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February 2000 Issue 05

dreamcast MONTHLY

128-BIT TECHNOLOGY • ONLINE GAMING

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Massive import review inside

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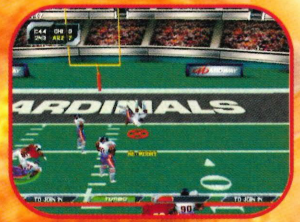

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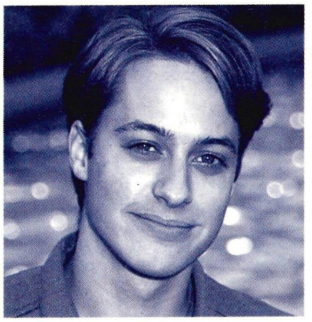

SHENMUE CHAPTER 1: YOKOSUKA

THE RPG IS DEAD. LONG LIVE SHENMUE.

Full Reactive Eyes Entertainment – the FREE genre is here and Yokosuka is just the tip of the iceberg...

Though relatively short, the history of gaming has always been rife with hardware giants battling for supremacy. Though marketing, advertising and general industry savvy play major roles in the success of a console, it's ultimately the software that decides the victors of the ever reoccurring console wars. Super NES versus Mega Drive and PlayStation versus Saturn are prime examples, and history is sure to repeat itself until Bill Gates finally gets his way.

Though Sony has been leading the way for almost half a decade with the PlayStation, detailed news of PlayStation 2 has secured Sony the most dominant position the console wars have ever seen.

It seemed that there was nothing Sega could do to stop such a planet consuming force. The Saturn left much more than just egg on Sega's face, leaving opinion polls swinging favourably in Sony's direction – until this year.

Shenmue Chapter 1: Yokosuka has just hit the streets of Japan with such a blinding force that the shock wave is sending Sony directors scuttling under boardroom desks in all quarters. Not only has it finally proven the Dreamcast's potential, but it has also overshadowed Sony's plans for the PlayStation 2.

And so, it's welcome to the next Millennium.

Russell Barnes
Editor
Dreamcast Monthly

dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

issue 05 February 2000

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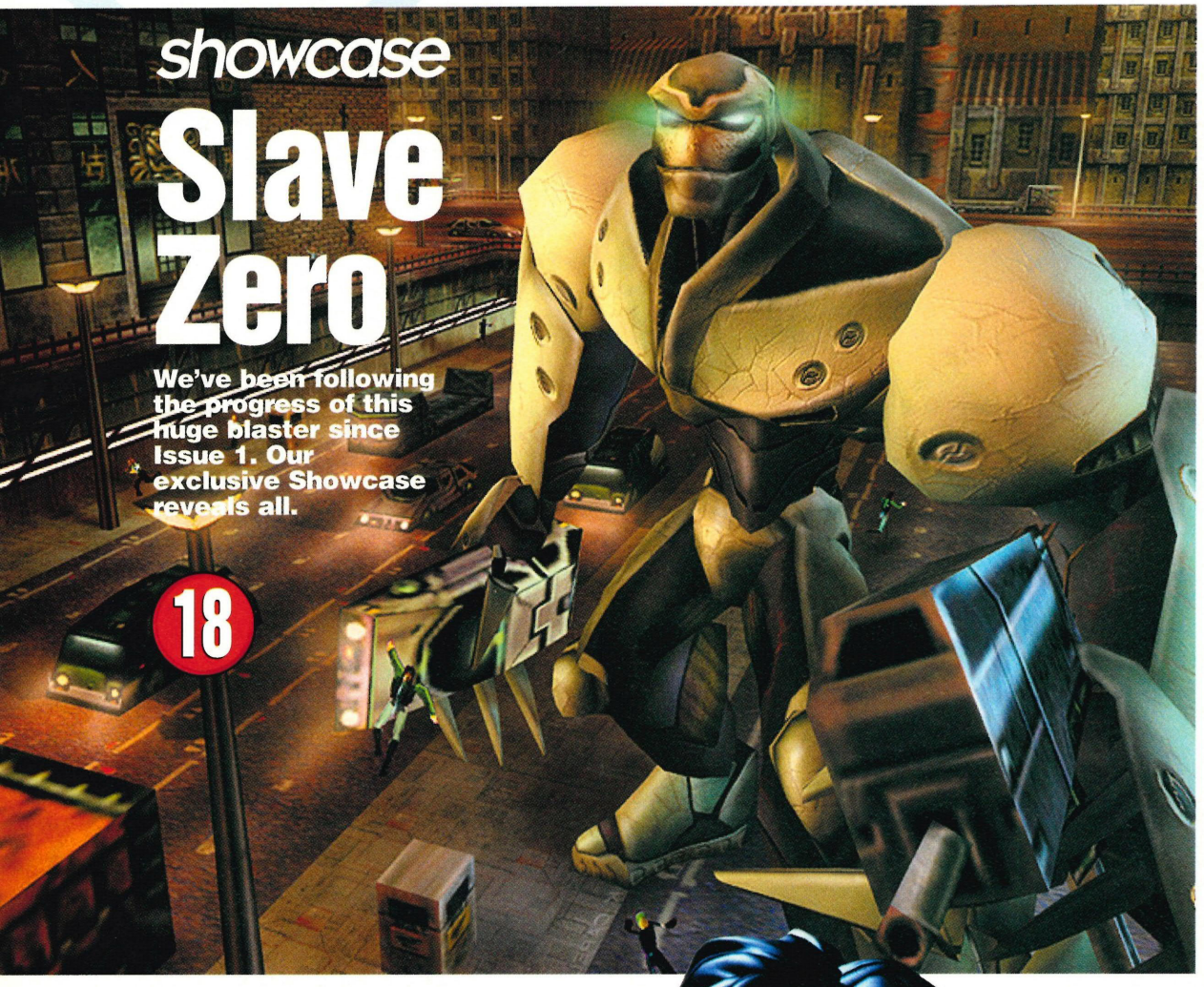

showcase

Slave Zero

We've been following the progress of this huge blaster since Issue 1. Our exclusive Showcase reveals all.

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Legacy of Kain: Soul Reaver

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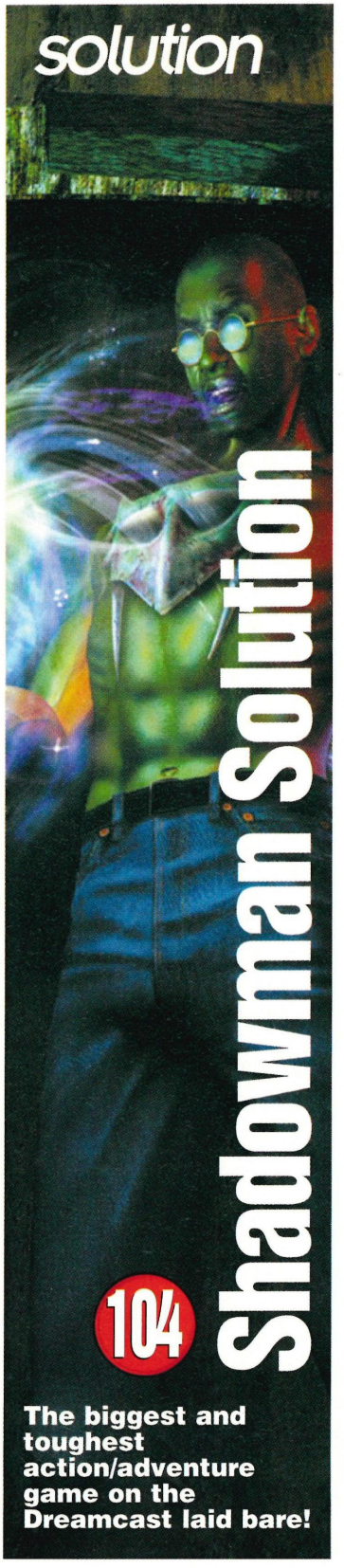
It's shaping up to be one of the hottest adventure games yet, find out more right here.



solution

Shadowman Solution

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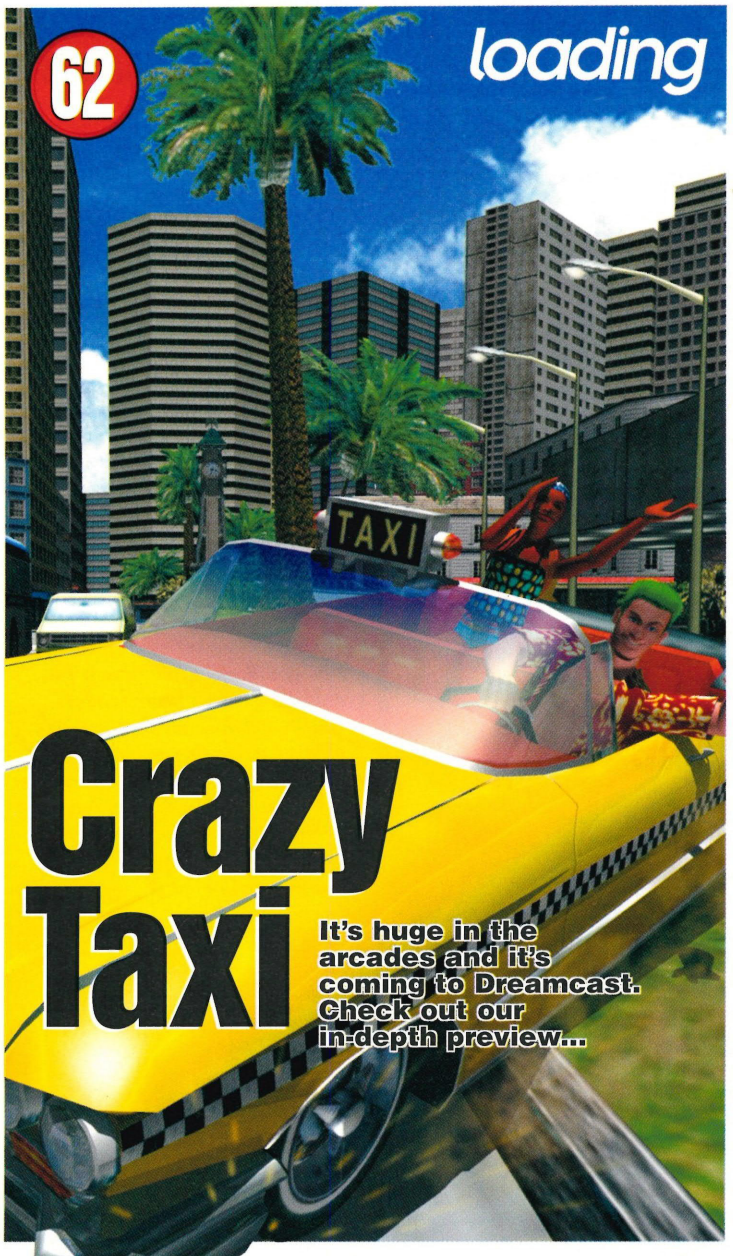
The biggest and toughest action/adventure game on the Dreamcast laid bare!



Crazy Taxi

It's huge in the arcades and it's coming to Dreamcast. Check out our in-depth preview...

Your Most Wanted

What are the chances of FIFA 2000 appearing on the Dreamcast? Is Tomb Raider ever going to happen? Your Most Wanted reveals all.

DCM DIRECTORY

The complete rundown on every Dreamcast title so far reviewed and rated...

HAWK OFFERS SHARP MOVES AND A COOL FIRST-PERSON MODE

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You asked for it, we've delivered. Every Dreamcast game so far reviewed!

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HAVE YOUR SAY...

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DCM LETTER OF THE MONTH

Dear DCM

We'd like to venture into the Dreamcast world but are finding it hard as we can't find any games around that interest us. We are two teenage girls and are looking for non-violent games that have nothing to do with sport.

We've read all four of your magazines and have not found any games that appeal to us. Could you please print our letter on your forum page and recommend some games for us and all the other girls out there with the same problem.

Jenny and Sarah, Portsmouth

DCM: Thank you both very much for being the first to take the bull by the horns and pipe up about what is surely a very serious misjudgement on behalf of Sega and all the publishers working with Dreamcast. Formats like PSX and PC both extensively cater for a wide variety of age groups, interests and genres, while Dreamcast is clearly getting stuck in a Fighting games and Driving sim rut. While many young single men are all up for a bit of rough and tumble (so to speak), it's clear that people like yourselves are dealt the crummy cards. There are very few games that meet your desired criteria but here are just a few that might just surprise you: Crazy Taxi, Rayman 2, Hydro Thunder, Chef's Luv Shack, Snow Surfers, Pen Pen, Re-Volt, Worms Armageddon, Trick Style and of course the all powerful Sonic Adventure. Being the kind hearted sort of journalists that we are, here's £40's worth of tokens to spend at Gameplay on any game of your choice (if indeed you like any of the aforementioned titles). Cheers.

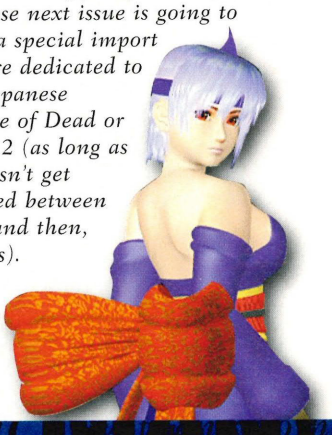
Surely no one can resist Sonic Adventure's charms...

ROUND ONE – FIGHT!

There are loads of fighting games on the Dreamcast but very few manage to come close to Soul Calibur. Whatever happened to Dead or Alive 2 for the Dreamcast? You've covered it in the past but I haven't seen anything on it for a while now? Have you got anything you can e-mail me about it, or do I have to start reading a different Dreamcast magazine?!

Jeremy, e-mail

DCM: Before we start Jeremy, I'm afraid we can't return the e-mails of any of our readers, simply because we'd never be able to write the magazine in a month! Don't rush out to buy a different mag just yet though, because next issue is going to have a special import feature dedicated to the Japanese release of Dead or Alive 2 (as long as it doesn't get delayed between now and then, that is).



6 BILLION PLAYERS? WHAT ABOUT THE OTHER 5,999,999,996?

Are Sega ever going to exploit the Internet's enormous gaming potential for the Dreamcast? Although Sega has managed to make browsing the Internet and sending e-mail very affordable and easy to use, there is so much more untapped potential it's almost laughable. When are we ever going to see proper online games appearing. We should be playing Quake 3: Arena, not Sonic the bloody Hedgehog!!!

Graham, Stockport

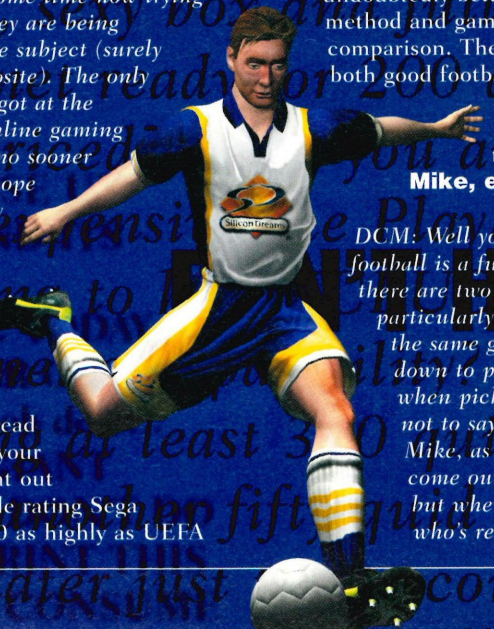
DCM: Sega's advertising tactics have been somewhat misleading really (claiming Dreamcast has up to 6 billion players), so it's pretty understandable that you're miffed – and you're not the only one. We've been in contact with Sega for some time now trying to find out more but they are being remarkably cagey on the subject (surely they should be the opposite). The only real information we've got at the moment is that their online gaming 'strategy' is kicking off no sooner that April 2000. Let's hope they use the time wisely and get it right...

A GAME OF TWO HALVES

Although I think your magazine is a reliable read (I rarely disagree with your reviews), I have to point out the mistake you've made rating Sega Worldwide Soccer 2000 as highly as UEFA Striker. Even though the graphics are undoubtedly better, the control method and gameplay suck in comparison. There's no doubt they're both good football games in their own right, but UEFA is definitely the better of the two overall.

Mike, e-mail

DCM: Well you know what they say: football is a funny old game. When there are two games of a particularly high calibre (and of the same genre) it always come down to personal preference when picking a favourite. That's not to say you're wrong though, Mike, as you're not the first to come out with that criticism, but when games are this good, who's really complaining?



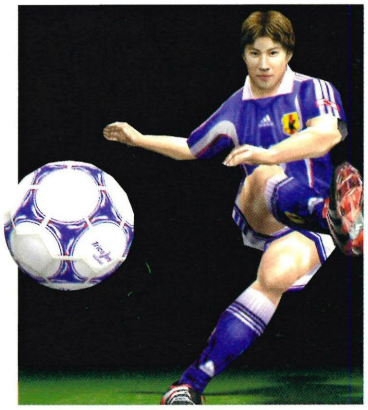
dcm@quaynet.co.uk forum

VIRTUA STRIKER POO THOUSAND

Being a big fan of all the various versions of Virtua Striker in the arcades, I couldn't wait to see the 'improvements' Sega promised especially for the Dreamcast. Having just recently got quite a large pay rise I decided to buy myself a Japanese Dreamcast and a copy of VS2000.1. I just couldn't wait for the Pal version to surface – but what a mistake! Where the hell are all the improvements Sega promised? Okay, so the graphics are slightly better, but there are no extra modes of play and very little to warrant the cost of a full price Dreamcast game. I never believed that Sega would release an unchanged arcade game onto a home format, charge forty quid for the trouble, and not add some more gameplay options to make it worthwhile. Tight gits.

Steve, e-mail

DCM: If only you'd waited until this month's review Steve – gutted! It was very foolish for Sega to launch a relatively unchanged version of Virtua Striker 2000 on the Dreamcast without improving the coin-slot lastability. Frankly the graphics really are just about the best thing about it anyway – check out our review over on page 84.



MILLENNIUM COUNTDOWN

Congratulations on your fantastic Millennium Countdown feature in issue 4. It really helped me choose some top games to buy with the money I received at Christmas. Being a fighting fan I was pleased to see Soul Calibur in at the top spot, but was slightly disgruntled to see Virtua Fighter 3tb and Street Fighter Alpha placing so poorly. There's no way Virtua Fighter should have been outside the top ten – surely it's a better game than Jimmy White's 2: Cueball?

Ryan, Manchester

DCM: Hmm... To be honest, Ryan, we're all a bit disillusioned by Virtua Fighter 3tb around here. There's no doubt that it's a classic game, but how long was Virtua Fighter 3 out in the arcade before it finally made it to the Dreamcast? Too long. Namco really managed to show Sega up using Soul Calibur, and it must have been screamingly obvious that VF3tb was already looking very dated. Street Fighter Alpha 3, on the other hand, was just a particularly poor conversion. There may be lots of modes (including the playable World Tour), but Street Fighter 3 would have been much better received. Why is it publishers feel the need to fill gaps in their launch schedules with sloppy ports and conversions?

WHERE ARE ALL THE RPGS?!

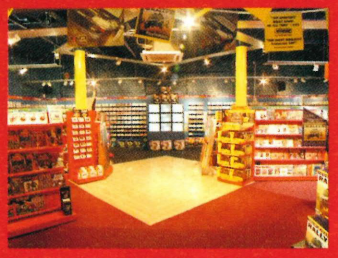
I was really pleased to read all about the various PC games being ported to Dreamcast in previous issues of Dreamcast Monthly. I'm a huge RPG fan that just can't afford to lay out £1000 to play the best ones. The question is; where the hell are they all? Is there any hope for me and fans of the RPG genre or should we just give up while we're ahead?

Steph, e-mail

DCM: Calm down dude! There's no need to get your knickers in such a twist. There are some great looking RPGs on the way. Shenmue, for example, is already re-defining the genre for the 128-bit console generation (check out page 26) and it's set to run in a series that could be anything from five to sixteen chapters long! Evolution is another RPG featured this issue (page 88) though it wasn't particularly well received by our resident RPG anorak (sorry – fan). Patience is a virtue – use it!

WIN A GAME OF YOUR CHOICE EVERY MONTH!

gameplay.com



For your chance to be the proud owner of ANY game of your choice, simply write to us with your usual trials and tribulations! Simply make sure your letter is good enough to be DCM's Letter of the Month and the game you've always wanted will wing its way to you, courtesy of Gameplay.

All you have to do is make sure you include your full name and address and the name of the game you would like to win. So don't just sit there, get writing!

dreamcastmonthly@quaynet.co.uk

NewsCAST

bringing you the latest news and views from around the world

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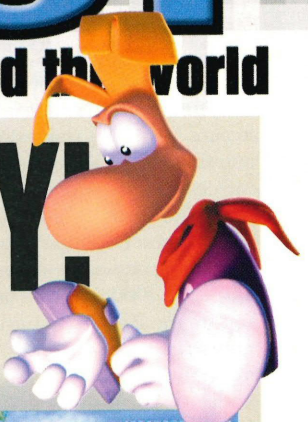
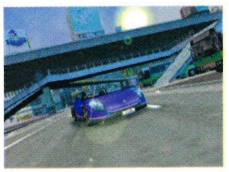
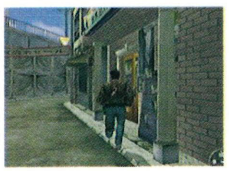
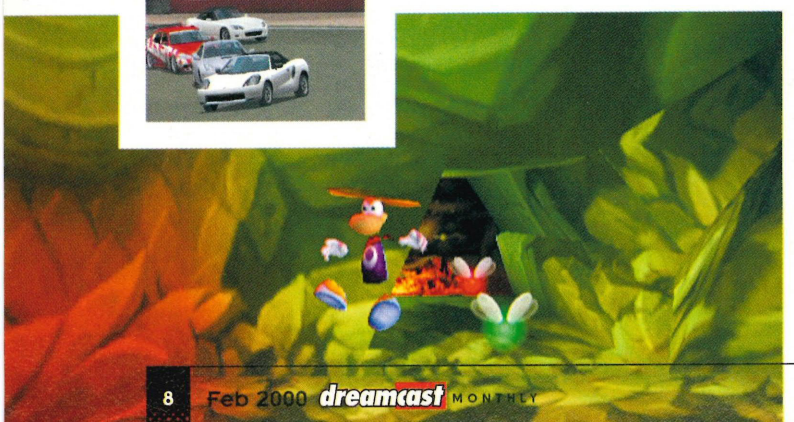
GET READY!

Check out the latest and greatest releases for the first half of 2000!









If you've at all followed the fortunes of the Nintendo 64, you'll understand why this period of the Dreamcast's life is so crucial. You see, back when the N64 launched, it arrived with great fanfare, some truly excellent software, and then slowly settled into the old trick of only releasing a decent game once every blue moon, irritating the life out of most of the people who bought one.

So it's crucial then that the Dreamcast keeps the momentum going that's got it this far. Sure, we've got Sonic, Soul Calibur, Power Stone and Ready 2 Rumble (three of which are DC exclusive at the moment), but the plan is to keep giving us lots of cool games to choose from to keep us interested.

Good news then, as the latest release schedule looks set to keep to Sega's plan of a new release every week or two. By the time this issue goes on sale, Vigilante 8: Second Offense, Re-Volt, Armada, Sega Bass Fishing and Virtua Striker 2 should have gone on sale. Meanwhile, just about to head to the shelves are Acclaim's golfing game Tee Off, and the action packed arcade adventure from Sega, Zombie Revenge.

And that's not all, for February will also see the release of the hugely anticipated Crazy Taxi, alongside Sega's basketball extravaganza NBA 2000. Ubi Soft's Dreamcast-based role playing adventure Evolution should also be making a DC appearance around the same time.

The big game for March at the moment also looks set to come from Ubi Soft, with Rayman 2 promising to kick arse and knock all of the versions on other formats into touch when it finally goes on sale. The game's had a lukewarm reception from the press so far, and it'll be interesting to see if some of its faults are fixed come DC day.

Two biggies are lining up to keep you occupied over Easter. Metropolis Street Racer is Sega's latest racer, although we're still eagerly awaiting Sega GT, which we hope will give the immortal PlayStation hit Gran Turismo 2 a major run for its money.

Oh, and then there's Shenmue. Unfortunately, the news on this one isn't quite as nice. We're not due for a UK release of the game at the moment until the last quarter of the year, meaning October at the earliest. This isn't unexpected, as it's not the easiest game to bring across to the English language, but we'd still love to see it earlier (mind you, some sources are now claiming that July is a possible window for release).

Don't forget also that we should be hearing news on various other bits and bobs throughout the first half of the year. The Dreamcast DVD add-on, for instance, is something we're very keen to find out more about, and the launch of Sega's official online gaming service couldn't come quick enough for us. And of course, flat rate Internet access fees become a reality from the Spring, which is a very good thing indeed. Oh, and Sony are launching a console this year apparently. Haven't heard much about it though...

GUNS AT THE READY!

Here comes Virtua Cop...

We've had Virtua Striker and Virtua Fighter, and Crazy Taxi is just around the corner, yet there's another arcade conversion we've been dying to see on the Dreamcast. And now, in a strange kind of coincidence, our dreams have come true.

That's because it has been confirmed that Sega will be releasing Virtua Cop 2 onto the Dreamcast. This is good news, particularly for those who forked out for The House of the Dead 2, who now have a lightgun by their side but no other game to use it with. Yup, you heard that right, Virtua Cop 2 is yet another excuse to point your gun at your telly and immerse yourself in the kind of sheer arcade experience that the Dreamcast does so well.

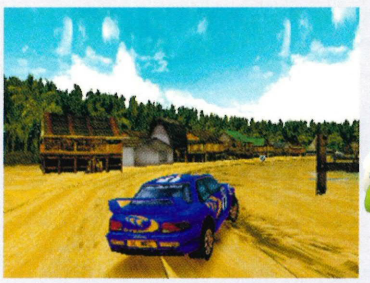
You're waiting for the catch, right? And that's that at the time of going to press, this is a Japanese-only release, with no news on a European or American version. The fact that there's a rumoured Virtua Cop 3 though, means that we should be seeing one or the other in the next twelve months.

DREAMCASTS!

Going multi-coloured...

Following the lead set by the relaunched-but-what's-the-point-cos-it's-dying-anyway Nintendo 64, Sega of Japan have announced that they are to release multi-coloured versions of the Dreamcast console. Blue, clear, black and yellow are the new varieties of machine, each of which is made out of a transparent material so you can see the inner workings of your favourite console.

The company are also offering existing users the chance to exchange their existing machines for an exchange fee that converts to around £40. So, if it ever comes over here, that'll be a tricky choice: either a fancy coloured Sega, or a brand new game. Ho hum.



...ENTER THE CODEMASTERS?

Another major publisher joins the Dreamcast following...

For such a popular console company, it's a mystery to us that Codemasters haven't jumped straight in to the wonderful world of Dreamcast, especially as the company are responsible for the excellent Colin McRae and TOCA games. However, a new licensing deal signed by the company may start changing things around. They've signed up none other than Mike Tyson to appear in a brand new boxing title, and the plan is for that to eventually make its way over to the Dreamcast. We won't know for a while whether they're going to play it straight or go up against the might of Ready 2 Rumble Boxing, but certainly if the news is formally confirmed, then that'll be another major publisher in the UK Dreamcast ring.

TO THE DREAMCAST AND BEYOND!

Buzz and Woody make a comeback to videogaming...

Activision, who have supported the Dreamcast console from day one without actually releasing any earth-shattering games for it, have added yet another title to their slowly expanding slate of DC titles. It's their conversion of the current cinema hit Toy Story 2 that we'll be getting, although it sounds like it's hardly going to be stretching the machine to its limits. Effectively a simple port of the Nintendo and PlayStation editions of the game, perhaps the only change we'll see will be slightly improved graphics. Also, for political reasons, the company have gone back into the code of the game and changed the appearance of one of the boss characters who appears in it. That's due to protests from Hispanic groups, apparently. Anyway, we don't have great hopes for the game itself, and it looks like an unimaginative platformer is the order of the day. The release date should be around or before Easter time though.

HUDSON START ROLE PLAYING

RuneJade's on its way...

Hudson Soft, whose most famous creation is the life-sapping Bomberman series, are rumoured to have started work on a huge new role playing game set for the Dreamcast. Working under the title Rune Jade, it promises many characters, loads of cool gameplay facets and network play to boot. It's not expected in Japan until Summertime, and knowing how long it takes to translate RPGs into English, we reckon we'll see it either at the end of this year or the start of next.

STOP PRESS

SALES REACH HALF MILLION

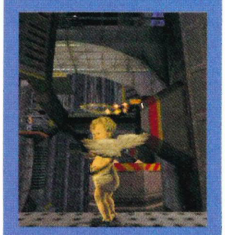
What more is there to say. Total sales across Europe are about to break the 500,000 consoles mark. Once the Christmas season is over, Sega expect to see that figure rise to 650,000 units by the first week of January, and one million by Easter. Too good to be true?

STUCK?

Ever had one of those moments where you're stuck on a game and wish that an innovative publishing company had bothered to put together a magazine devoted purely and simply to Dreamcast hints and tips? You have? Smashing, as we've only gone and launched Dreamcast Strategies, a brand new monthly dose of gameplay assistance that's on sale now.

HERE COMES THE MESSIAH

Further to our news story last issue, it appears that Shiny Entertainment's Messiah will be heading to the Dreamcast around December time. They'll also be releasing a DC version of MDK 2, and naturally enough there will be more news as we get it.



STOP PRESS

PROSPECTS

STAR WARS FOR DC?

This one's not official, but word is that Activision and LucasArts may be bringing their popular Phantom Menace spin off, Star Wars Episode 1: Racer, to Sega's box of tricks. No formal announcement has been made, but our source whispers the word 'May' to us. Draw your own conclusions.

MARVEL vs CAPCOM 2

Hardly popular demand, but still a welcome addition to the growing ranks of Dreamcast sequels, Capcom are said to be working on a follow-up to their decent if not ground shaking 2D beat-'em-up, Marvel vs Capcom. Its name? Marvel vs Capcom 2. What would you do without us?

STREET FIGHT ON DC

The PlayStation hit Street Fighter Alpha 3 is the latest addition to the ever growing list of future Dreamcast titles, and it promises to arrive with full support. It's due out in May, and it should be on the Virgin label, priced at a mere forty quid.

GO RALLYING DOWN SOUTH PARK

Let's hope this one's better than Chef's Luv Shack. Which one? South Park Rally, a game with a fair degree of potential (not least for insults) that mixes the popular cartoon series with a Mario Kart-esque racing game. It's coming from Acclaim and it's due out in February/March.

PLAYSTATION 2 – EXPENSIVE

Keep your money where your mouth is ...

