was any cheats that might add a little something to the game now that I've pummeled it into submission. Not that I'm bored of it mind, I just want to see everything that it has to offer.

Cevin Hooper, Canley.



Swat: Here's a few little extra's that you might have missed...

Extra Sakura Pses

You can choose the celebration pose for Sakura at the end of a fight by pressing any of the attack buttons for a different pose.

Extra Introduction - Dan

To choose Dan's secret introduction, choose him as your first character and before the fight begins hold LP.

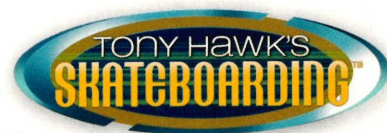
Smashing Clocks

It's possible to smash the clock to pieces on the Clock Tower stage. Just make sure that you finish off your opponet with a powerful move that will send them flying. If they hit the clock tower you'll see it destroyed. Cool.

Kick 'em While They're Down

After beating your opponen press 'Start' quickly and you'll get control of your character and for a few seconds you'll be able to give them a good hiding whilst they're on the deck. Nasty, but nice.

SWAT SCORES



Tony Hawk Skateboarding is still proving to be the most popular game for swat scores so far and the competition is certainly hotting up with a new entry from Jon Redhill from Donnington, with a whopping single combo score of 213,456. Well done Jon, you miles ahead of the pack. Well done to Paco Swaine on THS too as he moves up into second by adding a massive 30,000 to his single combo score from last month. We haven't quite reached the magic 100 on Virtua Tennis' Pin Crasher game yet but we're impressed by Connor Jones's 98 score. We're running out of space too now so we're closing the lid on Virtua Tennis Bulls Eye game, Sega Bass Fishing and Dead or Alive 2 (nobody's interested!). This should make room for our most popular challenges and a brand new one we've just thought up that should have you lot burning rubber for months to come.

TONY HAWK SKATEBOARDING

Position	Name	From	Score
1.	Jon Redhill	Donnington	213,456
2.	Paco Swaine	Dorchester	127,098
3.	Ian West	Harlowe	125,784

VIRTUA TENNIS (PIN CRASHER)

Position	Name	From	Score
1.	Connor Jones	Shaftesbury	98
2.	Gary Smile	Birmingham	95
3.	Fiona Singleton	Buxton	95

SEGA BASS FISHING

Position	Name	From	Score
1.	Francis Pear	Norwich	9875g
2.	Dan Jones	Oxford	9798g
2.	John Fletcher	Wakefield	9689g

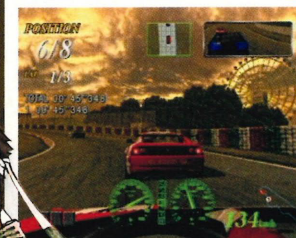
DEAD OR ALIVE 2

Position	Name	From	Score
1.	Brian K	Bristol	4'10"91

SYDNEY 2000

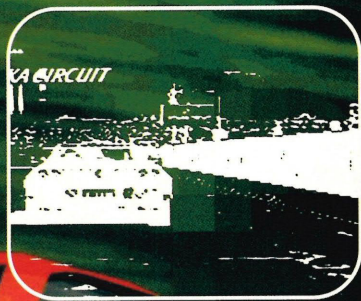
Position	Name	From	Score
1.	Adam K	London	9.76s
1.	Anthony Winters	Glasgow	9.81s
1.	Paul Whiteside	Blackpool	9.83s

FERRARI F355 CHALLENGE



You may have guessed from reading last months import review, and this months Pal review that we're huge fans of Ferrari F355 Challenge, which is why we want to see your best times for any of the tracks in the game. Just send in a picture of the menu screen after a race and it'll tell us your best lap times. Better make 'em good though, we've been caining this game for ages now, and we know whether a time was completed by a turtle or a hare.

Send all SWAT SCORES entries to: SWAT SCORES, DCM, Quay Magazine Publishing, 22 Strand Street, Poole, Dorset BH15 1SB

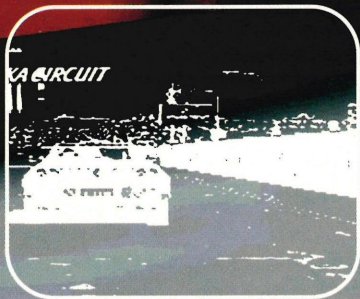


Before starting...

There are a number of things you should know about this guide before you can digest and process the tips we have given you for every single corner (and plenty of straights) in this superb racer. Firstly, F355 does come with a Training Mode that supposedly details the best and fastest way to get around each track. Well, in our months spent thrashing the pistons out of our F355, we've managed to debunk almost everything the Training Mode tells you. So forget about it; the only way to hit top speed and become the smoothest Ferrari pilot out there is to follow our advice. Secondly, Ferrari offers several modes of play, which can affect the tips that we give. Consequently, we've written this guide with the hardcore racer in mind. What does this mean? Well, handicap is set to Simulation, Intermediate setting is used (so you've got to play with gears if you really want to win), laps are set to Sprint (if we can get you to the front quickly, it works for any lap settings) and the steering is set at the default. Of course, our tips generally work for most settings (apart from Novice, as you have no say over your gears), but to cover all the angles, we've played and won on the hardest settings the game offers. Finally, the car settings we give for each track are our personal opinions on how we like the cars to handle. You don't have to follow these settings at all, but we feel the settings that we offer give you the easiest ride around each track. Feel free to experiment with the settings, but bear in mind the track tips we give are about as set in stone as a 500-million-year-old fossil.

Target Speeds

The target speeds we give for every corner in the following track guide aren't set in stone. They change for different car set-ups or driving styles. We've included them to give you a basic idea of what speed you should be going after braking for the particular corner. After getting to the target speed, you may be required to accelerate again or coast to go even slower. This will be explained within the tips for each corner, so don't just look at the speeds and gear and think you know what you're doing. There's far more to it than that.



CHALLENGE



CHAMPIONSHIP CIRCUITS



SETTINGS		
Ride Height (mm)	Front: 80.00	Rear: 100.00
Spring	Front: Hard	Rear: Hard
Stabiliser	Front: Hard	Rear: Hard



1. A good start sees you in sixth position as you progress up the start straight. Ignore the red car on the left that comes from seventh to pass you as you approach the corner - there's nothing you can do about it, so concentrate on keeping the blue car on the right at bay. After passing the blue car, hug the outside wall in preparation for the first corner. On subsequent laps after the start, you need to be at around 240kph and well into sixth gear as you cross the line, if you're to keep up with the faster cars.

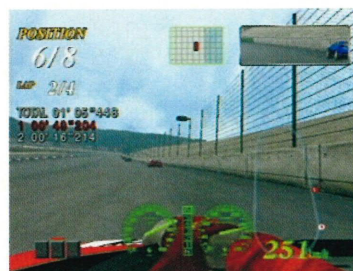
2. Target Speed: 265kph Gear: 6

The maximum speed here isn't necessarily the ceiling, it's just that there's not much chance of reaching more than 265kph on the start/finish straight anyway. Still, if you can get more, don't brake down to our max speed, keeping pushing it. Anyway, you should be hard on to the outside wall as you approach the corner, then just as the Panasonic advertising banners start on, move smoothly and slowly (sideways motion, not speed!) across to the centre of the track.



3. Target Speed: 260kph Gear: 6

You should release the accelerator as the Panasonic banners stop, and coast whilst still holding hard left until the green advertising banners start on the outside wall, where you should floor it again, and come off of your hard left lock and go a little lighter on the steering. This motion should bring you across the apex at about as fast as it's possible to go on this corner without losing it.



4. Target Speed: 265kph Gear: 6

Keep the throttle on full as you exit this corner, but don't steer out of it. Instead, go back to steering hard left and your momentum pushes you out to the far wall for the exit. Watch for cars on the outside of you, and be prepared to release the throttle for a split second if you drift too close to the wall. However, if you've followed points one and two to the tee, you should be able to exit this corner with the pedal fully floored to the metal.



5. Target Speed: 280kph

Gear: 6

This is where things start to get a little close to the edge. Keep your speed up to maximum until about two car lengths before the large advertising hoarding start on the right wall where you should hit the brake for about a second, and then coast until your speed is down to about 235kph. Whilst coasting, try to position your car in about the centre of the track, but do this with very light touches, or you lose the back end and skid out into the wall. Not a pretty sight.

DRIVER AIDS
The CPU-driven cars are often a good key as to how to drive. But, don't take the way the CPU cars attack as gospel. Sometimes you can brake much later than them and take corners from a different angle. Other times you see the lead cars braking ridiculously late and making a corner perfectly, whereas you couldn't possibly do it. Watch out for the yellow car who leads most of the time; you definitely can't match his driving style.

6. Target Speed: 235kph

Gear: 5

As soon as your speed goes sub-235kph, drop down into fifth gear and hit the power again. This starts to bring you out towards the outside wall, but if you get the timing correct, you should just be able to squeeze around it without a collision. If it looks as though you're getting too close, release the throttle momentarily. Don't try to dab the brakes as this flicks your bonnet out towards the wall, and speeds up the whole drifting process!



7. Target Speed: 230kph

Gear: 5

Races can be won or lost on the exit of this corner. Get it right and you can get the jump on the car in front. Mess it up, and it's a trip to the body shop for a whole new right-hand side of your Ferrari after you've scraped it down the wall. If you've taken the corner correctly, you should find yourself already high up on the bank and close to the wall. The key to exiting the corner well is knowing how close you can get to that wall without scraping it. So it's a case of practice makes perfect. Just remember to keep turning hard left, and to release the throttle quickly, if you think you're going too wide.

Suzuka Short

2243m

DISTANCE

4/5

DIFFICULTY

SETTINGS		
Ride Height (mm)	Front: 90.00	Rear: 115.00
Spring	Front: Medium	Rear: Medium
Stabiliser	Front: Medium	Rear: Medium

just as you approach the inside kerb and dab the brakes to bring you down to the target speed. However, on approach to this corner, you reach enough revs to get into fourth gear, so flick up into it momentarily, then drop down as you take the corner on the inside of any slower cars.

DRIVER AIDS

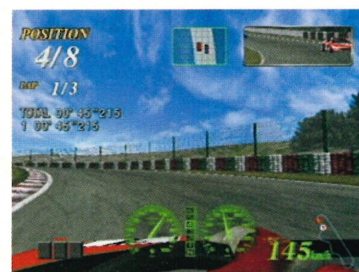
Get your car set up correctly for each track. Our track guide gives you the basic best set-up for racing, but this is for personal preference. If you prefer to have a loose back end, make it that way. Don't struggle with a car set-up that you don't like as you lose a good few seconds a lap if you're not comfortable with your car. It's obvious, but once you've found the exact set-up you like for each track, either save it or write it down.



7. Target Speed: 155kph

Gear: 4/3

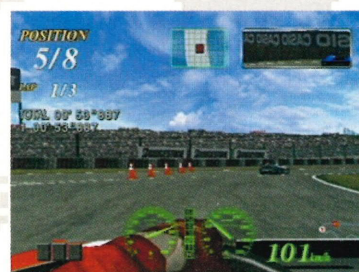
This long, uphill left-hander leads to a fairly tight right-hander, so whilst trying to take it at top speed, you also have to prepare for the next corner, which can be quite a task. The best, and fastest, way to take it is with full throttle, positioned along the left of the track. Follow the kerb up and around and your revs will go high enough to slip into fourth. Do so, then with a short gap, dab the brakes and drop down to third again, and coast around to the top of the hill where you have to start facing to the right. Your car will probably start to slide; don't hit the brakes, being in third gear and coasting slows you down just enough.



8. Target Speed: 105kph

Gear: 3/2

Providing you follow the Corner Seven instructions to a tee, this corner is simply a case of keeping as close to the inside and not exceeding our target speed, which may require quite a lot of feathering of the throttle. Push it too far and you slide off to the left, either on the corner or as you exit onto the start straight. Also, enter the corner too fast (no more than 120kph is fine) and you need to brake, which usually puts you straight into the barriers. So, once again, exercise caution here; you don't want to lose it on the last corner. As soon as you hit the straight of this corner, floor it, and if there's traffic around it's possible that you can get the jump on them as they often go wide and hit the dirt.



4. Target Speed: 135kph

Gear: 3

As soon as you exit the last corner, move directly over to the right of the track as this allows you to pass any cars close to you when you reach Corner Four, which is handy on the first lap. This corner is actually relatively easy; just stick to the inside kerb and feather the throttle to stop yourself braking the max speed and sliding off to the left.

5. Target Speed: 130kph

Gear: 3

Corner Five is actually much tighter than it looks, so caution is the key. It's basically easy to take, though. Just make sure you get the target speed right and cut across the inside kerb. This is good for overtaking as you can actually cross the grass a little, and get a few extra metres on any cars taking a wide line. Power it from the exit, but be careful not to drift too wide and get ready to brake for Corner Six...



6. Target Speed: 115kph

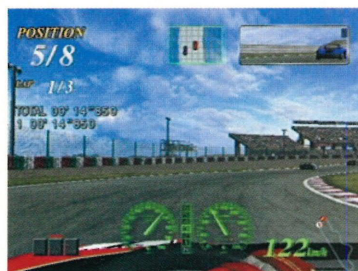
Gear: 3

This corner had us pulling our hair out for a long time before we sussed that like Corner Five, the only way to get around it successfully is with caution. This means braking hard as you approach, and basically crawling around, feathering the throttle, or holding it about halfway down to keep to the maximum speed. As soon as you start to drift, or the nose starts to pull right at the end of the corner, floor it again.

1. Target Speed: 150kph

Gear: 3

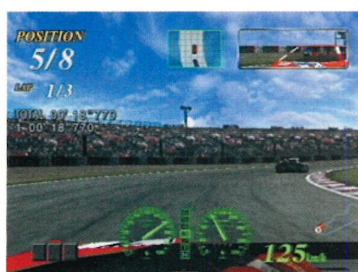
The braking points for the first corner change after the first lap, although you should always get the speed around to our target speed regardless of what lap you're on. The line through the corner should always stay the same too. So what is the line? Well, you want to be on the left of the track as you approach, and on the first lap you should brake about halfway between the last '50' sign on the left and the start of the corner. Once you go below 150kph, move over to the inside kerb and power all of the way through the corner. The style is the same on subsequent laps; just make sure you brake down to speed exactly halfway between the '100' and '50' signs on the left. If you're facing traffic as you approach the corner, try taking it from the centre of the track and go on the inside for a cool overtaking manoeuvre.



2. Target Speed: 120kph

Gear: 3

As you power out of Corner One, release the gas about halfway along the kerb on the left and drop your speed down to around 120kph, then coast around the apex. With no

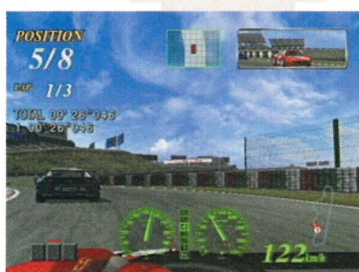


power going through the drive train you most likely start to slide, but as long as you keep on or below our target speed you should go off. As soon as your front-left wheel hits the kerb on the exit, and you've stopped drifting, apply the throttle and move over to the right-hand side of the track.

3. Target Speed: 130kph

Gear: 3

This is a short sprint up the hill into a smooth but sharp left-hander which is great for overtaking. You should be on the right as you approach, but you need to get over to the left





SETTINGS		
Ride Height (mm)	Front: 95.00	Rear: 110.00
Spring	Front: Medium	Rear: Medium
Stabiliser	Front: Medium	Rear: Medium

1. There's the opportunity to get yourself into sixth at the start, but you'll have to do some expert blocking if you want to stop the ridiculously fast blue Ferrari getting past you after you get past it. As the car approaches on the radar, move right to block it and he either goes quickly left or on the inside of you. If he goes to the inside, move over as he passes and push to the right. This should slow him down and put him onto the grass. If he tries to go left, you just have to block him using the radar and your own reactions.



the throttle down and by the time you reach the left-hand part of then next chicane you should be around 140kph. Dab the brakes as you hit the first kerb then power out of the corner. On subsequent laps, you should stick to the same speeds but make sure you hit the brakes at the '150' sign on the right. Try to control your braking so that you match 130kph just as you hit the first kerb on the left.

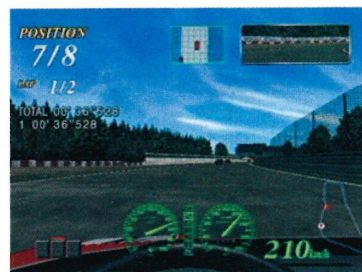
3. Target Speed: Max
Gear: 5/6

Now here's a long, sweeping corner that gives you good opportunity to overtake any cars that are close enough after the last chicane. Get ready to pull to the right on the exit of the last

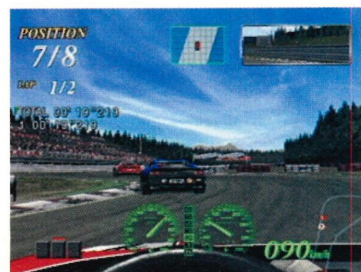
so that you can cut the kerb of the left-hander whilst hitting the power for traction. Be careful when dropping down to third, though - try not to go into a gear before you're below that gear's maximum speed, as this makes your wheels lock up. If you follow the above instructions for this chicane, you find that on the first lap you have the opportunity to overtake three cars in front as they battle it out, so on the exit get over to the right in preparation for overtaking at Corner Five.

5. Target Speed: 130kph Gear: 3
To overtake the two cars battling it out at this corner on the first lap, get your car near to the centre, to the right of the nearest car. Now simply watch for when these two cars brake, and wait a few car

corner as this gives you the inside line past the opposition and onto Corner Three. There's no need to slow down at all, thus our target speed is maximum, but you probably find you hit around 270kph.



4. Target Speed: 125kph Gear: 3
This corner arrives very fast, so make sure you jam the brakes on just at the '150' sign by the overhead advertising. As you slow down, rapidly knock the gears down and move slowly to the left



lengths before you do and it's a simple case of out-braking them. If you hit the inside kerb at 140kph and then put the power back on, you could accelerate all of the way through this corner.

6. Target Speed: 120kph Gear: 3

Corner Six is very similar to the last corner, although you need to go a little slower on the exit to avoid drifting off to the left. If there's still cars in front of you, watch for their braking then time yours for a few car lengths after them. Hit the kerb as you reach our target speed then follow it through, feathering the throttle to avoid going to fast and wiping out.



7. Target Speed: 120/155kph Gear: 3/4

You'll gain enough revs to get into sixth just before the 'Canbaly' overhead sign at the top of the hill. As you change to sixth, look to the right for the '100' sign then slam those anchors on for the chicane that jumps out at you at the top of the hill. It's the usual fare to get through the chicane, although it's a bit faster than the last two. Try to time it so you're still braking, dropping into third as the first left-hander starts, and then when you're around the apex hit the power again. If you don't power through this part, there's a good chance you'll just drift into the sand on the right. When you hit the power you may lose the back end, so you might have to release the throttle momentarily and steer into the skid before flooring it again. Once you've straightened up, the rest of this section can be powered all of the way through. Just as you reach the final left-hand bit, you should be able to get into fourth, but you only make it through the exit if you cross the inside kerb whilst turning smoothly but surely to the left.



8. Target Speed: 145kph Gear: 3/4

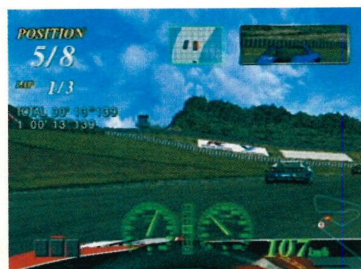
Hit the brakes halfway between the '100' and '50' signs on the left and then coast around the outside of the first section of the corner, whilst bringing the car closer and closer to the inside kerb where you can apply the power again to exit the corner. You may need to feather the throttle to keep your speed down, depending on whether you reach the kerb earlier or later.

DRIVER AIDS

Although the consequences of ramming another car from behind are far worse on Ferrari than many other racing games, it's still worth considering if you've found yourself braking way too late for a corner. If you're lucky you'll hit the car in front and just lose speed, but you may actually be sent off the track. Still, it's worth the risk because you were probably going off when you missed the braking point anyway.

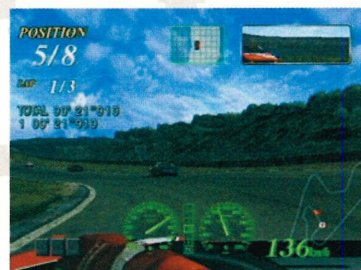


SETTINGS		
Ride Height (mm)	Front: 100.00	Rear: 115.00
Spring	Front: Hard	Rear: Medium
Stabiliser	Front: Hard	Rear: Medium



1. Target Speed: 115kph Gear: 3
On the first lap you should aim to be behind and to the right of the red Ferrari. Watch for when it brakes then leave it a few car lengths (just before the blue camera hut on the left), and brake hard whilst moving towards the inside kerb. If you get down to our target speed you shouldn't slide, but if you do, just release the accelerator rather than hit the brakes. Once you're around the apex you can have a quick burst of gas on approach to Corner Two. This corner becomes much tougher on subsequent laps where you hit almost top speeds on the start/finish straight. You need to jam the brakes on before the '100' sign on the left and turn in a little later to avoid your back end coming out and dragging you onto the incredibly slow sand trap.