As the clocks turned in to the year 2000, some web sites in the States began taking preorders for Sony's upcoming PlayStation 2.The machine is due out in the States on September 30th, and the web site we found was selling the machine for a full $400! Take into account that things are generally a little cheaper in the States, and you begin to realise that this equates to a possible UK price of £270, if not more! It's not official of course, and it's feasible that the site may be making a quick killing with preorder fever, but should it be true then that'd put the Dreamcast in a very strong position indeed, retailing for significantly less than the PS 2 from day one. We wait to see...

INTERACT TO MAKE SEGA PERIPHERALS

They're joining forces...

The latest licensing deal struck by the legal eagles over at Sega HQ has opened the door for peripheral manufacturers InterAct to join Mad Catz in officially producing add ons for the Dreamcast.

Sega has licensed its technology to InterAct, allowing them to design, manufacture and market licensed peripherals and accessories for the Dreamcast. InterAct currently produces 12 products for Dreamcast, including the StarFire Lightblaster and the Concept 4 Racing Wheel. Under the non-exclusive three-year agreement, InterAct can develop and distribute licensed Dreamcast peripherals and accessories for the system, including such items as controllers, rumble paks, light guns, memory cards, steering wheels and fishing controllers.

By prominently throwing their weight behind licenced third parties such as InterAct, Sega are sending a message to those who are dabbling in the highly lucrative peripheral market – don't do it. Still, it's a good thing that deals like this are struck if it brings down the price of the game controllers, if you ask us. As it stands, how do you explain to your nearest and dearest that you've just gone and bought a bloody expensive fishing rod for your new console?

IT'S TRUE

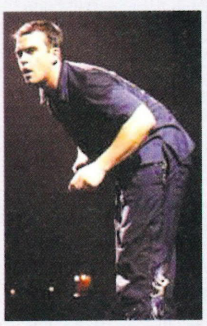
Capcom get to work on a follow up to Power Stone!

In amongst the games that made it out in the pre-SC era (that's Soul Calibur if you're interested), surely there were few that climbed the gameplaying peaks reached by Capcom's exemplary beat-'em-up Power Stone, which we rated as the fifth best Dreamcast game ever last issue.

So it's with a happy grin and a charitable heart that we bring you the news you want to hear – Power Stone 2 is in the works. We've not had much word on it so far, other than that Capcom are planning to allow online multiplayer gaming in this one, but rest assured, we'll let you know more news as we get it.

DID SEGA DO IT FOR ROBBIE?

DC ad makes a hit single...



The power of Sega, it appears, is a far reaching force. Not only have they created a games console that's selling by the bucketload, they're also apparently responsible for, er, Robbie Williams getting to Number One.

Whilst of course it has nothing to do with the fact that Williams enjoys huge support and has two top selling albums under his belt, it was the fact that his 'She's The One' single, which peaked at number one before Christmas, was featured in a Dreamcast advert. Mind you, he did knock Geri Halliwell (to quote the cringe inducing press release – 'Robbie has knocked Geri Halliwell off the top spot, just as Sega has knocked out all competition in the games market with Dreamcast.') off the top spot, which surely deserves nothing but our hearty congratulations. Williams was unable to confirm that he was now recording the title song to a sequel to Pen Pen in a bid to go platinum.

SEGA MAKE YOUR DREAMS COME TRUE

Ever fancied flying a jet fighter a la Aerowings? Or getting your backside behind the steering wheel of a Formula One car to see what the real thing is like? No? Well don't panic, because with Sega's latest promotion, your imagination seems to be the limit. The idea is that the top prize is for Sega to make your dream come true. I'm positive they wouldn't be able to recreate mine, but let's not go into that here. Anyway, every week you can enter right through to the closing date of the 3rd March, with a new winner drawn weekly. There's a catch of course, in the form of enough small print to give us a fairly major headache. So we've cut it down to the essentials. Choice phrase one is 'Winning entries will be checked to ensure that they are legal, safe, financially viable and that they are suitable for the entrant, taking into consideration the entrant's age and health etc'. We guess that to mean that if you are a three year old who has entered and you've listed your dream as bungee jumping off the white cliffs of Dover, you're out of luck.

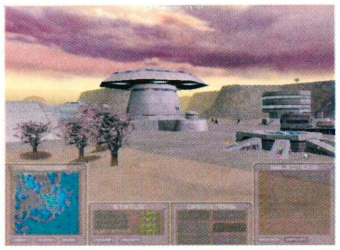
Another favourite quote? 'Winners aged 18 years and under must have their 'dream' activity approved by a parent or legal guardian and must be accompanied at the activity by that parent or legal guardian'. And then the major bummer – 'The prizes will only be up to the value of £3,500'. Still, not something we'd instantly turn down. How do you enter? Ah, that's easy. We'll let them tell you how:

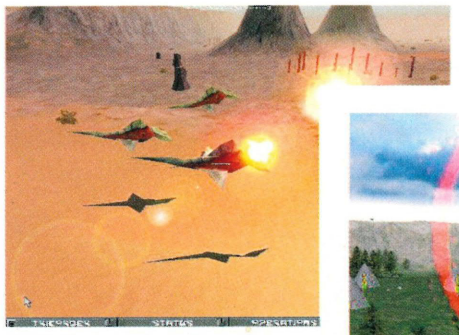
1. Plug in your Dreamcast
2. Once on the Dreamarena homepage 'click' on the Xtreme Dream Competition icon.
3. Read and accept the terms and conditions.
4. Enter your Dream and submit your Xtreme Dream.

Good luck!

THERE'S LIFE, JIM

Star Trek travels lightyears to Dreamcast





Yes, you did read that right, there is a Starship Enterprise Dreamcast bound, but it's not what you might think. When you picture a game based on the TV series you automatically guess that it's going to be a one on one brawl between the Federation and Romulans – not so, Binary Asylum have strategical play in mind for their new title, Star Trek: Hidden Evil.

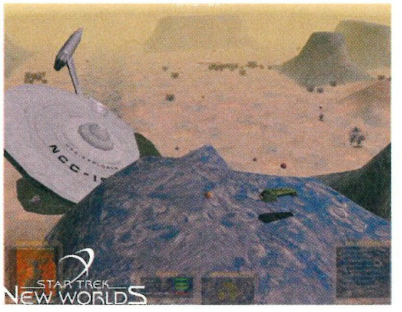
The game's set in 2292 and is based on the struggles and challenges of colonial officers on new alien worlds. The Klingons have aggressively interfered with a Romulan experiment which has resulted in several planets appearing spontaneously in the sector.

The two of them begin fighting over the resources found on these new planets with no thought to their settlers. That's where the Federation comes in, when they respond to a distress call – the games begin.

Unfortunately there's no sign of any of those classic characters such as Kirk, Spock or even Captain Picard, instead we're introduced to a brand new set of Federation personnel.

At the start you'll be given the choice of playing the part of either the Federation, the Klingons or the Romulans. Which one you choose has a major affect on how the game is played. Each faction has very different traits. The Federation's strategy is to rely on defence, whereas the Klingons just rush on in there, torpedoes blazing and the Romulans have the ultimate in weaponry – the cloaking device!

The three factions also reflect the principles they're given in the series: the Federation officers have to do everything by the book and make sure they don't jeopardise the infamous 'Prime Directive'. The Klingons don't know the meaning of the word 'peaceful' and will cause trouble given any opportunity and finally, the Romulans are permitted to do anything they want – as long as they get the right results. Star Trek fans will surely be impressed and satisfied with all this Trekky business – question is, will the rest of us feel the same way? The game's due for release early next year, until then take a peek at these screenshots.



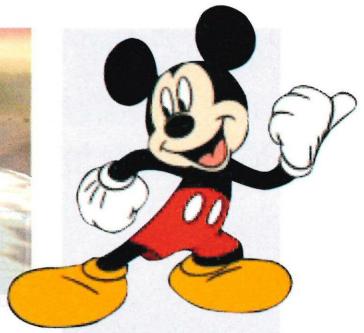
NEW VIDEOGAMES TV SHOW

A new videogames show predicted to break the 'same old' mould

Up to now, gamers have had to rely on review magazines such as ourselves for new info on titles. And what a good job we're still doing too. We have had the pleasure, or should we say 'misfortune' of Games Master and a small effort from Movies, Games and Videos, neither of them being something to write home about. But perhaps that couldn't be helped, as making playing games look interesting takes more than viewing Joe Public sitting in front of a television with a pad and console.

With more ads on TV now for PlayStation, as well as Dreamcast games, people are getting used to seeing quality graphics and surreal plotlines – all very appealing.

So now the BBC has jumped on the revolutionary bandwagon with a new programme, aptly entitled 'Bleeding Thumbs'. The Manchester BBC press office kindly told us that the first showing will be aired during the Autumn and if you're as intrigued as we are, look out for more information on it soon!



CARTOON CAPERS

Eidos and Disney join forces to bring new titles to Dreamcast

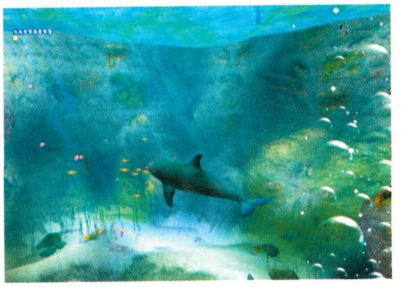
Fighting Force 2 publisher Eidos have teamed up with Disney Interactive to produce several new games for multiple consoles, including the Dreamcast.

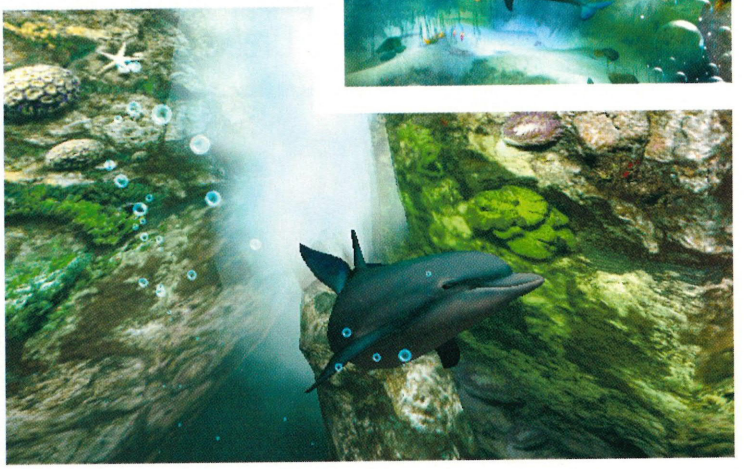
Up to now, only two titles have been announced for release this year, the first being 102 Dalmatians, a sequel to the movie, and Walt Disney Racing, which includes several tracks based on Disney theme parks such as Space Mountain and Matterhorn. Expect to see some of your favourite Disney characters behind the wheel as well, like Donald Duck and Mickey Mouse.

President of Disney Interactive, Jan Smith said: "We believe Eidos to be a great fit for Disney Interactive as we explore the most creative and technologically advanced ways to bring our content and characters to the interactive medium".

IS ECCO THE NEXT BIG THING

DC's answer to Flipper almost ready for release





Anyone here have a Mega Drive? Hmm, silly question that because we can hardly take a peek and see who's sitting there with their hands in the air, so we'll have to assume a yes. We'll further assume that some of you are probably thus familiar with Ecco the Dolphin, a fun little game that even got converted to the PC – in the end it was that popular.

Anyway, the adventuring sea-based beast has returned in a new title that's swimming towards the Dreamcast even as we put pen to paper. So what's new? For starters, the look of the game has had serious attention, meaning that this is set to be yet another title to show off to your mates and earn yourself that glow of pride. You'll be set objectives to complete of course, and you'll be able to communicate with other sea-based creatures through the power of sonar. Cut scenes are said to be plentiful, and the game looks set to be a puzzle-filled treat for those who yearn for a modern day adventuring classic. We'll find out how beautiful the game is and whether it's worth your money when it comes up for release in the first half of the year.

STOP PRESS

DEAD OR ALIVE 2 HITS THE STATES

Another future Dreamcast hit, Dead or Alive 2, finally gets its Stateside release on February 18th. No news yet on when us mere UK mortals will get our paws on it.

CASTLEVANIA RUNNING LATE

Delays have hit the release of one of Konami's first Dreamcast titles, Castlevania Resurrection. As we went to press, we learnt that it's early-2000 release is now looking much closer to Autumn. Ah well. How about Metal Gear Solid while we're waiting?

STOP PRESS

global news

SONIC TEAM RETURN

The Hedgehog will be back, and several other new games are in the works

The all-conquering Sonic team have been busy, with the news that four new games are hitting Japanese stores or on the verge of doing so, and several rumoured titles are bubbling under too.

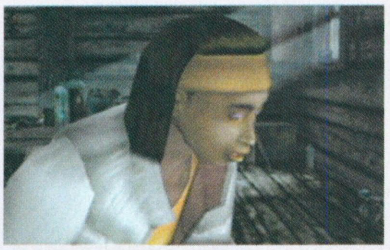
Top of the bill of course is the confirmation that Sonic The Hedgehog will be returning for a brand new Dreamcast adventure, although you shouldn't expect that any time soon. To pass the time, an updated version of Sonic Adventure is now doing the rounds, although to be honest we'd rather see something more substantial and new, as opposed to an updated version of an already impressive game.

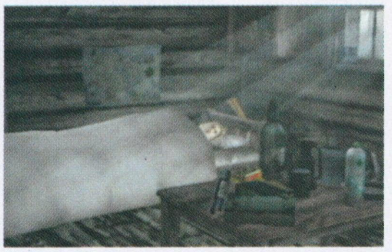
Other titles on the verge of release are their brand new puzzle game which goes by the name of Chu Chu Rocket (don't ask us, we only write the bloody stuff), and a straight arcader called Samba De Amigo. All riveting stuff, we're sure you'll agree.

Internet speculation, however, has suggested that more titles are due for imminent announcement, with one web site virtually calling for a sequel to the hit game Nights in the near future. Anyone who doesn't remember it just needs to know that it was one of Sonic Team's finest hours.

A CALL FOR CENSORSHIP

Sexual references to be edited out of D2





If you take a look at our On Import section later in the mag you'll no doubt notice that the eagerly awaited Japanese release of D2 has been reviewed. And they do say that the Japanese get everything before us mere mortals do, only this time it's a case of what will be taken from us rather than what we get given too late.

Apparently, when D2 is finally released over here, the many sexual references found frequently within the Japanese version will be edited out. Though it hasn't been Sega's decision, President of Warp, Kenji Eno doesn't appear to want to take any chances. And fair play we say, best not to risk having such a title taken off the shelves even before it's got there. Who says sex sells?

THQ'S 2000 LINE-UP

Expect to see some stunning titles

Things still seem to be going well on the games front, with many well-known publishers seeing the Dreamcast's potential.

And that includes THQ, who are planning to release Evil Dead, Felony Pursuit, MTV Sports™, World Wrestling Federation and WWF Online. The latter is an online strategy based game which we'll hopefully (fingers crossed) during the Spring. It will offer WWF fans both head-to-head and multiplayer matches where players can direct the moves and counter-moves of their favourite online superstars in a mission to achieve the ultimate goal: the WWF Online Championship.

More on all of these in later issues.

IT'S OFFICIAL

Eidos is set to release PC hit Omikron

Omikron: The Nomad Soul is already selling well on the PC, and now Eidos have decided that if it's good enough for the PC – it's good enough for the DC. The game features rock legend David Bowie (hey, they're onto a winner already), which sounds like, erm, fun.

But it's again a case of us just biding our time, as we don't expect to see it until late this year. E3 may provide us with more information – we'll be sure to pass it on.

HIGHLIGHTS FROM JAPAN

WHAT'S DUE FOR RELEASE

The latest Japanese release schedules have started to take shape, and it's looking healthy for the Dreamcast with some really cool titles on the way.

The fantastic puzzle game Puzzle Bobble 4 leads the charge (although PlayStation and PC owners will probably have seen it in its Bust a Move 4 guise). That's out in Japan in March, along with NBA 2000, Vigilante 8: Second Offense (which we've reviewed this issue), Escape and a strange release by the name of Hello Kitty Sound Mail. Couldn't find anything out about it, but the name was cool enough to warrant a mention.

Other releases around the same time are Professional Mah-jongg (yippee), World Neverland 2 Plus, and The Typing of the Dead (which bears more than a passing resemblance to House of the Dead 2). Anyway, all of these should be available for import around Easter time. If you're interested, in the States the latest releases set to go on sale are Rainbow Six and another puzzle game, Wetrix.

STOP PRESS

SEGA GT – DESIGN YOUR CAR!

News coming in from the production of the eagerly-awaited Sega GT suggests that the programmers will be including a Factory mode in the game that lets you design your very own car. It's an excuse for the boss to put together the finest Rolls Royce, and for us mere minions to design a great big brick that we can lob through the windscreen of it.

FAULTY SHENMUE

Some customers are having trouble with their copies of Shenmue. The problem is with disc 3, so if you're buying an import copy, question your supplier first.

STOP PRESS

KEEPING YOU ABREAST OF THE PLAYSTATION SCENE...

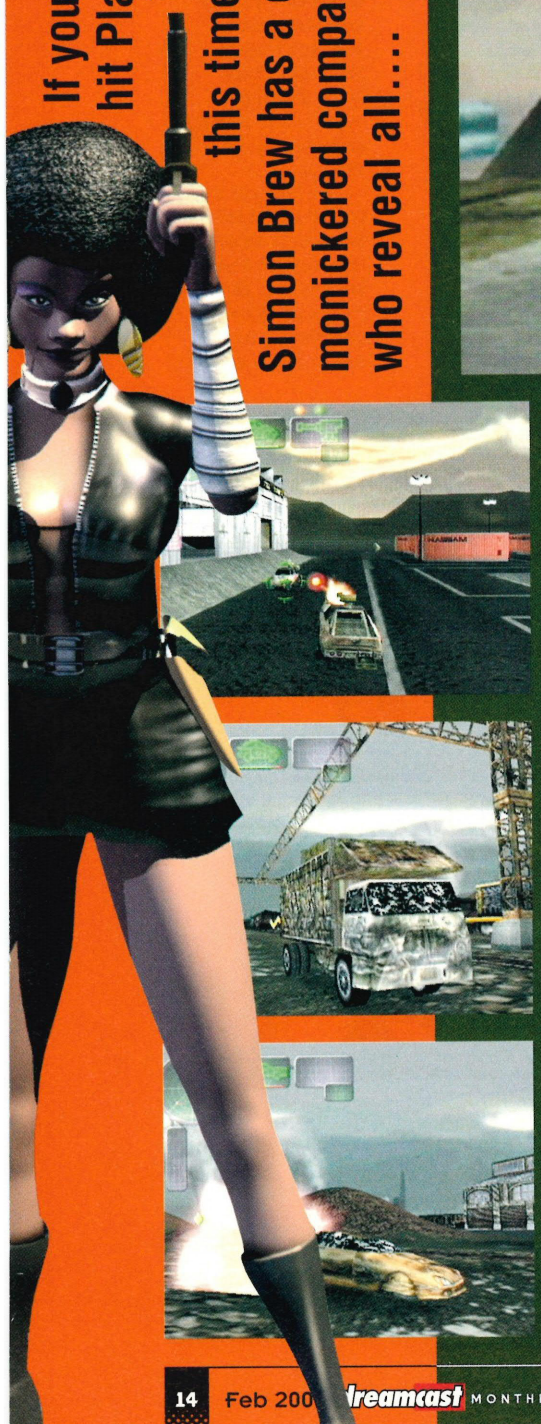
ISSUE 26 ON SALE 27.01.00

interview

VIGILANTE 8'S

If you didn't already know, hit PlayStation game Vigilante 8 is back, this time on the Dreamcast. Simon Brew has a chat with a strangely-monickered company called Luxoflux who reveal all....

an interview with LUXOFLUX



The start of 2000. It's name? Vigilante 8: Second Offense. Why are we talking about it again? Because some nice people from California answered lots of our questions. You've guessed it, the office budget didn't stretch to a luxury trip across the world. It's down to the wonders of modern day communication again.

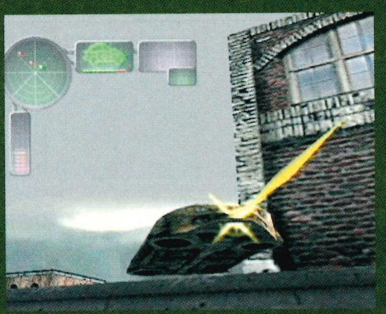
It All Began

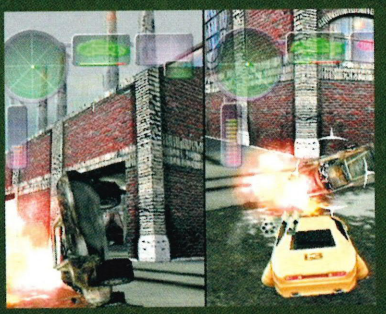
Anyway, down to business. The company we're talking about is a little outfit by the name of Luxoflux. Don't ask how they thought it up, I just write the damn stuff. Put together by ex-Sega in-house programmers Adrian Stephens and Peter Morawiec, the total staff roster equals seven (small by today's standards) who work across the PlayStation, Nintendo 64 (not for long though we'll bet) and, of course, the beloved Dreamcast.

So we went and asked the important questions. For instance, for the uninitiated, what on Earth is Vigilante 8? Within minutes, back came the anonymous answer. "Vigilante 8 was initially a PlayStation game released by Activision in June '98. A Nintendo port was released in March '99". Yes, yes, but we still don't know what it is. "It fell into the 'auto-combat' genre - meaning it involved driving around in cars loaded with weapons, attempting to destroy other vehicles. It differentiated itself from other similarly-themed games by using a much more fluid physics-based approach to movement (so cars would bounce 'realistically' over rough terrain, and experience recoil from weapons), and by making the entire level interactive, and destructible". That's not actually too far from the truth either, and the critical and commercial response was sufficient to demand the increasingly inevitable sequel.

What's So Special?

So why should we buy this version anyway? Ah, they were just coming to that. "For Second Offense, we have added a ton of enhancements and features. Graphically, for instance, we've added spectacular lighting, which adds highlights to cars and shiny surfaces. We have a fluid simulator, which allowed us to create environments with rivers, swamps and even an open sea". Very interesting, Mr Bond. Anything else? "Cars can now switch to different modes of travel by picking up 'wheel attachments' that allow them to hover, float or ski. Players can also salvage acceleration, speed, armour and radar avoidance points from destroyed vehicles, allowing players to upgrade their cars over time; when they fully upgrade their cars, they'll get an all new vehicle chassis". Cripes. That shut me up.

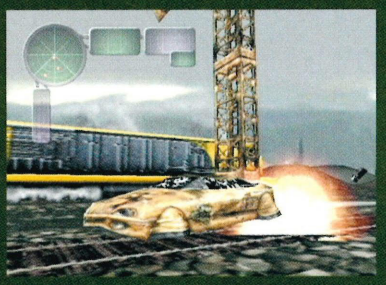


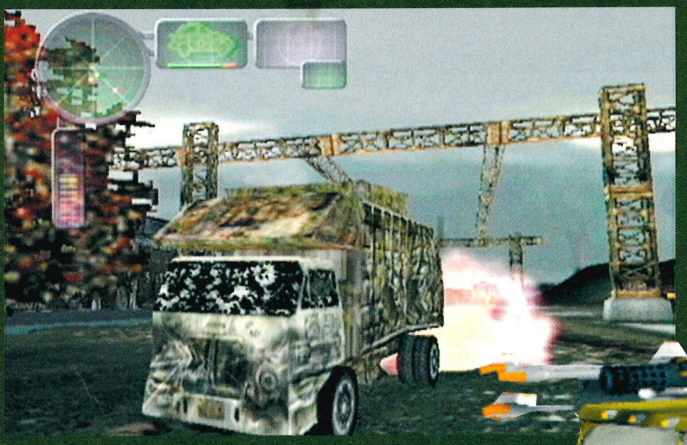


SECOND OFFENSE

Was it just a case then of banging in the old code and bringing it up to date by using sophisticated methods that mere mortals like ourselves wouldn't understand? Apparently not. "We had to start the original game from scratch", they tell us, "so a lot of time was devoted to just getting the engine up and running". So has that had an effect on the game itself? "This time we had something to start from, so we've been able to spend more time on game features. The levels have many more interactive features this time round. In fact we've crammed an enormous number of new features into the game generally".

Our appetites whetted, curiosity suddenly got the better of us. Exactly what influences a team of American programmers to go out and do a game like Vigilante 8: Second Offense? "All those bad TV shows from the 70s" is the simple answer, coupled with the confession that the team have listened extensively to the feedback they got from people who had played the first game.





The Dreamcast

So that's the game then, but what about the format? Okay, the Dreamcast isn't as new as it once was, but it's still an infant in console terms. How does it really compare to the other formats when programming a major game? Predictably, we're instantly hit with a technical answer: "The SH-4 is a really nice CPU for doing floating point operations and matrix operations, so it diverts much of the code optimisation focus away from the transformation/lighting aspects of the engine. The PowerVR graphics processor with its uniquely architected pipeline also alleviates many of the bottlenecks on the older systems while applying features unavailable on the previous systems". Remember it, because we may test you on it at the end of the lesson.

Nonetheless, they have a practical outlook to Dreamcast life that's both refreshing and brutally honest: "As time goes on and more interfaces to the hardware are exposed we'll definitely see even more impressive DC titles developed that take full advantage of the hardware. Even though the DC has much more raw power than the older systems, expectations are equally inflated for the products developed for it". A fair point well made. Incidentally, we must mention the occluded lens flares you'll see in the game. Luxoflux are mighty proud of them.

And so, with our trans-Atlantic chat coming to an end, there are the usual bits and bobs to mop up. The folks at Luxoflux thus far list their favourite slices of Dreamcast enabled entertainment as Soul Calibur, NFL 2000, NBA 2000 (look, they're American) and the wondrous Ready 2 Rumble Boxing. And as for any future projects from Luxoflux? To be decided, they say. Don't think about it too long, chaps. We want more games to play...

VIGILANTE 8: SECOND OFFENSE

Softographies

As we mentioned before, the team from Luxoflux have come from other parts of the industry and have had their mucky paws in several high profile projects of the past. Check out this lot to see what we mean...

ADRIAN STEPHENS: A man who has been developing games since the early 80s in the UK, originally for the - wait for it - BBC micro (Killer Gorilla, MrEE, Crazy Painter, and many others). He was a co-founder of 'The Assembly Line' in 1990, which developed games for Atari ST, Amiga and PC, including 'Interphase', 'Xenon II', 'Stunt Island', and others. Worked for Sega in the US and developed the fun little beat-'em-up 'Comix Zone' for the Mega Drive.

PETER MORAWIEC: His previous credits include "Comix Zone" and "Sonic Spinball" by Sega for the Mega Drive.

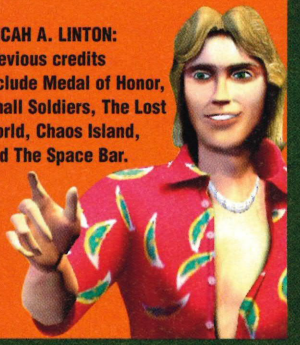
CARY HARA: He was lead programmer on "Small Soldiers" by Dreamworks Interactive for the Sony PlayStation, and also took lead programming duties on "Maui Mallard" by Disney for the - you've guessed it - Mega Drive..

DAVID GOODRICH: Has worked at the Smithsonian's insect zoo; as a Pentagon contractor (don't ask) and Black Ops Entertainment (where he worked on 'Treasures of the Deep'),

EDVARD TOTH: His previous credits include complete story/ design/graphics for the Psygnosis RPG "Perihelion" on the Amiga, and creation of additional artwork for "Formula 1 Championship Edition" and "Newman-Haas Racing", two racing games by Psygnosis for the Sony PlayStation and PC.

JUSTIN RASCH: Worked on 'Survivor' for N64, and 'Spawn' on GBC at Konami.

MICAH A. LINTON: Previous credits include Medal of Honor, Small Soldiers, The Lost World, Chaos Island, and The Space Bar.



Written By Simon Drew simondrew@quaynet.co.uk

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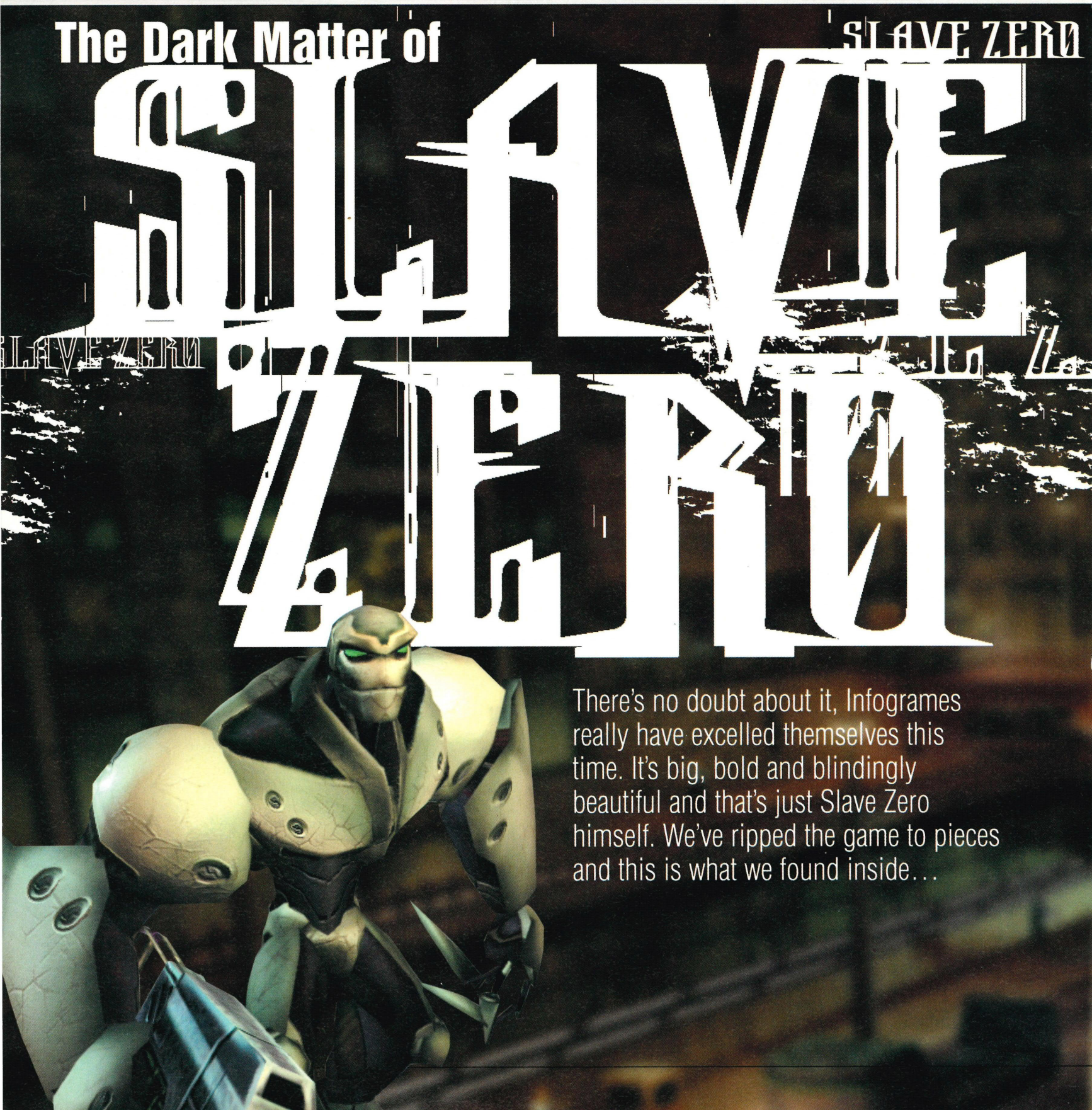
The Dark Matter of SLAVE ZERO



There's no doubt about it, Infogrames really have excelled themselves this time. It's big, bold and blindingly beautiful and that's just Slave Zero himself. We've ripped the game to pieces and this is what we found inside...

Who are Infogrames?

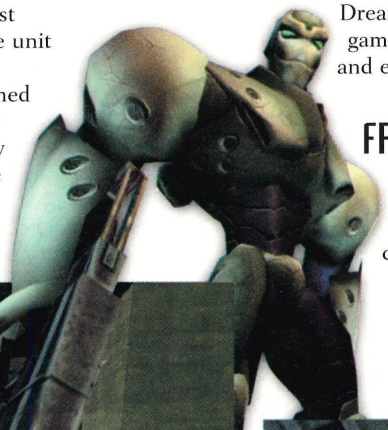
They've been publishing games for a long time now and they've just bought up Eutechnyx. They've published countless titles for the PSX, but what we would like to thank them for is the rather playable UEFA Striker, Millennium Soldier: Expendable, Test Drive 6 and the truly bizarre Pen Pen. If you read last month's issue, you would also already know that they're hoping to release Test Drive 6, Alone in the Dark 4, V-Rally 2, Supreme Snowboarding and Wacky Races before November.

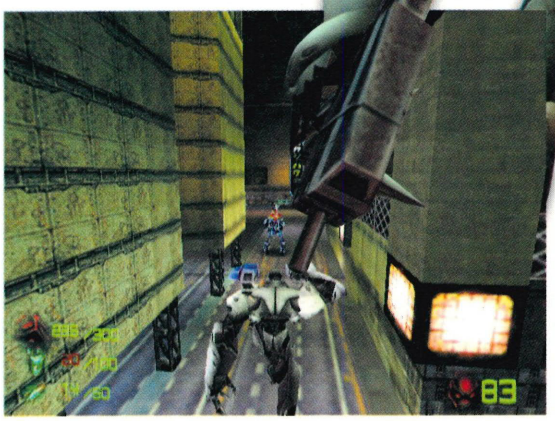
INFOGRAMES
UNITED KINGDOM

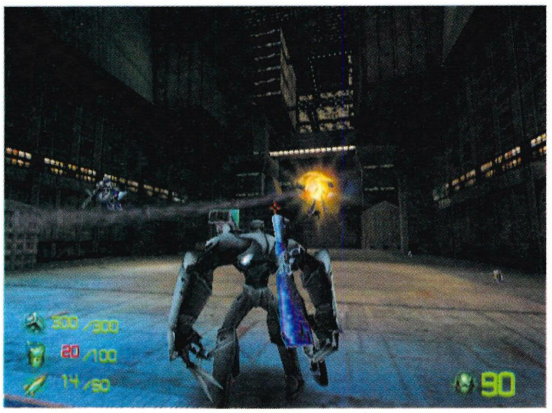
Darkness has befallen the first dynasty of the second Millennium. The Sovereign, Kahn has strengthened his hold on the Ascan conglomerates by seizing control of the towering megacity S1-9. The SovKahn's army will soon be complete with his legions of giant biomechanical slaves – war machines grown from cybernetic embryos and powered by the mysterious neutronium growth compound known as Dark Matter. Once the SovKahn finishes the gestation of the slave army, no power on earth will be able to stop him.

Now, in a hidden base, deep inside the sewage tunnels of the city, a spiritual brotherhood of resistance warriors known as The Guardians cling to their last remaining hope – a stolen slave unit known as Slave Zero.

A lone guardian warrior named Chan must permanently merge with the slave and fight his way up through S1-9 in a desperate attempt to destroy the SovKahn and his dark legions – or die trying.







Reach the next area by blowing up concrete walls with your missiles.

Yet another good game to Showcase, where do we get them from?

We've followed Slave Zero's progress since the first issue way back in September last year, and the only reason why we're showcasing it now instead of two months ago is because it unfortunately got delayed. But less about that, more about how this game came about and what the blinkin' 'eck you have to do.

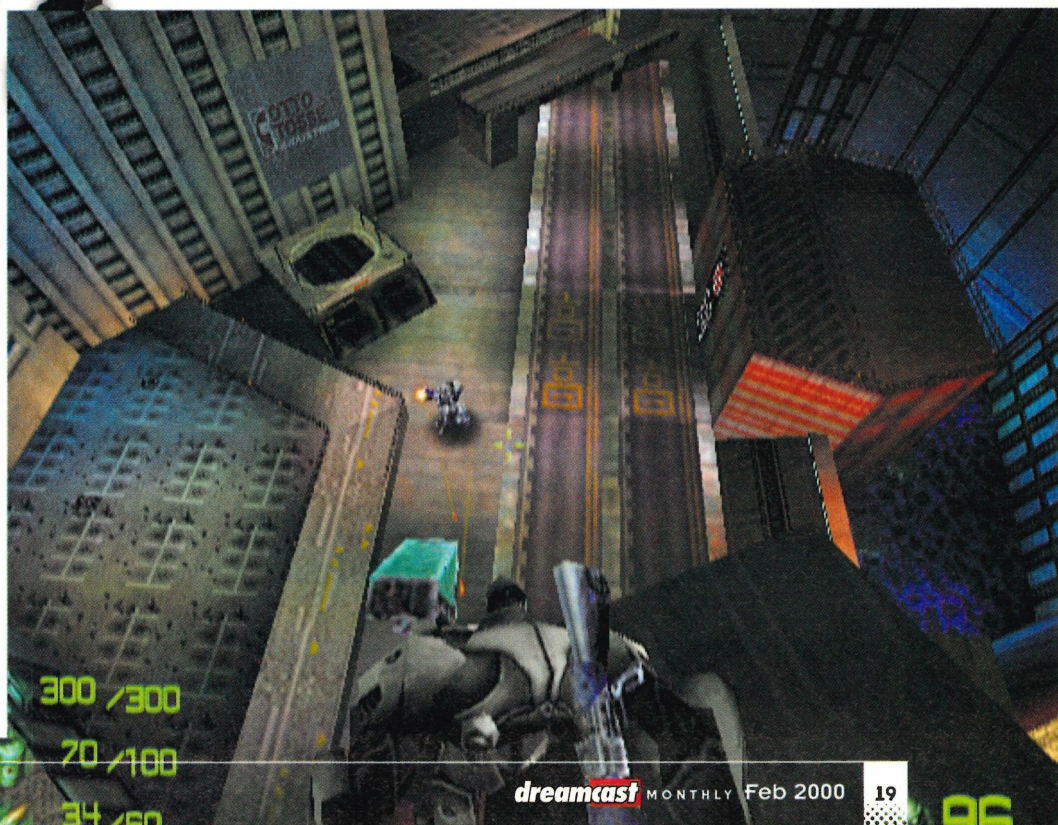
Inspiration came from the likes of Half-Life, Einhaunder, Golden Eye and Metal Gear Solid for inspiration on how to develop Slave Zero. And what they decided was to create a fast-paced, finger numbing action game, with features like picking off targets at long range, strong enemy forces and just the one hero. Then, of course (the old cliché) they added the Dreamcast. Add stunning gameplay to stunning graphics and everyone's a winner.

FROM PC TO DC

As with many outstanding games, Slave Zero first appeared on the PC and considering the ease of being able able to port games from one format to the other, Infogrames didn't have to sacrifice much; as Matt Powers, the game's producer said: "The main difference is the multiplayer option, but then there's also the fact that the Dreamcast has very different controls and a VMU. We spent a long time ensuring it played like a Dreamcast game." The environments on Sega's console are only slightly less sparse than the PC's, so that affected the end product, of course.

Though the PC version has been popular internationally, Infogrames have equally high hopes for the Dreamcast version.

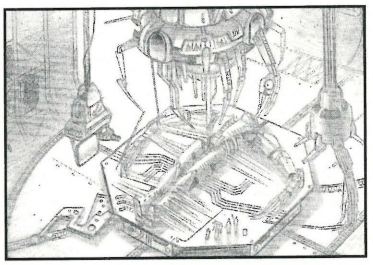
ANOTHER GOOD GAME SHOWCASED, WHERE DO WE GET THEM FROM?

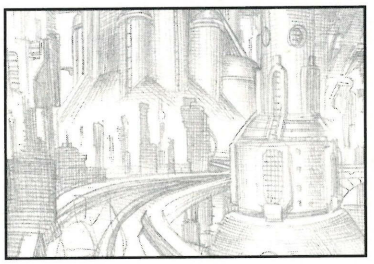


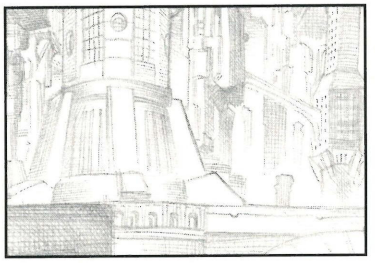
showcase

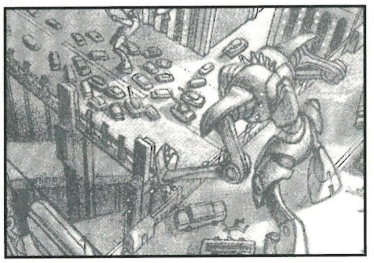
concept sketches

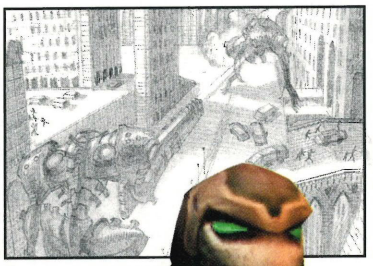
From the initial idea to reality, take a look at these stunning sketches of the game...

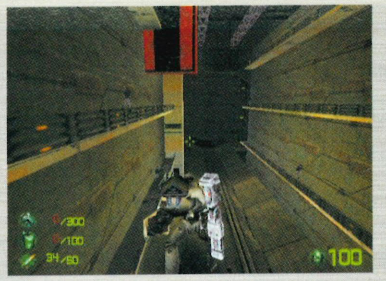


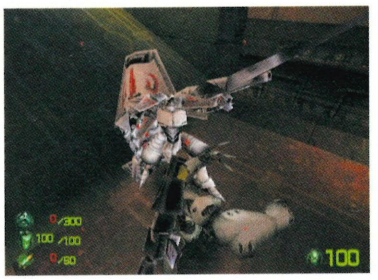












STUNNING GAMEPLAY, STUNNING GRAPHICS, EVERYONE'S A WINNER

ENGINE TUNING

Infogrames designed the 'Ecstacy Engine' to aid the development of Slave Zero, and for their countless other games due for release over the next six months. This engine differs from any other because instead of the normal development cycle – in which an engine is developed, then a game conceived to take advantage of the technical features of the engine – the Ecstacy Engine reverses the process so that the game is designed first and the engine after, so that the design could be created fully. This meant that Accolade could create a content driven game, rather than a technology driven one.

We've got our hands on the instructions the Ecstacy Engine gives to itself – sounds strange...

• Lights and Shadows

Including both dynamic and static lights, they will be multiple colours. These lights will be cast upon large and small polygons. Dynamic lighting across architecture and objects is expected.

• Complicated Architecture

The world will be filled with structures, catwalks, buildings, overhangs, interiors, moving billboards, translucent signs and more.

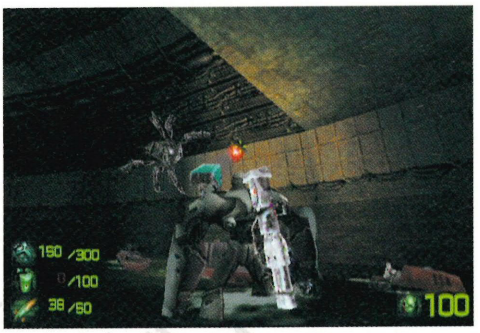
• Moving Architecture

Large portions of architecture will be able to move. For example, buildings crashing down, the elevated train moving through the city, large flying transports and cars.

• Fully Animated Characters

The view of the game is third person. The main character will be visible. The myriad of other enemies, like the main character, will be heavily detailed and very animated.

And it goes on, I had to leave it there because it sounds almost ridiculously idealistic. When I was introduced to these 'Technical Key Points' I was expecting scientific symbols and complicated words to pronounce – not a simple list of the things which most games would aspire to become. Let's face it, with Shenmue circulating, things have gone further than our expectations.



One of the unique enemies you'll find on each level – Slave Zero's not afraid of spiders, right?

Peripherals

Just to forewarn you, the controls for Slave Zero seem awkward at first, but then you'll begin to ask why all the characters don't move in the same way. It gets easier after a while.

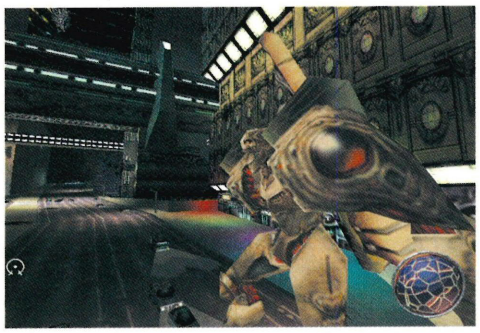
ALTERNATIVELY

THERE SIMPLY ARE NO OTHER FOUR-PLAYER SHOOT-'EM-UPS ON THE DREAMCAST AS YET – WHICH BEGS THE QUESTION: WHY NOT? SLAVE ZERO WAS THE FIRST, BUT IT DEFINITELY (OR HOPEFULLY) WON'T BE THE LAST.

Publisher	Infogrames	**Developer**	Internal development	**Origin**	UK	**Genre**	Shoot-'em-up
Available	Feb' 18th 2000	**Players**	1-4	**Price**	£39.99	**Contact**	0161 827 8000

INITIALLY...

IT FEELS STRANGE AT FIRST, BUT THE CONTROLS DO TAKE SOME GETTING USED TO. I COULDN'T GET OVER HOW REALISTICALLY SLAVE ZERO MOVED – AFTER ALL HE IS A 60-FOOT WAR MACHINE WHO IS ONLY OVERSHADOWED BY SKYSCRAPERS – IT TRULY FEELS LIKE YOU'RE EXCEEDINGLY HEAVY.



THE GAME WILL AUTOMATICALLY SAVE YOUR GAME AS YOU COMPLETE THE LEVELS SO THERE ARE NO HARD FEELINGS WHEN YOU HAVE TO START FROM THE BEGINNING BECAUSE YOU GOT DESTROYED.

So you already know the storyline, or at least I hope you do or else that would mean you didn't read the first paragraph. Slave Zero does have some simple principles, but it delivers them with some finesse.

Take my word for it, it may take you a while to complete this game, as even though you start where you should – at the Easy difficulty setting – you're going to have to be persistent and just keep on going.

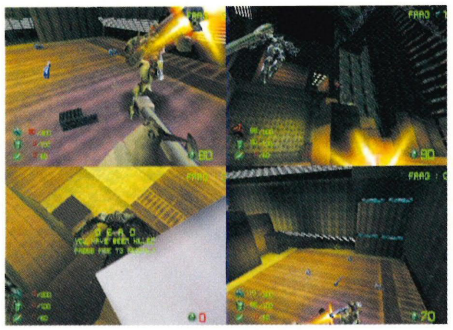
You aren't left to explore your surroundings freely of course, you're a slave remember? So life's made a little easier by almost being guided through each of the 13 missions.

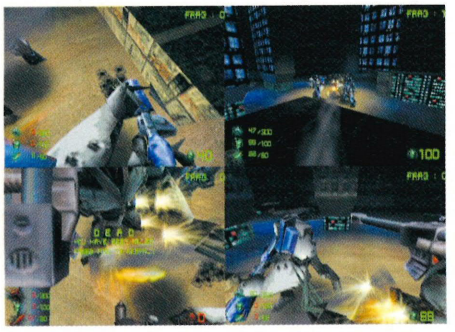
But it's very cinematic and the storyline is pretty tense; as is the feeling of panic when you're suddenly surrounded by SovKahn's army.

SLAVE ZERO

multiplayer mayhem +

Cor, the first Dreamcast game with a four-player option and how good it is too. It's like a Quake-style Deathmatch where you can blow each other therapeutically to pieces. It works on frag limits, time limits and number of kills and your environments look simply spectacular. Like I said, we're talking hours of entertainment in this game.

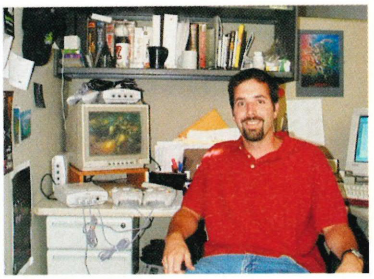




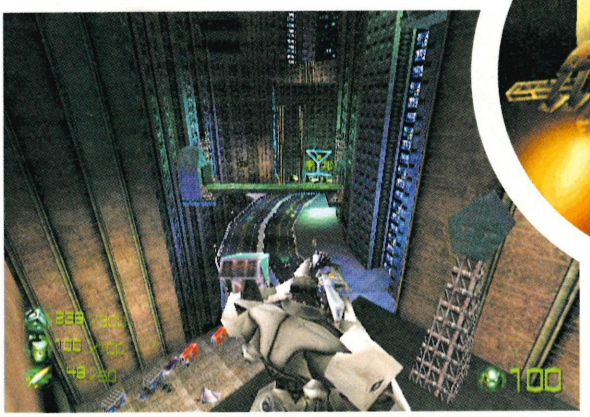
showcase

what the developers say

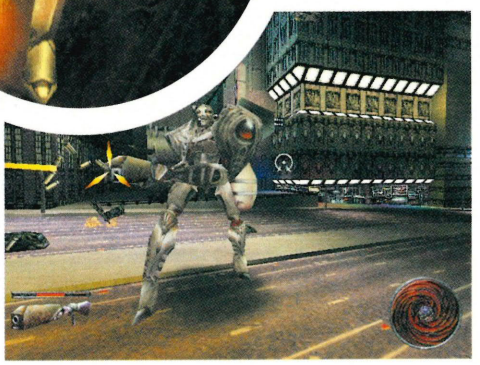
"With Slave Zero, we're striving to capture the action of a giant robot in an immense bustling city. The environment is completely interactive, with Slave Zero being able to stomp cars, pick up pedestrians and swat hovercrafts and zeppelins out of the sky."
Matt Powers, Producer of Slave Zero.

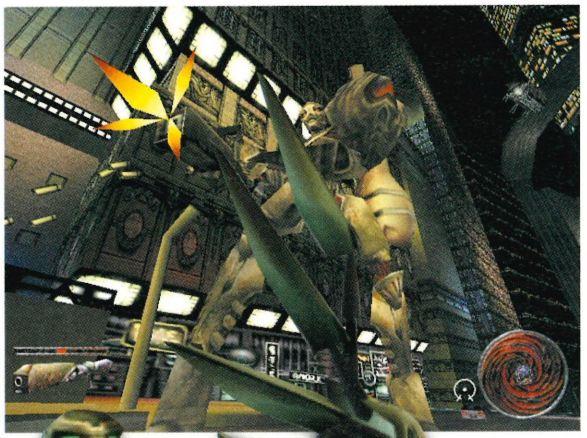


Matt Powers – Producer



Long range attacks come in useful to pick-off concealed enemy Sentinels.



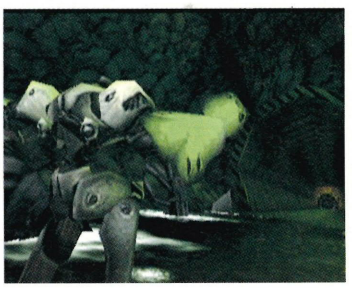


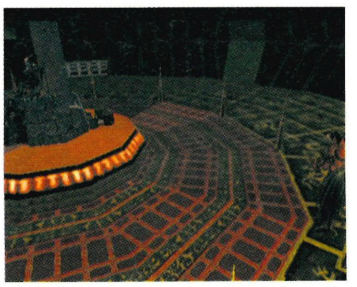
THERE'S NOT A LOT SLAVE ZERO CAN'T GET PAST

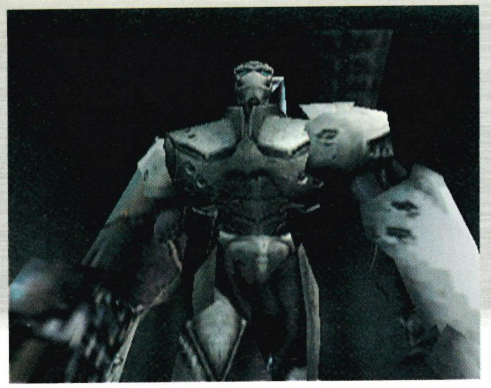
One of the first things you will no doubt notice is the quality of the graphics and equally, whereabouts you start your game. S1-9 is a vast metropolis and as you almost steer Slave Zero through the streets you stamp on everything in your path, including cars, buildings and even people (who look like ants). However, look up and the city still stretches for miles in an upward direction, the sheer size of everything is quite astounding.

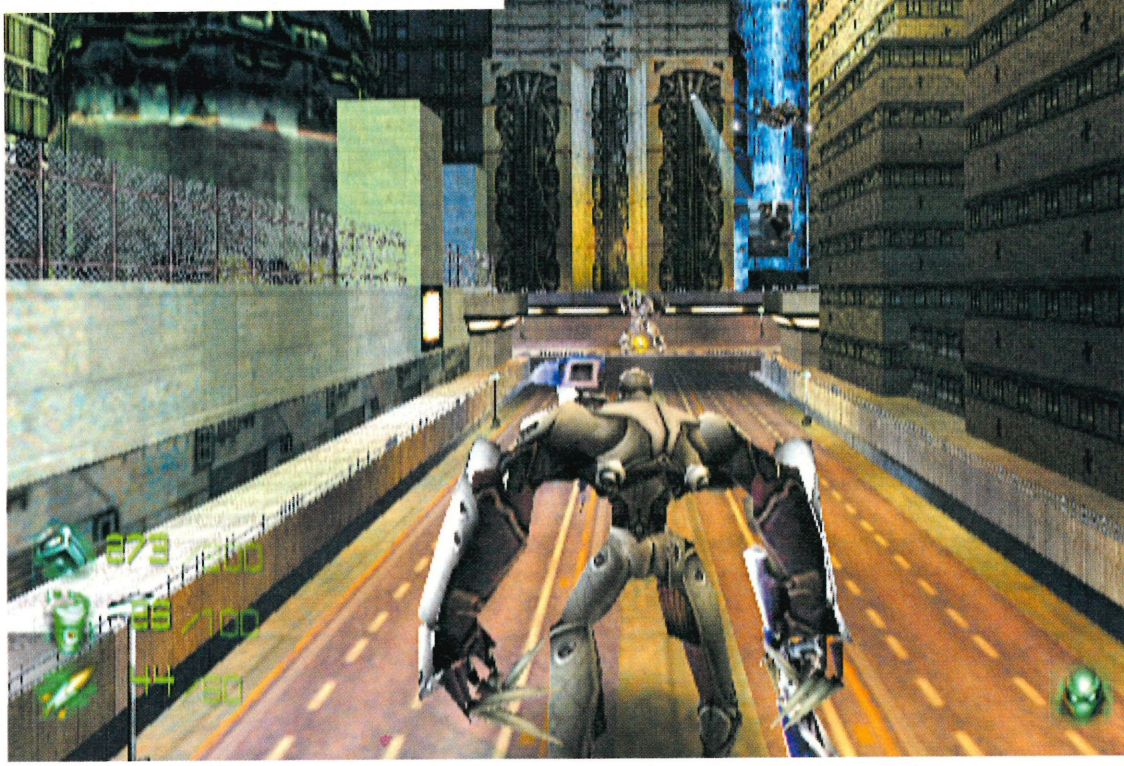
You begin mission one at the lowest part of the city, so low down that the sun doesn't penetrate the ground because of all the skyscrapers above you. So it's quite dark, but as you complete your missions, the sky slowly becomes visible. It reminds me a lot of The Fifth Element in that way, with low flying vehicles and extremely tall buildings that go on forever.

Slave Zero himself is a force to be reckoned with. With a built-on rocket launcher and gun and (if the enemy is unfortunate to get close enough) a deadly punch, there's not a lot he can't get past. But for a 60-foot biomechanical monstrosity he's nimble on his feet. He can run pretty fast and strafe, the latter being a necessity to









master if you're intending to get anywhere in the game. He can even scale tall buildings (well how else is he meant to get to the top on later levels?).

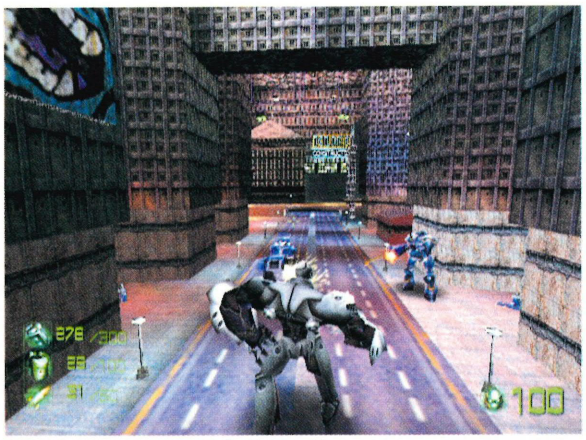
Not So Bare Essentials

As you pound your way through the game you need to pick up a few essential items – namely health, ammo and armour. When you kill an enemy they will leave one of these pick-ups behind, but don't forget to search every dark corner of the city to find secret weapons and full health.

Rockets/missiles are one of the more useful items, as you can destroy strong bosses and enemies a lot quicker.

Targeting the enemies is almost an artform as well. There's a crosshair on the screen which turns to red when you've

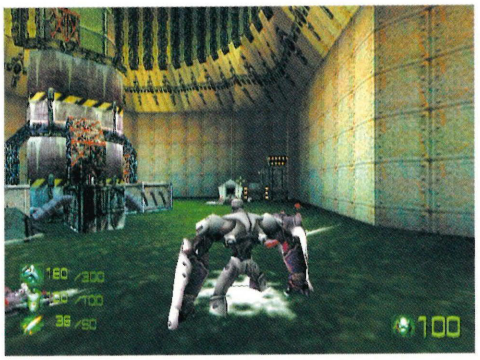
YOU'RE CONSTANTLY HAVING TO CHANGE TACTICS

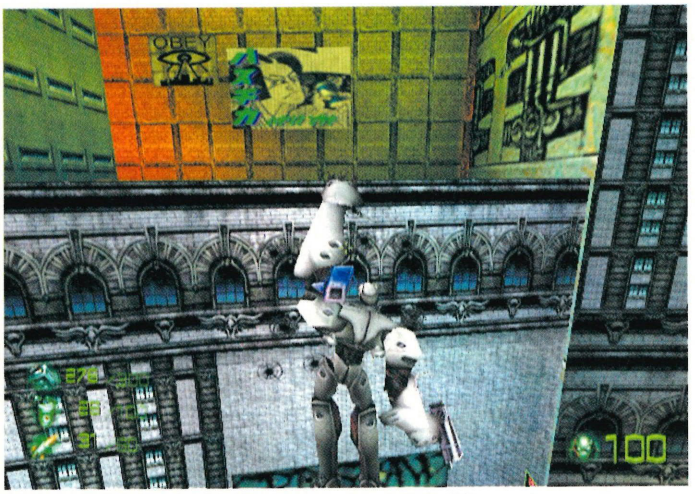


Slave Zero towers over even the biggest of foes.

up to 6 billion players?

There've always been plans to make Slave Zero playable online and Infogrames were nothing short of excited at the prospect. But them, and now us, are equally disappointed that those aspirations can't be fulfiled. And who's to blame? No one but Sega, who has been unable to deliver the online Sega Dream Key. This meant that Infogrames had to cut their online game scheme, not only due to that but also because of the problems Sega has been having in establishing its full Online System for the Dreamcast. Talk about having high hopes and having them quashed! Cheers Sega.





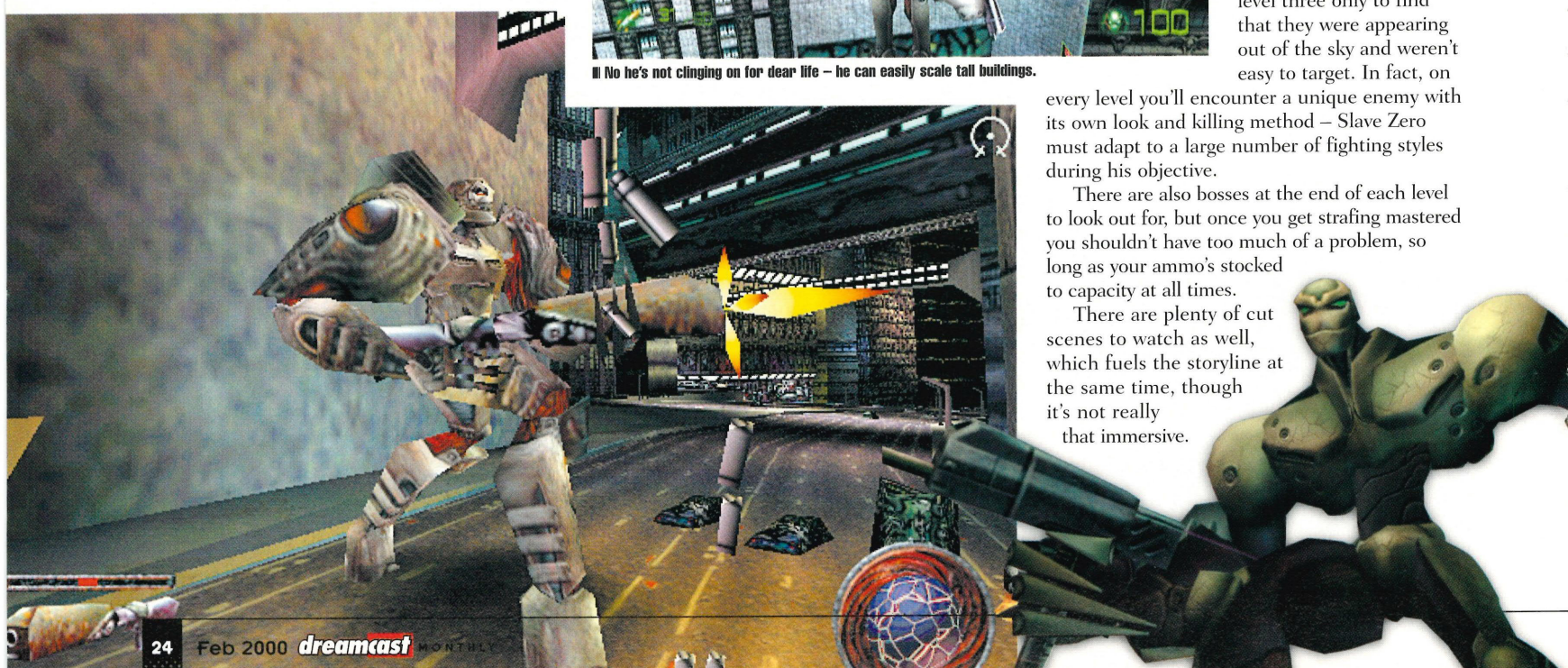
No he's not clinging on for dear life – he can easily scale tall buildings.

homed in on either an enemy or an object, but it doesn't always lock on. The enemies also become more intelligent quite early on in the game and dodge your fire, so you're almost constantly having to change tactics.