2. Target Speed: 100kph Gear: 3
After a quick burst of the accelerator on exit from the last corner you should be on the far-left kerb. As you approach Corner Two, brake down to our target speed sharpish, but don't try to hit the kerb on the apex. Instead just coast around the centre, feathering the throttle as you go to avoid drifting across the kerb and onto the grass on the left.



3. Target Speed: 135kph Gear: 3
As soon as you've straightened up from Corner Two, you should have the power on full. Move out to the right and then pull back over to the left so you can take the left-hander at as straight a line as possible. As you approach the inside kerb your revs peak, but to make things easier, we suggest you stay in third rather than go up a gear. However, for that

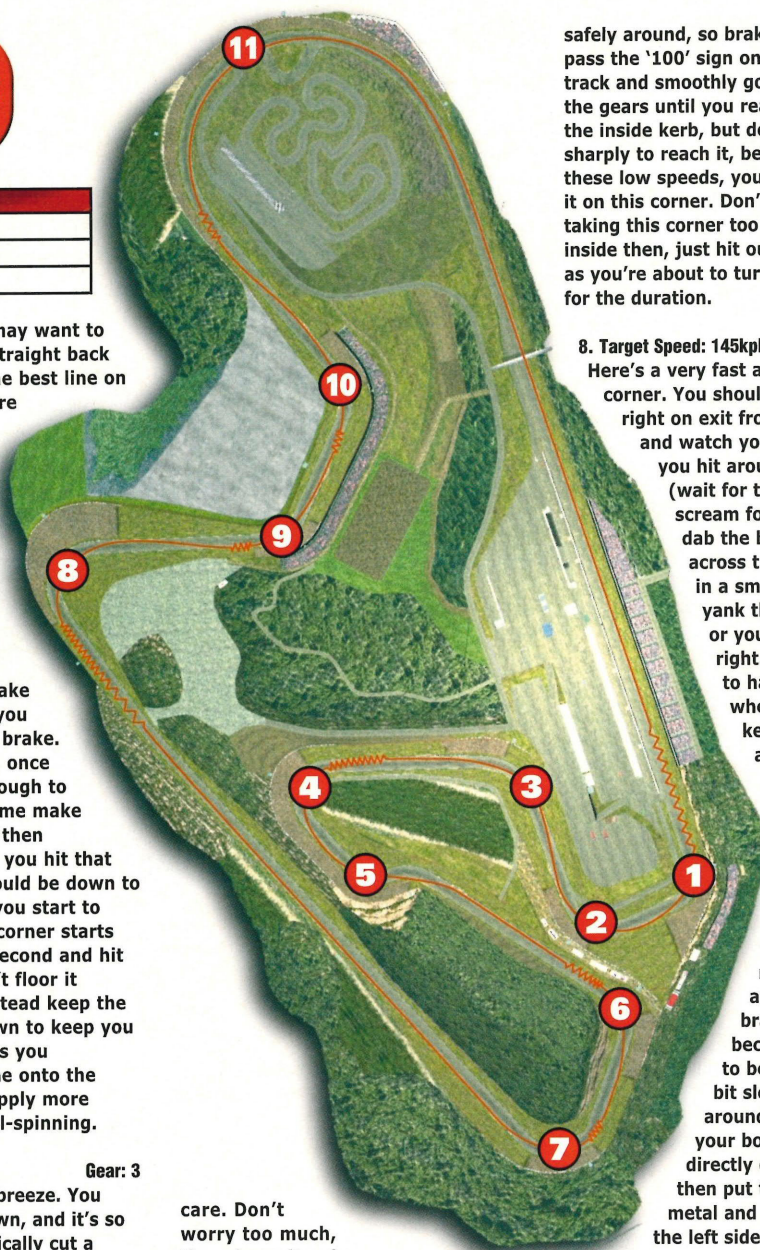
little extra burst you may want to knock it up and then straight back down as you brake. The best line on this corner is one where your right wheels end up on the right kerb as you exit with the power down hard.

4. Target Speed: 95kph Gear: 2
If you stay behind the light-blue and white car on the first lap, he brakes in the perfect position for you. So make sure you watch, then you know exactly when to brake. Just before you brake, once again your revs hit enough to get into fourth. This time make sure you go up a gear then straight back down as you hit that braking point. You should be down to about 100kph before you start to turn, and then as the corner starts proper, knock it into second and hit our target speed. Don't floor it around the corner; instead keep the throttle about half down to keep you at a low speed, then as you straighten up and come onto the outside kerb, slowly apply more throttle to avoid wheel-spinning.

5. Target Speed: 130kph Gear: 3
This mini-chicane is a breeze. You won't need to slow down, and it's so short that you can basically cut a straight line through it. You find you're just changing into third as you approach, so just keep going and aim to clip both kerbs on the apex. Don't hit them too far on the grass though as you lose traction and either spin your wheels, or the back and flip out. You should be aiming to get your left wheels onto the left kerb on the next straight as you exit this section.

DRIVER AIDS
Each course has a training section which, although won't get you around the course as fast as our track guide, gives you a pointer to how to tackle the track. Use the training sections when you first start playing, but when you want to win, you have to start pushing the envelope; which is where the dcm track guide comes in.

5. Target Speed: 125kph Gear: 3
Only go for our target speed here if you've approached the corner from the left of the track and have come across to cut the inside kerb, thus making as straight a line as possible out of the corner. If you enter at any other angle at this speed, you slide off to the left so take extra



safely around, so brake just as you pass the '100' sign on the left of the track and smoothly go down through the gears until you reach two. Aim for the inside kerb, but don't turn to sharply to reach it, because even at these low speeds, you can easily lose it on this corner. Don't worry about taking this corner too close to the inside then, just hit our target speed as you're about to turn and keep it for the duration.

8. Target Speed: 145kph Gear: 3
Here's a very fast and satisfying corner. You should move to the right on exit from Corner Eight and watch your speed. As you hit around 150kph (wait for the engine to scream for fourth gear) dab the brakes and cut across the corners apex in a smooth line. Don't yank the car to the left or you slide out to the right. You really want to have your right wheels touching the kerb on the right as you accelerate away from this corner.

9. Target Speed: 135kph Gear: 3
The technique on this corner is much the same as the last; just brake earlier because you want to be going that little bit slower, and coast around the apex until your bonnet faces directly down the hill, then put the pedal to the metal and move over to the left side of the track.

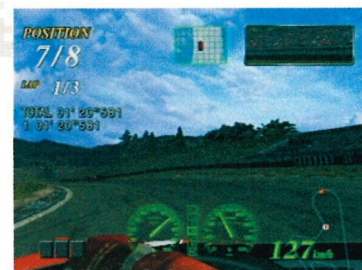
care. Don't worry too much, though, as it only takes a quick dab of the brakes and a drop down into third just after changing into fourth to take this corner well.

6. Target Speed: 100kph Gear: 2
This corner is a bit sharper than the last, so brake heavily but late to get down to the target speed just as the corner starts. Then either coast or feather the throttle to get around without going too wide before applying the power for the long straight ahead.



7. Target Speed: 105kph Gear: 2
You're at a fair pace on approach to this corner, and you've got to get down to quite a low speed to make it

10. Target Speed: 160/180kph Gear: 4/5
Enter this corner on the far left and pull out to the centre whilst braking for about a second down to our first target speed of 160kph. As soon as you get there, control the throttle so that your speed slowly creeps up as you round the corner with the analogue stick pushed about halfway to full right lock. As your speed increases, you drift out to the left of the track until you hit the uphill straight where you should be ready to change up a gear. If you find yourself going to wide on the main part of the corner, just slightly ease up on the throttle - don't let go completely, though, as this can make your tail slide out, which usually throws you off of the track.





SETTINGS		
Ride Height (mm)	Front: 90.00	Rear: 115.00
Spring	Front: Medium	Rear: Medium
Stabiliser	Front: Medium	Rear: Medium

NOTE: Points One to Six on this map are exactly the same as Suzuka Short, so if you've learned that track, you're sorted here. If you haven't learnt Suzuka Short yet, get back to the map and master it as you won't have a chance on Suzuka otherwise.

7. Target Speed: 145kph/175kph Gear: 4
On Suzuka Short this corner requires you to brake and change down to third as the corner changes direction at the top of the hill. On the main course, though, it becomes a fast, long left-hander that can be taken smoothly and at a good speed. You need to brake, however - enter the corner on the left and follow the kerb around and dab the brakes once about halfway up the hill, then re-apply the accelerator. You drift out to the right as you hit the top of the hill, so release the accelerator if you think you're going to go wide onto the grass. If you brake in the right place, you should be able to really hack it around here and easily reach our exit target speed.

8. Target Speed: 135kph Gear: 3
Having taken Corner Seven at a high speed, you should really be rocketing on approach to this corner, so early braking is required. Slam them on at exactly the middle point between the '100' and '50' signs on the left of the track. When you drop below 140kph get down into third gear, then power right across the inside kerb of the corner. You can, in fact, cut this corner drastically by getting your right wheels onto the grass as you cross the kerb. It gets scary but shaves a few hundredths off your lap time.

9. Target Speed: 80kph Gear: 2
This corner requires some heavy braking just as the kerb on the left of the straight stops. After braking hard, get down into second quickly (this helps get you down to the target speed) and take a wide arc that then cuts across the apex of the corner before making sure that you're on the left kerb as you exit before powering away.

10. Target Speed: 60kph Gear: 2
On the approach to this hairpin the road kinks to the right. Stick to the right of the track as it does this then slam the brakes on as soon as the track straightens out. Try and keep in the centre of the track and don't stop braking until you hit about 70kph, then pull across to get around the apex whilst coasting. Even at this speed you won't be able to drive around the inside kerb totally, so be prepared to adjust yourself when you start to drift out wide.



the back end sliding out, but don't worry; no action is needed as if you're going at the correct speed you won't lose it.

11. Target Speed: Max Gear: 5
Here's a long sweeping corner that shouldn't tax you at all. It kinks slightly to the right towards the end, so look for the kerb that appears on this part of the corner and follow it around for an easy guide.

12. Target Speed: 130kph/120kph Gear: 3
This two-stage corner can really make you come unstuck if you don't know what you're doing. The first part is relatively easy, but the exit becomes much sharper. So brake quite late for the entrance and get down to our first target speed. As you exit this section, floor it again until you see the next kerb on the right for the exit, then hit the brakes hard down to the second target speed before coasting around on the inside. Due to the camber of this section of track you may feel

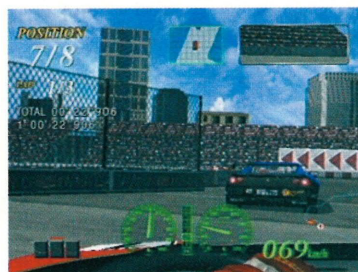
13. Target Speed: 185kph Gear: 4
Here's a fast corner that doesn't require much in the way of braking. Just watch the fence on the right and when you see it kink out to the right further, hit the brakes to bring you down to around 180kph, then cross the inside kerb whilst reapplying the accelerator. You should end up close to the right-hand side of the track on the exit, so move over to the left in preparation for the next very tough chicane.

14. Target Speed: 50kph Gear: 2
Here's a chicane that's incredibly sharp, but actually getting through it won't be a problem as long as you get your speed down to a crawl. To do this without losing too much ground, you should start on the left of the track and then before passing the first black-and-white 'S' sign, slam those brakes on hard and get down into second gear. You're still slowing down as you hit the apex, so turn right hard and you should just hit our target speed. Getting out of the left-hand exit is easy enough; just make sure you don't give it too much gas. The remaining sweeping right-hander onto the start straight is a straightforward pedal-to-the-metal job.



SETTINGS		
Ride Height (mm)	Front: 100.00	Rear: 110.00
Spring	Front: Medium	Rear: Medium
Stabiliser	Front: Medium	Rear: Medium

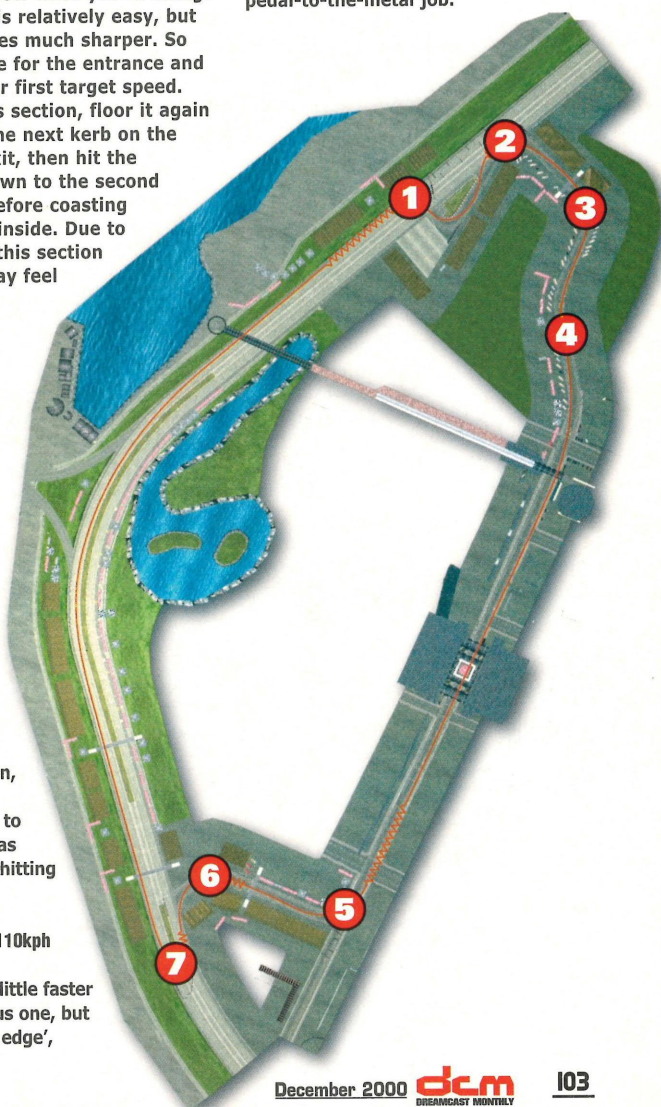
1. Target Speed: 65kph Gear: 2
This first chicane is incredibly tight, which is a good pointer to how the rest of the track pans out. On the first lap you should hit the brakes hard halfway between the '150' and '100' signs on the left of the track. As you skid, pull slowly over to the right and change down through the gears until you reach second at around 70kph, just before the corner's apex. Now coast through the corner at our target speed and don't apply the power again until you're clear of the wall on the right as you exit the left-hand section. The same technique applies for this corner on subsequent laps, but you should start your braking just before the '150' sign on the left of the start straight.

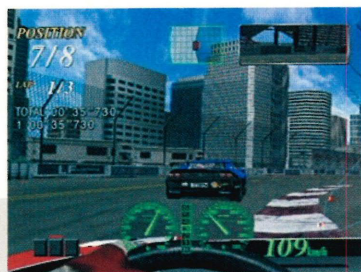


2. Target Speed: 110kph Gear: 2
After hitting the power on exit from the last corner, get ready to brake quickly just as you cross the diagonal white line that crosses the track. It's not easy to see, but once you found it you should

always have that perfect braking point. When you brake, be sure you're still pointing to the left following the track, then when you get your speed down, start to turn, getting as close to the inside kerb as possible before hitting the power.

3. Target Speed: 110kph Gear: 3
This corner is a little faster than the previous one, but it's very 'on the edge',





meaning that you have to get things just right or you're going to hit the wall on the left as you exit. The idea is to power through it in third gear, but as you cross the kerb at the apex, either release the accelerator to get down to the target speed or dab the brake. You should then be able to accelerate through the rest of the corner without hitting that wall. Be careful not to clip too much of the inside kerb, though, as this negates your traction, making the corner even tougher.

4. Target Speed: Max Gear: 3/4
You obviously won't reach maximum speed through this section; it's just that you can accelerate all of the way

DRIVER AIDS

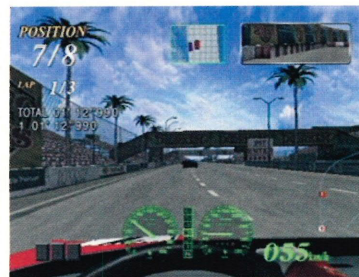
Turn those driving aids off. Well, all except traction control at the very start of a race. They are absolutely no help at all if you want to get around the tracks in a good time. They are help in getting you around the track, but they make you brake too early and take corners too slowly so there's absolutely no chance of winning with the driving aids on.

through, so we can't really pin down a target speed. The only real worry here is the first left-hand kink, as you're close to the wall as you exit the last corner. Just be careful then not to push to far to the left, then try and keep a straight line for when the track kinks right. You should be on the left wall as you exit the section.

5. Target Speed: 110kph Gear: 3
Jam the brakes on just after the '150' sign on the left and pull your car smoothly over to the centre whilst dropping down into third gear. It's then a simple case of powering around the apex (don't clip the kerb too hard) then

releasing the gas momentarily to avoid going too far to the right and colliding with wall.

6. Target Speed: 95kph Gear: 2
There's a lay-by type of thing on the right wall. Use this as your braking point and slam those anchors on hard and get down into second gear. Coast around the whole of this two-stage corner, and only hit the power when you're sure you're not going to hit the wall at the second left-hander. If you find yourself coasting too slow through here, you can either feather the throttle or hold it about halfway down to give you that little bit of extra speed; get ready to brake, though...



7. Target Speed: 45kph Gear: 1
You should be on the left of this short straight as you exit the last corner. Hit the brakes about 1/3 of the way down it, and as you reach the target speed, get down into first gear and cut across the apex very carefully. You need to get as close to the inside as possible, but watch that the side of your car doesn't scrape it. Conversely, avoid keeping too far away from it, or you ram the left-hand wall. As you exit, use very smooth movements on the throttle or you wheelspin like mad. We suggest going up to about 55kph in first and then sticking it into second early to stop the spinning.

BONUS CIRCUITS



SETTINGS		
Ride Height (mm)	Front: 85.00	Rear: 100.00
Spring	Front: Hard	Rear: Hard
Stabiliser	Front: Hard	Rear: Hard

1. Target Speed: 285kph Gear: 6
You can hardly call this a corner, more of a kink really. In fact, on the first lap you won't even notice it, but on subsequent laps, when you're maxing out your speed, it pays to get it right in preparation for Corner Two. You should simply keep the power on full and get as close to the left as possible, and only turn ever-so-slightly so you drift out towards the wall on the right. This brings you into the perfect position for the next sweeping corner.



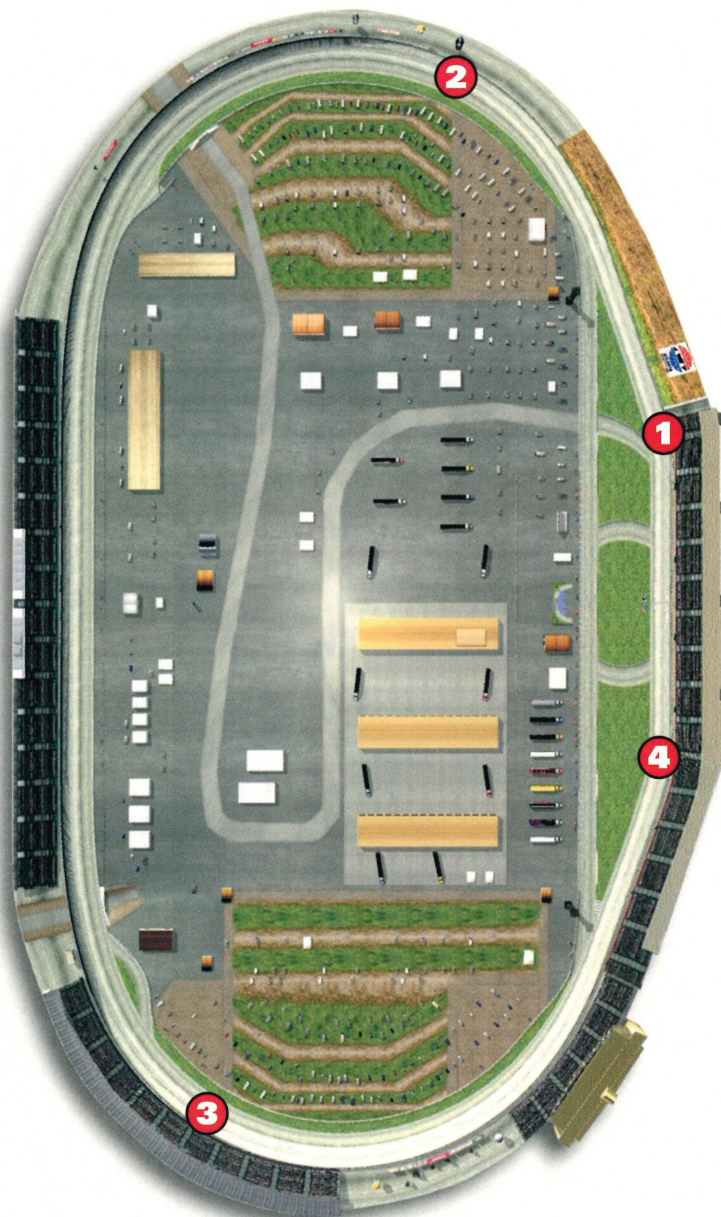
2. Target Speed: 280kph Gear: 6
Here we have probably the fastest corner in the whole game, but don't worry, it's relatively easy to take. Just start the corner on the far-right and move your way down to the white line at the inside. Just as you get close to the inside, release the throttle to get down to about 275kph, then hit the

gas again and power through the inside of the corner. The force of your speed should push you out to the right of the track although you shouldn't get too close to the wall.