The 'Sentinels' don't always have their feet on the ground either, I got to level three only to find that they were appearing out of the sky and weren't easy to target. In fact, on every level you'll encounter a unique enemy with its own look and killing method – Slave Zero must adapt to a large number of fighting styles during his objective.

There are also bosses at the end of each level to look out for, but once you get strafing mastered you shouldn't have too much of a problem, so long as your ammo's stocked to capacity at all times.

There are plenty of cut scenes to watch as well, which fuels the storyline at the same time, though it's not really that immersive.



The only complaint I have really is that it ain't easy, by any means – but then we like a challenge. You can't even compare it to The House of the Dead 2, it being a shoot-'em-up an' all – it truly is quite a steep learning curve, you will no doubt find.

But there's no denying the splendour of the graphics, it's no Shenmue of course (people really are going to get sick of that word) but it puts at least half of our Millennium Countdown titles to shame, I'm sure.

But best of all it has that stress relieving quality that so many of the same genre already have, you can take out any frustration you may have on the enemy and feel like a new person – so I liked it. END

written and inspired by

We've heard some bizarre inspirational ideas in our time but clearly Infogrames and Accolade did some serious digging for inspiration. As Matt Powers explained, animae was one of their reference points for the speed and agility of the robots, as well as for the characterisation. Neon Genesis Evangelion was a big influence in that it's a good example of old-school animae elements. A lot of animae from the 60s and 70s like Grandizer, Getta, Robo, Ultraman and Godzilla dealt with singular, unique enemy robots. There was clearly a more magical, superhero feel to them. The focus is on the characters inside the machinery. Since their 'pilot' and the robot Slave Zero are one and the same, they went with a more 'classic' superhero-ey approach. It's obvious that they stayed away from straight animae stylisation: no big eyes, bright colours, poppy intro music or romantic melodrama. What they ended up with on Slave Zero is a very hybrid American thing. Influenced by a lot, but not strictly any one thing.

IT HAS THAT STRESS RELIEVING QUALITY THAT SO MANY OF THE SAME GENRE HAVE

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

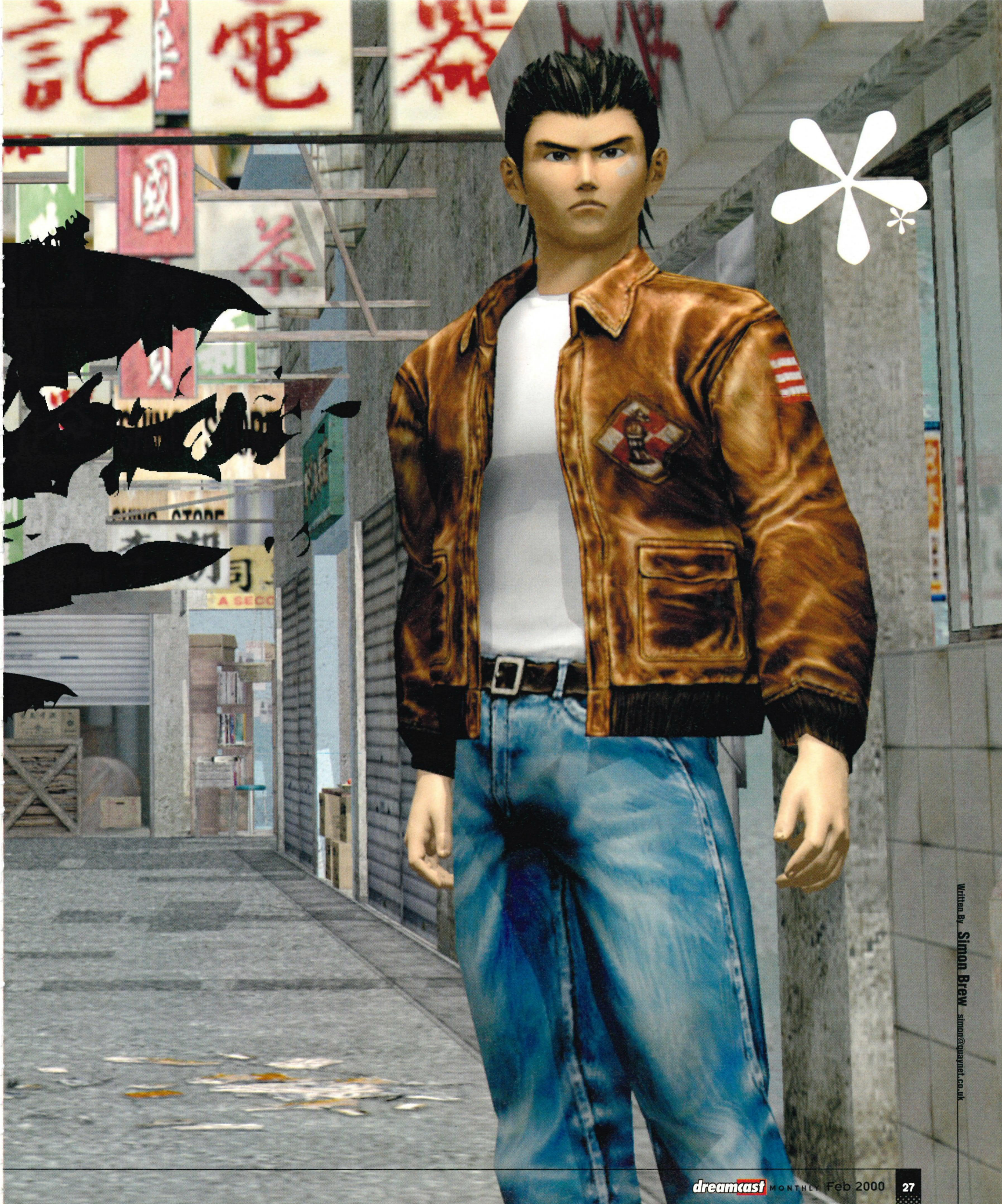
There isn't a little bit of everything but it's undoubtedly forgiven. Fast-paced and full of action it definitely is, though. Slave Zero is truly a game of epic proportions – in every sense. Keep going Infogrames, you're doin' us proud.

8

Written By Claire Webster claire@quaynet.co.uk

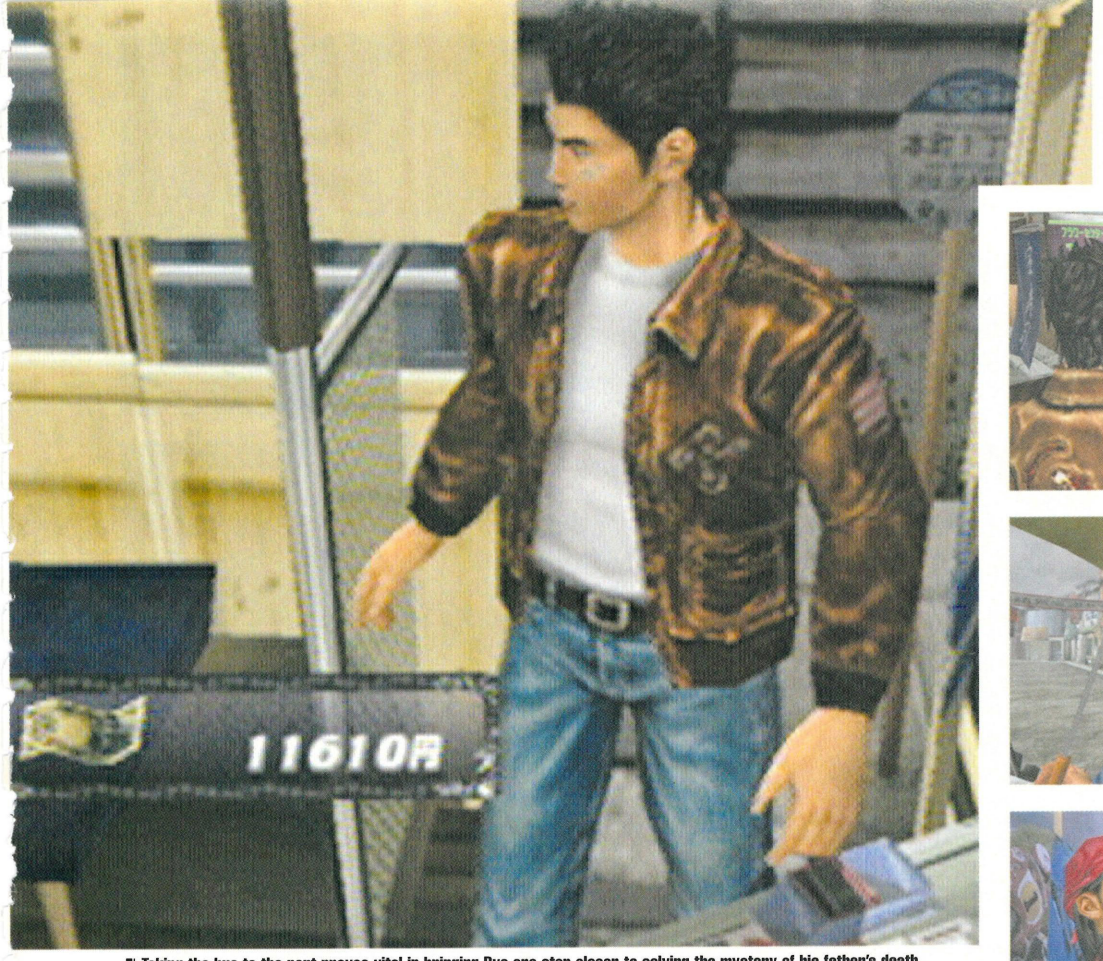
Shenmue Chapter 1: Yokosuka

Critically acclaimed, groundbreaking, epic. Shenmue is finally complete, but it's really just the beginning...

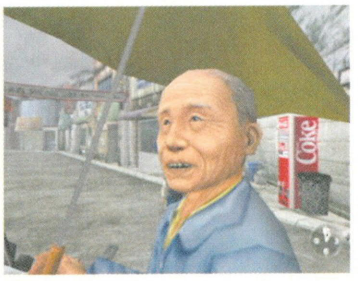


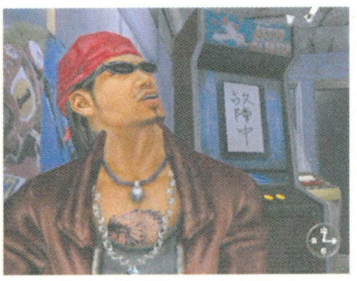
Written By Simon Brew simon@quaynet.co.uk

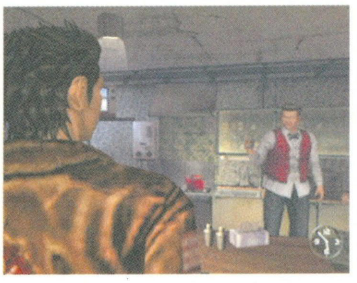
There are few games that can boast a production budget akin to blockbuster films like the famed Die Hard Trilogy. Fewer still have managed to amass quite the level of media attention and hype Yu Suzuki's magnum opus has earned over the last year. Managing to partially eclipse Sony's multi-million dollar PS2 hardware plans is, just another example of Shenmue's enormity in the grand scheme of things. All this soon pales into insignificance however, when you wake for the first time in the small port village of Yokosuka, Japan...



Taking the bus to the port proves vital in bringing Ryo one step closer to solving the mystery of his father's death.





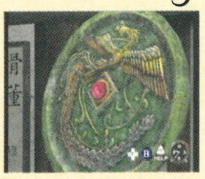


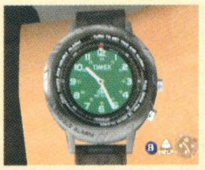
Yu Suzuki's quest for realism in a lifelike environment can be seen in every aspect of Shenmue's design

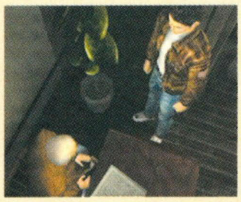
SHENMUE

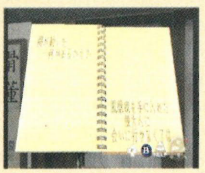
reinventing inventory

The design and interface of Ryo's inventory system concurs beautifully with Yu Suzuki's ideal of a realistic and lifelike game environment. For example, you won't find a single item of storable inventory that couldn't be carried around by you or me. When Ryo needs to gain entrance to the cellar beneath his home, he literally picks up a torch in the cupboard in the hall, slips it in his jacket pocket and then retrieves it once he's negotiated the ladder down.









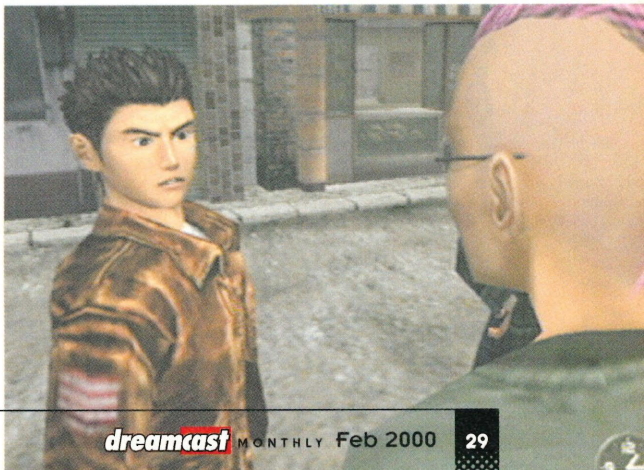
Yu Suzuki's quest for unmatched realism in a lifelike environment can be seen in every aspect of Shenmue's design. The original concept for the game was shelved by its creator five years before work began on it proper, due to the lack of technology capable of conveying his idea to the masses – until Dreamcast of course.

After spending a mere few days immersed in Shenmue's 'virtual reality' (I never thought that term would ever be poignant), it's easy to simply cast some of the videogame world's most notorious clichés. 'A benchmark for the future of console gaming' or 'the next generation of the RPG genre' are particularly infamous, but Shenmue is far too good to be wrapped up in trite phrase coining.

Shenmue: the movie

Even going back as far as the original Final Fantasy, RPGs have always relied on deep and unravelling story lines to hook the player into the quest laid out before them. Shenmue is certainly no exception to this rule, but never before has such a cleverly concocted story been adopted by a videogame. Take away the gameplay from Shenmue and what you're left with is a beautifully animated film of life, love, action and adventure. The fact that at the same time Shenmue just happens to be one of the most interactive and involved games ever developed has to say something about the amount of work and effort involved in its production.

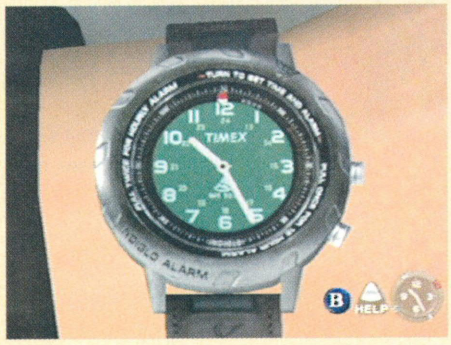
During the introduction sequence (adopting the in-game graphics engine) Ryo witnesses his Father's death at the hands of a mysterious martial artist (complete with suited bodyguards). An heirloom amulet is subsequently stolen and Ryo is beaten to a near pulp. Using the most detailed and realistically animated graphics ever seen certainly helps to bring atmosphere to the



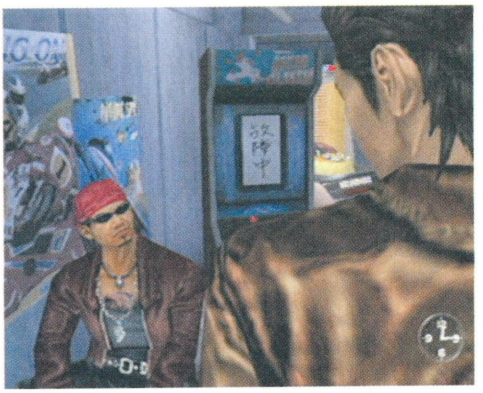
SHENMUE

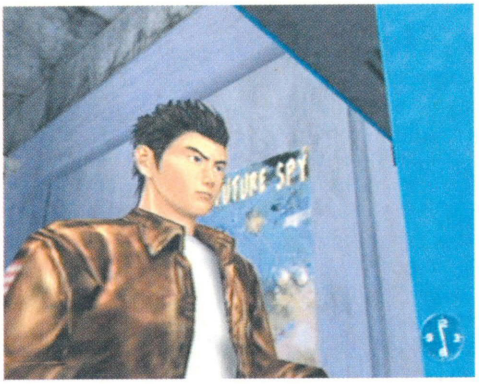
product placement

Talk about blatant product placement. Timex watches and Coke (always the real thing) are two very prominent true life companies showing their wares within the Shenmue universe. Watching Ryo downing an entire can of Coke in one go is really cool though and I'm sure its sponsors would agree...



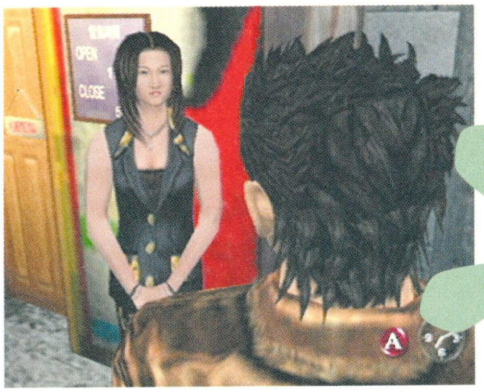
Shenmue happens to be one of the most interactive and involved games ever





proceedings, but the remarkable way it was directed, using clever cinematography, is really its crowning glory. The entire game is complimented beautifully, with panning, zooming, cutting and fading camera work that puts some of the greatest modern day films to shame. Though all of the voice acting sounds impressive and convincing, there's no way to tell exactly what's being said, bar a couple of characters who talk in a Japanese/English hybrid. This undoubtedly proves problematic in solving some of the more speech-driven tasks hindering your progress, until you're left with your only option being to wander the streets talking to every character you meet – bummer.

Language barrier problems aside, Shenmue boasts elements of gameplay that have never before been attempted. As Ryo you are completely free to roam where you see fit and interact with anything you choose (there is little in Shenmue which isn't useful to your progress or at the very least, interactive). In Ryo's home for example, every room is fully accessible, allowing you to search through drawers for useful items. Having full control of Ryo's 'faculties' helps create the most realistic and intuitive interface possible. Instead of simply clicking an on-screen icon on a poorly drawn box in the corner of the room (as you would in countless previous RPGs), simply walk over to a chest of drawers, use the shoulder button to look down to it and hit the Action button to prompt Ryo to pull it open (using his own eye view). You're even free to look closer at the contents of the drawer, pick up any items inside for inspection, then close the drawer again with another simple (and solitary) button press. This remarkable interface is carried on beautifully throughout the game (check out Reinventing Inventory for more), but it's the sheer attention to just about every imaginable detail that's going to win Shenmue the highest accolades in the industry.



Take the gameplay away from Shenmue and you're left with a beautifully animated film of life, love, action and adventure

Virtual world

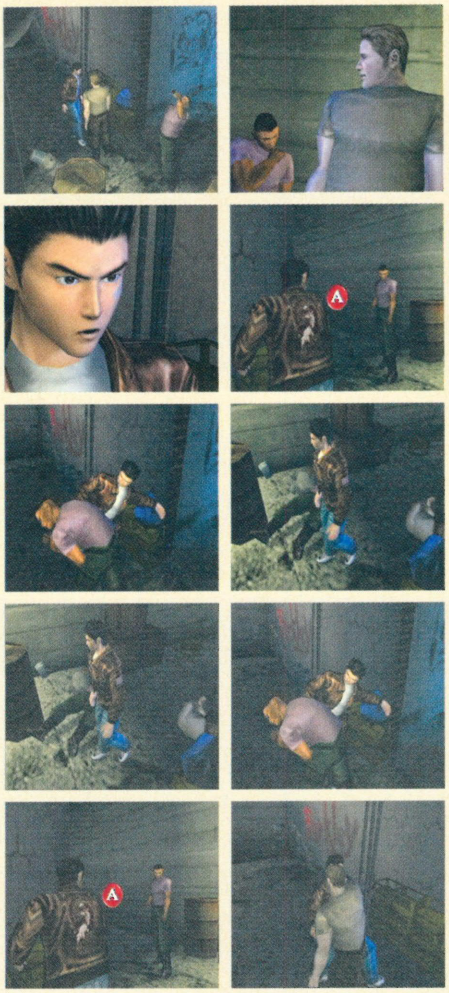
I don't actually know if there really is a small port town in Japan called Yokosuka, but I know that if there was one, Shenmue's virtual creation would be pixel perfect. Set in the winter of 1986, your task is to avenge the cold-blooded murder of your father. The underlying plot might not 'light your fire' as it were, but the totally realistic way it's possible to pursue the offending parties sure as hell will. Simply put yourself in Ryo's position, think of what you'd do in the same situation and get the hell on with it. Ask people on the street if they saw anything suspicious the previous day, follow any leads to the best of your ability and sit back as the plot thickens and you're drawn into a community so real, you find yourself conforming to its 'reality' rather than making the game work in yours.

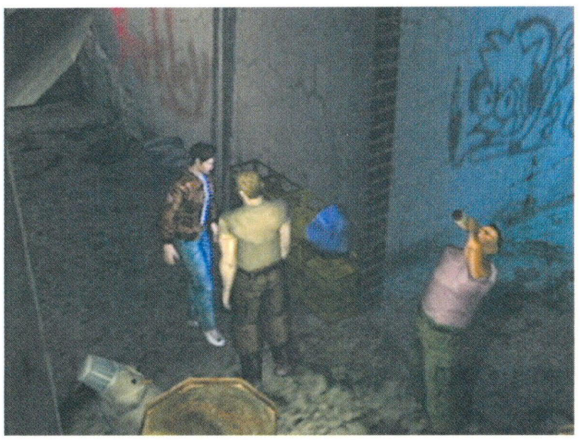
Interaction with various shop workers, bar keepers and the like requires you to learn their daily routine or you'll miss their vital information or the inventory item they have on offer. There are many points in the game in which you'll find yourself on a totally different

SHENMUE

quick time events explained

Quick Time Events (or QTEs for short) are short, mostly scripted portions of the game that only require you to push a corresponding button or direction when prompted to do so on screen. Those of you who can cast their mind back to the old Laser Disc arcade game Dragon's Lair will already have a good idea of what it's all about. Though the amount of interaction is limited in this section (and received bad press as a result – even in previews!) each QTE is guaranteed to be a really exciting, blood-pumping bit of action. Most involve Ryo fighting against thugs and making the most of his extensive martial arts skills (all expertly motion captured), though others force you to make split second reflex decisions that can make the difference between success and failure. Don't be caught out!

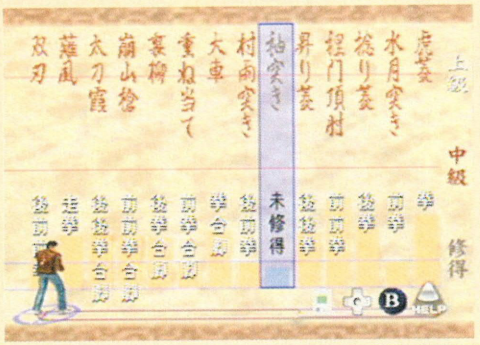


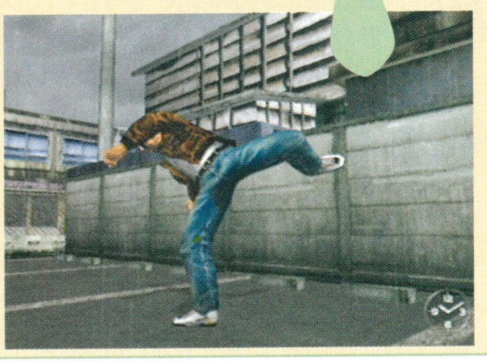


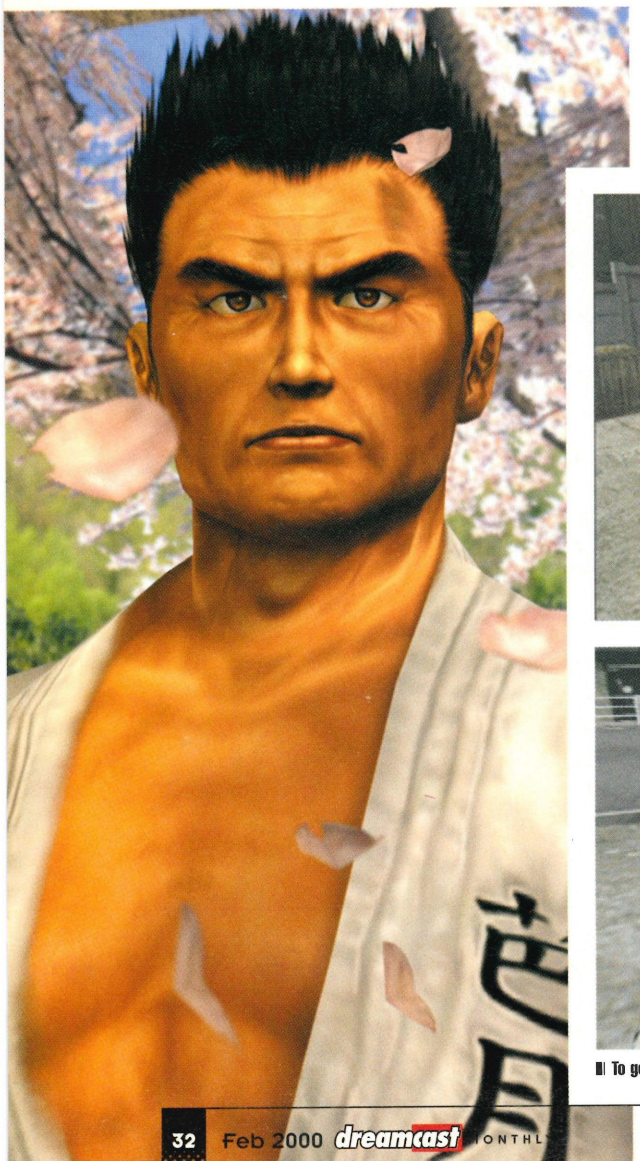
Ryo bumps into a couple of drunks looking for a fight. Time to kick some ass!

shenmue versus virtua fighter 3tb

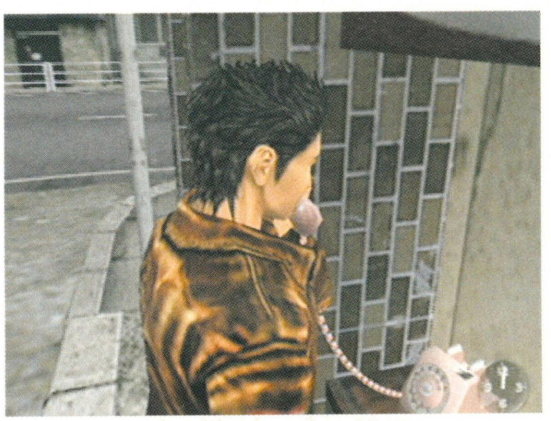
So the creator of the Virtua Fighter series has incorporated a Free Battle System into his groundbreaking RPG? You don't need to be Sherlock Holmes to deduce that it's going to kick some serious ass, and indeed it does! It's not just the best fighting engine to be seen in a game of a totally different genre, but it manages to challenge the almighty Virtua Fighter 3tb in its playability. There's no doubt that it looks good and it plays well, but it even develops as you progress through, Ryo learning new moves from several NPCs and scriptures his father wrote before his death – talk about involved!







The entire game is complimented beautifully with panning, zooming, cutting and fading camera work



To get the bus to the port, Ryo must call to arrange a ticket.

path should you miss meetings with certain characters. From here it's perfectly possible to go on to see certain things that you would otherwise have missed if you hooked up with them in the first place. It really is like waking up in the morning and making a decision that changes the course of your day – it mimics real life perfectly. Streets bustle with NPCs (non playable characters) casually going about their normal daily routines, opening shops at nine or ten in the morning, shutting up in the evening and going their separate ways home. Drunks wander the streets late in the evening, street gangs loiter in deserted car parks looking for trouble and a small but close knit group of friends crosses your path frequently on your travels.

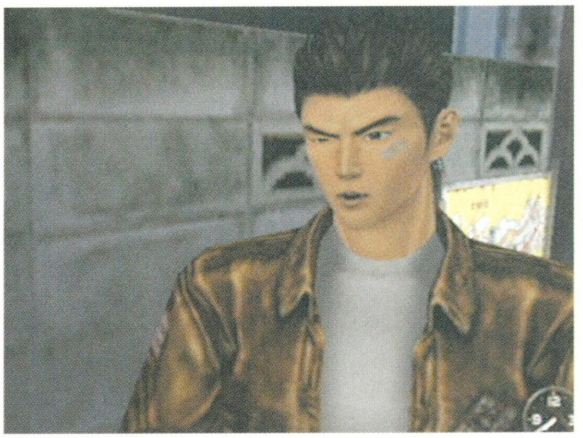
With graphics straight out of a CGI cut sequence and gameplay so immersive and interactive it's almost possible to lose your grip on reality, you'd really expect there to be a pretty hefty catch. With Shenmue however, the only real downer is the price. £69.99 is quite a price to pay for any game, but you definitely get a lot of game for your money (and it is on four GD-Roms – that's four gigabytes of gaming pleasure!). As long as you're willing to take your chances with Japanese speech and text, you're in for the adventure of a lifetime.

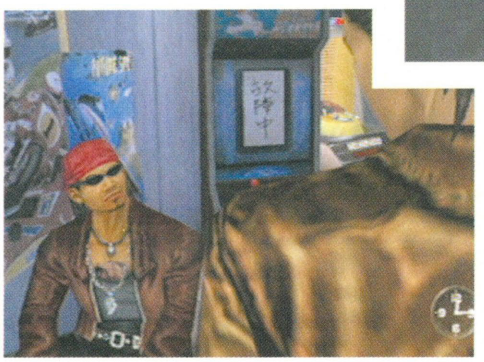
The end of an era

So that's it then. Goodbye to the good old fashioned RPG and welcome FREE (Full

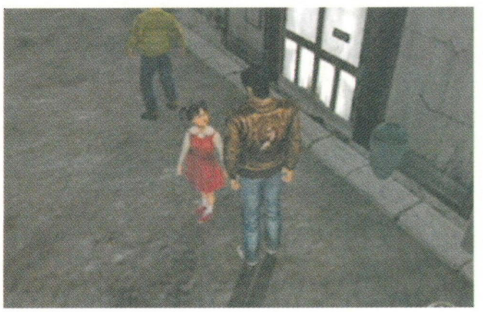
Shenmue boasts elements of gameplay that have never before been attempted

Reactive Eyes Entertainment). Shenmue really is such a giant leap forward it deserves a genre all to itself. Never again will you look at games in quite the same light once you've sampled what Chapter 1 has to offer. Expect to see details of future chapters in the coming issues of Dreamcast Monthly, though we can reveal to you now that Yu Suzuki promises better graphics in Chapter 2, as well as a more even balance between action and character dialogue. Suzuki's obviously very keen to see Shenmue develop as time passes, and I for one am waiting with baited breath to see the results.



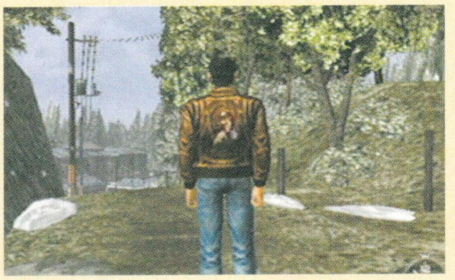


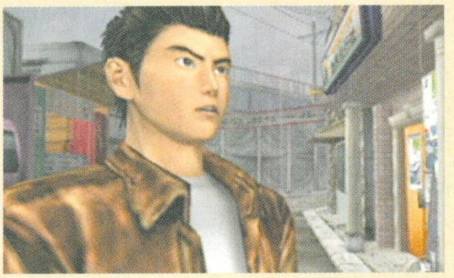
This rough dude is often found in the arcade with his biker mate.

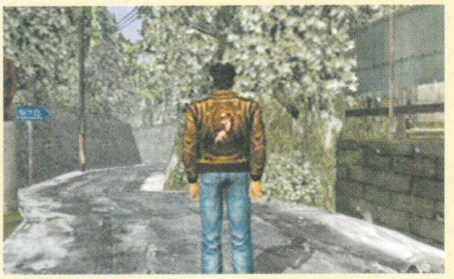


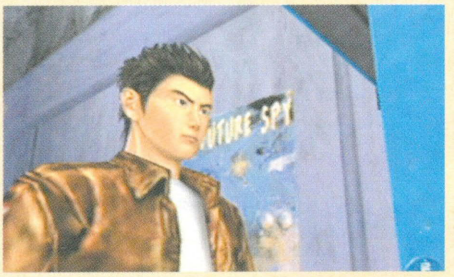
magic weather

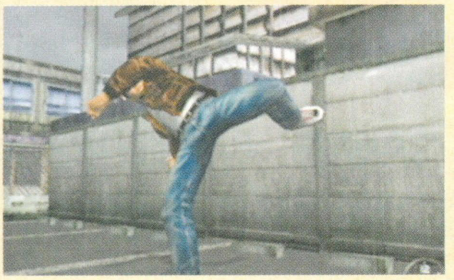
With Shenmue taking place in real time, it's vitally important for weather conditions to realistically mimic the passing of time. Shenmue time passes much quicker than normal time (a couple of minutes in real life equates to an hour of Shenmue time) and day soon turns to night. It's even possible to judge the time of day quite accurately without even looking at your watch (or the clock in the corner of the screen). Some days might be bright and sunny in the morning, then quickly change to a misty drizzle in the afternoon. Towards the end of the second disc snow was covering the ground (the game is set in the heart of winter) and was slowly collecting on the ground – just as pretty as any picture you'd care to imagine. Every snowflake that falls from the Shenmue sky is as original as any snowflake you've ever seen in real life. That's just another example of Yu Suzuki's (and AM2's) attention to detail – the mind boggles...











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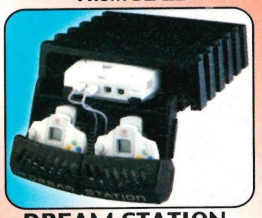

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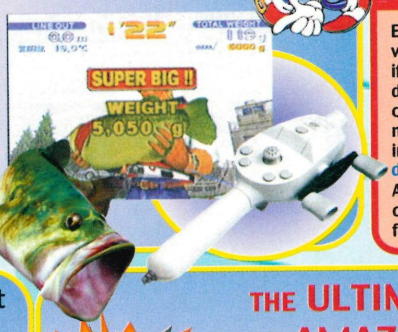

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All the Rage

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MIDNIGHT GT

2nd Quarter 2000

Rage's Manchester team is responsible for putting Midnight GT together. This experienced crew consists of the original programmers who brought us Wipeout from Psygnosis, alongside input from part of the Incoming team.

THE GAME

Midnight GT takes the form of an official street rally racing league where racers compete to be number one in the prestigious Midnight League. Standard road legal cars are turbo-charged, 'boy raced', kitted out and then tuned to the nth degree. The drivers race on tight, winding and demanding 'city street' and 'open rally' courses, pushing themselves and their vehicles to the absolute limit, risking life and limb in the pursuit of the ultimate speed buzz. All races take place between the hours of dusk and dawn when the roads of Japan are slightly less congested. Race routes are cordoned off with race barriers and tyre walls allowing racers to make the most of their powerful cars.

SMASHING!

GT may be an out-and-out racing game, but you must drive with care and thought. Both player and non-player cars can crash at any point and the cars will have over 32 clever detection points when complete. If the car is hit on certain points then bits will break off, having an effect on the way it handles. You could lose a gear, your brakes may become less effective and all the circumstances you would expect when racing will happen if you drive recklessly!

Forget any background story - this is a racing game with two prime factors: cars and physics. As you would expect, the game's physics will be coded as if the cars were moving in the real world - the only way to give real authenticity. The car will act and react according to the road surfaces, differing track resistance, differing weather conditions and the way the player drives. If you have one wheel stuck in some gravel and the others on a smooth surface you'll feel a true response from the car, with slightly more give (lower tracker resistance) and roll from the wheel on the gravel than the rest of the car. Simple you may think, but this fine attention to detail will be the making of Midnight GT. There are also a lot of power-ups to place on the cars and once again, this will give a dramatically different feel to the car and the way it controls. Each time you make a change to the car it will have a knock-on effect on its physics.

REAL PHYSICS

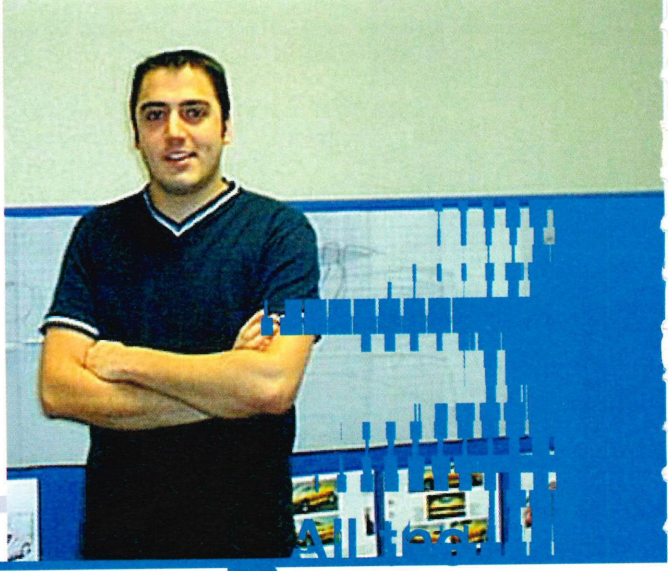
It's only when you play the perfect game that you understand what real physics means. Once you have the physics right the AI has to be perfect. A pack race feel has

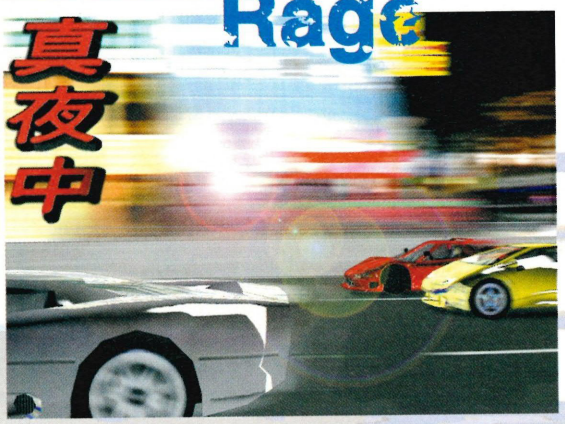
Written By Derek dela Fuente derek@quaynet.co.uk

All the Rage ON THE DREAMCAST

Martin Kitney, head honcho PR man at Rage spoke about the company's focus on the Dreamcast!

"We have a love for this machine and we've got some talented guys working on the conversions. We turned the conversion of Incoming around in four months of getting the first development kit, which is exceptional when you think about it. Why most publishers didn't believe in the machine at the start I don't know. Everyone knew the specs of the Dreamcast, but some publishers seemed to be very cautious about it. I think some may have doubted Sega, but the company has proved a lot of people wrong. We felt it came at the right time and with the graphical content it can deliver it was always going to do our titles justice".



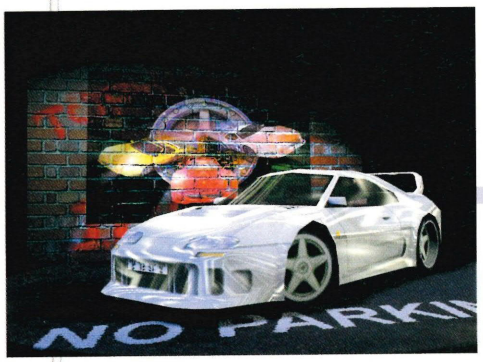


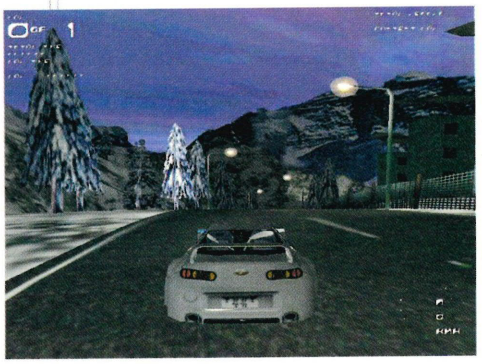
Midnight GT is all about winning races, moving through leagues and upgrading your car in an attempt to become the best

been one objective for the team. Racing against aggressive opponents and always being challenged heightens the experience of a game. The non-player cars will continually learn how the human players are driving and act accordingly over the course of the game, becoming more aggressive.

SEEING RED

Any racing game, no matter how great the code, has to look inviting. Lots of geographical photos of landscapes throughout Japan have been used, which form the basis of the game's setting and tracks. Japan is the main setting, based on the illegal road racing that takes place around Tokyo. The game has a very strong Japanese influence and although the locations are not real, Rage has tried to recreate the population ratio per building to give a true feel of the environments.





BOTTOM LINE

Views on offer include front of car, first person, interior and behind the car. Midnight GT is all about winning races, moving through leagues and upgrading your car in an attempt to become the best. Although there are four leagues with a wealth of cars and special upgrades to obtain, you must continually win to advance: a very traditional game setting. There's a list of standard cars to choose from, with a further selection becoming available throughout the game, all with differing attributes (two/four wheel drive, front wheel, etc.). The game offers no management options, merely the usual shop which not only allows you to buy extras, but gives you a glimpse of the next track, showing the surfaces and weather, so you know what car you need for the forthcoming race. The strategy is in understanding the track and what performance is required to do well!

A system of Point to Point tracks and circuits will be employed by Midnight GT. A total of 12 different courses will be available to race upon, each offering a different challenge to the player. Progressive 'unlocking' of new courses and vehicles will form the core of League Mode. Various other modes will also be on offer, although these are still to be decided on and implemented. The racing experience offered is random, especially the other cars and traffic. The real trick for the team is that the more random the events, the more CPU time is used, thus slowing the game down so a good balance can be achieved.

OFFROAD — Mid 2000

Scott Phillips, Product Manager at Rage's Birmingham Studio, was the man we grabbed to give us the lowdown on OffRoad, a semi-simulation racing game based on the popular Stateside OffRoad sport.

With so many racing games around, why follow suit?

"There are still a lot of areas to improve on when we look at other games. It's about using technology right and we believe our approach is slightly different to most other developers. We haven't only focused on the look of the game and the vehicles, but also the landscapes and other essential areas. One area that many developers expound on is the physics and this is one aspect we've truly focused on. There are physical objects around the track that you can interact with which you won't just hit and rebound off. Whatever happens in real life when you hit these objects will happen here. The physics of the car are real, as is friction and the way it reacts with different surfaces. Although you haven't got free rein to go anywhere, there are fewer restrictions than in a track-based game. If you're not a good games player and you find yourself last, you can still play a part by moving things around on the track". A case of exacting revenge on someone who has messed you around in an earlier race, by the sounds of it.

ROUTE

Any good racing game depends on its tracks and the design team has been given full artistic license to go around the world designing different tracks, as well as using references

All the Rage

In other racing games, once you have mastered how to negotiate a corner, all you need to do is slow down at the right time – we've tried to take it further than that

from a wealth of media. There are six different environments with three routes on each. You start in the lowest league and through the accumulation of better cars and getting offers from rival teams, you work your way up the divisions. Scott explained: "What we've tried to do is offer players of all standards the same challenge. You don't have to finish first in every race to move up".

It's a game of real simulation with action that is somewhat over the top then? This was an accusation Scott was quick to refute: "There are simulation aspects of the real cars' physics, but there's also the arcade racing aspect of it. We don't want to get carried away with the simulation, where it becomes a struggle to play the game because of the objects around the track. First you must get a game looking and feeling right, after which you tinker with things to ensure that gameplay is rock solid".

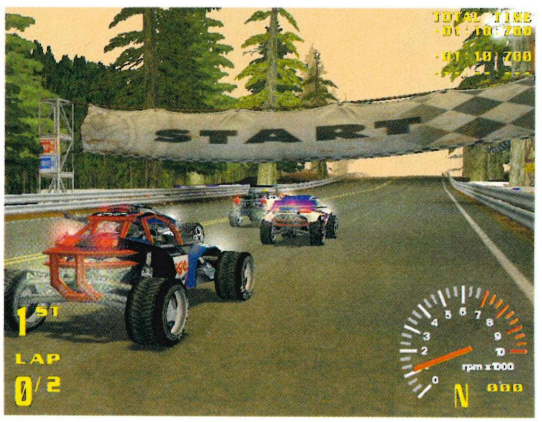
With this in mind, strategy, as always, is part of the game. There are about 18 or 19 different upgrades for your car, but you don't have a set amount of money at the end of a race to choose these upgrades; you're actually awarded them throughout the game. It doesn't matter if you're the best player or just starting out – you have an upgrade added because the learning curve is going to give something to the low-key players. If you keep coming last, you won't have to keep practising simply because you'll get your upgrades a bit earlier. OffRoad has 13 different cars, each with three different add-ons for each division. In the First Division you have a basic skeleton of a car that you can imagine being built in a garage as someone's hobby. After moving up to the Premier League, you'll have a completely different looking car, which is when you can compete against the big boys and get offers from the bigger teams.

Are the cars based on specific models? "The idea is taken from the OffRoad sport, but because a lot of them look similar we have taken the basic idea and added to it which is why there are three or four different liveries for each car. We couldn't restrict ourselves to the OffRoad cars because, looking the same as they do, it would have been boring," continued Scott.

As to the controls, luckily they're pretty basic. Rage wanted to keep it to a minimum ensuring the player has to judge all the different environments and surfaces such as snow, oil and sand because each one will demand different handling.

So has Rage adhered to the full principles of physics, or has the company taken licence to

Rage Software plc

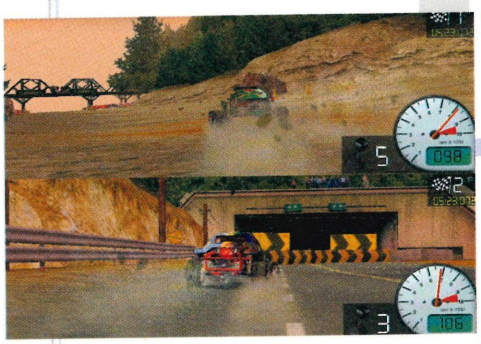


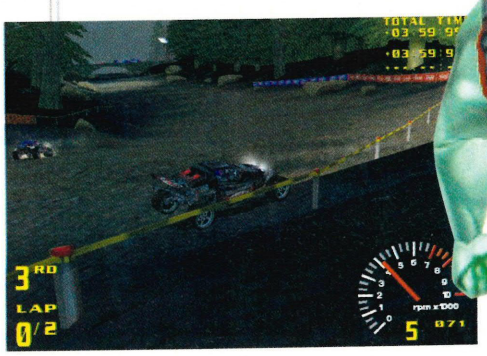
make a better game? "We're in the middle of it at the moment. We're getting the basics done with proper physics, but it's going to mean some tinkering, skidding round corners, that sort of thing. There are always three or four skill levels, which you have to reach to be as good as the top players. In other racing games, once you have mastered how to negotiate a corner, all you need to do is slow down at the right time – we've tried to take it further than that."

LOOK HERE!

The only camera views will be dashboard, behind and distant. What there will be is a replay system which will have 20 cameras situated around the tracks to show your last race. With this simple camera mode, will Rage be adding lots of dialogue? "No, the most important text comes after the races, telling you what you've achieved. The thing that OffRoad does is put you as a player in total control – you make all the decisions across the racing season, including whether to move to a bigger team as their second driver or stay as you are to get more practice."

Already there are four locations nearly completed: Riverbed, which is basically woodlands; Coastal, although it is more volcano than beach; Docklands, which is a very tight route, and finally Building Site. There are spectators, which are currently being worked on, although whether they'll be fully polyganised or just sprites has yet to be decided. I must admit that the look of the cars and tracks was very appealing and it certainly had some of the best graphics I've seen, but anything less simply wouldn't be acceptable now, would it?

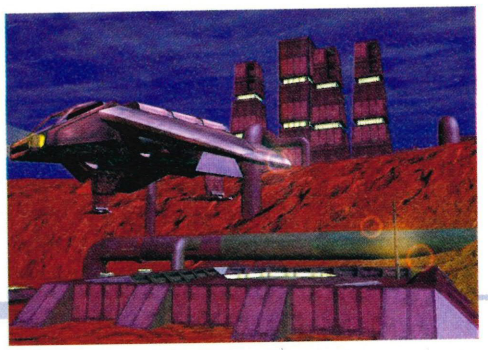


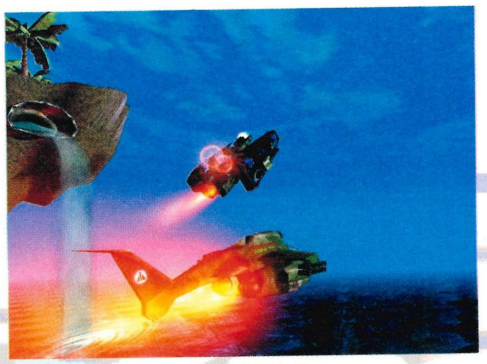


INCOMING FORCES 4th Quarter

Most Dreamcast owners possibly bought Incoming as one of their first purchases. As far as explosive, action-packed games go this hit the mark with lots of gamers. While we were with the guys at Rage they gave us a sneak peak at the sequel, Incoming Forces. Scott Johnson, the Designer/Producer of Incoming Forces, described what the title's all about.

Set 20 years after the first Incoming game, Earth has now discovered the secret of sustainable long-distance space travel. Its forces are gathered and seeking to destroy all hostile races – in particular, four alien planets in a small galaxy that it's now your job to defend. The objective of the game is simple yet hugely challenging: complete all of the missions successfully and then endure a massive final battle sequence with Earth's forces, thus saving the alien worlds you're protecting.





DEEPER

Incoming, the original game, was essentially an action, air and land-based vehicle game, but if you read through the specification list and description to Incoming Forces it seems that the focus has changed. Yes, Incoming Forces has a new direction with its focus being more of an action strategy game that includes more strategic tactics and resource management, the latter aspect heavily pushed. The player will have to produce weapons and craft in order to fulfil secondary objectives within the missions. The length of the missions is extended in this game, somewhere between 20 minutes and an hour, with about 60 per cent action and 40 per cent strategy.

"At present we haven't gone into designing the missions in full detail, but an example would be to locate and rescue a platoon of troops while producing repair robots. The missions will require a lot more thought and lateral thinking," said Scott.

ACTION

Turning back to the action, I pondered if it varied in terms of what you do and see from the original game? But as Scott pointed out:

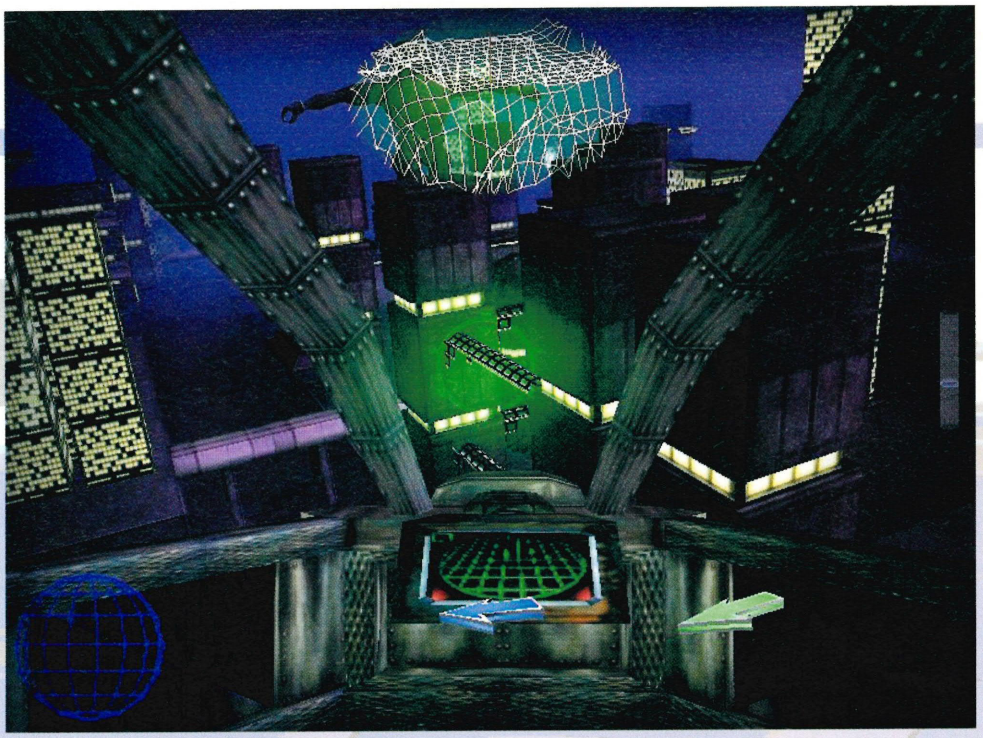
Incoming Forces will be more than a different set of missions and scenarios – this is a whole new stand alone game!

All the Rage

All the Rage

All the Rage

As each campaign goes on, research into new weapon systems is finalised, allowing the player to manufacture them at a weapon production plant



"Every mission will have something unique from a visual and gameplay point of view. Incoming Forces will be more than a different set of missions and scenarios – this is a whole new stand alone game!"

Incoming Forces will offer over 10 different craft to control with the ability to change craft at any time. These include gunships, fighters, tanks, escape pods and assault robots, all including secret alien technology craft. Changing craft is really cool; see a friendly craft and you can transfer to it during the mission. This, as Rage mentioned, was going to be in the first game but had to be dropped due to development time.

MANAGE IT!

The resource management part really gives this game a more wholesome feel, as the player can research and develop their own new craft and weapons within the real-time engine. The game currency is plasma and the player can direct their plasma canisters to production plants, fuel stations or weapon research factories. They can even spend time within the mission delivering these canisters of plasma themselves if they feel the urge.

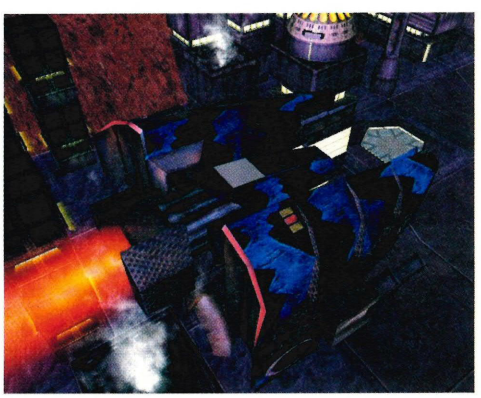
CAMPAIGNS

Four campaigns within the game have their own dedicated storyline and characters. The player assumes the roles of Reconnaissance Officer, Undercover Agent, Infantry, and Combat Pilot. Events in the game are random so within each mission there are set random objective calls, the game then makes reference to a table of random events which the player must complete in order to successfully finish the mission.

There are also multiple weapon systems to collect and master as Incoming Forces progresses. As each campaign goes on, research into new weapon systems is finalised allowing the player to manufacture them at a weapon production plant. When the player picks these up, they can then select primary and secondary weapons from the Weapon Configuration screen.

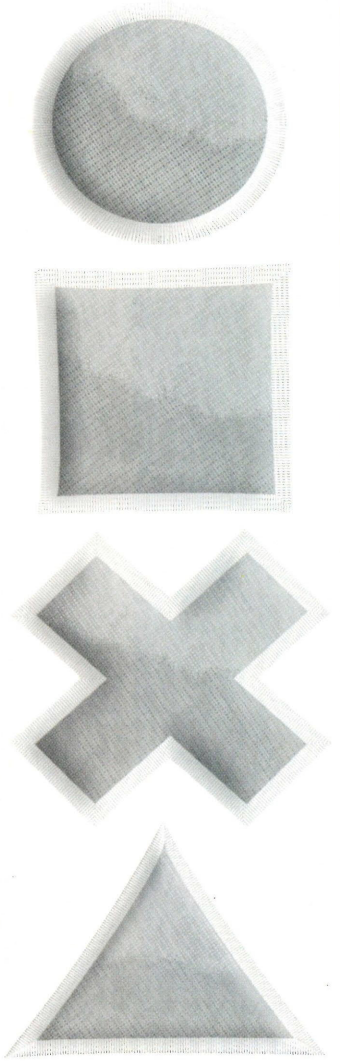
"The game may sound complex, but with the way we've blended action and strategy together we believe this will pull in both strategy players and action players" enthuses Scott.

All the Rage



WITHOUT DOUBT, Rage has got some of the best designers, programmers **AND SKILL** sets of any developer worldwide. Without **TIME** restraints, being both a publisher and developer, it can now **PRODUCE GAMES** that are perfect in every area. **EACH GAME** they produce has focused **ATTENTION AND** Rage can now proudly call itself one of the **WORLD LEADERS!**

Reached boiling point?



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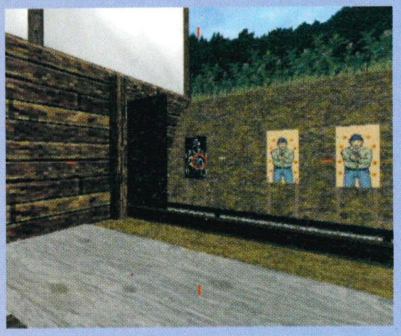
Publisher	Take 2 Interactive	**Developer**	Red Storm Ent.
Released	TBA 2000	**Genre**	Action

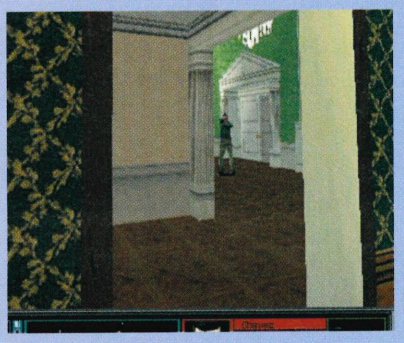
Tom Clancy's Rainbow Six

Fight your own battles...

While the world is under the threat of a deadly terrorist gang, intent on capturing politicians and using them for extortion, you have to select a group of able operatives to carry out the rescue missions.

EACH OF YOUR CHARACTERS HAS OVER 200 INDIVIDUAL MOVES





There are various options to decide between; choose from 20 special operatives from the special forces to use in 17 missions. There's also the opportunity to plan and anticipate the moves of your team members through the 3D maps of each scenario. Each of your characters has over 200 individual moves, accompanied by more than 250 sound effects.

The PlayStation version had mixed reactions; some said it fell short of expectations, others said it was definitely no Metal Gear Solid but some were pleasantly surprised. The control system left a lot to be desired but then so did the graphics. It may come with a new box of tricks for the Dreamcast version – an educated guess says yes!

RAINBOW 6

mission planning

This gives you the option of preparing the operatives under your control for each specific mission. Each of the 20 characters you choose from has unique abilities and problem areas, so bearing in mind the context of each mission and the health of your chosen characters, you can choose appropriately. There's also the opportunity to choose appropriate weapons, devices and even clothing for the characters. These also need to be carefully selected for the mission.

Publisher	Take 2 Interactive	Developer	Rockstar Games
Released	Q1 2000	Genre	Shoot-'em-up

Wild Metal

Tanks have rebelled against the forces (ay?)...

It would be easy to merely drone on about the plot behind this game, but we could literally be here forever. Just take heed that you are equally the hunter and the hunted in this game and of course, your mission is to save mankind from tanks and general metallic malarkey that seems to have grown an independent, rebellious attitude.

You have two choices: go after the enemy alone or play against an opponent in a split-screen, head-to-head battle where you can frag your rival on the vast alien landscapes.

There are five armoured vehicles to choose from - the Bulldog, the Rhino, the Manta, the Cheetah and the Roadrunner; each has their own performance attributes and characteristics.