3. Target Speed: 270kph Gear: 6
This is much the same as the other corner. Just enter wide and come across to the inside, then when you get there, release the gas and bring it down to the target speed before hitting the power again for the rest of the corner. Easy.



4. Target Speed: 280kph Gear: 6
This track may be fast, but it's certainly not challenging. Just take this corner close to the left at full speed and let yourself go out towards the right, then bring it back over to the left to get into a good position for Corner One.

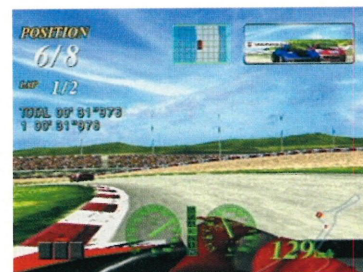




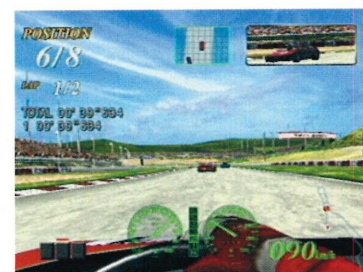
SETTINGS		
Ride Height (mm)	Front: 100.00	Rear: 120.00
Spring	Front: Medium	Rear: Medium
Stabiliser	Front: Medium	Rear: Medium



1. Target Speed: 120kph Gear: 3
On the first lap you should brake just after the overhead 'Warbonet' sign, whereas on subsequent laps, you should slam the anchors on just before it. The technique for taking the corners is the same on all laps though, and it goes a little something like this; brake on the left and bring it down to approx 115kph, then coast across the apex on the right before applying the power until you reach the left-hand apex where you should either coast or feather the throttle until you hit the kerb on the right of the straight where you can floor it again.

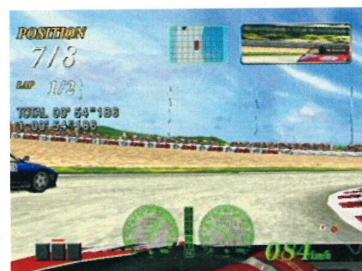


2. Target Speed: 120kph Gear: 3
Just after the overhead 'Advance' sign, the grass stops and a small road goes off to the right. This is your braking point. Simply stay on the right of the road when you brake, then as you near the corner, pull over to the left but don't get too close to the kerb as clipping it usually sends you off of the track to the right.

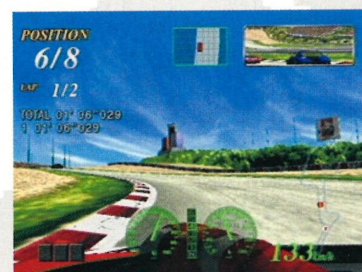


3. Target Speed: 90kph Gear: 2
You see a kerb on the left going down the hill, so move over towards it, and as soon as it ends, start braking and changing down into second. Now you can either coast around the centre of

the track (you slide if you try to take it too tight), or just give the car a small amount of even throttle so you slowly gain speed as you reach the exit to the corner.



4. Target Speed: 85kph Gear: 2
Just after the last blue sign on the far-left (across the grass) a small piece of road joins the track. Brake here and get down into second gear, aiming to the target speed as you pull across close to the inside. If you're not going much over our target speed, you can take it quite close to the inside. Your back end slides out, but if you just keep the power on lightly you can get around this corner with a cool slide.

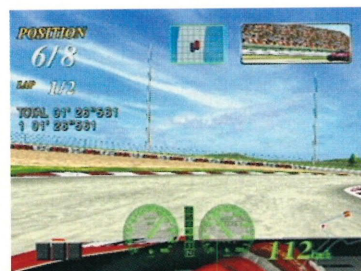


5. Target Speed: 150kph Gear: 4
Move over to the left just as you reach the checkpoint, then tap the brakes as your front-left wheel travels across the kerb. Your tail might drift out slightly, so just feather the throttle a couple of times then reapply the power firmly before crossing the apex of the right-hand part of this section.



6. Target Speed: 110kph Gear: 3
Look for the road going off of the track by the last white sign on the right, and staying to the right, brake down to our target speed. As long as you get down to the speed,

you can actually hit the power through this corner, which should give you a little extra traction. Get ready to release the throttle on exit, though, as there's a good chance you might clip the grass or go off of the track completely.



7. Target Speed: 105kph Gear: 3
Move over to the left of the track after straightening up from the last corner and watch for when the sand trap starts this side. As soon as you pass it, jam the brakes on and get your speed down before hitting the power again whilst crossing the inside kerb.

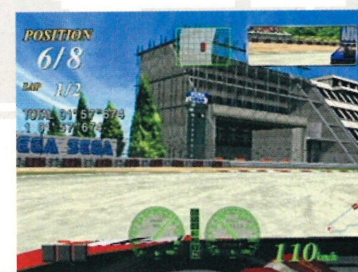


8. Target Speed: Max Gear: 4/5
There's not really much we can say about this corner except you don't need to slow down, and if you take

it close to the right-hand kerb, you can often get extra speed on the cars around you and gain a few places. Be ready to change up into fifth gear about halfway around the corner. Try not to look at the speedo or rev counter for when to change, as this can put you off. Instead, just listen to the sound of your engine.



9. Target Speed: 120kph Gear: 3
Leave your braking till between the two last white signs on the right, then get down to our target speed and feather the throttle through the main part of this chicane, then floor it as you round the right-hand section.



10. Target Speed: 105kph Gear: 3
This final corner isn't quite as tight as it looks on the map, so just brake at a reasonable distance and hold the throttle about halfway down to get around this corner with power - but not too much, as it is quite easy to slide across the kerb on the left as you exit.

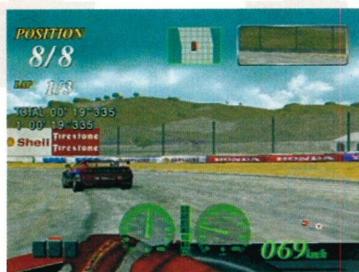


Laguna Seca

3692m DISTANCE 5/5 DIFFICULTY

SETTINGS		
Ride Height (mm)	Front: 100.00	Rear: 120.00
Spring	Front: Hard	Rear: Hard
Stabiliser	Front: Hard	Rear: Hard

1. Target Speed: 95kph Gear: 2
You see a run-off road start on the right as you go down the hill, which you should use to judge your braking points for this tough first corner. On the first lap, jam the brakes on about halfway along the run off road and on subsequent laps hit the brakes exactly when it starts. Once you're braking you need to bring the car across to hit the apex of the first kerb just as you drop into second gear. Coast around the kerb then apply throttle at about half power and head to hit the kerb at the second apex where you should coast for a second or two, and then hit the power again.



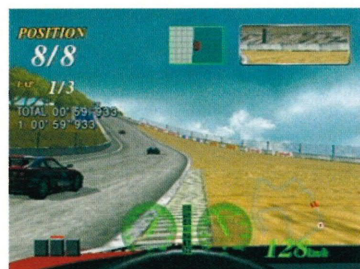
2. Target Speed: 115kph Gear: 3
On the exit of the last corner, head over to the left of the track and watch for the '2' sign. As soon as you pass it, brake and come down to the target speed, then coast your car across the kerb on the inside of the corner. Be prepared to release the accelerator on the exit as if you don't get the turn just right you end up going wide onto the grass.

3. Target Speed: 145kph Gear: 4
This is a pretty fast corner, and is a great place for overtaking; just make sure you stay close to the inside line. The best technique is to follow the car in front and brake early (not exactly natural racing, we know). As soon as you're down to the target speed, whack the accelerator on and drive around the inside kerb with your right-hand wheels on it. Keep the power on and let the car drift out to the left on exit from the corner, but be ready to release the accelerator or dab the brakes in case you go wide.

DRIVER AIDS
Turn the sound up if you're playing on Intermediate level with gears (which you should be anyway). This way you learn to hear when you need to change up or down a gear, which means you won't waste time looking at the rev counter or speed for when to change gear.



4. Target Speed: 125kph Gear: 3
If you took the last corner at a good speed, your car should be screaming to get into fifth by the time you pass the overhead banner. Don't bother changing, though, as about five car lengths after the banner you need to hit the brakes and drop down to third gear. Coast around the first part of the corner on the inside then power through the rest of it. Your back end may slide out, but if you got down to our target speed you're okay to hit the gas, and hopefully get a few seconds on the car in front as you power up the hill on the exit.



5. Target Speed: 140kph Gear: 3
Just dab the brakes a couple of times as you pass the '2' sign on the right of the tracks then knock it down into fourth. If you do this correctly, you should be able to cut right across the inside kerb and end up in a perfect racing position on the right-hand side of the next hill. On this hill, make sure that you don't turn as you drive over the first jump, as you get a little air and when you land you're all over the place.



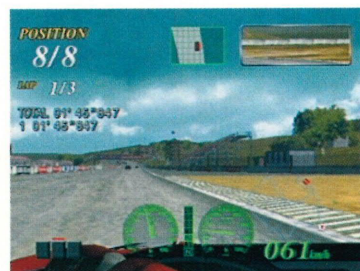
6. Target Speed: 65kph Gear: 1
This takes the award for being possibly the hardest section in the entire game. Don't worry, though, we've cracked it. It ain't pretty and it ain't even that fast, but we should get you round faster than the opposition, which is what counts after all. You need to jam the brakes on just before you reach the brow of the hill whilst you're on the right of the track. Keep braking as you go over the brow, and nearly all of the way to the first tight left-hander. You should be in second gear as you approach and you need to drop it down to first as you hit the apex. Now coast until you're clear of the second apex then hit the gas. Don't worry about spinning in first, as the speed you gained on the slope nearly has you up to second gear speed anyway.



7. Target Speed: 135kph Gear: 3
Although this looks like a fast kink more than a corner, it actually takes quite a lot of slowing down to get around it safely. Start on the right side of the track and just after changing up into third, you see the yellow grass on the left

start. Brake as it starts, then get close into the kerb. Coast for a little way, and then hit the throttle as you exit. You can try and get your front left wheel on the grass just after the kerb as this makes the back end swing out and sets you up well for the next straight, or though this tactic is a little random.

8. Target Speed: 120kph Gear: 3
Hit the brakes for about a second as you pass the '2' sign on the left. Turn hard right whilst coasting and stay on the outside of the track for the duration of the corner before powering away towards the final corner.

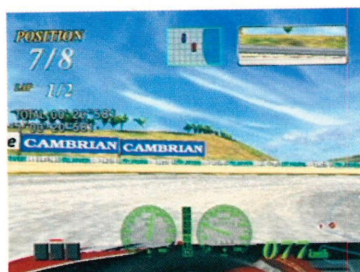


9. Target Speed: 75kph Gear: 2
A do or die, this corner. Go wide and you end up at the back of the pack. Take it well and you can make up some places on the start/finish straight. Again, it's a case of braking hard at the '2' sign on the side of the track and coasting. This time when you're about halfway through the corner, apply a little throttle smoothly so that you're already picking up speed through the corner. Be ready to release the accelerator if you go too wide, though. It's better to lose speed than end up on that grass.





SETTINGS		
Ride Height (mm)	Front: 110.00	Rear: 120.00
Spring	Front: Medium	Rear: Medium
Stabiliser	Front: Medium	Rear: Medium



1. Target Speed: 80kph Gear: 2
On the first lap, hit the brakes just as the kerb on the left starts, but on subsequent laps the best braking point is between the two signs that are in front, and just behind the start of that kerb. When you brake, brake hard and try to aim to hit second gear just as you hit the inside kerb, then coast around the apex.

DRIVER AIDS

As much as getting a good start is down to traction, it's also down to timing. You need to keep the revs up close to full, then as soon as the race starts, hit the gas properly. We suggest keeping your revs just above the red section on your rev counter as the race countdown begins.

2. Target Speed: 65kph Gear: 2
There's a short straight to the next left-hander, so hit the power and you should reach just over 100kph before hitting the inside kerb and slamming your brakes on to take you to around 65kph where you should coast around the inside. As soon as you're clear of the kerb on the right-hand exit (you drift out), hit the power again whilst moving over to the left of the track to overtake any slower cars

3. Target Speed: 95kph Gear: 2
Brake just as you pass the second small sign on the left and get yourself down into second quickly, as this helps you with the slowing down process. Many of the other cars go wide on this corner, so do the opposite and cut right across apex whilst turning hard right. This should give you a great line as long as you keep your speed down - go to fast and you end up off of the track to the right.

4. Target Speed: 165kph Gear: 4
Corners Four and Five are pretty-much linked as you have to prepare yourself for Corner Five on this corner. Enter the corner without slowing down, then about halfway around, hit the brakes to slow down towards our target speed of 145kph for the next corner.

Leave this corner to the right early, as it gives you a good line for the next...

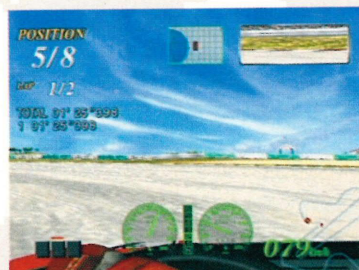
5. Target Speed: 145kph Gear: 4

...Where you should just keep the throttle about halfway down or feather it so that you can keep to our target speed. Be prepared to dab the brakes at the end, though, as the corner gets slightly sharper on the exit.

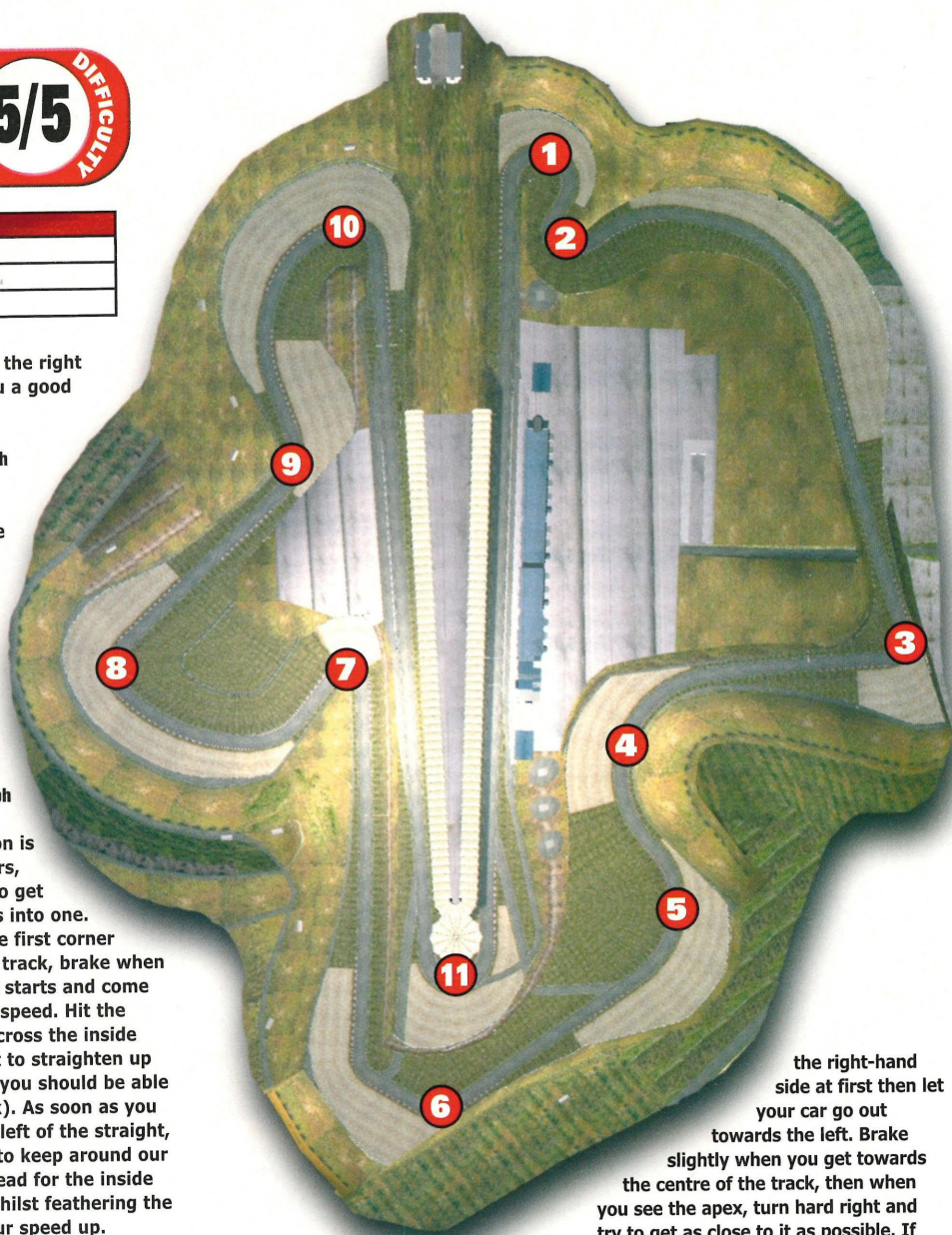
6. Target Speed: 130kph Gear: 3
Although this section is two separate corners, the action needed to get around them blends into one.

As you approach the first corner from the left of the track, brake when the kerb on the left starts and come down to our target speed. Hit the accelerator as you cross the inside kerb then release it to straighten up (you may slide but you should be able to stay on the track). As soon as you hit the kerb on the left of the straight, adjust your power to keep around our target speed and head for the inside kerb on the right whilst feathering the throttle to keep your speed up.

7. Target Speed: 80kph Gear: 2
A fairly tight corner, but if you follow our instructions it's a breeze. Just power up the right-hand side of the straight and brake about two to three car lengths before the kerb on the right starts. Do all of your braking in a straight line and by the time you get down to second gear, release the throttle, turn hard left and coast around the entire corner. As soon as your front right wheel moves away from the kerb on the right as you exit, hit the gas again.



8. Target Speed: 95kph Gear: 2
The bulk of this corner is sweeping, but it becomes very sharp at the end so you need to get some nifty braking in if you're gonna stay on the track. As the kerb on the right finishes from the last



the right-hand side at first then let your car go out towards the left. Brake slightly when you get towards the centre of the track, then when you see the apex, turn hard right and try to get as close to it as possible. If you're going any faster than our target speed, you slide out to the left and as there's no barriers to stop you, it takes ages to get back on the track.

corner, let your car slowly drift out to the left of the track, then as the sharp part of the corner starts brake down to the target speed and turn hard right across the apex whilst coasting.

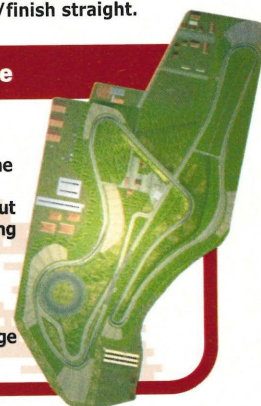
9. Target Speed: 140kph Gear: 3
This one's easy. Brake and knock it down to third just as you pass the checkpoint and start turning towards the inside kerb. When you're down to target speed, hit the gas and away you go.

10. Target Speed: 90kph Gear: 2
This is much like Corner Eight, in that it gets sharper towards the end, so follow

11. Target Speed: 80kph Gear: 2
Start on the right-hand side of the track and brake hard as the second run-off road with the cones starts. As you brake, knock it smoothly but quickly into second gear and pull over to the left to meet the inside kerb. You should meet our target speed as you meet the apex, so stop braking and simply coast around the kerb, before hitting the power to cane it down the start/finish straight.

Fiorano - The Home Of The Prancing Horse

The final bonus track in the game is Fiorano, the actual Ferrari test track. Thus, it not being an official race track, you don't get to race on it. It's a cool track, though, and the mix of corner styles really puts your driving skills to the test, thus it's a great track to practice on and learn all about how to set your car up. We're not gonna bother with tipping Fiorano - you can't race so it's a little pointless. However, it's still worth playing on to really hone your skills. We've been playing it loads and have just managed to get under one minute-twenty. If you can do this, you're ready to thrash the rest of the game. Check out Swat Scores on Page 97 for this month's official Ferrari Challenge.



hidden & dangerous

PART TWO

[WALKTHROUGH]

It's been a long, hard slog, but we've finally reached the end of this incredibly tough game. Still, it's been worth it, if only to bring you the second part of our invaluable walkthrough...

NOTE:

Note: You can follow the briefings to a tee if you like, but these usually rely on you keeping all of your squad safe. Which rarely happens. The following walkthrough is how we completed the game. Bear in mind, though, that there are many ways to complete each mission. So as long as you complete all the goals, it really doesn't matter how you do it.

Campaign 4: Operation Sign Of Cross

Mission 1 - Thor's Hammer

Difficulty: [Progress bar]

Goals

Place two homing devices on the power station
Escape the complex

Squad

Take out a sniper and machine gunner, plus two basic soldiers, but with a high stealth rating. Give the homing beacons to the two basic soldiers and take care of them as you need their stealth when laying the beacons.

1. With your sniper, head up to the fence on the left and crawl along until you can get a decent shot at the guard on the machine gun tower, and then take out the guard on the ground behind the tower.



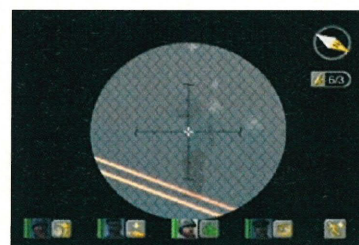
2. Now bring the rest of your squad up to position and move slowly past the building and to the right. These buildings are the barracks, so be careful as some enemy guards come out and attack - take them out quickly and advance slowly past the tower with the machine gun and



the gate. Take out the guard in the next tower and any guards in the immediate area.

3. You now have to head west towards the main power plant where you're to place the transmitters for the navy. Proceed slowly and take out all enemy soldiers as you go, using the various vehicles and snow mounds for cover. Follow the train tracks towards the huts and take cover when it goes between two mounds of snow as this is where a battle kicks off.

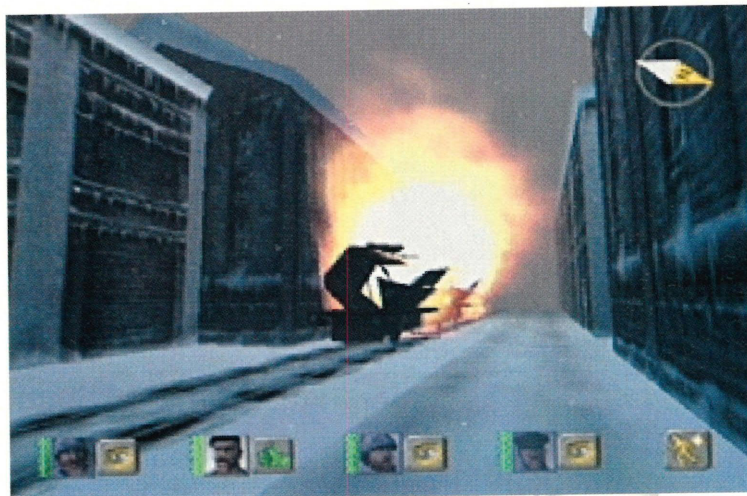
4. You're attacked from in front and to the left. The best idea is to concentrate your heavy machine



gunner on the front attack and use your sniper to take out any other enemies in the area. Once the battle dies down, edge forward with your sniper and find cover to take out the guards on the machine gun towers that are now manned.

5. Now take the two guys with the radio transmitters up to the gates in front of the power station. Send one of them straight down the centre to place a transmitter and the other one around to the right near to the truck, but don't place those transmitters yet! If you're attacked





whilst moving your men, try shooting the oil drums to get rid of the enemy quickly and easily.

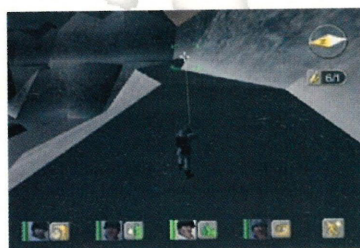
1. Now with your remaining two men, make your way to the far west fence, taking out any guards as you go (remember to shoot the drums to get rid of them quickly). As you get nearer to the fence you meet heavy resistance. Take out the guards in the tower first, then any remaining guards on the deck. After things quiet down a little, switch back to your men at the power station and lay the transmitters, then bring them over to the fence with your other two men. Now run through the gate to complete the mission.

Mission 2 - Snow Demon

Difficulty:

Goals

**Destroy radio mast
Destroy lab
Escape in truck**

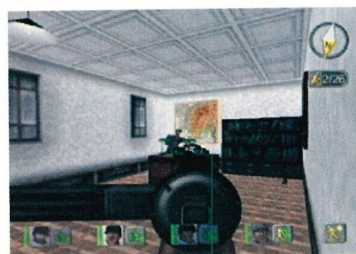


Squad

The usual will suffice here, but make sure one of your utility soldiers is quite strong as you need to carry some gear for this level. Including lots of grenades and make sure you take enough in the way of explosives too.

1. Forget going through the forest at the start. Instead, let your sniper take the lead and head east along the snow-covered path. Go past the lab to your left and you see a way down a bit further onto the left. Position your heavy machine gunner and two utility soldiers at the top of this slope.

2. Now with your sniper, continue east along the path and you come across a patrol. Deal with them from a distance, then look



into the main camp where the soldiers have heard the shots. Now simply stay on the ledge and take out as many soldiers in the camp as you can. Don't fret about any soldiers coming up to you, as your squad has the only route covered.

3. After the firefight, head right around the path and hone your snipers sights on the enemy guard at the base of the tower to take him out. Once you're sure the guard is worm food, call a utility soldier (with some explosives) to your sniper than either using the map, or manually, head on over to the tower.



4. With your two remaining soldiers, head down the slope, run to the left, switch to first-person mode and enter the lab. Head in the door to the left and shoot the guard behind the desk then go back to the corridor and into the right to slay to more Germans.



5. Now head down the corridor and up the stairs to the crossroads (as it were). Roll out and look left to shoot the guard there, then run straight across into the next corridor and down into the lab (the first door on the left). There are



COVERT OPS

The auto-set up usually gives all the correct equipment to the right soldiers. After using it, though, always check your equipment thoroughly and use your own initiative to see if you need any more, or if there's something you can leave behind.



three guards in the room and they're very quick to react, so be ready for a frantic gunfight as soon as you open the door. Once the guards in the room have been dealt with, take both of your soldiers into the room and cover the entrances, then switch back to your two soldiers at the tower.

6. Place two charges with the maximum timer at the base of the tower, then using the map (or manually if you like) get the two soldiers down to the car park in the base, then go back to your men in the lab.

7. Place some explosives (again, with a full-length fuse) in the barrels at the back of the room, then run your soldiers out of the lab and over to the garage to meet your other two men. You may get some resistance on the way, so keep your eyes peeled and trigger finger itchy. Once you reach the garage, get all of your men into the truck at the north end of the garage and escape the base via the main exit to complete the level.



COVERT OPS

Most of the levels contain guard towers of some description, 80% of which are generally armed and manned. As soon as one of these towers comes into your view, take a look with your binoculars or sniper rifle, and take out any enemies you can see.

COVERT OPS

Hidden & Dangerous is a simulation, thus if you run out of ammo, you're in the proverbial shite. Don't worry, though, as every dead enemy leaves a backpack behind which you can search to stock up on goodies. Sake sure that you search every enemy rucksack you come across.

Mission 3 -

Thirteenth Chamber

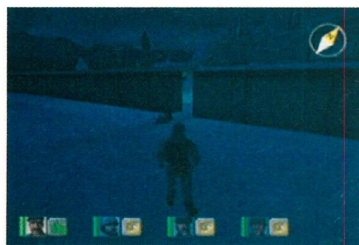
Difficulty: [Progress Bar]

Goals

Destroy heavy-water facility
Escape in stolen truck

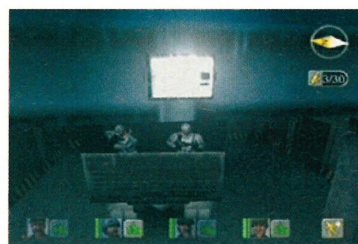
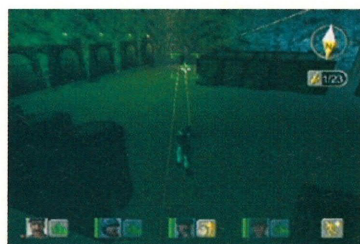
Squad

Take a machine gunner and three utility soldiers, making sure one of them is very strong as there's an armoury that you can raid once you get inside the heavy-water plant.

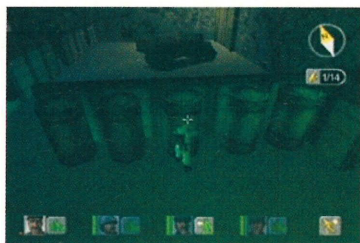


1. In the briefing, you're told that it's best to try and get into the facility unobserved. Maybe so, but it's also very hard, so we're just gonna steam in and take 'em out. When the level starts, take a single soldier and walk towards the entrance on the left. Now, equip grenades and lob one just over the wall near the entrance. This should kill two guards near the hut.

2. Now roll into the entrance and shoot any live guards you see. Once

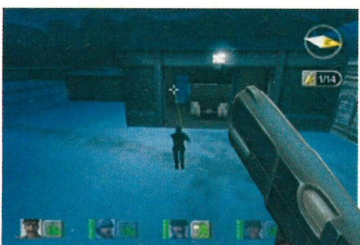


this bit of killing is complete, walk along the wall to the left and kill the two guards near the guard hut at the front of the base. Now call your team up to the hut and position two of them (best a utility soldier and machine gunner) there for cover.



3. Take your utility soldier with explosives and your spare soldier (the strongest one) and head over to the facility. Run straight across the yard and through the open door. Go through the vats and you find a steel door. Open it and head down the corridor into the first cave area and head to the entrance of the next cave area, which is lit with blue lights. Roll into the entrance and shoot the guards to the north then carry on up the passageway.

4. Shortly, a squad of guards comes to investigate the fire, so have a grenade ready to take care of them



quickly. If you don't happen to have a grenade, retreat and use the corner you just rolled around as cover to take them out with your weapon. After this little battle, head back to the end of the corridor. There may be a soldier to the left and right at the top, so edge your way forward until you can get the first shot in.

5. The heavy-water area is to the right, so send the guy with the explosives down there (there may be some guards left, so be careful), and send your strong guy into the armoury to the left. Lay an explosive charge with maximum fuse in the centre of the green tanks then get both soldiers out of the plant as fast as possible.

6. Run straight to the truck as you leave the plant, and bring your two soldiers you left outside around to the truck. Get every body on board and drive straight forward to get to the base exit and complete the mission.

Mission 4 -

Volgen Hunters

Difficulty: [Progress Bar]

Goals

Find commander's office
Disable alarm
Escape through tunnel to submarine

Squad

Grab yourself a sniper and three basic but strong utility soldiers. There's a lot of close-quarters combat on this mission, so make sure all the utility soldiers have sub-machine guns or similar. They need to be strong as there's plenty to salvage from dead Germans on this level.

1. The German uniforms don't seem to work, so bin the idea of sneaking around and do this mission our way. Start with your sniper and move him forward on his own. Take out the first guard you see to the left and continue on to the main building on the right. Once there, call your other three men up.

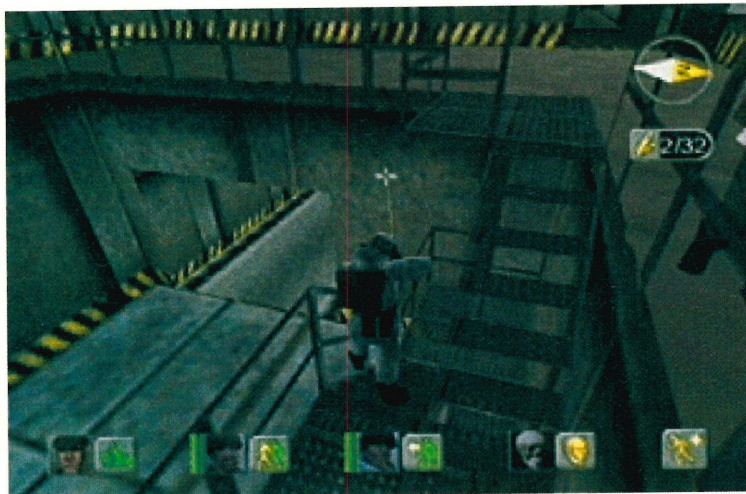


2. Now, with your men covering you, slowly move your sniper forward towards the door of the complex. As soon as you're in a good position, take out the three guards patrolling the door, then wait in a prone position to cover



COVERT OPS

Always watch the mission briefings, but don't feel you have to follow the plan exactly. In fact, we found the briefings are only really useful for getting a good feel for the mission ahead, rather than a clean-cut mission plan.



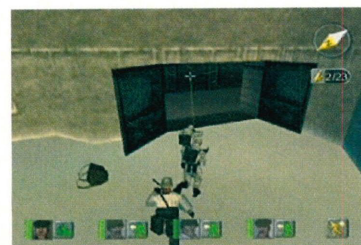
the door as two more soldiers appear. Now bring all of your team around to the doorway.

2. Switch to a utility soldier with a sub-machine gun and go into first-person mode, then get your team to follow you into the complex. The goal now is to reach the commander's office to disable the alarm, but you're going to get a lot of resistance, so be prepared. Clear every room as you go, as you don't want the enemy jumping out to attack you when you least expect it.



4. Before going through the open door at the end of the first corridor, throw a grenade through it. This should take out the three guards waiting just inside. Don't just steam in after this, though, as one of the guards may have escaped the blast. Take it slowly through the door and turn right, and make your way down to the commander's office, clearing the rooms as you go, making sure you collect the German uniforms from the laundry.

5. Before you get to the commander's office, you have to go through the conference room, which



is full of German officers. As soon as you open the door, pull back and use the wall as cover. Use grenades to clear the room then go in to take out any stragglers. Head through this room to reach the commander.



6. The commander surrenders when you enter. Shoot him anyway or he raises the alarm. Collect the key from his desk, then return the way you came to the intersection where you took the guards out with a grenade at the end of the first corridor. Continue to the east until you reach the stairwell that leads into the tunnel then run down the tunnel to complete the mission.

Mission 5 - Hunt For The Golden Fish

Difficulty:

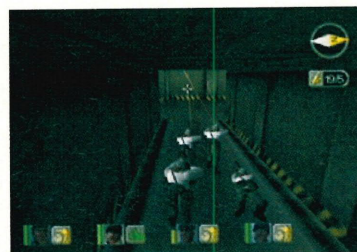
Goals

Destroy submarine
Escape in stolen truck

Squad

There is one hell of a lot of combat on this mission, so we suggest you take out three utility soldiers and one machine gunner, all armed to the teeth with ammo and grenades.

1. Make sure all of your squad is equipped with sub-machine guns, and climb the stairs at the end of the tunnel, leaving one of them at the start point to hold off the reinforcements that arrive. You're attacked from all sides as soon as you reach the top, so make sure all your soldiers have climbed the stairs,



and aren't floundering around on them. As soon as you've cleared this area of enemy soldiers, make your way into the garage. You need to secure the garage area before getting to the sub, so head in with your team covering you, and take out any German soldiers you encounter.



2. After this it's time to perform your assault on the sub pen, which is absolutely brimming with Germans, all ready to pop a kraut cap in your ass. The best way to deal with this situation is to mount an attack with two soldiers attacking from the main double doors in the garage area and two more attacking from the side door in the room to the right of the main door. As soon as you go in with your two men from the main door, hit the deck and start firing, then bring your next two men in for the element of surprise and to hopefully win this very tough battle.

3. After the shooting stops, move your soldier with the explosives to the front of the sub and the rest of your soldiers back into the garage ready to escape. Now lay the charge on the torpedo and set a maximum length charge. Then run back to the vehicle and jump in to exit the level.



COVERT OPS

To see around corners, or over hills before any enemies can see you, switch to the (usually useless) long third-person mode. Now with a few slight movements, the camera inadvertently shows you more than you could see in real life. In return, remember in other views, if you can see an enemy, they can usually see you.

Campaign 5: Operation Babylon

Mission 1 - Babylon

Difficulty:

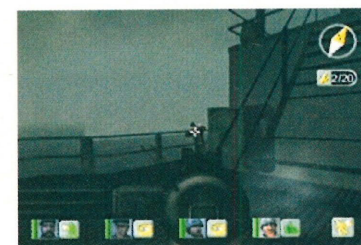
Goals

Find German coding machine
Reach escape point

Squad

You want a squad of four utility soldiers, all with sub-machine guns. Try and pick some of the better members of your unit, as they need them to provide covering fire at times.

1. If you decided on the sniper option when choosing your squad, this is when you're going to need him. Move slowly up the deck until you see the stairs in front and to the right, then take out the two guards on them. Now call the rest of your squad up and move them all up the first set of stairs. Now, with one utility soldier armed with a sub-machine gun, face the wall on the next set of stairs and side-step up them. As you near the top, a guard should come into view; take him out before he sees you.

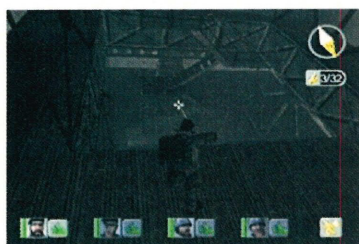
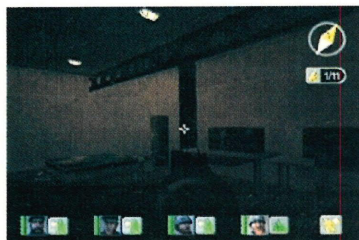


COVERT OPS

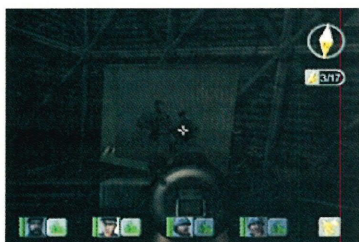
Snipers are probably the most important type of soldier you have at your disposal, so look after them. They're good front line soldiers as they can lead the group and take out targets from a distance, but as soon as you come under fire yourself, turn and run for cover.

COVERT OPS

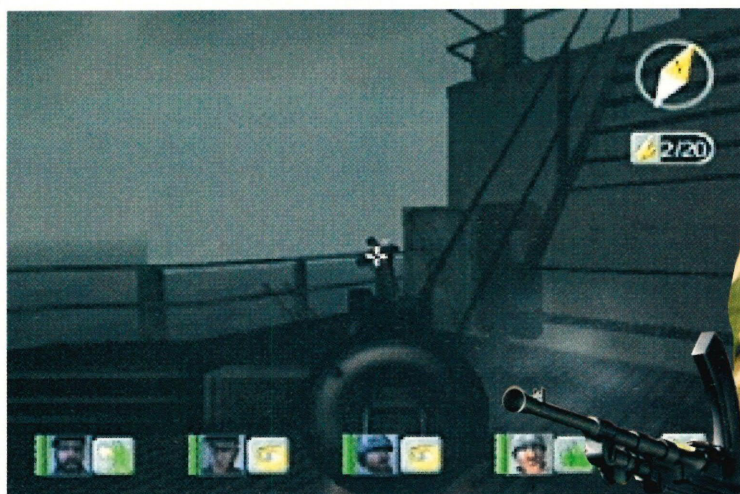
When setting explosives in several different areas, try to synchronise the fuses so they all roughly go off at the same time. This means that the enemy won't be alerted after the first explosion and come looking for you before the other charges go off.



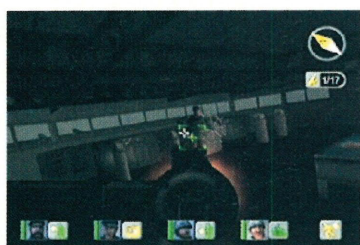
2 Run down the stairs and turn right towards the open door, and get ready to take out the two guards to the left of the door. If you're quick, they won't even get a chance to let a shot off. Once they're dead, head through the door into the bridge where you might find a decoding machine. If you don't get lucky, you need to go to the radio room.



3 Leave via the other door of the bridge and you meet up with the other three members of your squad. The radio room is directly below the bridge, so taking your whole squad, go down a level and turn to the right. The first door you see cannot be opened, so carry on to the second and enter the radio room.



4 Move forward to the radios to try and find the code machine. If it's not there, you have to use one of the flights of stairs in this room to reach the storeroom. Take only two men down the stairs, though, as it's best to leave some covering fire behind.



5 At the bottom of the stairs, head right until you reach the stairwell going down. You need to get to the bottom of the stairs, but it's quite hazardous. The best way to make it down safely is to put one of you into a covering position whilst the other goes down the stairs. When you reach the bottom, bring the other soldier down and prepare for a short gun battle. After you've slain the German soldiers, head into the storeroom and take the code machine from the floor. It's actually quite small and hard to see, but it's to the left of the door as you walk in.



6 Now it's a simple case of climbing back up the stair well and making your way back to the starting point where you can rendezvous with your boat to escape the ship. Don't relax too soon, though, as there's a good chance any remaining German soldiers attack you.

Campaign 6:

Operation Wrath Of Gods

Mission 1 - King's Road

Difficulty:

Goals

Escort the scientist to the exit point

Squad

Forget the machine gunner; just take three basic soldiers armed with sub-machine guns and a very good sniper as there's a lot of crack-shooting required on this mission.