And the list goes on - 17 enemies to pitch yourselves against, almost limitless weaponry to use, 21 massive levels and a 'revolutionary' sound system specifically designed for the game – well, almost.

YOU ARE EQUALLY THE HUNTER AND THE HUNTED IN THIS GAME

Publisher	Take 2 Interactive	Developer	Illusion Software
Released	March 2000	Genre	Strategy/Adventure

Hidden and Dangerous

Hide and seek with a twist...

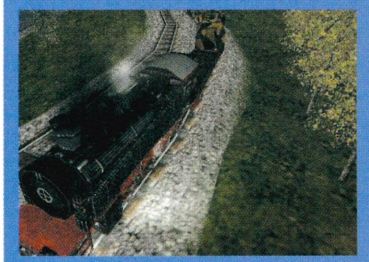
The time is way back during World War II – not one of the most pleasant periods in history, but a good place to start a battle game.

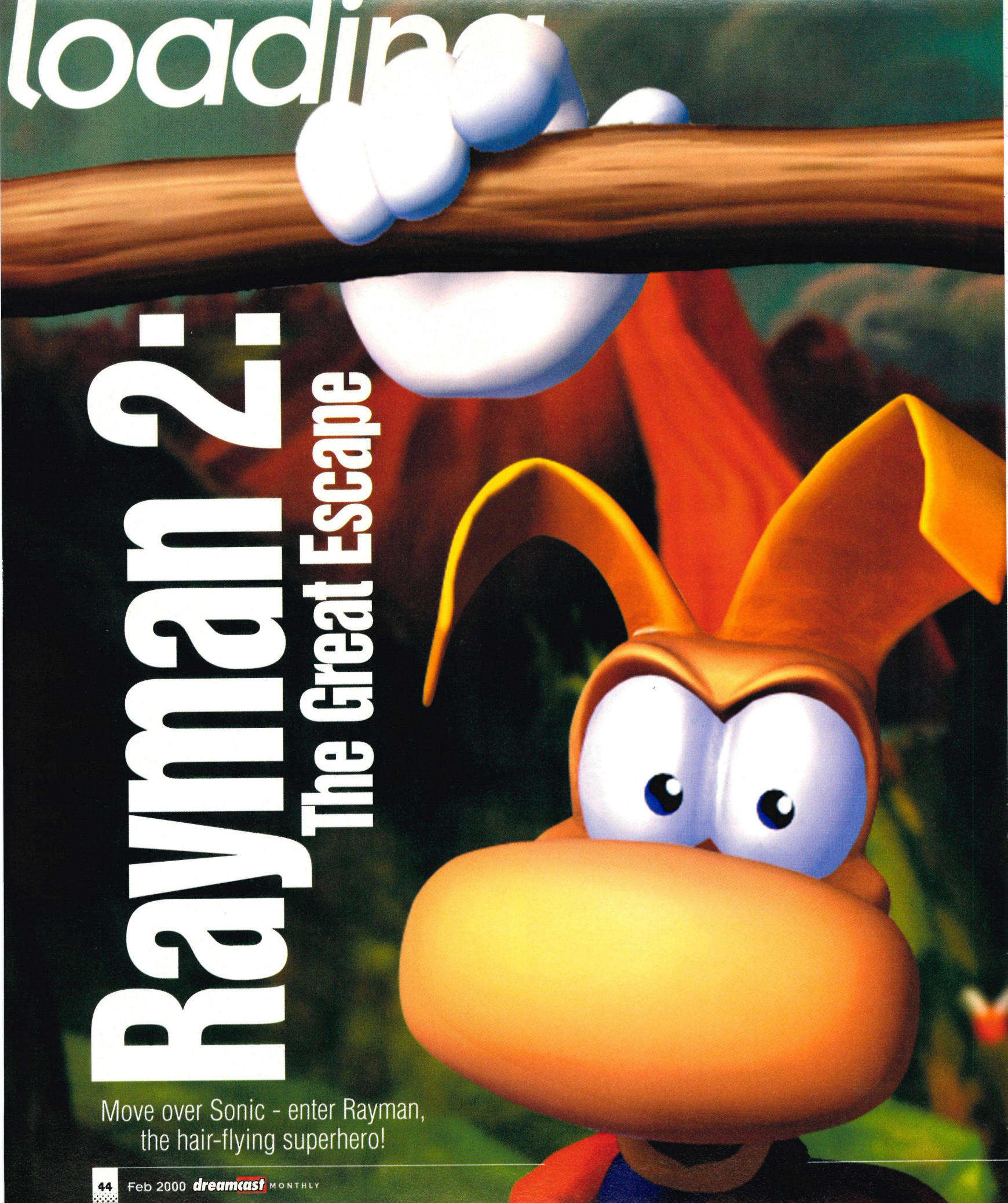
You control a group of commandos deep inside enemy lines and you simply have to win the war using team effort. There are 40 unique, individual soldiers to control and you can strategically place your troops to perfection by hand-picking the best of the bunch.

A total of 23 missions means there's plenty of action and cut scenes, including tank driving soldier-maniacs and the odd bit of gunfire thrown in for good measure.

You only have to look at these screenshots to see we're in for a gourmet of graphics - let's just hope you don't mind the history lesson coupled with it.

WE'RE IN FOR A GOURMET OF GRAPHICS

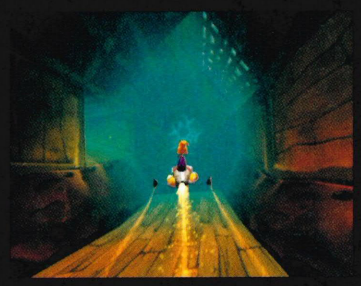


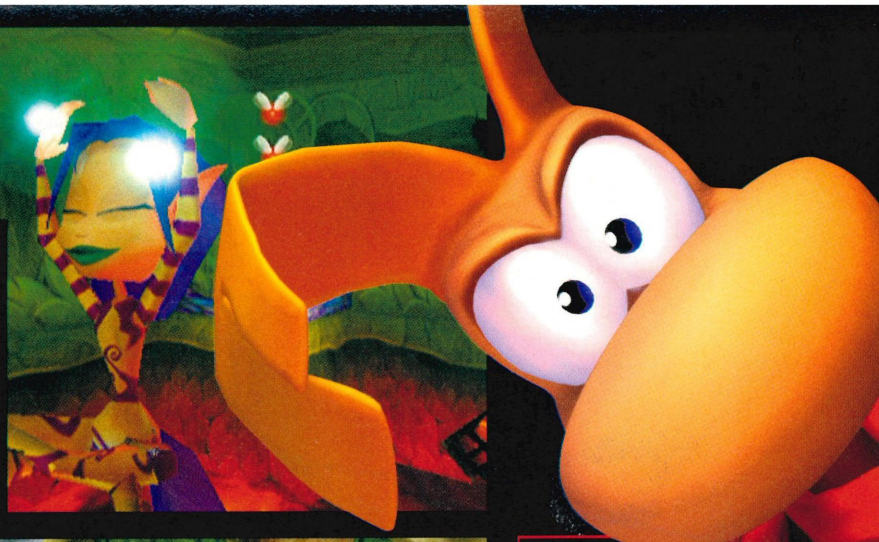


Rayman 2: The Great Escape

Move over Sonic - enter Rayman, the hair-flying superhero!

Publisher	Ubi Soft	**Developer**	In-House
Released	March 2000	**Genre**	3D Platformer





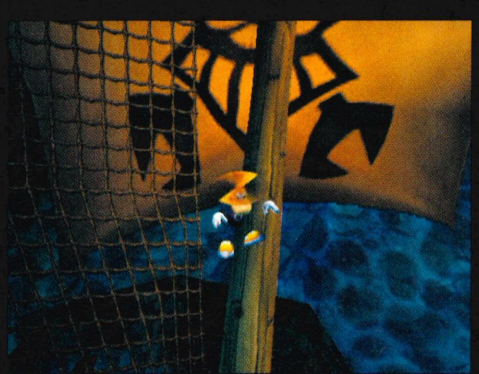
Rayman invites Globox and family round for a party to remember

Set sail, me hearties, and don your anti-pirate outfit as the Dreamcast awaits the entrance of one of gaming's most charismatic characters. Yes, Rayman - the wacky looking dude with banana skin-like hair - is soon to land on Dreamcast following a successful stint on both the PC and consoles during 1999.

With sales of over four million to his credit already, Rayman has shown himself to be a major attraction amongst gamers of all ages, despite the fact that he's the only games character with no arms and legs. This cool customer more than makes up for his little handicaps by appearing in extremely well designed games and Rayman 2, created by French games designer Christophe Thebaud, looks set to be one of the most impressively designed platformers in a very long time. Unless something goes very, very wrong before its proposed March release, that is - like the end of the world as we know it!

From the moment I switched on my preview code, my eyes went into a deep glaze as I looked at my TV screen with sheer awe and delight. From the start you'll see that the menu options and interface have been created with real finesse, but just wait until you see the game itself. Yes, Dreamcast-owning friends, see this game in action and - unless you have some serious visual impairment - you will more than likely end up in some kind of coma. Well, either that or you'll stand in front of the screen muttering phrases such as "Ch**st almighty!", or even "cor!".

RAYMAN HAS SHOWN HIMSELF TO BE A MAJOR ATTRACTION AMONGST GAMERS OF ALL AGES



Team work

The origin of all this visual amazement lies in the amount of work that Ubi Soft's highly talented development team are putting into Rayman 2 to make sure it's one of the most

RAYMAN 2

rayman's world

A total of 21 worlds are featured in Rayman 2 and here we take a look at just three of them to give you a flavour of what's to come!

The Canopy

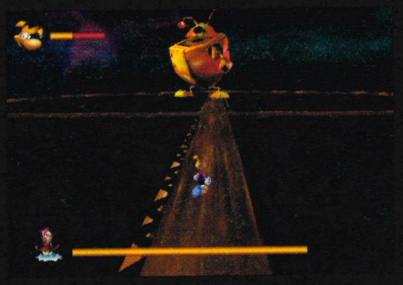
Here you have to set free one of the most important character of the game, Globox. He's not very bright, but his dance of little rainstorms is sometimes very useful. Moreover, he gives a new power to Rayman, the Magic Fist. This enables Rayman to progressively increase the strength of his shot (by keeping the shot button pressed) making the shot more powerful and so more effective.

The Marshes of Awakening

Crossing these marshes could seem an impossible task, but Rayman has a friend who will help him, called Sssssssam. This snake will help Rayman water-ski at full speed across the swamps.

The Menhir Hills

This charming patch of forest is full of poisoned brambles and is protected by a terrible creation of the robo-pirates: the Missile With Legs. Fortunately, they didn't consider the fact that Rayman might be able to tame such an adversary...



Roll up your sleeves and take on a mighty boss

gorgeous looking games ever - and that really is no exaggeration! The backgrounds, the animation and the sheer overall attention to detail are truly awesome. Everything, from the lusciously designed scenery to the splashing water seen in lakes throughout the game, looks astonishingly real and sumptuous. The environments are mainly based around the swamps, forests and caves of Rayman's universe but, should you be good enough, you'll also get to see the pirates' jails, fortresses and of course, their mothership.

But what about the all-important gameplay? Well, the idea behind the actual game is fairly straightforward and simple. If you were wondering why I've been mentioning pirates, it's because they're what the game is based around. But these are no ordinary pirates - we're talking nasty, ugly robotic ones here! These freaks of steel, who apparently all come from the depths of space, have gone and nicked all Rayman's pals and it's down to Rayman to search the universe, called The Glade of Dreams, and save them all. It sounds simple, but Rayman won't have an easy time of it along the way.

THERE SEEMS TO BE NO END TO THE AMOUNT OF GAMEPLAY BUILT INTO THE GAME

The world is not enough

The Dreamcast version of Rayman 2 will feature 21 worlds, one of which is exclusive to Dreamcast. While exploring these worlds, you'll be subject to a host of gameplay activities, including flying, riding, mountaineering, water skiing, rock climbing, jumping, running and solving puzzles to further your mission. You'll also get to meet up with many of Rayman's friends, with all of them providing help to further your cause. One character called Clark, for example, can send a whole regiment of pirates to their doom. As

If only I'd gone to the dentist when mamma told me to

RAYMAN 2

sticky friends

A host of characters are featured in Rayman 2 and these are split into two categories. First there are the Magical Beings, who are gifted with cool powers, and then there are the People, who will go out of their way to help Rayman wherever possible.

Ly

One of three magical beings, Ly is a fairy who posses plenty of power and very small feet. When she has enough energy, she will create the Silver Lumz which give Rayman some cool new powers.

Globox

As Rayman's best friend, Globox is always keen to help out. He has the power to create rainstorms to put out fires and he can even make plants grow. He's not bad with kids either, though apparently he's over 650!

RAYMAN 2

let's get movin'

In Rayman 2 you can perform a whole host of moves to help you in your bid to complete the game. Apart from the more obvious moves like run, jump and walk, Rayman can also move sideways - ideal for when he wants to keep his enemies in sight while avoiding their fire. He can also swim and dive, and once in the water you'll find Rayman has total freedom of movement. Other moves include climb, grab and the power shot that lets Rayman fires his fist at the pirates, but perhaps the best is the helicopter mode, where Rayman can use his hair to fly!

part of the game you will also have to uncover four magical masks which will bring back one of Rayman's coolest mates, known as Polokus.

This being a platformer, there will be objects galore to pick up, all of which should prove very useful. These include magic spheres which open doors to mysterious temples, and the power fist, which really gives Rayman some punching power. While Sonic had rings, Rayman has something called Lumz to collect. However, unlike the Sonic rings - which were basic to say the very least - the Lumz come in various colours and offer different effects. The Yellow Lumz, for example, give Rayman the chance to enter new worlds, while the Red Lumz restore Rayman's energy.

Rayman 2 on Dreamcast is a direct port over from the PC version, but the developers have gone over it with a very fine-toothed comb. They've made numerous improvements, most notably to the graphics, with new effects added such as special underwater waves. In addition, many of the levels have been given more depth, increasing the feeling that you're in a world where size matters.

The spice of life

The preview code I played was awesome. If you take a look at most other platformers, they actually offer little variety in gameplay; most of them have you running around, collecting the odd collectable, solving a puzzle or two and, err...well that's usually about it! However, with Rayman 2 there seems to be no end to the amount of variety of gameplay built into the title. As you'd expect, this being a 3D platformer, there's still a fair amount of wandering around do to - which in Rayman 2's case is no bad thing, as it gives you a chance to enjoy the stunning graphics and dodge the baddies - but this is only part of the story, as you seem to be doing something different every few minutes or so. For example, you could be just walking along picking things up and next thing you know, you could be zooming around on the back of some kind of missile with legs!

Dreamcast gamers who enjoyed the pure adrenaline-rushing fun offered by Sonic will be more than happy to hear that this potentially chart-topping platformer is just around the corner. While I can't say how well the game will play on Dreamcast until I see the finished product, from what I've seen so far, I'd put a good bet on Rayman 2 entering the world of Dreamcast as a serious competitor to the brilliant Sonic Adventures.

I'D PUT A GOOD BET ON RAYMAN 2 ENTERING THE WORLD OF DREAMCAST AS A SERIOUS COMPETITOR TO THE BRILLIANT SONIC ADVENTURE

Sit back and enjoy the stunning graphics in Rayman 2 - but not for too long!

DREAMCAST EXCLUSIVE

RAYMAN 2

the world of globex village

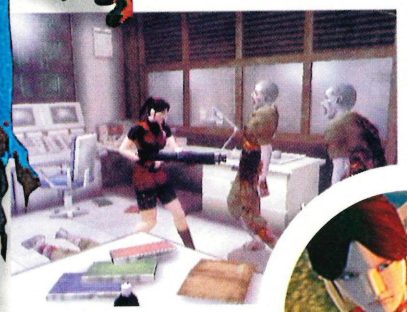
While the graphical beauty of Rayman 2 on Dreamcast really makes it stand above all other versions, the developers have kindly included an extra world to make it even better! Globox Village (Globox is Rayman's best friend), which contains four levels, features many Baby Globox characters walking around doing different, often funny things, such as cleaning your TV screen. Played in a giant maze, this level can be enjoyed by up to four people and having had a go, I'd say it looks set to be a great little novelty game in its own right. The idea of the level is to collect Crystals which, depending on which ones you collect, will give you access to other levels in the Globox Village. Neat!

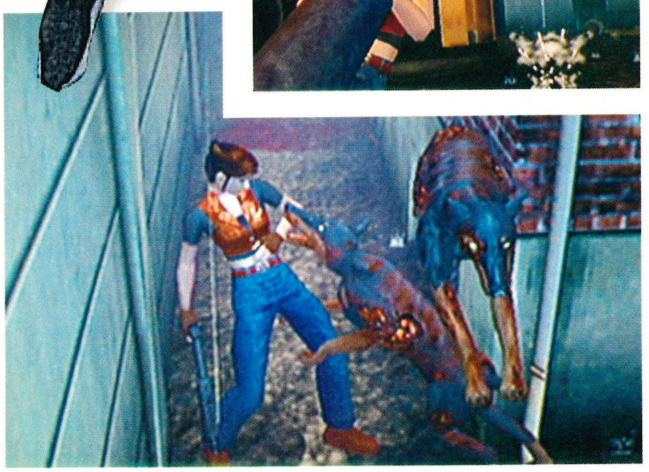
WANNA KNOW MORE? FLICK TO PAGE 70 TO FIND OUT WHAT UBI SOFT SAY ABOUT THE GAME...

Publisher	Eidos Interactive	**Developer**	Capcom
Released	TBC	**Genre**	Shoot-'em-up

Resident Evil Code: Veronica

Cower in the shadows and pull down all the blinds as Code: Veronica spawns a new twist in the already horrific Resident Evil tail...



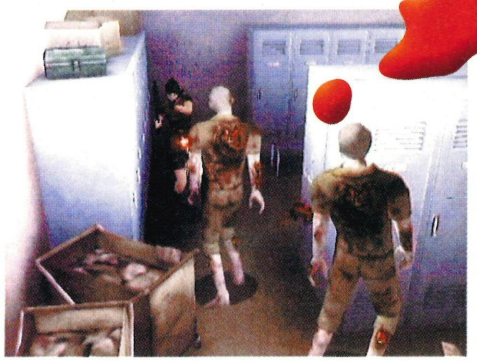


Remember those days when you huddled behind the couch with your face hidden behind two pillows because Dr Who was on telly? As time passes, TV shockers lose their fear impact as you get progressively desensitised by countless lashings of gore and endless hideous creatures with big teeth from who-knows-where.

The only things that have really freaked me out since the Daleks are the Blair Witch Project and some parts of Silent Hill which I played on the PSX – expectations are therefore running high for Code Veronica.

For some reason Virgin thought that releasing Resident Evil 2 would keep the hordes at bay, but it's only fuelled the evil fire and we're even more itchy to find out what this title has in store. Hopefully, it won't be more of the same and we'll keep our fingers crossed that we won't be disappointed. But

Claire has some hassle from savage hounds...



confidence is high, especially when we see screenshots like these and hear news of what nightmares may come. Sorry? You want to know about the game? Apologies for going off the rails...

Shivers

Code: Veronica is set three months after the events of Resident Evil 2 and you're again playing as Claire Redfield. The game spans two CD-ROMs (read it and weep!) and the horror begins with Claire flying to Europe to investigate the mysterious disappearance of her brother Chris and to uncover the Umbrella Corporation's suspicious activities.

Of course, it's not as easy as it sounds [that sounds easy? – Ed] as Claire ends up trapped on a tropical island in the middle of nowhere and she must fight her way off it as it's infested with ravenous zombies.

YOU CAN FEEL ASSURED THAT THIS WILL HAVE SOME SIGNIFICANT DIFFERENCES FROM THE OTHER TITLES IN THE SERIES

A Break From The Norm

You can be assured that this game will have significant differences from the other titles in the series. For starters, everything in the game is presented in full 3D, and thanks to the Dreamcast, the characters and environments allow for some rather 'dynamic' camera views all in real time – there's even a first-person view.

So it's already obvious that this game is going to be a hide-behind-the-sofa affair as it's already taking shape as a DIY horror movie. The differing camera views pan and zoom all over the place creating a cinematic atmosphere, plus environmental touches like falling buildings and toppling pillars will make you jump out of your seat.

You don't need us to tell you that this will be one hell of a game, especially if its two predecessors are anything to go by. Best get those cushions at the ready...

Expect blood by the pint load – this ain't for haeomphiliacs.

Publisher	Virgin Interactive	**Developer**	Interplay
Released	March 2000	**Genre**	Adventure

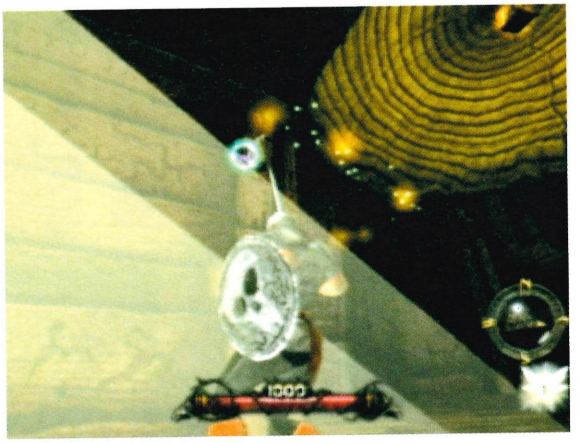
Dragon's Blood

Go where angels fear to tread...

DRAGON'S BLOOD

playing wisely

Your wizened old mentor, Stendahl, follows you through the game giving vital clues about what the next mission involves. Being a dab hand at magic and stuff, he's quite capable of avoiding the hoards of rampaging evil that are trying to stop you reaching your ultimate goal.



This enemy will feel your deadly wrath what with that big old sword you're blessed with.

Dragon's Blood, eh? If you're thinking that it sounds as if it could be a hack-'n'-slash type game, then you're not far wrong. The setting is one which is fairly familiar to game players of this genre: a fantasy world populated by gruesome looking creatures, handsome muscular heroes and – surprise, surprise – dragons, all with weird and wonderful names.

Living in a small kingdom on the border of a civilised land and a hostile wilderness, you are the fifth child of a fifth child of a fifth child (etc.) and your father happens to be the ruler of the place. Take note – you're an offspring and not a son, as is normally the case, something that will be made clear later.

IF YOU'RE THINKING THIS IS A HACK-'N'-SLASH TYPE GAME, THEN YOU'RE NOT FAR WRONG

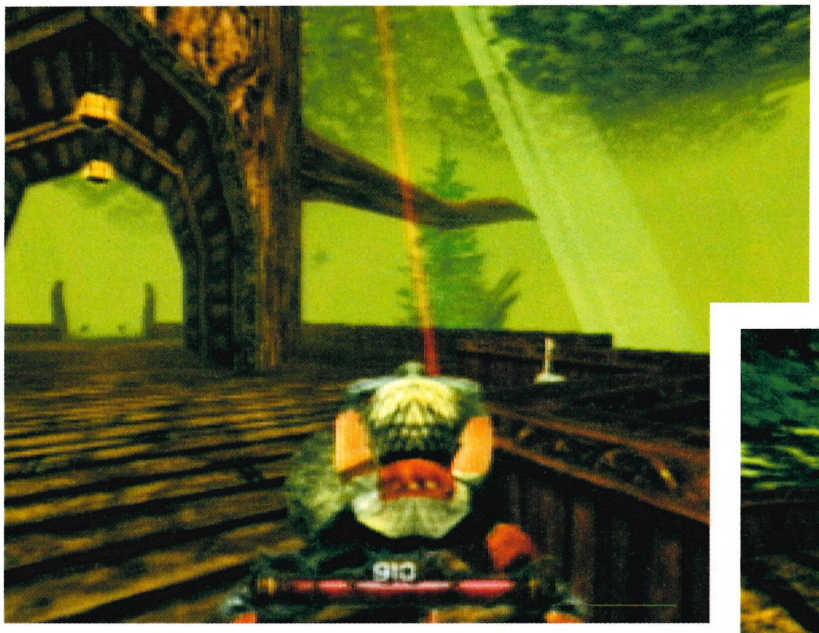
As the fifth child of the guy currently in charge, you're given the title 'Dragonsbane', the lucky person who's job it is to slay dragons. It's a bit of a misnomer really, as there haven't been any dragons around for centuries, so it's now customary for the Dragonsbane to be given special training and sent on dangerous but vital missions in the service of the kingdom.

You, the hero, have a wise old seer named Stendahl as a mentor, who is responsible for your training and education. Because Stendahl is probably older than time itself, he has a nice collection of magical gifts up his sleeve, which allows him to pass on some handy hints for your upcoming task. However, the task changes when a magic portal opens up and a dragon comes through it, accompanied by two allies: a stone giant and a killer queen bee. Joining these three adversaries is the usual bunch of nasty hangers-on that seems to crawl

food for thought

A player can gain health points by picking up various icons:

- **Red Heart (left by dead enemies) is worth 50 points.**
- **Blue Emerald is worth 100 points.**
- **Yellow Jewel is worth 200 points.**
- **Red Wisps give you a full compliment of health.**



from the gutter whenever there's the merest hint of trouble. Playing either as Cynric (a man) or Aeowyn (a girl), you'll have to find the dragon and destroy him before he can prepare his dragon knight army for invasion.

Dragon's Blood will be split over 15 levels of mayhem, with you finding yourself up against 30 different enemies (not including the three big baddies) with only your trusty sword for companionship. Although there will be multiple paths available to work along, all of the levels will have to be visited and completed. One thing the developers have decided to implement is the 'non-level completion' factor. This means that you won't have to kill all the enemies on a level to move to the next: you can go straight to the extraction point (a transporter). Obviously there are advantages and disadvantages in doing so, but that will be for you to decide. One of the main drawbacks in running to the transporter is that you'll miss the 'Blessem Wisps'. Some explanation is needed, I'm sure. Blessem Wisps (wisps of smoke scattered around the levels) are used to upgrade your weapon. Collect five of these and you can advance at the end of a level, but collect four on one level then one on the next and you'll have to wait until the end of the following level to be automatically upgraded. The team responsible for Dragon's Blood has been rather sneaky here, because some levels won't have five Blessem Wisps for collection.

And That's Magic

Each character has a set number of health points that decrease each time a hit is taken. You begin with 1000 points, whilst the early enemies only have 100. As you progress and the enemies get tougher, their health points increase until you reach the Dragon King who, take it from me, will take an awful lot of punishment. On the first level your sword can decrease an enemy's health by up to 40, but as your weapon gains in power those points can be up into three figures. Don't forget, though, that your health will suffer if you're hit. Since Dragon's Blood is a fantasy title, anything is possible and this game allows you to recuperate any health lost by picking up the hearts of the creatures you manage to kill.

Fighting can be accompanied by combination moves that, whilst not easy to master, can take a huge chunk of life from your opponent. This is when you realise you should have selected the other hero. Whilst Cynric is powerful, he's a bit cumbersome, whereas Aeowyn is fast but a bit weaker.

Cynric and Aeowyn have magic spells at their disposal. There will be 20 of these in the final version, ranging from a Giant Shield that protects you from pretty much everything, to Giant Health which will bring you back to full health and a Lightning Strike, which shoots a lightning bolt along the ground, destroying anything it touches. Let me reiterate the fantasy element by saying that you can carry as many spells as you like. Don't get too carried away, because each spell has either a set number of times it can be used (usually once) or a time limit.

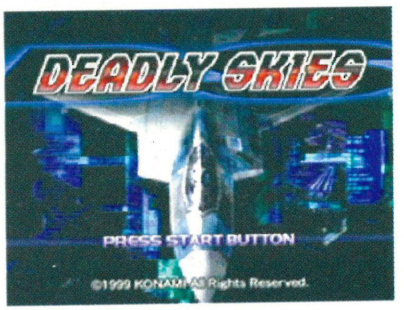
DRAGON'S BLOOD IS SET OVER 15 LEVELS OF MAYHEM

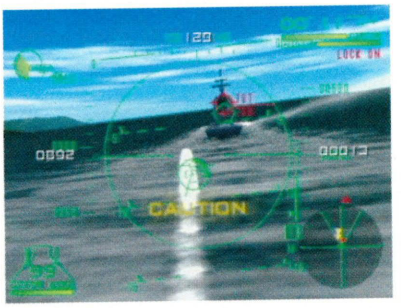
previews

Publisher Konami
Released Q2 2000
Developer In-house
Genre Flight Sim

Deadly Skies

Now preparing to leave Runway One, Konami's new air adventure takes flight



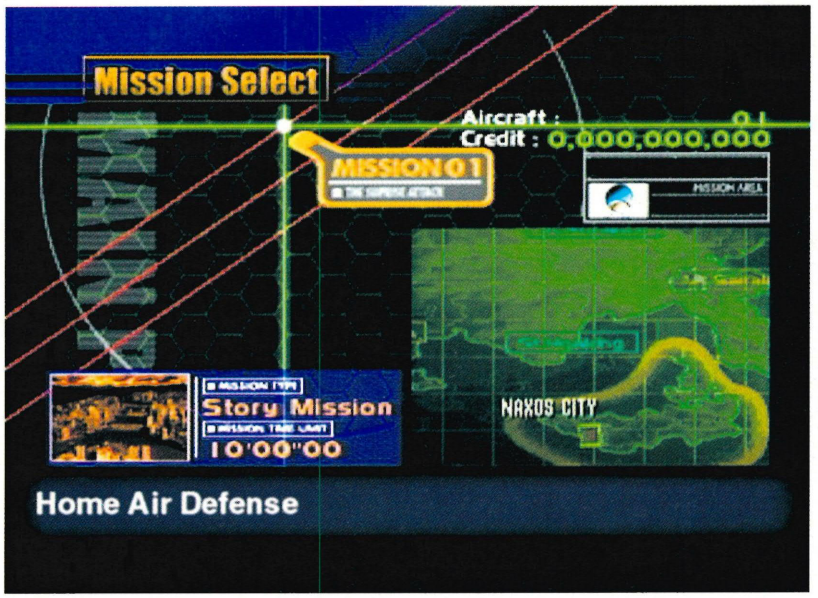


Generally speaking, if you want to play a highly realistic, graphically lush flight simulator then you either have to visit one of those secret military bases that the government tells us don't exist, or you have to shell out for a high end PC. Most consoles have had a stab

GET READY TO SUFFER SOME SERIOUS AIR RAGE SOON

at delivering the goods but usually the memory runs out before even the physics have been perfected. Now Konami are using the power of Sega's baby to bring us Deadly Skies (formally known as Air Force Delta), which starts as a normal sim and then takes off from there.

Firstly the Top Gun wannabe is presented with a



Before you start anything it's always a good idea to choose a mission first – and there are plenty of them.

detailed breakdown of the forthcoming mission, along with maps and the routes to be taken, then the correct plane for the job must be chosen. At the start of the game you can only choose one plane and in order to upgrade you must get cash to purchase the more powerful machines. Each time you shoot down an enemy you are awarded with cash. As you become more proficient at hitting the enemy their numbers will increase and therefore you have the opportunity to become richer and obtain better rewards.