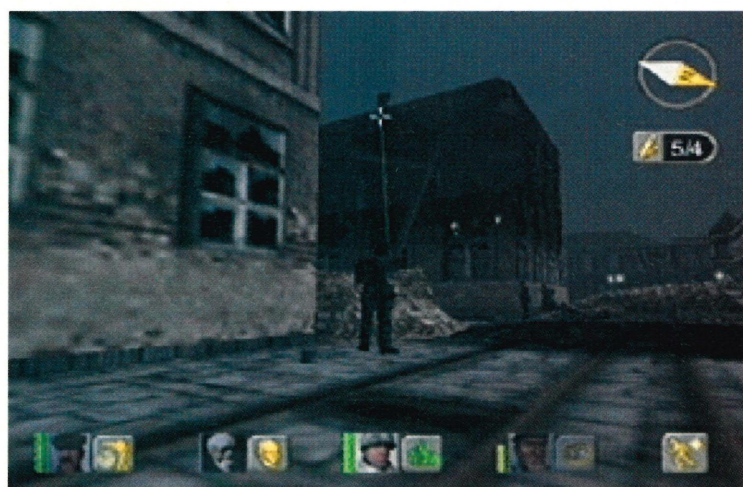
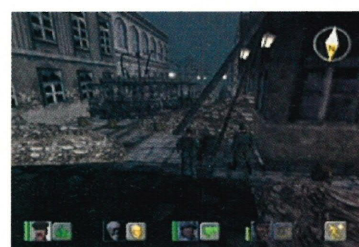
1 From the start, take control of your sniper and slowly move up the street until you can see the two guards at the machine gun emplacement at the end with your scope. Take these two guys out from a distance before calling the other guys up to meet you.

2 Move to the road on the left and slowly walk down it. Some soldiers run out from the right, chasing a civilian. Take this opportunity and



bag yourself a couple of Germans and carry on down to the next junction, just before the bridge.

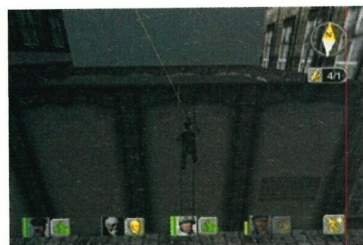
3 From here, go right towards the rubble at the end of the street. To the right of this there's a train wreck hiding some Germans. Get a grenade out and lob it around the corner, then



COVERT OPS

If the mission's set in a building or in a claustrophobic area, make sure you use the first-person view. This helps when you need to aim quickly in reaction to an attack.

roll out and take out any of the survivors. Run across to the other side of the gap, then turn around to take out the sniper on the roof.



4. Now throw a grenade over the train, then follow it up with one soldier to see if any of the enemy survived the blast. Bring this soldier back to your main group and take charge of the sniper again. Now run down the alleyway on the side of the road just before the pile of rubble in front of the crater. Turn right at your first opportunity (watch for the 'Kino' sign) and follow the alleyway around to a small courtyard. Take out the Germans you see here, then climb the ladder on the wall to the top of the building.



5. Take the ladder to the right and get onto the walkway on the roof of that building. You can now take out any snipers giving you trouble from the towers of the church.

6. After this little sub-mission, go back to meet your squad then take control of a couple of utility soldiers and follow the tram lines up the hill where you get into a bit of a firefight. After this, bring the rest of your men up to meet you. Take one utility soldier up to the top of the hill then turn right and jump onto the grass. Go up the hill and you see a gun emplacement. Take out all the enemy there, then use the sand bags as cover to snipe the Germans in the square below. After things go quiet, head back down the grass slope and continue to follow the tramlines to complete the mission.



Mission 2 - Last Man Takes It All

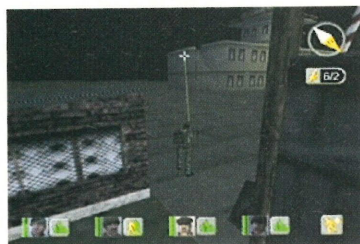
Difficulty:

Goals

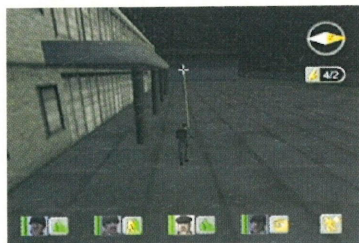
Get the scientist and your squad to the rescue plane

Squad

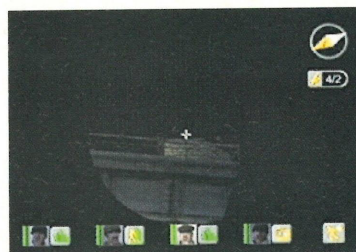
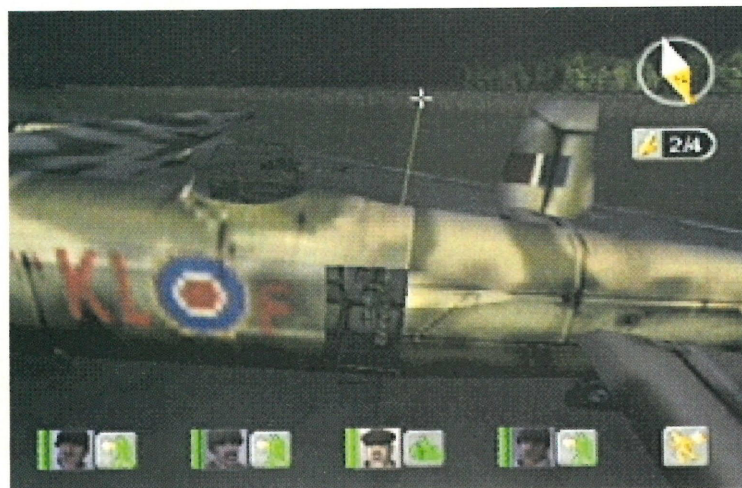
There's going to be some heavy fire-fights on this mission, so take yourself a top machine gunner and a your best sniper, plus two utility soldiers with the highest stats in every department. Equip your sniper with a sub-machine gun instead.



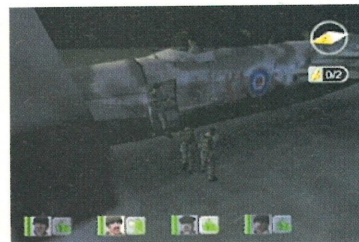
1. Select your sniper and move forward up the road until you reach the last of the destroyed trucks (remember to get the rocket from the crate on the way). From the truck, crawl in a south-easterly direction until you can see the anti-aircraft emplacement in your scope, then take out the two Germans behind the sandbags. Now head back to the road and stand at the corner of the fence.



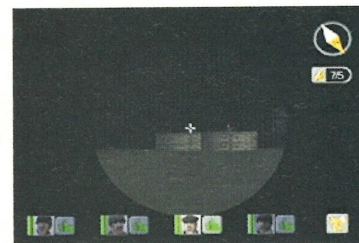
2. Bring the rest of your squad up to meet your sniper, then run your sniper along the fence parallel with the road until you see the



small war memorial on the right, near to the camp entrance. Leave your sniper here, and bring the rest of your squad up to meet him. It's now time to force your way into the camp.



3. Surprisingly, the defences on the main entrance are very thin. In fact, the only real immediate threat is two German soldiers standing on the left roof of the building (which is to the right of the guardhouse). Edge your way in (with your sniper) until you can see the tops of their heads, then take them out.



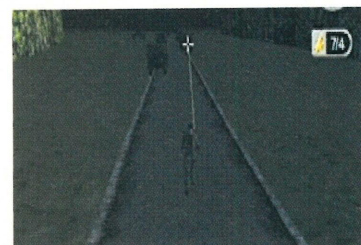
4. From here, make your way to the front of tent and take out any enemies you can see in the direction of the guard tower. Then run west across the front of the main building. When you reach the corner, run across to the hangar

COVERT OPS

The heavy machine gunner isn't very accurate, but he can be very handy. If you're about to walk into an area that you're not sure of, position your machine gunner so that he can see the whole area. He can now help out if you are ambushed as you advance.



then look through your scope at the top of the main building behind. There are two guards in crow's nests that shouldn't have spotted you yet, so take them out quickly, then walk around the front of the hangar where you meet a lone guard.



5. Leave your sniper at the hangar and bring the rest of your squad around to meet him, then continue across the front of the hangar. From here, run west to the guard tower then crawl your sniper and machine gunner up the road to the south until you see the anti-aircraft gun. Take out the guards there and run your whole squad to the runway and continue to the west. The plane now flies overhead, but it can't land on this runway, so head on over to the run across the grass to the south and catch the plane there. Get all of your crew on and it's Mission Over and game completed. Well done, you've done your country proud.

COVERT OPS

Hidden & Dangerous is not an all-out action game. Refrain from steaming in guns-a-blazing. Although this can work in certain situations, always try to bide your time and think about every step of the mission.

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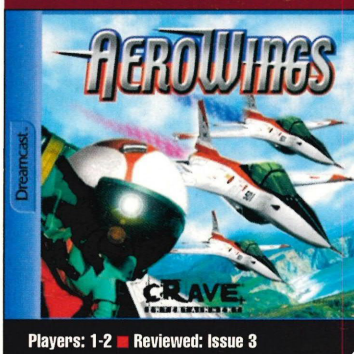
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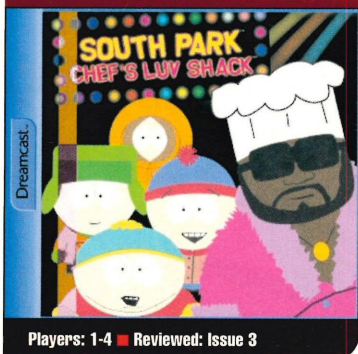
Players: 1-2 ■ Reviewed: Issue 3

Being the first flight sim to grace the Dreamcast format, you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas, Crave opted for the 'bang it out in time for Chimbo' approach, leaving quality as a mere afterthought. Basic graphics, bog standard gameplay and a bastard challenge await Red Arrow fans everywhere, so unless you go to Farnborough every year, steer well clear.

CHEF'S LUV SHACK

Publisher ■ Acclaim

6



Players: 1-4 ■ Reviewed: Issue 3

It contains all the voices of the crazy South Park crew, perfect cartoon animation and all the comedy touches that made the series the success it is. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence, it's a great way to end an evening down the pub (as long as you're a fan) and it is available at a slightly knocked down price. But that's your lot.

ARMADA

Publisher ■ Acclaim

7

Players: 1-4 ■ Reviewed: Issue 5

You're thrown into the thick of the action from the start and it takes a while to get into the swing of things. Kill enemy ships to collect money to buy weapons, and become the best fighter pilot since Hans Solo graced the starry skies. Your eyes will have to be looked at after a few hours of play, as the graphics and principles behind the game could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is - pity.

BLUE STINGER

Publisher ■ Crave Entertainment

8

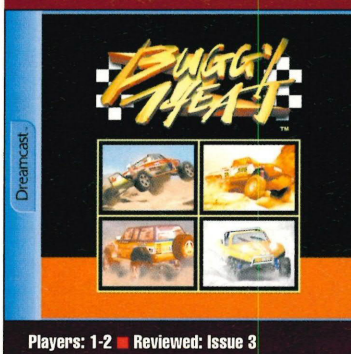
Players: 1-2 ■ Reviewed: Issue 3

In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong, character driven game with all the elements to make it a strong back catalogue title. Forgive the slightly dodgy control system and you've got a game to keep you going while you're waiting for Res Evil Code: Veronica.

BUGGY HEAT

Publisher ■ Sega

5



Players: 1-2 ■ Reviewed: Issue 3

How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk: graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think that Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.

BUST-A-MOVE 4

Publisher ■ Acclaim

7



Players: 1-2 ■ Reviewed: Issue 12

Playing Bust-a-Move 4 is kind of like picking up women - either you've got it, or you ain't. Or, course, if we were to be politically correct, we'd compare it to a crossword - either you can do it, or it's straight over your head (but that's boring). As the title suggests, the series has been with us for quite some time now and enjoys a status comparable to Tetris in its addictiveness. If you like your puzzle games, you're going to love this. 'Nuff said.

CRAZY TAXI 9

Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 6

Possibly the best arcade conversion yet! Crazy Taxi doesn't just mirror the arcade version perfectly and have equally beautiful graphics, it also has added game modes for some extra longevity. Steer your cab round heavy traffic with haste and precision and your tips will come flying in. Deal with angry punters and deliver the vicar to the church on time, and your name will be in the number one rankings spot before you know it. Pure unadulterated quality gaming,



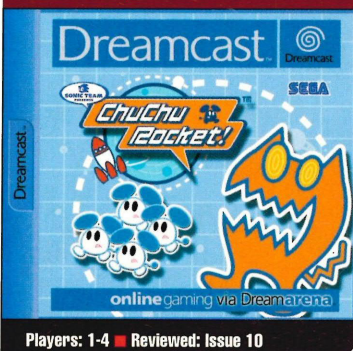
pure unadulterated quality gaming, without question

without question. Buy it or you won't be able to call yourself a Dreamcast gaming guru!

CHU CHU ROCKET

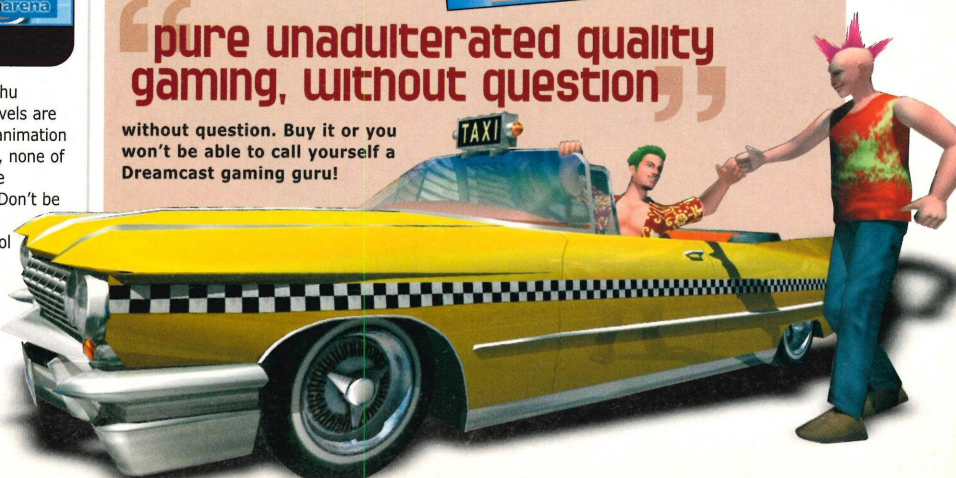
Publisher ■ Sega

8



Players: 1-4 ■ Reviewed: Issue 10

Let's not dwell on the fact that Chu Chu Rocket looks awful. Though the 2D levels are plain, the mice and cats lack decent animation and presentation all round is minimal, none of this matters one little bit, because the gameplay is tremendously addictive. Don't be misled by the, 'If the graphics aren't much, then neither is the game' school of thought. The look helps, but gameplay is everything; remember that. Approach Chu Chu Rocket as you would a girlfriend - not much to look at, but great fun underneath.

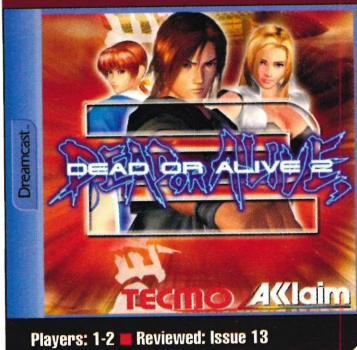




DEAD OR ALIVE 2

Publisher ■ Acclaim

8



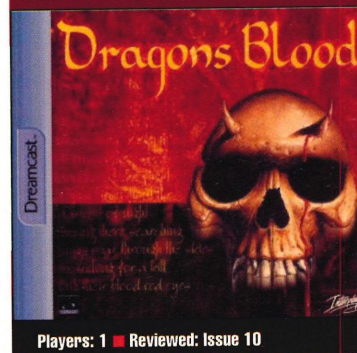
Players: 1-2 ■ Reviewed: Issue 13

With Soul Calibur as the trailblazer, it's great to see Dead or Alive 2 continuing to drag the genre into the 21st century. Featuring the most advanced graphics ever seen in a game of its kind, Tecmo have delivered a near-ultimate display of sex and violence - no complaints there, then. Though sadly lacking the longevity to challenge the mighty Soul Calibur, it's a game that cries 'buy me', and indeed you should. A fantastic fighting engine, brilliant breasts - could an honest man ask for more?

DRAGON'S BLOOD

Publisher ■ Virgin/Interplay

7



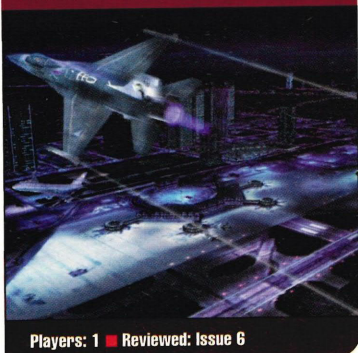
Players: 1 ■ Reviewed: Issue 10

Those who persevere with this discover a tidy, atmospheric game which sports some beautiful touches hiding behind a fairly thin veil of unfriendliness. The mist which enshrouds the combat system never quite lifts, even when proficiency and familiarity develop, and this, coupled with play mechanics which fall short of current benchmarks, serve to bar Dragon's Blood from the hall of true classics. However, if you've finished Shadowman recently and fancy something similar but less complex, look no further - you've found your next quest.

DEADLY SKIES

Publisher ■ Konami

6



Players: 1 ■ Reviewed: Issue 6

Another flight sim is offered up and we're afraid to say it doesn't go anywhere no-one's been before. The graphics are dull (with the exception of the replays that is), the action takes place at almost a snail's pace and there are splendid features that were in the import version that have been carelessly taken out. The missions aren't exactly inspiring either. Maybe the aviation enthusiasts out there will be pleased with the wide range of jet fighters on offer but there's really nowt else to keep you occupied through the evenings. Stick with Incoming for now in the hope that some developer, somewhere, is working on a fast and furious sky battle which really gets the adrenaline pumping.

DEEP FIGHTER

Publisher ■ Ubi Soft

Players: 1 ■ Reviewed: Issue 12

8



A really 'deep' submarine game (bad pun - Ed) that might be a little low on instant thrills and spills, but poses an excellent long-term challenge. The story is complex, the FMV sequences are well scripted and it's excellent simulation-style of gameplay makes it like an underwater Wing Commander style sci-fi opera. Avoid if you're the kind of player that likes to pick up a game for a 'quick raz', as entire weekends should be lost immersed in the atmosphere and challenge it poses.

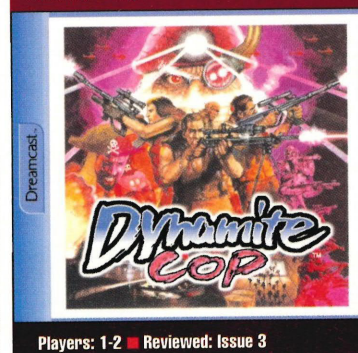


an underwater wing commander style sci-fi opera

DYNAMITE COP

Publisher ■ Sega

6



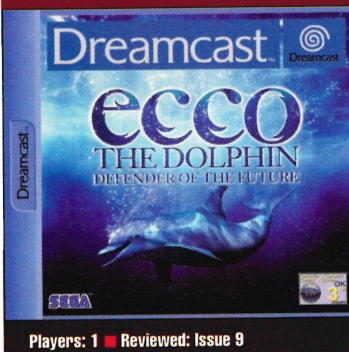
Players: 1-2 ■ Reviewed: Issue 3

Another terrible embarrassment for Sega here, with not enough in its defence to save it from various EB bargain bins around the country. Though there's an abundance of different moves and combos on offer, there just aren't enough stages to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain - it's just not worth it.

ECCO THE DOLPHIN

Publisher ■ Sega

9



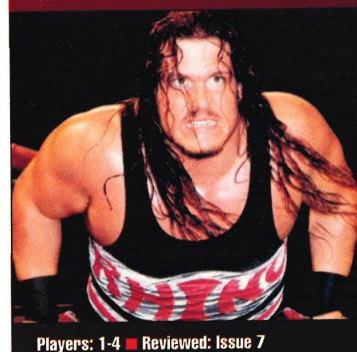
Players: 1 ■ Reviewed: Issue 9

Yet another little gem from Sega. Just when you thought that all the Dreamcast titles were either arcade, PC or PSX conversions, in comes a truly unique title. Controlling Ecco himself, you have to defend the future from an evil force that's trying to turn your tranquil oceanic world into chaos. Boasting some of the most stunning graphics we've yet seen from the Dreamcast, Ecco's gameplay will ensnare you for hours. Well worth buying.

ECW Hardcore Revolution

Publisher ■ Acclaim

7



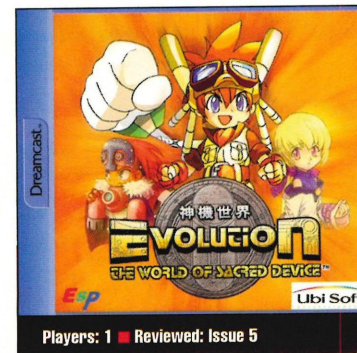
Players: 1-4 ■ Reviewed: Issue 7

It's good, but not great. Although it's streets ahead of the rushed-out PlayStation port WWF Attitude, it's still pretty obvious the game engine was written for a less powerful machine and tweaked. There are plenty of moves and weapons that cause serious physical pain, like cheese graters, shovels and ladders. You won't be disappointed if you buy it, but it won't be long before another Dreamcast grappler blows it out the ring.

EVOLUTION

Publisher ■ Ubi Soft

4



Players: 1 ■ Reviewed: Issue 5

Hmmmm, a bit of a disappointment, then. It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games such as Shenmue. Cartoon-style characters, turn-based battle scenes, monsters, minions and spell casting - classic. As long as you like that kinda thing. So, it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come.



Players: 1-2 ■ Reviewed: Issue 3

F1 WORLD GP

Publisher ■ Video Systems

6

Video Systems have had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy traffic. Monaco GP doesn't have that problem, so why should this? The Dreamcast is capable of so much more. Perhaps Grand Prix 3 with show Video Systems how it's done!

FIGHTING FORCE 2 8

Publisher ■ Eidos

Players: 1 ■ Reviewed: Issue 4

While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of macho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on

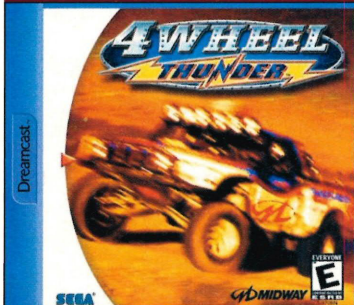
your toes. Graphically speaking it offers some excellent locations for fisticuffs but is let down at times by bland opponents. It's not gonna win any awards, but it's got more than enough to keep fans of the genre happy.

loads of macho attitude



4 WHEEL THUNDER 8

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 9

This Midway title puts Sega's buggy effort to shame, letting you race with some funny looking vehicles around both indoor and outdoor courses. There are loads of game modes to choose from, as well as some multiplayer mayhem. You'll no doubt notice its similarity to Hydro Thunder, with the most obvious comparison being the four and nine second turbos you collect as you race. This is definitely a contender in the race for best DC driving title, but the thing is, we've got V-Rally 2 coming later, challenging Crazy Taxi for pole position.

FUR FIGHTERS 8

Publisher ■ Acclaim

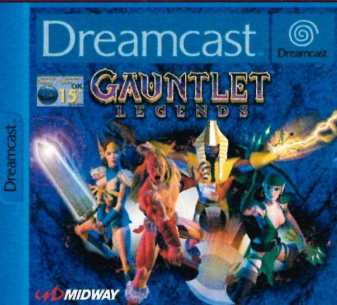


Players: 1-4 ■ Reviewed: Issue 10

There's simply hours of gameplay to be had from Fur Fighters, and a large proportion of that time can be spent hunting around for your babies and wondering where you last saw the teleport with the appropriate character inside for the baby you accidentally discovered about half an hour ago. But to be honest, that's this title's only fault. If you like killing off endangered species and rescuing babies, coupled with some fun puzzles and crazy characters, you have no problem getting down to business with this title. Have fun.

GAUNTLET LEGENDS 4

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 12

1985 was when the original Gauntlet was released on the Atari. It was 2D and it rocked. This one is 3D and it doesn't - so much for progress. One to four players can take up the gauntlet and battle their way through millions of enemies using a small selection of moves and spells. It's repetitive, boring, unattractive and ultimately pants. There might be eight characters on offer, but there's very little to keep interest high for a little over a single sitting. Steer clear if you know what's good for you.

GTA 2 9

Publisher ■ Take 2 Interactive



Players: 1 ■ Reviewed: Issue 9

Run over pedestrians, drive on the wrong side of the road, steal a truck load of cars - the sky's the limit. This has to be one of the most controversial titles ever to come out on a console (along with Carnageddon), but it's always the games parents and MPs hate that make for good gaming. The humour's straight out of the gutter too and the superb soundtrack adds extra appeal. Can we fault this title? Probably not. Simply put, this game offers the kind of uncomplicated and addictive gameplay that stops you from ever wanting to put down your controller, and that's what gaming's all about, right?

HALF-LIFE 9

Publisher ■ Havas

Players: Online ■ Reviewed: Issue 14

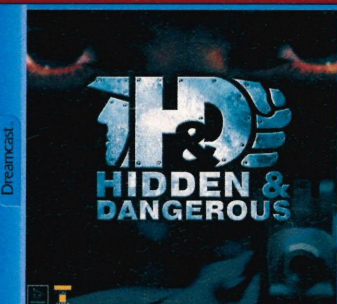
The Year 2000 can be counted as the year that Christmas came early. Half-Life is not only the greatest first-person shooter on the PC, but arguably the single greatest game on any format to date. Thankfully, it's now at home on the Dreamcast and you can treat yourself to the most engrossing and all-encompassing game of all time too. Along with online abilities (after a long debate from Havas), Half-Life DC also boasts keyboard and mouse control, extra missions and updated graphics, making it as essential to your Dreamcast as electricity.



as essential to your dreamcast as electricity

HIDDEN & DANGEROUS 8

Publisher ■ Take 2 Interactive

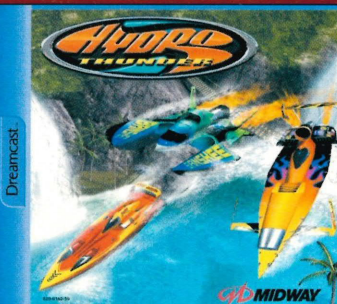


Players: 1 ■ Reviewed: Issue 13

You're probably under the impression that your average diamond is the hardest thing in the world. Perhaps climbing Mount Everest in your pants comes a close second, but all this has changed with the release of H&D - by far and away the toughest thing known to man. Okay, so that's a bit of an exaggeration, but it's certainly as mean as hell. With five first-class missions of WWII strategy, team management and first- and third-person action, H&D is an instant classic. Split over two GD-ROMs, it's as hard as nails to master, but impossible to put down!

HYDRO THUNDER 7

Publisher ■ Midway



Players: 1-2 ■ Reviewed: Issue 3

With the Dreamcast already being over-run with various types of driving games, Midway had to come up with something different and there's no doubt they managed it with Hydro Thunder. Super speedboat racing, complimented with super cool graphics and sound FX, really gets things off on the right foot. But having only one game mode and frustrating gameplay kind of levels things out though. Moments of genius and hair tugging alike.

INCOMING

Publisher ■ Infogrames

8



Players: 1-2 ■ Reviewed: Issue 1

Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. What it lacks in tactical depth it makes up for with arcade style action. Loners may find it a little repetitive, but split-screen mode works well and as a post-pub blast it's hard to beat. With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. A real must for flight sim fans.

MAKEN X

Publisher ■ Sega

7



Players: 1 ■ Reviewed: Issue 12

Maken X is a bizarre videogame hybrid of the first person shooter and action/adventure genres. Featuring crummy voice acting and a surreal plot line, this one's definitely going to appeal to Manga fans, but the action itself is solid enough, though somewhat repetitive at times. The mixture of Japanese school girls and mutant villains (in various S&M themes) will keep interest high to a point, but there's nothing here that can keep a player coming back for more after you've initially completed the game. Get yourself down to Blockbusters if you're still interested...

BEST OF THE BEST

Beat-'em-up SOUL CALIBUR

9

Simply the best! Soul Calibur offers cutting edge graphics, a genius combat system, incredible longevity and a smidgen of knicker flashing just for good measure (ahh, Sophitia... - Ed). Possibly the only fighting game out there with a longer single player mode than many adventure games - buy it!



JIMMY WHITE'S 2: CUEBALL

Publisher ■ Virgin Interactive

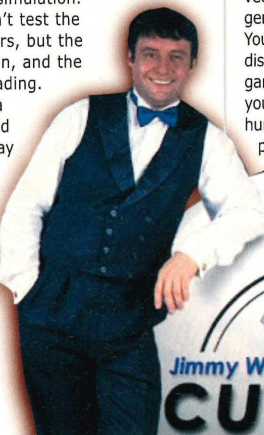
8



Players: 1-2 ■ Reviewed: Issue 3

Cueball's developers, Awesome, have almost lived up to their name with this splendid snooker simulation. Obviously it doesn't test the Dreamcast's powers, but the physics are spot on, and the graphics genre-leading.

The game suffers a little without the aid of a mouse, but play still runs smoothly enough. As our only current sim, it's out on its own and endlessly entertaining, not unlike Jimmy himself.



JO JO'S BIZARRE ADVENTURE

Publisher ■ Capcom

7



Players: 1-2 ■ Reviewed: Issue 7

Based on the classic Street Fighter series in terms of both look and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions. You'll find yourself on an epic journey of discovery, during which a plethora of varied game styles are utilised. One minute you'll find yourself in a simple one-on-one bout against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

LEGACY OF KAIN: SOUL REAVER

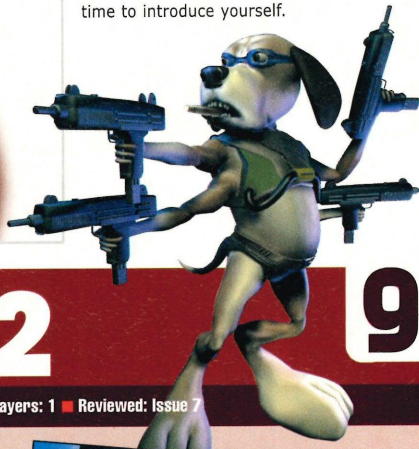
Publisher ■ Eidos

9



Players: 1 ■ Reviewed: Issue 6

Wow! Move over PlayStation version of this game and make way for the capabilities of the Dreamcast. The graphics, chilling storyline and sound effects add to the gameplay and bring this title on a par with such DC titles as Shadow Man and Resident Evil - now that's what we're talkin' about. Expect loads of puzzles, some a little more challenging than others, and a constant plot movement that just pulls you in. Stop the praise now, it's sickening. If you've never encountered Soul Reaver, now is a good time to introduce yourself.



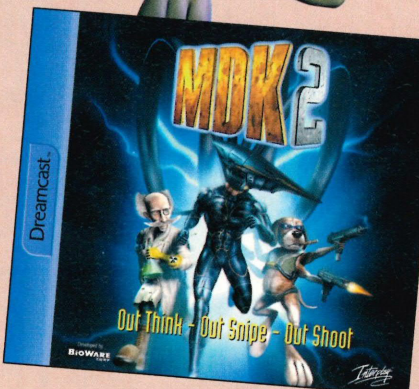
MDK 2

Publisher ■ Interplay

Players: 1 ■ Reviewed: Issue 7

9

The first MDK title was good, but this one's better. Not only do you get to control the old hero Kurt, but also Max (remember him?) and the mad inventor Dr Hawkins. The graphics are (put simply) amazing and the environments you explore are massive. All the weapons from the original are still there, as well as some new ones to get to grips with. This'll keep you amused for weeks, and then some. Definitely one of the Dreamcast's best adventure games yet.



definitely one of the dreamcast's best adventure games yet



MARVEL VS CAPCOM

Publisher ■ Virgin Interactive

7

Players: 1-2 ■ Reviewed: Issue 3

On a console well known for its leading 3D fighters, 2D battles on. And with more shine and variety than Street Fighter Alpha 3, MVC is perhaps the best of the bunch. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus. The controls can take some getting used to, but as 2Ds go, it's a bit of a Marvel (and a bit of a Capcom as well).

MARVEL VS CAPCOM 2

Publisher ■ Virgin Interactive

8

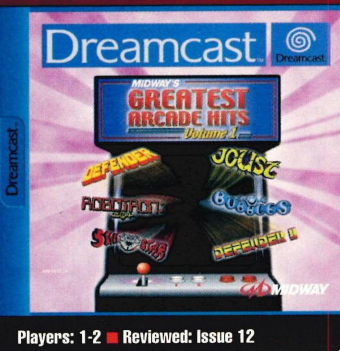
Players: 1-2 ■ Reviewed: Issue 10

Another 2D beat-'em-up for the taking, only this one's the best of the lot. There's plenty more characters thrown into the ring, and the controls have been altered to make them a lot more intuitive on the Dreamcast's pad. There's plenty more combo moves to master for all the characters. Capcom have really excelled themselves with this one. Even if you're not really a fan of the genre, it's worth renting from Blockbusters for the evening.



MIDWAY'S GREATEST HITS: 1

Publisher ■ Midway



Players: 1-2 ■ Reviewed: Issue 12

Though each of the six games are decently presented and arcade perfect in their reproduction, it's likely that all these games are actually older than you. It's also likely that, unless you can actually remember these classics from the first time around, you're hardly going to be interested by them now. It's perfect for a walk down memory lane, but none of the titles are enough to keep most of you young whipper-snappers amused for more than five minutes. They're very easy to get into, though, so they're ideal to play with your younger brother (or your grandparents). The games on offer are *Defender*, *Defender 2*, *Robotron 2084*, *Joust*, *Sinistar* and *Bubbles*.

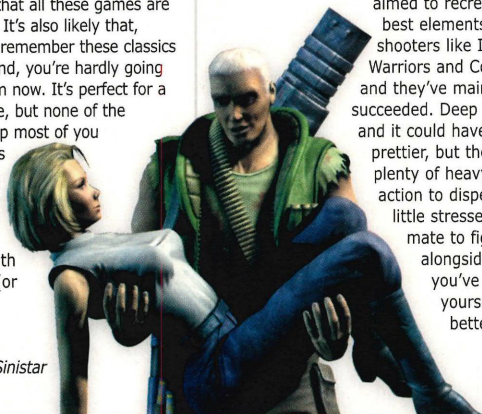
M/SOLDIER EXPENDABLE

Publisher ■ Infogrames



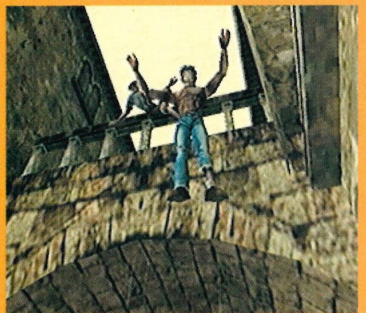
Players: 1 ■ Reviewed: Issue 1

Expendable veers away from the current fashion for 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like *Ikari Warriors* and *Commando*, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a much better game.



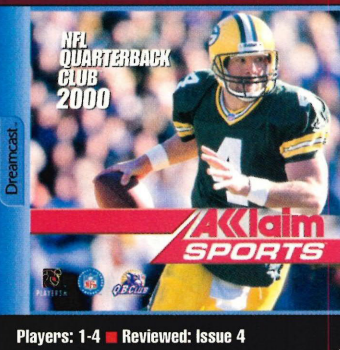
BEST OF THE BEST Shoot-'em-up HOUSE OF THE DEAD 2

Four things. Big screen, HOTD2 and two light guns. Guaranteed happiness whatever the weather. Pinpoint accuracy is the order of the day as well as that good old family game 'Who can shoot the face off the axe wielding zombie the quickest'. Those winter evenings really will fly by, though the crappy voice acting will get on your tits from the off.



NFL QUARTERBACK

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 4

Where *Blitz 2000* is a big dumb (but good) blocker, *Quarterback* is a more sophisticated, well, *Quarterback*. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look left a couple of inches, and save yourself a lot of hassle.

NHL 2K

Publisher ■ Sega

Players: 1-4 ■ Reviewed: Issue 5

NHL2K is an impressive hockey game which should find favour with enthusiasts as well as more arcade-minded players. It's easy to pick up, but tough to master. It's good in single-player Tournament Mode and has plenty of multiplayer fun to boot!

PEN PEN

Publisher ■ Infogrames

Players: 1-4 ■ Reviewed: Issue 3

If mutated penguin racing is your game, this'll be right up your street. It's one of those weird concepts that just doesn't make sense outside of Japan. Anyway, just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to disclose their ownership to others. I don't know, maybe I just don't get it. Maybe there's a hidden message, like that song: *Lucy in the Sky, with Diamonds*...



MORTAL KOMBAT GOLD

Publisher ■ Midway

Players: 1-2 ■ Reviewed: Issue Now we have

When DCM had to rank all the Dreamcast games of 1999, war broke out. With *Soul Calibur* at hand, the number one placing was easy, but the lowest position, number forty-one, was a different matter. How do you decide which is the worst of two games with no redeeming features? Well, somehow MKG managed to fend off *Psychic Force 2012*, but all this means is that it's less exceptional at being crap. Even worse than the film.

NBA SHOWTIME

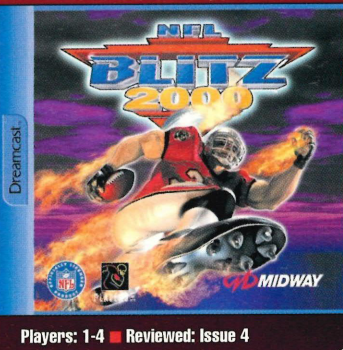
Publisher ■ Midway

Players: 1-4 ■ Reviewed: Issue 4

As a direct port from the classic NBA Jam arcade series, there's plenty of simple button bashing fun, and a top-notch multiplayer mode. Unfortunately the game hasn't been sufficiently tweaked to suit the needs of the more demanding console player, especially when that console is the Dreamcast. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise there's just no pulse. You're much better off With *NBA 2K* anyway.

NFL BLITZ 2000

Publisher ■ Midway

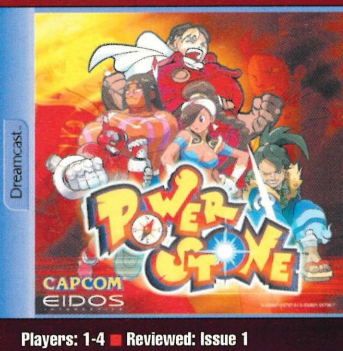


Players: 1-4 ■ Reviewed: Issue 4

A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and *Blitz 2000*'s bursting with it.

PLASMA SWORD

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 1

Power Stone is a must for all beat-'em-up fans. If you don't already know, it's a one on one fighter with a difference. A series of three different gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash a wider range of attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found. The only problem with this game is *Soul Calibur*, which is better.

PLASMA SWORD

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 12

Ultimately, another lazy attempt at a 3D fighting game only with slightly different characters and slightly different moves. There might be a market for such games in Japan, but us Western folk generally expect a little more for our hard-earned cash. It's not even like there's anything particularly wrong with the combat system, but it's been done before so many times, there's nothing new to speak of. No flare, no spark, no punch. Still, the next instalment should be a little better...



POWER STONE 2 9

Publisher ■ Eidos Interactive

Players: 1-4 ■ Reviewed: Issue 13

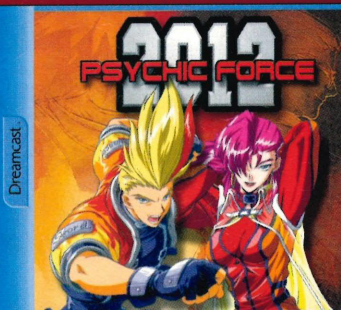


Though keeping the key principles underpinning its predecessor, Power Stone 2 actually feels quite different to play. It features a much more vigorous camera system that dashes cleverly around the game's massive stages, keeping everyone within frame and the action fast even when the stages are changing around you (and boy, do they change!). With an incredible array of weapons at your disposal, PS2 is probably the most interactive fighting game you'll see, and there's plenty of extras for gamers who always demand more (you know who you are). Put simply, this kicks arse!

put simply, this kicks arse!

PSYCHIC FORCE 2012 4

Publisher ■ Acclaim

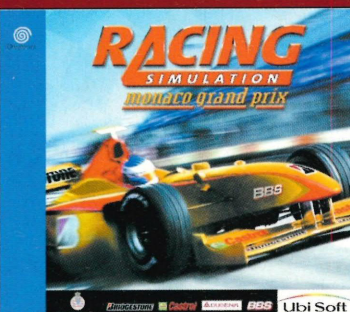


Players: 1-2 ■ Reviewed: Not worth it

Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A bench-mark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Let's hope it retains that lowly title for many years to come.

RACING SIMULATION: MONACO GP 7

Publisher ■ Ubi Soft



Players: 1-2 ■ Reviewed: 1

Isn't it frustrating how the Japanese get everything first? Well Monaco GP presents one of those rare occasions when we actually benefit from the delay. The once bland game received a vital face-lift before its UK launch, and now looks superb. The lack of a licence means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim.

RAILROAD TYCOON II 8

Publisher ■ Take 2 Interactive



Players: 1 ■ Reviewed: 14

There's no way you'll catch dcm comparing this, the DC's first serious strategy game, with a mindlessly anal-retentive hobby (yes, trainspotting). No, RT II is an interesting and cerebral strategy sim that might be a little too unwieldy to be a classic, but it's by no means po-faced. Put simply, making money from building and running a railroad has been made a real pleasure. You might want to turn the music off, though; it smells like one of Saul's di-hydrogen fartoxide trumps. Lethal.