The cities over which you are flying are extremely detailed, promising an atmospheric adventure par excellence. The debut mission will see crafts from the People's Federation invading your air space and attempting to destroy your base, so you are required to merely blow all the other craft out of the sky. An accurate radar shows you where the opposition are positioned and the cross pad also brings up a map showing you exactly where to go.

After this initial mission the game broadens, bringing in sea combat, where the player must quickly learn the art of pulling the nose of the plane up before entering a watery grave. Further progress in the game will see you involved in plots usually found in big budget Steven Seagal movies, as you take on the enemy on their own turf and destroy everything in sight.

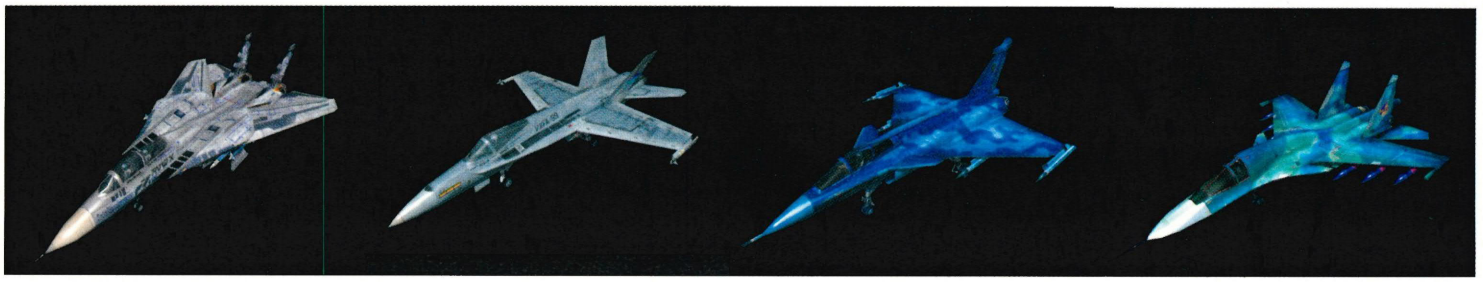
An innovative feature will be the fact that if your mission is aborted and you are blown out of the sky, you will lose the plane in which you were flying and will have to buy another with the cash procured on that mission. With all this action happening at breakneck speed, another useful feature will be the replay option, showing your success or failure from a plethora of cinematic angles.

Plane junkies should be highly satisfied with the great number of aircraft on offer, all realistically represented, and there are also combat helicopters for use on some levels (although sadly no Airwolf). Get ready to suffer some air rage very soon...

up, up and away

When you have the necessary currency you can visit the plane shop and purchase your dream machine. Here you are shown the speed and power of your chosen vehicle, along with its mobility and the machine's defensive capabilities. You must look after your new acquisition though, as should you crash and burn you will have to return to this screen and choose another craft.

THE CITIES OVER WHICH YOU'RE FLYING ARE EXTREMELY DETAILED

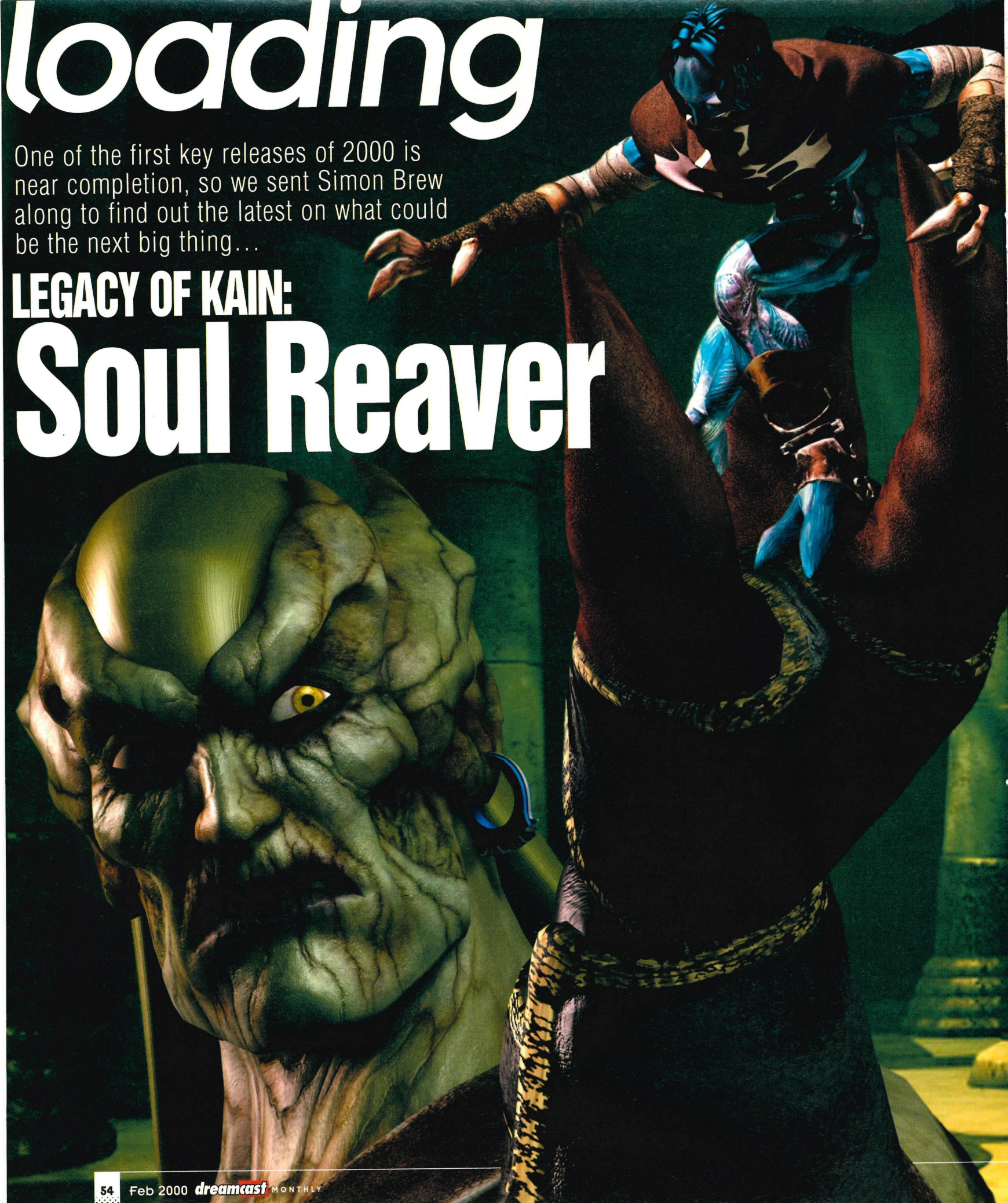


The planes on offer, from left to right are the F.14, FA-18, RAFALE and the SO-34. Which one's the one to choose? Well, we're not that into aviation – so you'll just have to work it out for yourselves...

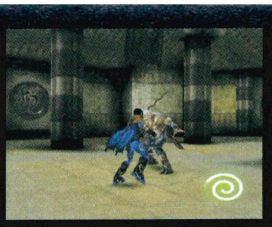
loading

One of the first key releases of 2000 is near completion, so we sent Simon Brew along to find out the latest on what could be the next big thing...

LEGACY OF KAIN:
Soul Reaver



Publisher	Eidos	**Developer**	Crystal Dynamics
Released	March 2000	**Genre**	Adventure



SOUL REAVER IS ON TARGET TO BE SOMETHING VERY SPECIAL INDEED

With some companies, when they announce that they're releasing a new game, it's nothing really to shout home about. Sure, it may be that the game goes on to be an instant classic, but that's more down to an element of surprise than plenty of anticipation. Eidos usually exist at the opposite end of the spectrum, and with a fair degree of reason. Whilst they've had clunkers in the past, they're more commonly known for large franchises along the lines of Championship Manager and Tomb Raider. For the Dreamcast, they're known for the wonderful Power Stone and the quite good Fighting Force 2 at the moment. But all that's about to change.

That's because Soul Reaver: Legacy of Kain will storm onto the Dreamcast this March, fresh from a rousing critical reception on the PC and PlayStation. Billed as a serious rival to the antics of one Lara Croft, it's not a title that's achieved the sales figures of the Tomb Raider franchise (although one million copies worldwide isn't to be sniffed at), yet as a sequel itself, it's one that's building up a strong following. You heard that right - it is a sequel, and for those with decent memories you may have heard of an underwhelming title by the name of Legacy of Kain: Blood Omen. But as that's not coming to the DC, we'll leave talk of that right there.

In Capable Hands

So, Steve Starvis of Eidos, what inspires a team of programmers to create an adventure-come-RPG-come-Tomb Raider clone and to give it such mainstream appeal? Too many late night vampire movies, perhaps? They ain't denying it - "We were inspired by the history of vampires in ancient folklore, as well as literature and films such as Nosferatu". Cripes. So what exactly is the plot, you're probably not thinking at this point. However, you'll have correctly guessed that we're going to tell you anyway.

The Story

Now there's a lot of background story to the world of Legacy of Kain: Soul Reaver, which space prohibits us going into too much detail on (but you're not going to have to wait long for the review when you'll be able to find out more), but here's what you

LEGACY OF KAIN: SOUL REAVER

those spells

Glyphs, or spells, will play an integral part in your quest. This is what you'll have to earn if you're to battle with the best of them...

Spectral Shifting:
Allows Raziel to shift between the planes at any time. This skill must be learned otherwise Raziel must find a portal to get back to the Material Plane.

Pass Through Barriers:
This skill allows Raziel to phase though gates to reach new areas.

Scale Walls:
Allows Raziel to climb walls to new areas.

Force:
Allows Raziel to move objects from a distance; important for puzzle solving.

Amplified Force:
A second version of force that is more destructive than the first.

Swimming:
Raziel can now jump into the water without being sent to the spectral plane. The player can now reach all new areas.

Constrict:
This ability allows Raziel to run around objects and enemies and cause a force that will turn dials and crush enemies in its centre.

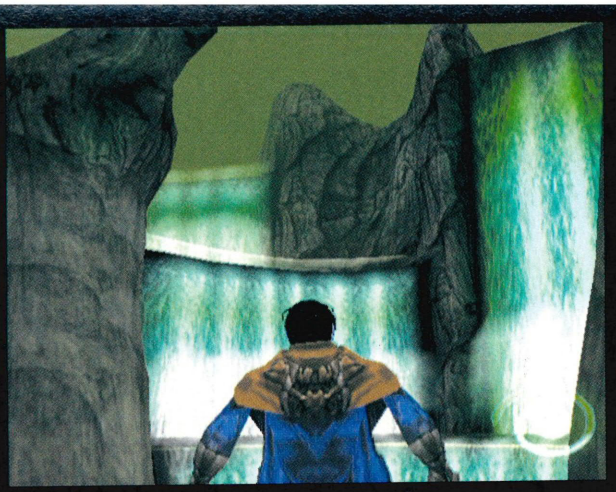
Possess:
Possess the body of an enemy. This is used to force enemies to solve puzzles for you, and to kill off particularly difficult baddies.

loading

SOUL REAVER

seamless loading

One of the strongest features of the PlayStation version, that's also going to be carried across to the Dreamcast is the complete absence of loading times once the game has started. Whilst you're playing the game, new bits will be constantly streamed from the CD so you don't notice. Predictably enough, we asked them how you do it. Predictably enough, the answer came back - "Now, if we told you that, it wouldn't be a secret, would it?".



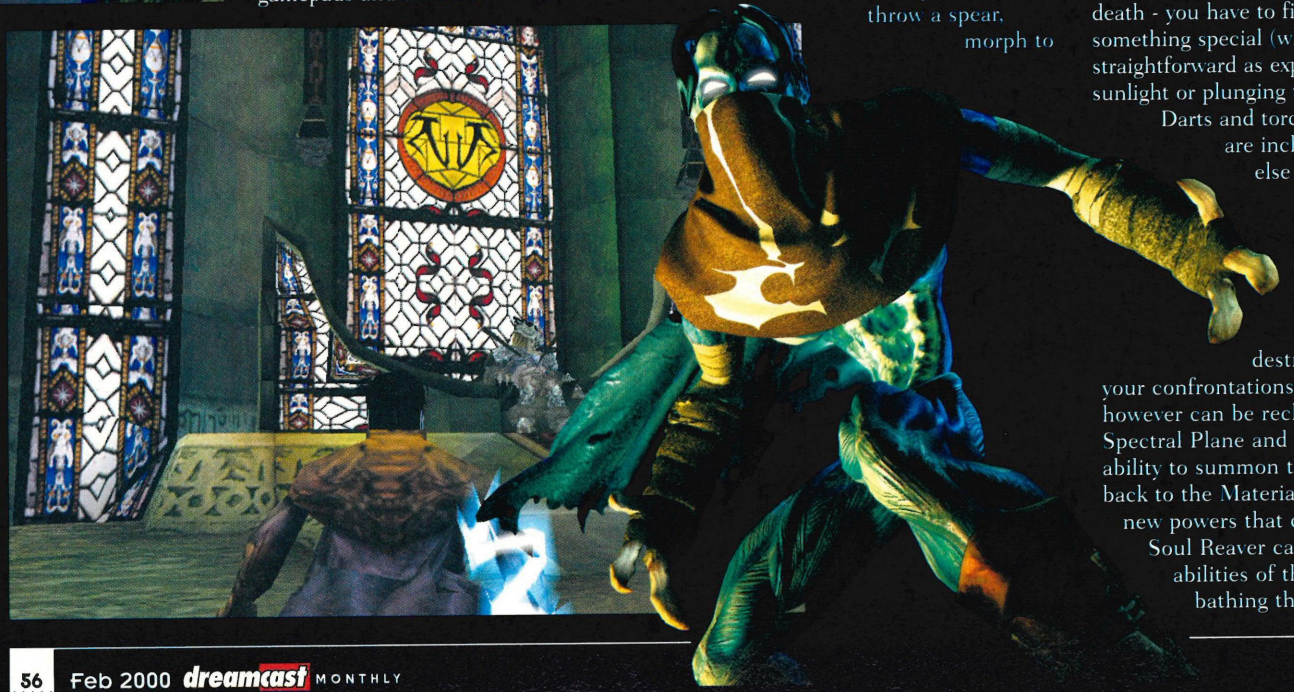
Raziel seems to be experiencing some electrical problems.

need to know for now. You play a character called Raziel, who just happens to be a Lieutenant to the evil Kain, ruler of Nosgoth (bet you think we make some of this up. But we don't). Anyway, as all powerful vampires, Kain and the lieutenants have been subject to many evolutionary changes. But what's this? Raziel has grown wings before the evil Kain? Eternal damnations, and exile to the vortex for him. The Vortex? Oh, just some huge, all-conquering sea of energy that devours everything that's thrown into it. Or the office fridge for short.

Still, we don't join the fun for another thousand years when Raziel has been resurrected by the Elder so he can go off and get revenge. Which is where we come in, as we grab our gamepads and set off to work.

The Game

The strange world in which Soul Reaver is set brings in one of the key features of Soul Reaver; Raziel's ability to shift between the spectral and material realms, two independent worlds that you can easily jump between, thanks to a handy Glyph (er, that's the fancy name for Raziel's spells). Whilst you're in one world, time freezes in the other, which naturally enough leads our questioning minds to quiz Steve at Eidos some more. Have you managed to implement all of the ideas for use with the freezing of time, we want to know. For instance, do you think it'll be possible to throw a spear, morph to the Spectral time and run around the ledge before catching the spear again on the opposite side of the level? "Every time you go into the spectral plane", Steve says, "time stands still in the material plane. You can move a block off of the edge of a chasm and, as it is in the air, switch to spectral to use it as a floating platform to access an unreachable area". Sounds cool to us. Weaponry also interests us though, particularly as apparently you can't just kill someone by clobbering them to death - you have to finish them off with something special (which could be as straightforward as exposing them to sunlight or plunging them into water). Darts and torches and so forth are included, but what else can we expect? "There is also the Soul Reaver from the first game. The legendary sword of Kain. It is destroyed in one of your confrontations with Kain. It however can be reclaimed in the Spectral Plane and Raziel gains the ability to summon the Soul Reaver back to the Material Plane with all new powers that come with it. The Soul Reaver can take on the abilities of the elements by bathing the weapon in an



AFTER DEFEATING EACH BOSS, RAZIEL ACQUIRES THEIR SKILLS

elemental forge. Sunlight, Water, Stone, Fire,Sound and Spirit. By adding these elements to the Soul Reaver it becomes an even more destructive force". What about spells? How do we get those?

"Raziel gains abilities throughout the game by defeating his brother vampire lieutenants, and fighting Kain. All of these abilities will be used against Raziel before he receives them". Sounds a bit scary to us. Don't like the idea of lots of strange creatures casting spells in our direction. But that's the wimp in us.

Showing Who's Boss

However, when we've got a big adventure game like this, we're instantly curious to find out what the bosses are like. Go on then, Steve, give us a taster. Please. "I'll give you a taste of one of the bosses", he says, instantly falling under the spell of Dreamcast Monthly's amazing skills of persuasion. "The skinner boss is an enemy made up of a huge patchwork of flesh from a myriad of poor souls. All of the bosses are at least twice the size of Raziel and each has its own particular weakness. After defeating each boss, Raziel acquires the skills of each boss whether it be immunity to water or the ability to climb walls". Blimey. You can imagine if our boss were one of these creatures. We'd all instantly inherit the ability to fall on the floor drunk after two cans of Schweppes Shandy.

The Dreamcast Version

So that's the game, but what are us demanding Dreamcast owners getting? Is this just a straight port to try and squeeze even more cash out of us hard-working games-players? Apparently not. Whilst the game will be identical in many ways, programmers Crystal Dynamics have taken care to add new elements to the Dreamcast release to make the game look better than ever. We can expect then higher resolution textures on both the characters and the environments, alongside some extra special effects designed to show off just what the Dreamcast can do (and what the PlayStation can't, presumably). In fact, by utilising the features of the DC, you can expect a much better look throughout the game.

And finally, there are those frame rates. The introductory movie ran at 15 frames per second (fps) on the PlayStation, whereas we're in for a smoother affair with 30fps. And then there's the game itself, which will run at 60fps throughout, putting the PlayStation's measly 30fps to shame.

So that's that then. With the game due out onto the shelves around March, Legacy of Kain: Soul Reaver is on target to be something very special indeed. Certainly with the PC and PlayStation versions offering favourable comparisons to the Tomb Raider franchise, yet containing enough ideas of their own, there's plenty of reason to get excited here.

Now we're just off to practise our spells in advance....

LEGACY OF KAIN: SOUL REAVER

the playstation version

When our sister magazine, extreme PlayStation, got their paws on Soul Reaver for their in-depth review, the praise couldn't come thick enough as the team were mesmerised by its power. Choice quotes from their review in the July '99 edition included "one of the most polished pieces of software on the PlayStation" and "spankin' gorgeous", before a score of 96% was hurled in its directions. Mind you, a quick glance at the credits section for the magazine reveals contributions from the likes of Russell Barnes and Claire Webster. Don't like the sound of those two....

Publisher	Midway	**Developer**	Kalisto
Released	March	**Genre**	Driving

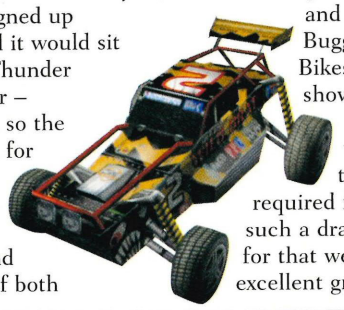
4 Wheel Thunder

Midway signs French beauty..

Buggies are pretty nippy, but Monster Trucks hold the road and rough surfaces much better.

4 Wheel Thunder first started life as a rally game called XLeration, showcased at the giant American games show, E3. Without a publisher, the game's development team (Kalisto of France) was keen to show its wares and the Sega stand proved to be the perfect place. By the end of Summer this year, Midway games had signed up XLeration but decided it would sit better as part of the Thunder series (Hydro Thunder – reviewed Issue 3) and so the rally feel was dumped for the more extreme sport-style title Off Road Thunder. After a little deliberating and cogitating on behalf of both Midway and Kalisto, the game was wisely tweaked to escape such a commonly used title (too often associated with crappy American PlayStation games) and they plumped instead for 4 Wheel Thunder. It's a much more interesting title no doubt, but it's more to do with the excellent independent four-wheel suspension used in the game than anything else.

So it's clear that the rally cars had to go (probably for the best considering V-Rally 2 arrives in June) and Monster Trucks, Buggies, Jeeps and Quad Bikes are in. As the code shown at E3 was only 40 per cent complete, it wasn't hard for Kalisto to make the changes required for what seems like such a drastic transition. Thanks for that went, in part, to the excellent graphics and physics



TRACKS USE LARGE DEPTH OF VIEW, CREATING MASSIVE PANORAMAS AND FREEDOM OF MOVEMENT

WE CAN PERSONALLY VOUCH FOR ITS OUTSTANDING GRAPHICAL QUALITY

engines built from scratch by the French team to make good use of the Dreamcast's specifications. Graphically speaking, the engine is capable of throwing 500,000 polygons around at 60 frames per second. To the technically minded that's pretty damn impressive, but it's more likely that these screenshots will prove the point better than any techno-babble developers can cook up.

Having had the opportunity to sample some playable code (yes, these are all screenshots!) Dreamcast Monthly can personally vouch for the outstanding graphical quality Kalisto has achieved. This quality is demonstrated throughout the meticulously drawn tracks and arenas in the game (there are 12 in all split through six real-world locations). Outdoor tracks use incredible depth of view creating massive panoramas and freedom of movement. Indoor tracks on the other hand use arenas packed full of screaming supporters and tight track design to really charge the atmosphere and get the adrenaline rushing – they certainly succeeded on the tracks we viewed!

No game is worth playing without a decent challenge no matter how well it's presented, and that's something Kalisto addressed very early on in the game's development. Expect a subtle mix of arcade action and simulation elements. Control of your vehicles is purely arcade-orientated, handbrake turns and quick reflexes, but simulation elements are implemented through managing finances, upgrading your vehicle and buying and selling cars. The theme continues with the opportunity to place bets with competitors to win money as you go. Lots of game modes are planned and Kalisto is particularly keen on the many multiplayer modes, which incorporate some pretty wacky stuff like bomb mode, tag and balloon races to name a few.

It shouldn't be long before we'll be seeing 4 Wheel Thunder for review, so here's hoping it can live up to the high expectations Kalisto has set...

Oh, dear. It's all going a bit Pete Tong. Incommming!

Publisher	Konami	**Developer**	Konami
Released	TBA 2000	**Genre**	Action/Adventure

Castlevania: Resurrection

Dracula's back, but this time he's bringing the rest of the undead...

Konami's Castlevania legend may have come back to haunt us. The release of the first title on the N64 was disappointing to say the least, but it looks as though Konami have put that firmly behind them and produced an outstanding 3D action game.

The year is 1666 and the Countess of Castlevania has summoned the powers of hell and has thus created a portal for Dracula to come back to earth.You take the role of either Sonia or Victor Belmont and you must put an end to Dracula's mischief using a whip (of all things) as your primary weapon and an axe and boomerang as your secondary weapons.

The graphics have obviously improved considerably from the N64 effort. Particle system effects, stunning lighting effects and some highly detailed and huge environments add to the revolutionary gameplay (that's what we're told).

A release date hasn't been decided yet, but as soon as Konami tell us, we'll tell you.

THE GRAPHICS HAVE OBVIOUSLY IMPROVED CONSIDERABLY

Publisher	Jaleco	**Developer**	TBA
Released	TBA 2000	**Genre**	Survival Horror

Carrier

The military are the cause of the war...

Action takes place on a carrier ship which is holding some highly destructive weapons and there's top-secret research being carried out everywhere.

The military are responsible for the production of these weapons and when nuclear warheads destroy a helicopter, people start to ask questions – and you're sent to investigate.

Shortly after the accident, the crew start to go missing and a mysterious life form is subsequently found. Your job as a member of an elite squadron is to dock the carrier ship (called the Heimdall) and determine what exactly has happened to the crew, and to destroy the alien that's taken over the ship.

MORE OF A BLASTERTHON THAN ANYTHING ELSE

There are two unique ways of playing this game. The first is the 'Auto Action System' which involves meeting certain objectives and rendezvous (sounds interesting?). The other is the 'Multicast System' in which your character can be involved in some core missions.

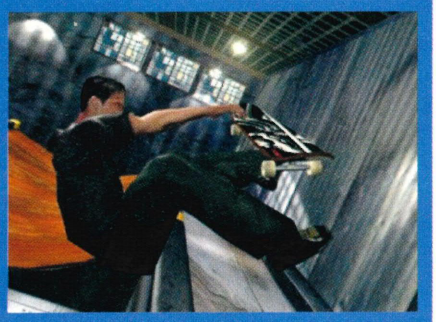
It's more of a blasterthon than anything else and with so many action/adventure games already on the shelves, it's got some stiff competition.

Publisher	Crave	Developer	Neversoft
Released	Q2 2000	Genre	Skateboarding

Tony Hawk's Pro Skater

Skate fans are unlikely to be bored by this title...

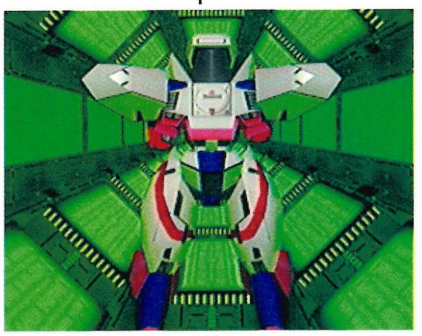
Already a world-wide smash on the PlayStation, Tony Hawk's Pro Skater is now heading our way. Players can perform the signature moves of ten of the world's most famous skaters in a multitude of realistic skating environments such as the park or a school, as well as urban areas such as the local shopping centre. The skater has complete freedom to explore everything, using all available objects to pull off some spectacular tricks. Amateurs will be able to pick up and play the game – all the tricks can soon be pulled off, from grinds to kick-flips. As the game also has the backing of the world's greatest skater, if you have the skill you can pull off Hawk's 900 degree move, that had never previously been seen until Hawk perfected it in 1999. Multi player thrills will include a split screen attack mode, as well as a S-K-A-T-E mode where the players must ape each other's successes in order to progress. Graffiti mode finds players winning areas by pulling off stunts – the skater with the most areas is the victor. This definitely looks like a title to watch in the near future.



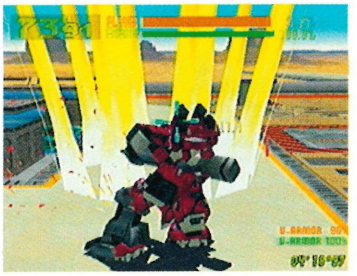
Publisher	Sega	Developer	Sega
Released	Q4 2000	Genre	Blaster

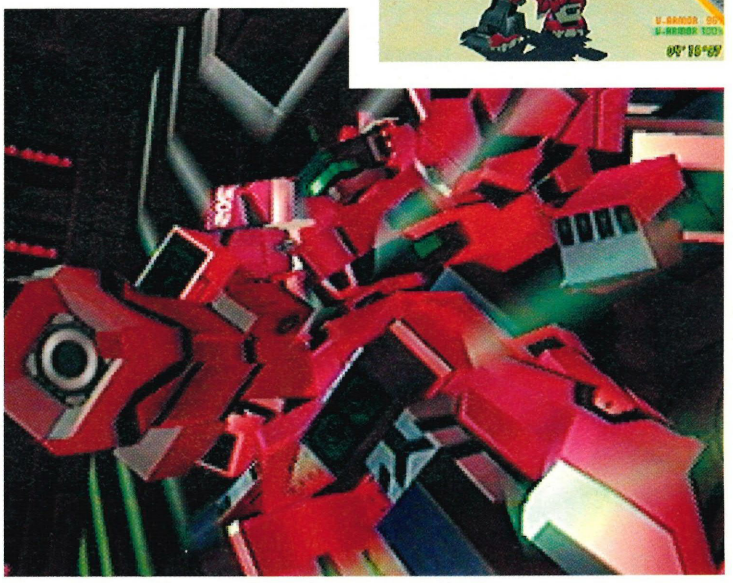
Virtual On

Get ready for some serious explosions... FIRE! FIRE! FIRE!



Sometimes you want a game which taxes the old grey matter and at other times you just want to blow up stuff and view some serious explosions. When it comes to the latter, watch out for the arrival of Virtual On, a futuristic all action blaster from Sega. The action takes place in a large number of fighting arenas from the usual, such as the space dock or the darkened quarry, to more bizarre locations such as airports and an underwater platform. There are a large number of robot warriors to choose from, all with different weapons. These are fully customisable from head to toe and you can even use a painting tool to create your fighter's emblem. As well as solo battles, cable link up can be utilised for multiplayer wars and the option also exists to take on other competitors via the modem. With the inclusion of a training mode and also a cinematic option, where you can merely watch others fight it out, there have never been so many ways to cause mindless destruction.





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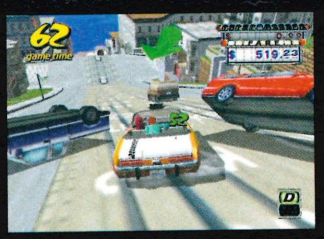
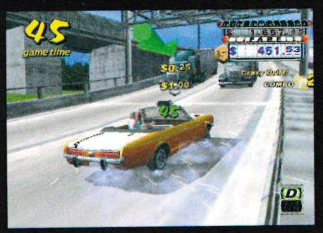


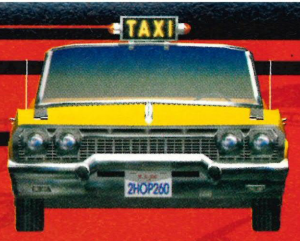


Crazy Taxi

Hop in and enjoy the ride...

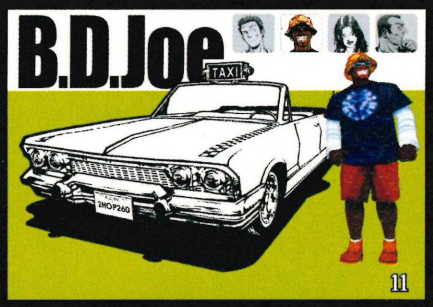
Sega has always had a good tradition of converting their arcade games to home computers; Virtua Fighter, House of the Dead, Out Run and Virtua Cop to name but four, have all made successful transitions. Now you can add one more to that illustrious list: Crazy Taxi, a wacky, white-knuckle ride through traffic congested streets getting half frightened to death – and you're the driver!

crazy crazy...