RAYMAN 2 9

Publisher ■ Ubi Soft



Players: 1 ■ Reviewed: Issue 6

This may be some people's idea of a cutesy platformer but we say otherwise. What Sonic Adventure was lacking (which wasn't a lot), Rayman 2 more than makes up for. Stunning graphics and a Spyro-inspired soundtrack blend easily with the constantly evolving gameplay seen throughout. The characters themselves are distinguished perfectly through their distinct personalities, and the puzzles, tasks, bosses and sheer variety will keep you amused for weeks, possibly days (depending on how immersed you are). Don't miss out on the next generation of the 3D platform genre.

RED DOG 6

Publisher ■ Sega

Players: 1-4 ■ Reviewed: Issue 9

'Bang, bang, rat-a-tat-tat, you're dead.' That's about the size of most action shoot-'em-ups these days, and Red Dog is no exception. You won't find an intro to the plot before the 'bang, bang, pow, cabang' comes into play. Instead Red Dog simply dumps you into a vague, future based fracas and leaves you to make your way through the game with the occasional mission objective and tank upgrade in your path.

It's kind of like dating the prettiest girl in school. She doesn't 'alf look nice, but when it comes down to the nitty gritty she just doesn't deliver.

RE-VOLT 8

Publisher ■ Acclaim

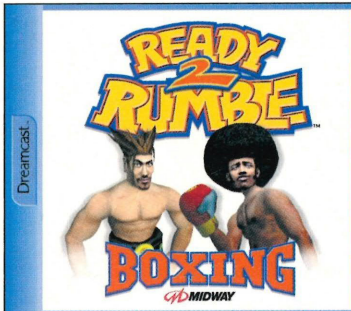
Players: 1-4 ■ Reviewed: Issue 4

Twenty toy cars have Re-Volted against their captors and made for a pretty creative racing game. The PlayStation version was at best unremarkable but 96 extra bits have made all the difference. There are 20 cars altogether and a wealth of weapons including water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt in a league of its own.

BEST OF THE BEST:

Driving CRAZY TAXI 9

Barring Soul Calibur, Crazy Taxi is very possibly the best arcade to DC conversion we've seen. It comes replete with extra modes, scenarios and even an entirely new city to raz around. If you like your driving action as crazy as they come then this is for you, if not give Colin McRae or V-Rally 2 a go.

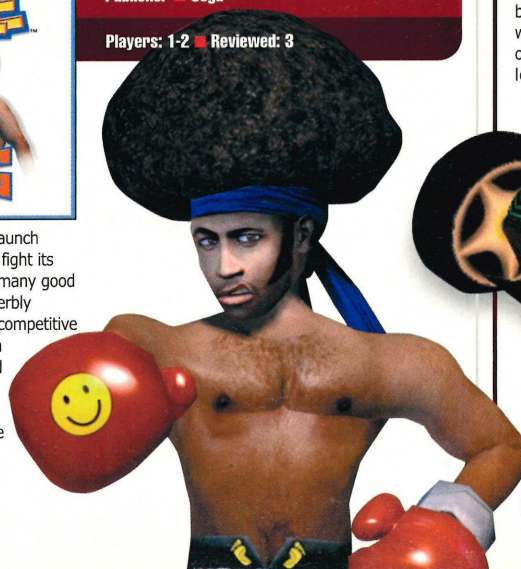


READY 2 RUMBLE BOXING 9

Publisher ■ Sega

Players: 1-2 ■ Reviewed: 3

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, and for many good reasons. Each cartoon-like boxer is superbly animated and full of character, making competitive matches that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so go the distance down to the shops and you'll come back a winner.



RESIDENT EVIL 2

Publisher ■ Virgin Interactive



Players: 1 ■ Reviewed: 5

It's already had its day on the PlayStation and for some reason Virgin decided to keep the momentum going on the Dreamcast before we were treated to Code Veronica. There's probably no need to tell you that it will always have a special place in all of our hearts, but there's just now new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Need we say more? Get yourselves a copy if you've never before experienced what is 'Res Evil', otherwise bide your time folks - it'll be worth the wait.



SEGA BASS FISHING

Publisher ■ Sega



Players: 1 ■ Reviewed: 3

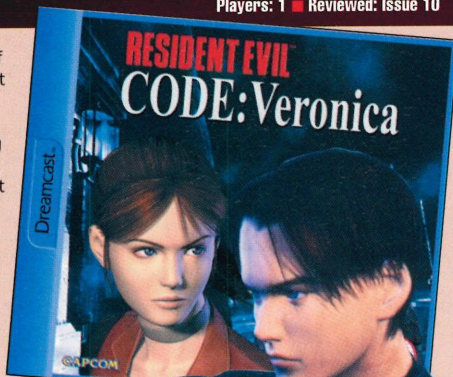
This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and evening. Leave your wellies in the loft and give Sega Bass a go - I guarantee it'll reel you in.

RESIDENT EVIL CODE: VERONICA

Publisher ■ Eidos

Players: 1 ■ Reviewed: Issue 10

This is a title not to be missed. If you love jumping out of your seat with fright, coupled with immersive and action-packed gameplay, you can't go far wrong with Code Veronica. If you love being gripped to your seat almost as much as you like jumping out of it with fright, Code Veronica keeps you hooked. We were glad the adventure carried onto a second disc, as we never wanted it to end. This is easily the best Resident Evil yet; anyone for another?

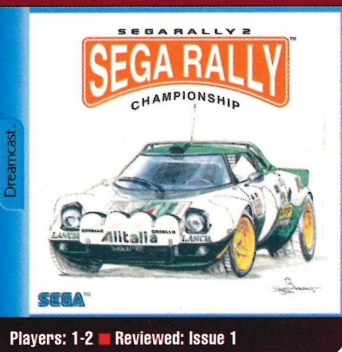


"this is easily the best resident evil"



SEGA RALLY 2

Publisher ■ Sega



Players: 1-2 ■ Reviewed: Issue 1

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches, including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.



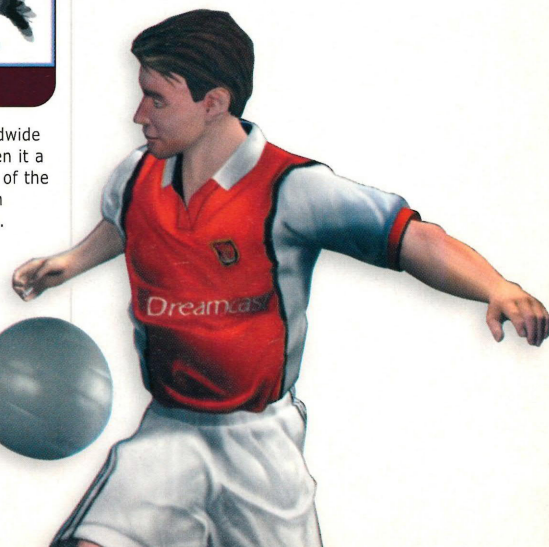
SEGA WORLDWIDE SOCCER 2000

Publisher ■ Sega



Players: 1-4 ■ Reviewed: 4

After UEFA Striker's delay, Sega Worldwide Soccer 2000 has come along and given it a kick in the shins. It's a cool marriage of the SWWS series' arcade style and Silicon Dreams' more sophisticated approach. While a quick start option allows you straight into the action, all the options are there. You can set up the camera, select the environment, teams, tournaments, and even indulge in customisation procedures. With intuitive controls and genre-leading graphics, SWWS is firmly the Dreamcast favourite.



SAN FRANCISCO RUSH 2049

Publisher ■ Virgin Interactive



Players: 1-4 ■ Reviewed: 14

Tired of those oh-so-serious racing games where engine-tinkering takes precedence over powersliding? SF 2049 might just be what you're looking for. It's as arcade as they come, so don't expect a multitude of cars and courses, just huge jumps, fast cars and lovely graphics. Each course is packed with short-cuts which you must explore to help open later courses and cars. Faults include poor collision detection and artificial intelligence, though some good four-player modes make up for it.

SEGA WORLDWIDE SOCCER 2000 EURO

Publisher ■ Sega



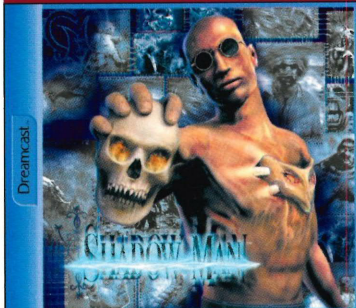
Players: 1-4 ■ Reviewed: 9

Since the last version, things have been made much easier to get into, and the game feels that little bit tighter all round. It's not going to convert those who had major problems with the previous version, but it does reward those who enjoyed SWWS 2000 and are looking for something a little more. It's good, and it's better than Sega's last attempt, but for another forty quid we'd have expected something a little more than this. It's arguably the best footie game on Dreamcast, but still leaves us yearning for ISS Evolution.

SHADOW MAN

Publisher ■ Acclaim

9



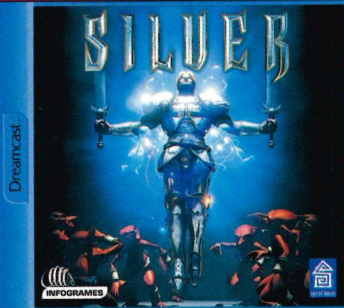
Players: 1 ■ Reviewed: Issue 4

You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices you can blast and flame your enemies and even look them up in secret FBI files. The character movement has been noticeably improved since earlier versions, with quicker responses and less slugging around. If you can handle an irritating camera and a big dose of trial and error, you'll quickly find yourself trapped in this wonderfully hideous world.

SILVER

Publisher ■ Infogrames

7



Players: 1 ■ Reviewed: Issue 10

Silver is a competent game, but not a masterpiece. The overall game construction is good, the scenery beautifully rendered and the voice-overs brilliantly acted. It's great to see developers using the Dreamcast's unique power to offer gamers something other than a tweaked PlayStation offering, but fiddly flaws and an overall lack of outstanding characterisation means it falls short of greatness. There's a huge potential for Silver II, though.

SLAVE ZERO

Publisher ■ Infogrames

8

Players: 1-4 ■ Reviewed: Issue 5

Infogrames are just pulling out those decent games right left and centre at the moment. Showcased in issue 5, Slave Zero is a feast for your eyes. You take control of a 60-foot biomechanical war machine in order to put an end to an evil dictator's cunning mission to take over the city of S1-9. Loads of destructive weaponry, 13 levels and graphics to salivate over – what more could we possibly want? Online playability perhaps? Four players can have a bash at Deathmatch mode, which will suffice. A worthy score for such an action-packed game.

SNOW SURFERS

Publisher ■ Sega

6

Players: 1-2 ■ Reviewed: Issue 2

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong, and the UK version has been renamed Snow Surfers. There are seven courses altogether – pretty meagre compared to Cool Boarders 3's 36. On top of this the game's music and image is generally more 'acceptable' than 'cool'. Graphically it's top drawer, but there just isn't enough depth or playability to warrant the asking price.

SONIC ADVENTURE

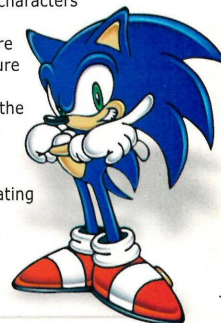
Publisher ■ Sega

9



Players: 1 ■ Reviewed: 1

Sega's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. There are three massive adventure areas to explore: Station Square, Mystic Ruins and the Egg Carrier (Dr Robotnik's space ship). Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming.



BEST OF THE BEST

Action

MDK 2

With massive levels, heouge guns and hilarious characters MDK 2 is a sure-fire hit if you like your action thick and fast. With three controllable characters each with their own abilities and quirky personalities you're guaranteed a whale of a time while you kick fat alien ass. Shoot first, ask questions later.



SOUL CALIBUR

Publisher ■ Sega

Players: 1-2 ■ Reviewed: Issue 1

Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever! If you haven't already got it, well, I don't know why we bother.



the best beat-'em up in the world



SOUL FIGHTER

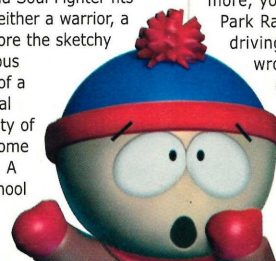
Publisher ■ Mindscape

8



Players: 1 ■ Reviewed: Issue 3

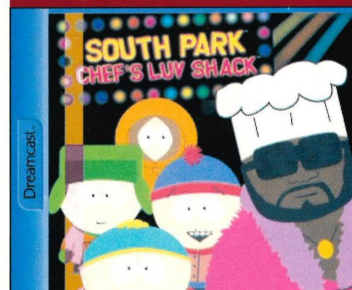
After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge, which goes some way to making up for it. A great example of old school action polished up by your Dreamcast.



SOUTH PARK RALLY

Publisher ■ Acclaim

7



Players: 1-4 ■ Reviewed: Issue 12

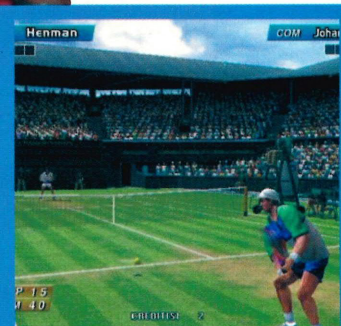
Postponed several times and tweaked a few more, you'd be forgiven for thinking South Park Rally is the burned-out banger of the driving genre. You would, however, be wrong. Well mostly. As well as offering the majority of the South Park cast racing around in amusing carts, the game has some nifty tracks, amusing voice-overs and a selection of crazy weapons. Dodgy controls and questionable longevity hold it back however.

BEST OF THE BEST

Sport

VIRTUA TENNIS

You won't find a more enjoyable game even if you can't stand strawberries and cream. It offers real players, amazing sub games and a challenge unmatched in the videogame tennis world. It's easy to play, but near impossible to master, so be ready to break a few pads in your quest to become number one in the world. Only the best for the captains table!



SPACE CHANNEL 5 8

Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 13

Sega's all new sex kitten, Ulala, is the star reporter on the future's biggest TV channel, Space Channel 5. Her sexy dance moves and revealing attire put the likes of Lara Croft to shame, while the soundtrack underpinning the title is the best of recent times. You might not be particularly keen on the dance/music genre, but one sniff of SC5 converts even the most orthodox gamer. It's quite short, but devilishly sweet and features one of the coolest end sequences in a game we've seen for some time. If you're still not sure, get down to Blockbusters and try it - you might like it!

the soundtrack is the best of recent times

SPEED DEVILS 9

Publisher ■ Ubi Soft

Players: 1-2 ■ Reviewed: Issue 2

Speed Devils is an American muscle-car racer with a twist. Your base in Championship Mode is the garage, from which you can purchase and upgrade up to three cars at a time. To progress through the game you'll need some cash, which can be earned in several ways, including spending the most time in the lead, busting police radars, winning the race and winning bets set by your opponents. There are 12 cars, 13 tracks and a fabulous split-screen multiplayer mode. What more could you want? Apart from a lottery win maybe...

SPIRIT OF SPEED 1937 3

Publisher ■ Acclaim

Players: 1 ■ Reviewed: Issue 13

Spirit of Speed is quite remarkable in its own way. It takes a great idea for a game, places it on possibly the most capable platform there is (that's the Dreamcast, of course) and manages to f**k it up in grand style. There's plenty for enthusiasts to sink their teeth into (stats and models of all the old cars for example), but the game itself falls over as soon as the first loading screen appears (and doesn't disappear for at least 40 seconds). Unless you really are a complete retro car freak, steer well clear of SoS (save us!) and wait for something like Ferrari instead. At least when F355 takes a while to load, you know it's all worth while.

BEST OF THE BEST:

Puzzle CHU CHU ROCKET

Just the fact that this is the worlds first online console title is enough to 'rocket' Chu Chu to the top of the pile, but luckily it's a damn fine puzzle game too. It might have pants graphics and an uninviting name (or was that the other way round - Ed?), but once you pop your Chu Chu cherry, you just can't stop. Goodbye early nights, hello huge phone bills!



STAR WARS EPISODE 1: RACER 6

Publisher ■ Activision



Players: 1-2 ■ Reviewed: 13

It took about a year for Racer to be released on the DC, and there are no improvements, graphical or otherwise, to show for it. Although it's quicker than shit off a shovel, the courses are sparse, and the graphics lack detail. With 21 courses around eight Star Wars worlds, it's not like the game's a couch potato, but it's the mountain of minor annoyances that makes this a slouchy racer. Just take a look at Star Wars Racer in your local Sega Park to see how much of a missed opportunity Activision's effort really is.

STREET FIGHTER ALPHA 3 6

Publisher ■ Virgin Interactive

Players: 1-2 ■ Reviewed: Issue 3

Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, aside from small graphical tweaks and a bundle of extra game modes. There are hundreds of moves, but some are a little awkward to pull off. If you're a big fan of the genre and 2D doesn't bother you this will certainly keep you happy. Otherwise, leave well alone.

STREET FIGHTER DOUBLE IMPACT 7

Publisher ■ Capcom

Players: 1-2 ■ Reviewed: Issue 7

If 2D fighting is your bag, there's no doubt that Capcom's latest scrapper is the cream of the crop. The only original characters left are Ryu and Ken (and a secret appearance by Gouki - surprise, surprise!). The only truly weak point of Street Fighter III is the lack of a serious long term challenge. World Tour Mode is sorely missed here, leaving nothing much more than Arcade and Versus modes. Great for Street Fighter fanatics, but there's just not enough for more casual players.

SUPER MAGNETIC NEO 7

Publisher ■ Crave

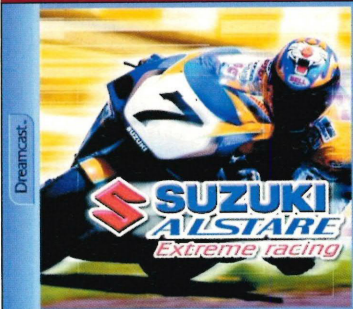


Players: 1 ■ Reviewed: 14

Fans of the PlayStation's best know platformer, Crash Bandicoot, will see immediate similarities to Crave's cute DC effort. Though the game is true 3D, the environments don't allow the same free-roaming experience offered by, say, Sonic Adventure. This doesn't make it restrictive, simply more single-minded in its design we'd say. Though cute and appealing to the younger gamer, it is a tricky little bugger to beat. It's hard not to think this is some kind of play to disguise one of the game's few flaws - it's too short.

SUZUKI ALSTARE 8

Publisher ■ Ubi Soft



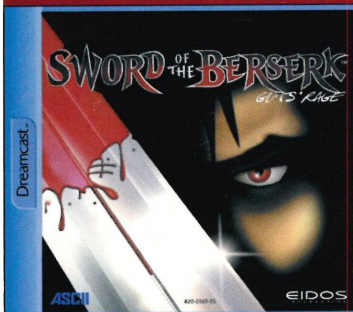
Players: 1-2 ■ Reviewed: Issue 3

Speed Demon developers Criterion had one main objective here: to make the fastest, smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXRs, from the standard 600 to the insane superbike 750. The game manages to blend top-drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is oversimplified, but the speed is totally pure.



SWORD OF THE BERSERK

Publisher ■ Eidos



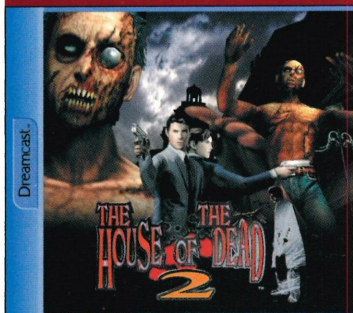
Players: 1 ■ Reviewed: Issue 9

Enter some gory 3D sword-swinging action. It's not too tough (the first encounter is a trainer), but the fight whets your appetite for what's to come.

But what a let-down. Sword of the Berserk should've been a cool game, but it's so lazily designed you'll probably give up out of sheer boredom long before you complete it. It's too flat, too samey and too bloody boring. You can't fault it technically, but its level design doesn't match its programming standards. Best leave this one on the shelf.

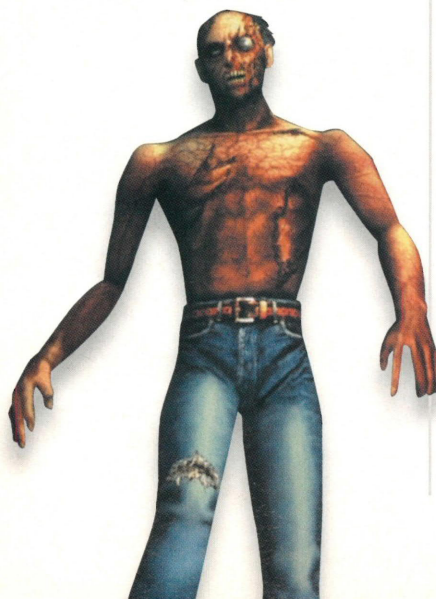
THE HOUSE OF THE DEAD 2

Publisher ■ Sega



Players: 1-2 ■ Reviewed: Issue 1

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. You must take out the monsters and look after the innocent people to find the quickest route to the evil inventor, Goldman. Enemies range from face-sucking frogs to axe-wielding zombies. It's annoying that you have to start the game from the beginning every time you lose, but it's still the sharpest shooter around.



SYDNEY 2000

Publisher ■ Eidos Interactive

Players: 1-4 ■ Reviewed: Issue 13



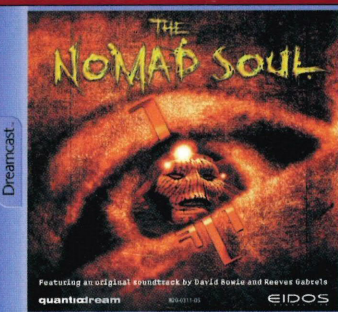
Well, with a credit due to the developers (Attention to Detail), it appears that, for once, the official licence has offered more than a logo on the opening screen. They've done a grand job of bringing 12 of the hottest Olympic events to the comfort of your own home, with style, grace and excellent playability. Motion capture has been taken to a new level with the release of Sydney 2000, and so has the benchmark for all future multi-event sports games.



for once, the official licence has offered more than a logo

THE NOMAD SOUL

Publisher ■ Eidos Interactive



Players: 1 ■ Reviewed: Issue 8

This is clearly the future of adventure gaming. Well, for starters it's got a cool soundtrack which is written and sung by David Bowie – he even appears in the game. Basically, you're a law enforcement officer who's had to possess another bloke's body so he can investigate his partner's death. Nomad Soul offers a well-defined challenge and a deep insight into a dark and futuristic world, filled with utilitarian technology and a functioning virtual community. The puzzles work logically through this well balanced adventure and the graphics are beautifully cinematic – this is a must for fans of the genre.

TIME STALKERS

Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 11

This one's as dull as they come. The battle scenes bore, the randomly-generated dungeons are devoid of life and the text is verbose to the point of being turgid. Publishers take note – random dungeon geomorphs don't make the game play differently every time, they make it play the same all the time. So there.

TOKYO HIGHWAY CHALLENGE

Publisher ■ Crane Entertainment

Players: 1-2 ■ Reviewed: Issue 3

Pick one of 24 cars and race along Tokyo's streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking any real depth.

TECH ROMANCER

Publisher ■ Virgin

Players: 1-2 ■ Reviewed: Issue 9

Tech Romancer is easy to pick up and play; nothing too complex here, just bash those buttons and get on with it. It looks like a traditional fighting game, with the same colourful graphics and special effects and good finishing moves too – shame you're the one being finished. The decent selection of combatants gives you the chance to be beaten in a number of various guises.

Tech Romancer certainly looks the business and will be instantly familiar to fans of the genre. Therein lies the problem: there is nothing here that you have not seen before, or seen better.

TEE OFF

Publisher ■ Acclaim

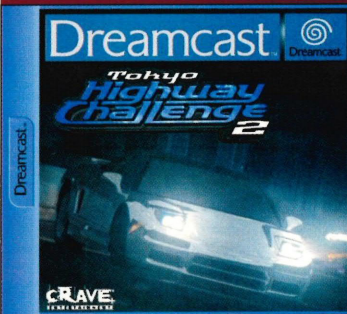
Players: 1-4 ■ Reviewed: Issue 5

What a cool game. Whether you've just got back from the pub or you just want a quick round, this title is satisfyingly tasty enough for your gaming palette. It's very cartoon-style (not dissimilar to Everybody's Golf on the PlayStation) and the intro sequence screams Japanese from all crevices. It has loadsa game modes, nice-looking characters and if the backgrounds were a little less basic it would almost be worth a nine out of ten.

Four player is almost too competitive, so be careful not to lose your closest friends. Someone's going to have to go a long way to better this golf game.

TOKYO HIGHWAY CHALLENGE 2

Publisher ■ Crane



Players: 1 ■ Reviewed: 14

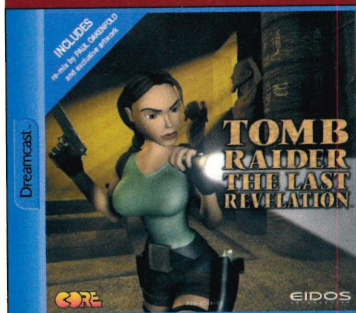
It's always difficult to be kind to a game that has progressed little from its predecessor. It's still obsessed with street racing on the highways of Tokyo (funnily enough), and there's still little variety in scenery (snore). By its very nature, THC2 was always going to err on the side of tedium. How exciting can the layout of a highway be? The night-driving angle also means there's never going to be much traffic to deal with, à la Crazy Taxi, so what, you might ask, is the point?



TOMB RAIDER: THE LAST REVELATION

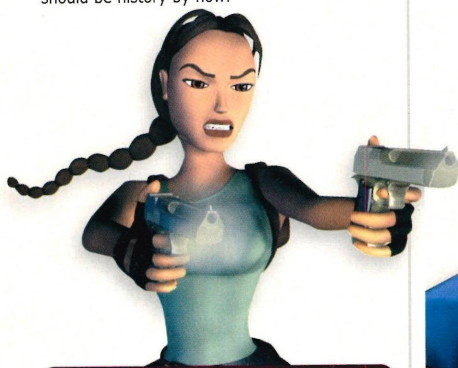
10

Publisher ■ Eidos Interactive



Players: 1 ■ Reviewed: 7

The long and short of it is that Tomb Raider: The Last Revelation is a classic of our time and a game that is so involving that days can turn to nights and back again before you realise you've missed an entire night's kip. Tomb Raider: TLR offers Dreamcast fans the highest quality production values, the best presentation and greatest gameplay anyone could hope for. If you've ever had doubts in the Dreamcast's abilities, they sure as hell should be history by now!



UEFA STRIKER

8

Publisher ■ Infogrames

Players: 1-4 ■ Reviewed: Issue 2

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms it can't better ISS Pro, and you might find the controls slightly awkward at first, but given a chance, Striker does have its moments. Some areas of play such as shooting have been made easier and the game flows well. But let's not sell it short. It's a great looking game that offers a quite deep yet still highly enjoyable sporting experience.

URBAN CHAOS

5

Publisher ■ Eidos

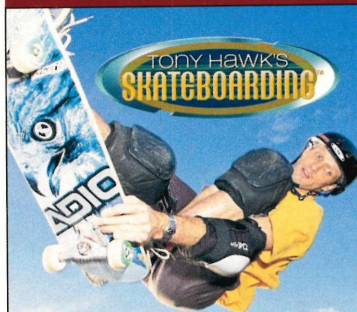
Players: 1 ■ Reviewed: Issue 14

Escapades from the Lara Croft stable, from Eidos, the home of the action/adventure genre, 'ay? Oh, it features a lithe and nibble girly character capable of pulling off flips and kicks without ever looking awkward and ungainly? You'd think you're onto another winner. You'd be wrong. Ill-conceived controls and non-player characters with AI that's certainly artificial but shows no sign of intelligence is just the beginning. When you can't put one foot in front of the other rather than into a bad guy's teeth, you know you're onto a loser...

TONY HAWK'S SKATEBOARDING

9

Publisher ■ Crave



Players: 1-2 ■ Reviewed: Issue 12

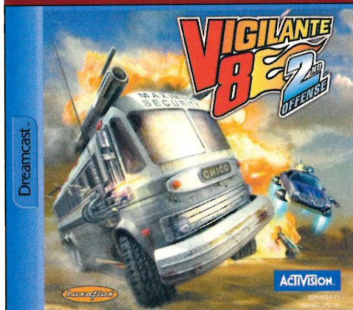
Tony Hawk's Skateboarding positively steam-rolled the PlayStation market over a year ago. The Dreamcast version gave Tony a complete graphical overhaul, smoothing off those jagged PSX edges and taking the rendering into true next-generation territory. Thankfully, though, the fast-paced, unbelievably intricate and highly addictive gameplay remained firmly intact. With this in mind, and that graphical overhaul, the Dreamcast now has the definitive version of this superb game.



VIGILANTE 8: SECOND OFFENSE

6

Publisher ■ Activision



Players: 1-4 ■ Reviewed: Issue 5

It's just a whole lotta gun blasting, truck chasing drive. No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer, where up to four of you can slog it out - it's stress relief if nothing else. However, as Simon so rightly said, 'It lacks soul'. Graphics are good, there are lots of characters to choose from and a whole host of weapons for the taking, but it just ain't got what it takes to make the Dreamcast grade - sorry!

TOY COMMANDER

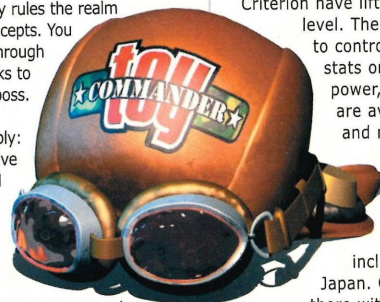
9

Publisher ■ Sega



Players: 1-4 ■ Reviewed: Issue 2

Toy Commander surely rules the realm of original gaming concepts. You must lead your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting through to Tomb Raideresque progressive platforming and exploration. A splendid compound of everything you love about games.



TRICK STYLE

9

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 2

With their stunning Dreamcast debut, Criterion have lifted boarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of excellent courses spread over several different countries including the UK, USA and Japan. Graphically it's right up there with Sonic and a comprehensive two-player mode is the icing on the cake.

BEST OF THE BEST Adventure RESIDENT EVIL CODE : VERONICA

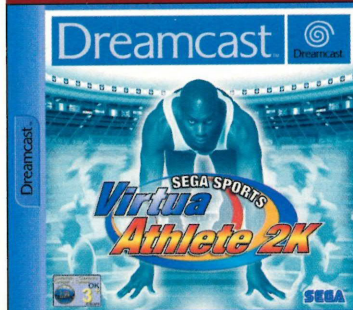
Buy it, but only if you think you're hard enough to complete it without the aid of a guide. It's one of those all time classics that you can play again and again earning bonuses for completing it quickly the second and third time around. Two disks of pure, unadulterated joy - don't miss it.



VIRTUA ATHLETE 2K

3

Publisher ■ Sega



Players: 1-4 ■ Reviewed: Issue 13

Strangely, Virtua Athlete was created by the same team that put Decathlete for the Saturn together a few years ago. Strange because Decathlete was a remarkably good game that utilised the power of the Saturn and won critical acclaim through its remarkable playability. Virtua Athlete, on the other hand, is a complete and utter pile of arse that demands little skill and uses a graphics engine so poor, 32-bit PlayStation games like International Track & Field still manage to top it. Pants.

VIRTUA FIGHTER 3TB

7

Publisher ■ Sega

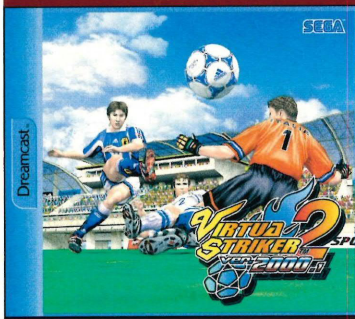


Players: 1-2 ■ Reviewed: Issue 1

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present, along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's pad also causes problems. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.

VIRTUA STRIKER 2: VERSION 2000.1

Publisher ■ Sega

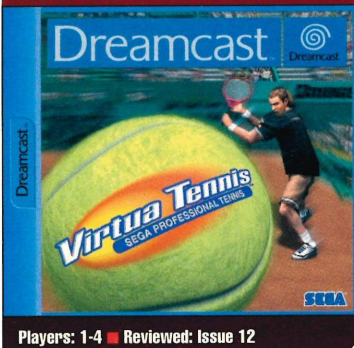


Players: 1-2 ■ Reviewed: 5

Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable game attached. It hasn't got a very pick-up-and-play philosophy, you just take thrashing after thrashing - learning curve? What learning curve? Looks good. Plays bad.

VIRTUA TENNIS

Publisher ■ Sega

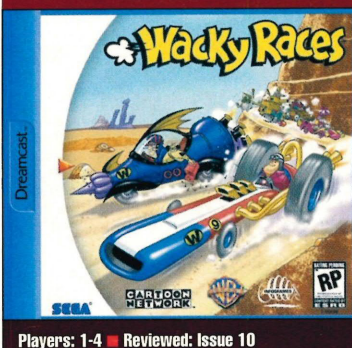


Players: 1-4 ■ Reviewed: Issue 12

Without doubt, the best tennis game we have ever played. It doesn't matter if you're a fare weather fan or a hardened tennis junky, Virtua Tennis has got the lot. From the earliest days of video games, tennis has played a major role and it seems fitting that this is the pinnacle in the long line of titles from Pong, Super Tennis and Anna Kournikova's Smash Court Tennis. The benchmark by which all games will be gauged.

WACKY RACES

Publisher ■ Infogrames



Players: 1-4 ■ Reviewed: Issue 10

Wacky Races is a great karting game which is full to the brim with invention and humour. It manages to succeed in being both a lot of fun and a great challenge. With so many modes to conquer and bonuses to unlock, decent gameplay and excellent graphics, let us hope that Wacky Races will herald a new generation of original karting games. Heyyyp!

WALT DISNEY WORLD QUEST: MAGICAL RACING

Publisher ■ Eidos



Players: 1-4 ■ Reviewed: 14

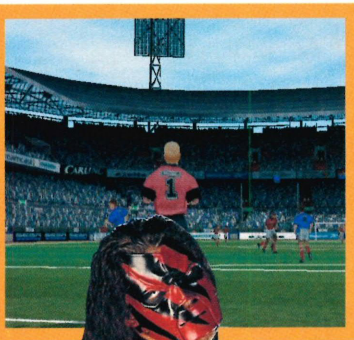
It's clear from the start that the target audience for MRT is the younger DC owner. You soon discover it's too hard and drearily average for kids to enjoy, however, and only the original classic Disney ditties can be called in as a saving grace. Disney might be well know for its animation at the cinema, but this DC effort has fallen decidedly short of expectations. Basic backgrounds, foggy multiplayer modes and pop-up in the middle distance spells doom for MRT. Check out Wacky Races instead.

BEST OF THE BEST

Football

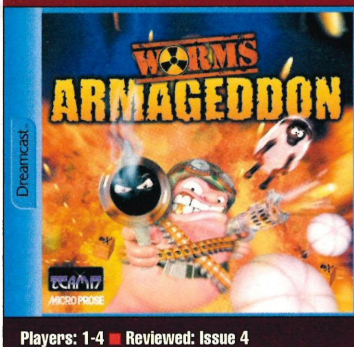
SEGA WORLD-WIDE SOCCER 2000 EURO EDITION

Let's get one thing straight: it's not TSS Evolution, though it gives it a bloody good go. The graphics are great, the animation is good, but it's slightly let down by a less than God-like control system. If you're a bit of a footy connoisseur, try before you buy, but the chances are you already have. Expect the new version by the end of the year.



WORMS ARMAGEDDON

Publisher ■ Hasbro

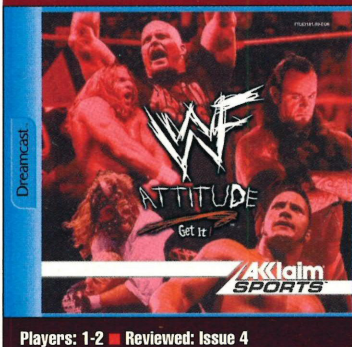


Players: 1-4 ■ Reviewed: Issue 4

With more weapons, redesigned terrain and extra game modes, this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there allowing you to name your own worms (Jarvis, Joe Brand, @?@*?! etc.), set a time limit on the completion of each move and, of course, choose your team's special weapon.

WWF ATTITUDE

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 4

This should have been a wrestling revolution, but sadly it's far from it. All the faves are there, including Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Triple H, Mankind Kane, The Undertaker and even the late Owen Hart. You can also recreate most of the specialist match types of the WWF. Unfortunately Acclaim's licensing deal had almost expired and there was no time to improve the game during its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.

WWF ROYAL RUMBLE

Publisher ■ THQ

Players: 1-4 ■ Reviewed: Issue 14

There's no doubt that the Dreamcast has been crying out for a 'decent' wrestling game for some time now. The general consensus in the dcm office was that WWF Attitude should have been that game, but its lacklustre port from the already-feeble PSX version was its downfall. Royal Rumble, however, is a much cleaner game, with fast and smooth animations, solid controls and fighting action no longer limited to the squared circle. It's a great multiplayer mash, if a little limited in one-player mode, but certainly the best yet.

ZOMBIE REVENGE

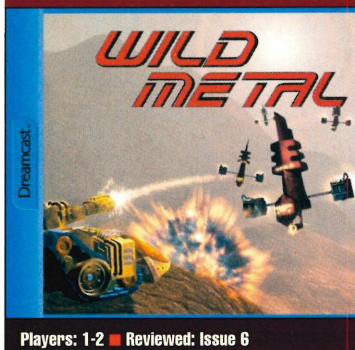
Publisher ■ Sega

Players: 1-3 ■ Reviewed: Issue 6

The House of the Dead 2 was no doubt one of the most popular DC launch titles and Zombie Revenge is definitely of the same ilk. 'So why did it only get a seven out of ten then?' we hear you ask. Well, it's not quite as fast and furious as THOTD 2 for starters and although there's plenty of cool weapons for your characters to get hold of (the flame thrower being our particular favourite) it's just not the same without being able to use the lightgun. The one thing that will put this at the bottom of your 'DC games to buy' list is undoubtedly the fact that the gameplay is very short lived - so why would you want to pick it up and play it again?

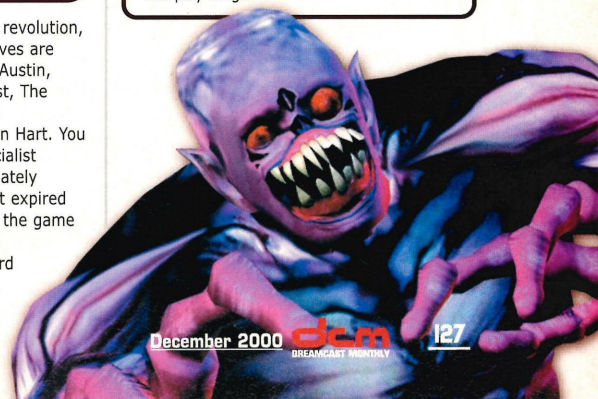
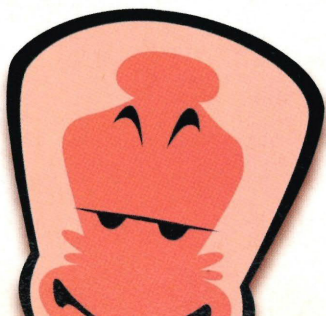
WILD METAL

Publisher ■ Take 2 Interactive



Players: 1-2 ■ Reviewed: Issue 6

Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the best. Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and you choose from many uniquely designed battle tanks to take on the various enemies you encounter. The missions are challenging to say the least and after playing it for around...ooooh...ten minutes, you'll be hooked. It's the first real strategic title for the Dreamcast and Take 2 Interactive sure have done themselves, and us, rather proud.



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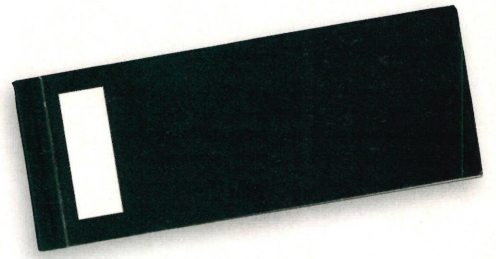
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Time to get your chequebook out...



What better way to start a brand new column than with a resounding well done to Sega for assembling an awesome Christmas line up of software. Cobblers to the PS2, PSOne, PC and N64 this Christmas folks, as everywhere you look, there's another cracking DC title days away. Examples? Well should your Yuletide be blessed with any of Space Channel 5, Shenmue, MS-R, Quake III, Half Life, Samba De Amigo, Power Stone 2, Ferrari F355 and Virtua Tennis, then you're not going to be eating much turkey. Hell, we're as miserable as they come, but even 'Stone Cold Saul Trewern' was forced to crack a smile at the thought of Samba de Amigo.

Unfortunately, to the frustration of many Dreamcast owners, few people outside our circle are aware just what wonderful talents the little white box holds. They're too busy wetting their pants at the thought of another PlayStation, even though all and sundry are aware that the software catalogue this side of Christmas really is nothing to get excited about. Some would go as far as to say it's shite. Not us, of course.

So here's our message to Sega, and we sure hope you're listening. You've got yourself an attractively priced console, with a software release list that Sony, Nintendo or even those X-Box people would die for. Make the most of it. Get your chequebook out and start that aggressive advertising campaign. Sony are slipping up in getting PS2s out the door, and those ever-whinging kids out there need a new console for Christmas. This is your moment, so don't blow it. For all our sakes.

And finally, a note of disappointment for the Dreamcast public. It wasn't lost on us that Capcom's awesome Power Stone 2 has barely made a dent in sales. Shame on you. Rumour has it now that episode three will go to the PlayStation 2, which is a very bad thing indeed. So if you're looking for a new game this month, consider going out and buying the only 'PS2' that matters this Christmas...

Russell Barnes

Editor Dreamcast Monthly



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Extreme G 2
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F1 World Grand Prix
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