Those nine known mini games in full – remember that practise makes perfect:
Crazy Balloons: set in a circular arena, your mission is to burst the balloons.
Crazy Bound: jump over a series of ramps to get to the destination without falling in the water.
Crazy Drift: earn a set number of combos whilst driving around an enclosed field.
Crazy Flag: drive along a beach to a flagstick that's behind you.
Crazy Jam: streets choked with traffic and you've got to get your fare to his destination.
Crazy Jump: race down a ski jump and land the required distance. In this instance 'K' marks the spot.
Crazy Pole: another set of ramps to negotiate without flooding the engine.
Crazy Proposal: another enclosed field. Deliver five suited and booted lovers to their girlfriends.
Crazy Turn: drive round a winding road with 180° turns to deliver your terrified passenger safely.

Publisher	Sega	**Developer**	In-House
Released	February 2000	**Genre**	Driving



All these conversions are of dedicated machines, meaning the PCB can't be changed for a different game (an option in non-dedicated cabinets), and my own theory is that developers add extras to the games to compensate for the loss of the driving cockpit, guns or whatever. Then again, I may be completely wrong.

In any event, Crazy Taxi is a driving game where your main aim is to deliver fares to their destinations as quickly as possible. Note it's a driving game and not a racing game in the traditional sense. Although there are no other competitors, you are competing against two clocks; the main one in your overall game time and a passenger 'body clock'. But more of that later.

Follow That Cab!

The game is split into three distinct sections; Arcade, Original and Crazy Box. The difference between the first two is in the environments. Although not billed as such, one is based on San Francisco whilst the other finds you plying your trade around a new setting. The Frisco environment, complete with steep hills and cable cars, is lacking discernible landmarks (Golden Gate Bridge, Alcatraz, etc.) but what it does utilise are familiar destinations, something that could lead to a convergence of games and product. It's not an unfamiliar sight in sports games to have advertising hoardings shouting out a brand name, but Crazy Taxi goes a step further by having the likes of Pizza Hut, Tower Records, Kentucky Fried Chicken and The Original Levi's Store as drop-off points. These buildings not only display the relevant name but also sport the correct livery and design. Crazy Taxi, one of the most commercial games ever!

A WHITE-KNUCKLE RIDE THROUGH TRAFFIC CONGESTED STREETS

Back to the actual game. The aim is to take your customers to where they want to go and, in doing so, fill your pockets with cash and gain a rating (1 to 99), a total score (cumulative earnings from all your fares) and a licence class (A to

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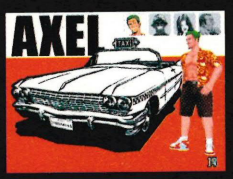
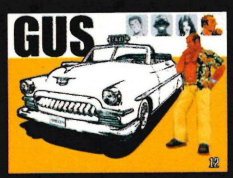




Fail miserably). After selecting one of four drivers: Axel, a green haired bloke with an appalling taste in shirts, B.D. Joe, a street wise dude whose dress sense leaves a lot to be desired, Gena, a babe in tight fitting jeans, or Gus, it's out onto the streets. Unlike real taxi drivers who are obliged to work within certain rules, Crazy Taxi is an open environment allowing you to drive across grass, jump kerbs, drive on the wrong side of the road and to keep death off the roads by driving on the pavement, something that gives minicab drivers an advantage over the rest of us. In fact the only rule is that there aren't any!

As a taxi driver you're free to choose any customers (they have a $ icon above them). To collect a fare you'll have to stop your cab within a 'stop zone' around the passenger and they then jump in the back, tell you their destination and it's up to you to get them there by any means possible. Sounds easy but it won't be. Fares will come in five grades; red, orange, yellow, yellow green and green. These colours (and it's the $ sign that's coloured) indicate how far they want to travel, red is nearest, green furthest, which dictates how much you'll get paid. The farthest destinations will earn you lots of dosh but will also be the hardest to get to.

DRIVE ACROSS GRASS, JUMP KERBS AND DRIVE ON THE WRONG SIDE OF THE ROAD

Where To Guv?

This brings us back to the two clocks in the game. You can play Crazy Taxi Arcade and Original in two modes: Arcade Rules or Minutes. The first of these gives you a fixed time limit but every time you pick up a passenger, their own time is added to the main clock. It's now a race against 'double time' if you like. When the passenger's clock reaches zero, they'll jump out, leaving you with only the main time remaining. If, however you get to their destination in time, not only do you keep any remaining seconds but you could be given a time bonus of five or two seconds depending on how quickly you made it. The second mode is a fixed game time of three, five or ten minutes but no bonuses are awarded. Either way, your total fares earned will increase if you deliver on time.

STREETS ARE CHOKED WITH TRAFFIC AND YOU HAVE TO ARRIVE ON TIME!

As in most games, you have to get as many points as possible and Crazy Taxi is no different. However, there are a number of ways to gain extra money during your madcap dash across town: by performing any of three driving manoeuvres, you'll get an excitement tip from your fare. Crazy Jump (get yourself airborne by using ramps, or anything else come to that), Crazy Drift (swing the cab around corners by slamming into reverse then back into forward) and Crazy Through (see how close you can get to other vehicles without crashing) are those stunts that can mean big bonus points. If you manage to perform a combo (successive manoeuvres) watch your meter spin round. Obviously, during short rides there is far less opportunity to earn tips. A case of taking a risk and earning rich rewards, or playing safe and ending up relatively poor.

This is all achieved with the assistance of not only a coloured arrow pointing the way (it turns red when your nearing the destination), but very helpful passengers who insist on giving directions ("go left", "you're going the wrong way" or "dammit"). It's nice to be able to report that, contrary to what these words portray, Crazy Taxi is a non-violent game. You can crash into other vehicles but none suffer any damage and it's quite amusing to drive at pedestrians who always manage to jump out the way. No one gets killed or hurt (only you, the driver, when you're told in no uncertain terms by a man of the cloth how useless you are).

I Can't Change A Twenty!

So, the first two sections involve finding your way around two city landscapes (after doing 'the knowledge' of course). The third section, Crazy Box, is made up of 16 mini games, which teach the player how to drive a cab correctly, enabling you to increase your score in the other game modes. There are nine mini games to tackle in three groups. By successfully completing a row or column, you'll gain access to a hidden game. Negotiate six of the hidden games and you can move onto the last; which must remain a secret for now.

Attempted in any order, all of these mini games involve the aforementioned Crazy Jump, Crazy Drift, Crazy Through or Crazy Dash. It certainly isn't necessary to play Crazy Box, but if you don't you'll not only be missing out on some important practice, but also some wicked excitement. As in the main game, each of these mini games, bar one, will have a time limit but failure only means another attempt – many attempts more than likely! Unlike the main game, you won't be able to increase the time allocated.

All three sections in the game will have multiple viewpoints, although it may not be wise to use some of them if you're playing seriously. What? How can a game such as this be serious? OK! It may not be wise to use some of them if you're attempting to gain an 'A' licence and a high score. So what will be the camera views? Well, there's the standard behind view; a distance view; top-down; front of cab and front of cab distance (viewed from across the street if you like). There's to be no scanner in the game although you do get a picture of your destination along with distance, so choose carefully. Camera views can, however, be changed whilst driving with the press of a button.

Your Most Wanted

Our mailbag is in a sorry state. Amongst the many piles of letters that pour into the vibrant heart of Dreamcast Monthly on a daily basis, there are tales of woe that could make even the News of the World's agony aunts weep. "We want Lara!" you cry. "Where's FIFA?" you despair. "Why don't you just get off your backsides and sort it all out?" you demand. And so we have - and this is what we found out...

THE PUBLISHER:
EA Sports, part of the Electronic Arts empire.

DC GAMES FROM PUBLISHER:
Not one. The miserable sods.

FUTURE DC GAMES FROM PUBLISHER:
Nothing announced.

FIFA 2000

IN BRIEF:

The world's most famous football game. Whether it's the best is open to debate, but one thing is for sure - whenever a FIFA game is released onto a format, rather impressive sales figures are not far behind.

OTHER FORMATS:

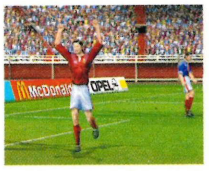
Cripes - everyone seems to have had a version of FIFA at some point. PlayStation, PC and even the bloody Nintendo 64 got FIFA 99. Its natural home has been PlayStation and PC though, with the latter being the more impressive version.

OFFICIAL LINE:

"We are still evaluating the platform. We have not yet made a decision on whether or not to support the system." Cheers.

CHANCES OF APPEARING ON DREAMCAST:

Quite high. Whatever they may be spouting at the moment, chances are that the world's largest computer games company can't ignore such a successful format for long. The reality is that they're one of the few who aren't playing the DC game at the moment, and we'd be surprised if they're not beavering away on something.



THE GAME:

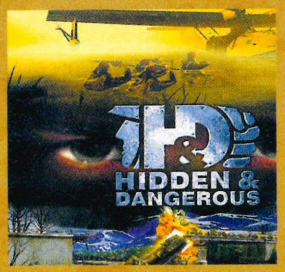
Hidden and Dangerous

THE PUBLISHER:
Take 2 Interactive

DC GAMES FROM PUBLISHER:
Not one, but some in the pipeline.

FUTURE DC GAMES FROM PUBLISHER:
Max Payne, Wild Metal Country, and another title that you can read about elsewhere in this feature...

IN BRIEF:
One of the very few non-franchise, non-licensed hits to appear on the PC over the last year, Hidden and Dangerous came out of nowhere and still sits near the top of the charts. It's a soldier sim effectively, putting you in charge of both the strategy and action involved in commanding a group of men and carrying out missions. It was also one of the tensest games of 1999.



OTHER FORMATS:
It's a PC-only thing at the moment, but that's shortly to change...

OFFICIAL LINE:
"Hidden and Dangerous will be released on the DC at the end of the first quarter of 2000." Yes! See page 53 for more details.

CHANCES OF APPEARING ON DREAMCAST:
Bloody fantastic. In fact, by the time you read this it'll be a matter of weeks away. Result!

THE GAME:

Grand Theft Auto 2

THE PUBLISHER:
Take 2 Interactive

DC GAMES FROM PUBLISHER:
None

FUTURE DC GAMES FROM PUBLISHER:
The aforementioned trio: Max Payne, Wild Metal Country and Hidden and Dangerous. A rather striking line up, we're sure you'll agree.

IN BRIEF:
Controversial: hated by the tabloids, loved by gamers. All three Grand Theft Auto releases have one thing in common - they put fancy graphics to the side and concentrate on giving you a major slice of arcade gaming fun. Strategy elements are there, but it's a take-it-or-leave-it arrangement.

OTHER FORMATS:
The PC and the PlayStation for starters, and more recently even the bloody Nintendo Gameboy's got a version.

OFFICIAL LINE:
"Grand Theft Auto will be out on the DC - we are aiming for April 2000 as a release date." That'll do very nicely, thank you very much.

CHANCES OF APPEARING ON DREAMCAST:
A certainty.

Written By Simon Brew simon@quaynet.co.uk

THE GAME:

Driver

THE PUBLISHER:
GT Interactive

DC GAMES FROM PUBLISHER:
Not one.

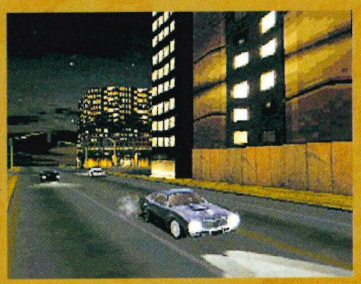
FUTURE DC GAMES FROM PUBLISHER:
Ah, bit odd this one. They've just been bought up by Infogrames, so whilst GT haven't done a single DC game, from Infogrames we've had Millennium Soldier, UEFA Striker and Pen Pen, which scored 8, 8 and 7 respectively in our mighty organ.

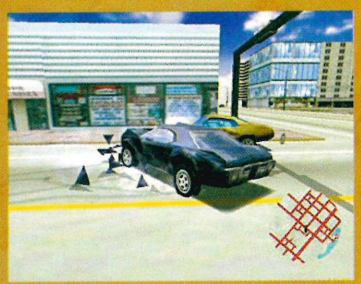
IN BRIEF:
One of the biggest original hits of '99, from the team who originally brought us the Destruction Derby series.

OTHER FORMATS:
This appeared on the PlayStation originally but then the populous cried out for it to appear on the PC, and before we knew it, PC gamers everywhere jumped on the Driver bandwagon!

OFFICIAL LINE:
Nothing official, especially as we asked them just after the take-over was completed.

CHANCES OF APPEARING ON DREAMCAST:
We'd guess that we're more likely to see a Driver 2 on DC than the first Driver. That's due for release in the Summer, so we must wait and see if a DC version is announced...





THE PUBLISHER:
Eidos/Core Design

DC GAMES FROM PUBLISHER:
From Eidos we've had Power Stone, from Core we've had Fighting Force 2.

FUTURE DC GAMES FROM PUBLISHER:
Legacy of Kain: Soul Reaver is imminent from Eidos, but that's all we've got for definite at the moment.

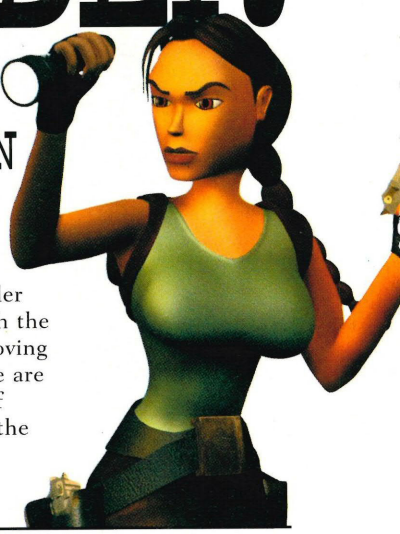
TOMB RAIDER

IN BRIEF:
Lara Croft. The most famous gaming character of recent times. Star of four Tomb Raider games, with no doubt further adventures ahead. Soon to have a film of her own. So what about a DC game?

OTHER FORMATS:
They're working on the bloody Gameboy version now, and you can also find Lara's adventures on the PlayStation and PC.

OFFICIAL LINE:
Couldn't get a peep out of either Eidos or Core. Doesn't help, really.

CHANCES OF APPEARING ON DREAMCAST:
Depends. Some pundits reckon that the Tomb Raider franchise may be over, with the character of Lara Croft moving elsewhere, others say there are more to come. Certainly, if there is a Tomb Raider 5, the DC should be in with a shout. Don't expect TR 1 to 4 though.



THE GAME:

Quake

THE PUBLISHER:
Activision

DC GAMES FROM PUBLISHER:
Two: Blue Stinger and the just-released Vigilante 8: Second Offense.

FUTURE DC GAMES FROM PUBLISHER:
Plenty by the sounds of it, but they ain't telling us just yet.

IN BRIEF:
Quake and its sequels are perhaps the most infamous first person action games in the world (with the exception of Doom). They're also great fun, and just ripe for online multiplayer gaming. If Sega ever get their arse in gear.

OTHER FORMATS:
As well as the PC originals, plenty of formats have experienced the Quake and Doom phenomenon. Even the bloody PlayStation's got a really good version of Quake II, with the N64 capable of holding ID's work as well. Now tell us we can't have a Dreamcast version.

OFFICIAL LINE:
"At present Activision and ID are actively talking to all parties regarding Quake 3, but at present there are no plans to bring Quake 1 to the Dreamcast."

CHANCES OF APPEARING ON DREAMCAST:
We'd rate this as quite good. Activision are Dreamcast focused, and ID seem keen to get Quake onto other formats intact. Even if they license it out to a third party to produce - a la PlayStation Quake II - there's got to be some chance of a result here.

THE GAME:

Metal Gear Solid

THE PUBLISHER:
Konami again.

DC GAMES FROM PUBLISHER:
None. Still.

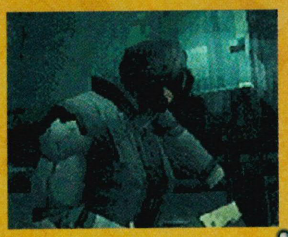
FUTURE DC GAMES FROM PUBLISHER:
Deadly Skies and Castlevania Resurrection.

IN BRIEF:
The best game on the PlayStation, and along with Thief on the PC one of the two games credited with the maturing of the sneak-'em-up genre. Very movie-like and very, very essential.

OTHER FORMATS:
Just the PlayStation, although a PC version is rumoured to be in the works, via Microsoft.

OFFICIAL LINE:
No plans for this one either.

CHANCES OF APPEARING ON DREAMCAST:
Better than with ISS, but that's only if a PC version is developed. Then it'd be a case of porting the game across - not ideal, but a damn sight better than nothing.



THE PUBLISHER:
Konami, long-established arcade specialists and more recently, one of the kings of the PlayStation format.

DC GAMES FROM PUBLISHER:
None. But that's going to change soon.

IN BRIEF:

Now this one may not be the most famous footie title, but its army of fans maintains it's the best. Certainly it's one of the most playable videogames on the planet, and the forthcoming ISS Evolution walked off with 'Best Game' at the European Computer Trade Show last year.

OTHER FORMATS:

PlayStation and Nintendo 64, and it's the best footie game on both.

OFFICIAL LINE:

No plans.

FUTURE DC GAMES FROM PUBLISHER:
Deadly Skies out in February and Castlevania Resurrection, out God knows when.

INTERNATIONAL SUPERSTAR SOCCER (ISS TO ITS MATES).

CHANCES OF APPEARING ON DREAMCAST:

Not huge. PC owners are similarly starved of the game, and with ISS Evolution currently slated for PlayStation only, at best we're in for a long wait. Bugger.

THE GAME:

Half-Life

THE PUBLISHER:
Sierra/Havas Interactive

DC GAMES FROM PUBLISHER:
None.

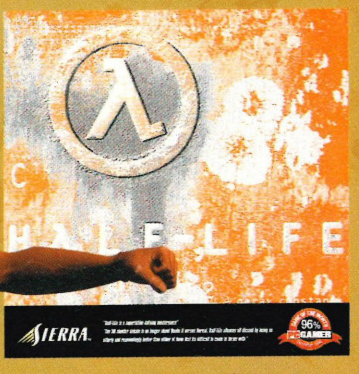
FUTURE DC GAMES FROM PUBLISHER:
If they've got any, they're not telling.

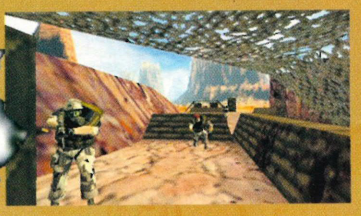
IN BRIEF:
Until the recent arrival of Quake III Arena and Unreal Tournament, Half Life was the most accomplished all-round first person action spectacular. It's won numerous game of the year awards too, apparently.

OTHER FORMATS:
Just the PC, fact fans.

OFFICIAL LINE:
"Havas has made no statement regarding publishing on this format."

CHANCES OF APPEARING ON DREAMCAST:
Minimal. It's a big game, it's PC only, and the company have no Dreamcast games in the offing at all, by the looks of it.





interview

RAYMAN 2

an interview with UBI SOFT

RAYMAN 2

arnaud carrette

Arnaud, 25 years old, is the Project Manager for Rayman 2 on Dreamcast. He has long been interested in the world of video games.
After finishing studies in business, Arnaud acquired a solid technical background by working on the launch of the first DVDs in Europe. This route eventually led him to Ubi Soft in 1998.
At first in charge of researching new game ideas for Rayman, he then moved on to developing Rayman 2 on Dreamcast.
The project motivated him so much that he and his team decided to make Rayman 2 the graphical stunner it's turning out to be.

ARNAUD: There are 54 levels in 21 worlds, that's one more world than the previous Rayman 2 versions: it's called Globox Village and has more than 20 characters around at the same time !

With Rayman 2 looking like a very hot prospect, we sent Dave Gibbon off to France to interview the game's Project Manager and find out the latest news surrounding the world of the armless wonder.

The world of Rayman looks all set to take over the playful world of Dreamcast owners when it's released into UK stores in March. Having already clocked up mega global sales, Ubi Soft are hoping their new and updated Dreamcast version of the best-selling PlayStation, PC and N64 game will be a major success.

That, of course, depends on how well the final product shapes up, but its black-bearded overtones have already helped give rise to a graphical masterpiece. If this is reflected in its final gameplay, Rayman 2 could well be giving Sonic a run for his money. Though, of course, Rayman doesn't have any legs to speak of.

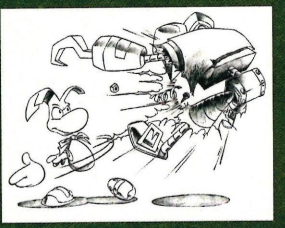
To find out more about the wonders of the game, I travelled across the high seas avoiding all signs of pirates, to meet up with the Project Manager, Arnaud Carrette.

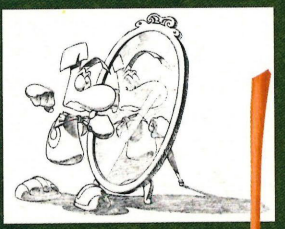
IT WAS ONE OF OUR PRIORITIES TO EXPLOIT THE DREAMCAST'S ONLINE CAPABILITIES

DCM: How many copies of Rayman 2 are you expecting to ship on Dreamcast worldwide?
ARNAUD: It's still too early to give figures, but our sales forces are really gearing up to ship some big numbers.

DCM: What Internet capabilities will the Dreamcast version offer?
ARNAUD: It was one of our priorities to exploit the Dreamcast's online capacities. I am happy to announce that Rayman 2 gamers will be able to download save codes from their browser and get new maps to play!

DCM: How many levels are featured in the Dreamcast version?
ARNAUD: There are first of all completely in line with Michel Ancel's graphic touch. They're a perfect balance between cartoon and fantasy worlds. You have a different look and atmosphere for every world. These amazing visuals in turn enhance the action and extreme





From concept to reality - an artist's impression

THE GAMER DIVES INTO A CARTOON AND FANTASY WORLD WHERE THE GRAPHIC QUALITY IS JUST UNIQUE

challenge found in the game-play. We really focus on the whole game's atmosphere and its epic experience. In development our main objective was to offer a variety of actions to give a cinematic feel.

Rayman 2 on Dreamcast has a very specific style. The gamer dives into a cartoon and fantasy world where the graphic quality is just unique. The game-play is really fast with lots of races, treacherous environments, intense fights and super-fast vehicles. You get to play a gifted superhero that can do a really diverse range of actions. With Rayman 2 DC, we wanted to go one step further and take advantage of what the machine could allow us to do.

The upgrades we worked on are going in three different directions:-

To bring more life to the game (with enhanced sounds and stunning special effects) and to fully take advantage of the graphical possibilities of the machine

Increase the density of the game-play (the multi player level and the game's fluidity)

Exploit access to Internet

DCM: When was Rayman originally created?
ARNAUD: He was created 5 years ago by Michel Ancel and has been a huge success world-wide since then on both PlayStation and PC.

DCM: What influences were behind his creation?
ARNAUD: I can only say that it all came from deep down in Michel Ancel's own individual imagination! But I do know that the gameplay influences range from Banjo to Zelda to Crash 3.

DCM: When he was first dreamt up, were a cartoon and merchandising in your mind?
ARNAUD: It's always games first for us. Rayman is a cartoon character that was first imagined for the original game. The way he is designed enables him to do many unusual things both smoothly and at speed in the game. It's actually quite hard to make Rayman 3D merchandise as his nose is liable to fall off!

DCM: Have you had much input into the forthcoming TV cartoon series?
ARNAUD: No, the Dreamcast team was independent from the TV series even though it's all within Ubi Soft. When we work on Rayman, the team always follow a Rayman 'bible' on the character that enables us to keep a coherence between all the different projects.

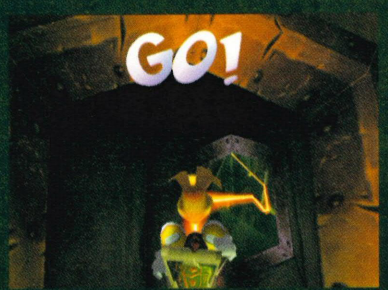
DCM: When will this be first screened in the UK?
ARNAUD: We're negotiating with a TV station right now, but you'll be able to buy 4 episodes on video and DVD soon.

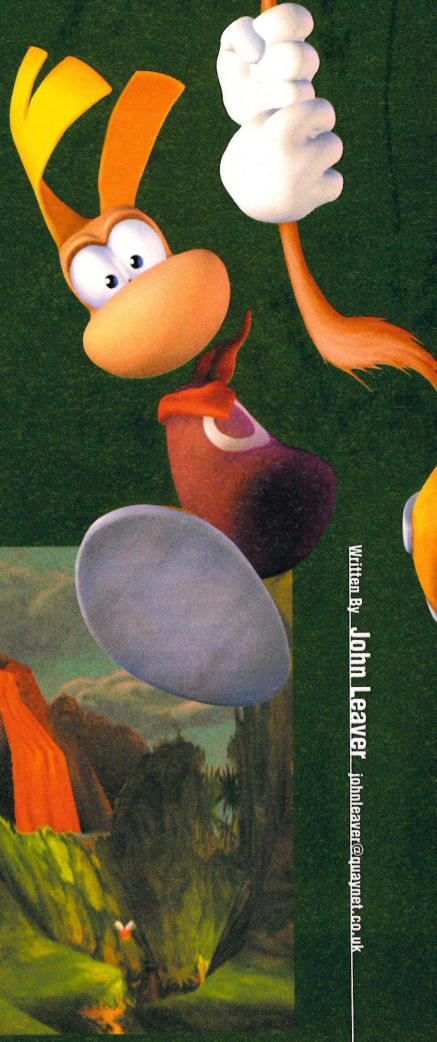
DCM: Will merchandising follow this?
ARNAUD: It's not decided yet. We're thinking hard as we want to get it right. Any Rayman merchandise has to appeal to a wide range of people as he's in so many different types of games.

DCM: Do you receive many letters from Rayman fans?
ARNAUD: Yes, we receive an enormous amount of letters and drawings in the mail.

DCM: What was the most unusual?
ARNAUD: A 30 year old French fan who wrote : 'Hello, I know that I am may be too old to be a Rayman fan but I wanted to write to you to say Bravo, Bravo. When I play my son stops watching TV and gives me advice on how to improve in the game!'

DCM: Errr, ok, so with a TV series on the horizon, do you think there will be a Rayman movie?
ARNAUD: It's not a definite no but it's not decided yet.





Written By... John Leaver johnleaver@quaynet.co.uk

Don't play games with criminals.

It will end in tears.

A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

ALL RELEVANT EQUIPMENT OWNED BY OFFENDERS WAS SEIZED AND FORFEITED FOLLOWING CONVICTION

Police and Trading Standards are cracking down on computer games piracy.
Offenders will receive a criminal record plus a fine or up to 10 years in prison.
DON'T RISK IT.
For information on software piracy, call "in confidence"

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review contents

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A scrolling shoot-'em-up with strategy elements. Read it to believe it!

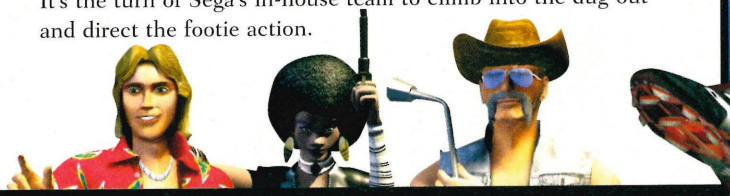
Evolution: World of Sacred Device 88
The first true RPG to hit our shores. Find out how it shapes up.

Resident Evil 2 92
Even though it's just a gap filler before Res Evil Code: Veronica, it's still a classic.

Tee Off 78
Cartoon capers, golf style. Simple, addictive and wickedly competitive.

Vigilante 8: Second Offense 74
We've been looking forward to Activision's death racer, see how it shaped up here.

Virtua Striker 2000.1 84
It's the turn of Sega's in-house team to climb into the dug-out and direct the footie action.



CASTING VOTE – How we rate the games

10 Don't expect to see a game awarded this prestigious mark in DCM very often. It's a score that's solely reserved for games made of the purest gold, fashioned into a veritable work of art.

9 It's not a rule, but in general this will be the highest score you'll encounter in the magazine. Games of this quality are the reason you bought a Dreamcast in the first place.

8 An incredibly accomplished game that features some ingenious touches. Games awarded this mark have all the required components to keep the fussiest player happy.

7 An above-average game that does the genre it represents justice without necessarily being particularly innovative. A game receiving this score may have a few niggles, but is an enjoyable experience.

6 Flaws are starting to become more evident here – you'd have to be a fan of the genre to really appreciate a game of this quality's worth.

5 Average games like these often have redeeming features, but will be seriously lacking in areas like longevity, gameplay or control. Bugs and glitches are most likely evident.

4 Games awarded this mark might hold your interest for an evening or even two, but beyond that you're looking at a very expensive coaster. Best avoided unless you're a really flash git.

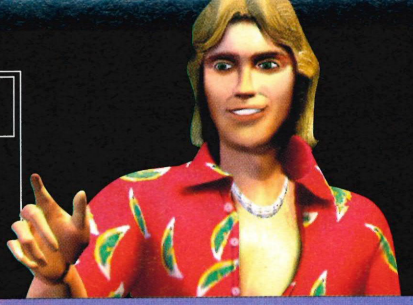
3 We're getting into the realm of the unplayable game now. Just an hour's play will be enough to make you want to slit your wrists with the otherwise redundant CD.

2 There's a fine line here between this and the next mark down. Perhaps the dire quality of the game/graphics/voice-overs gives you a laugh or two before it gets binned.

1 Complete and utter pants. Don't even rent games receiving this score, you'll regret the £1.50 overnight fee and realise you'd have enjoyed throwing your money down a drain much more.

Peripherals

The joypad will more than suffice for this game – not that we have much choice, mind



INITIALLY... LUSCIOUS GRAPHICS. ATMOSPHERIC OPENING MOVIE. A TANK FULL OF GAS. THE OPEN ROAD. WHAT MORE COULD A LITTLE CHAP LIKE ME WANT? THIS IS NOTHING LIKE A PLAYSTATION EFFORT – THAT'S MORE THAN CLEAR FROM THE START.

FEEL FREE TO SAVE YOUR GAMES TO THE WONDERFULLY VERSATILE VMU. WE'LL LET YOU.

VIGILANTE 8: SECOND OFFENSE

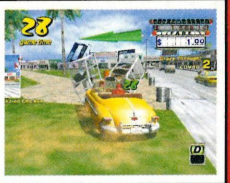
A sequel to a PlayStation game? On a Dreamcast? It's true, and as Simon finds out, Vigilante 8 may be flawed but it's still good fun...

+ characters and cars

It's not an earth shattering gaming revelation to announce that your progress in Vigilante 8 will rest with the vehicle and character you choose to associate with, and that each has its individual strengths and weaknesses. Check out some of the cast and the cars that they drive...

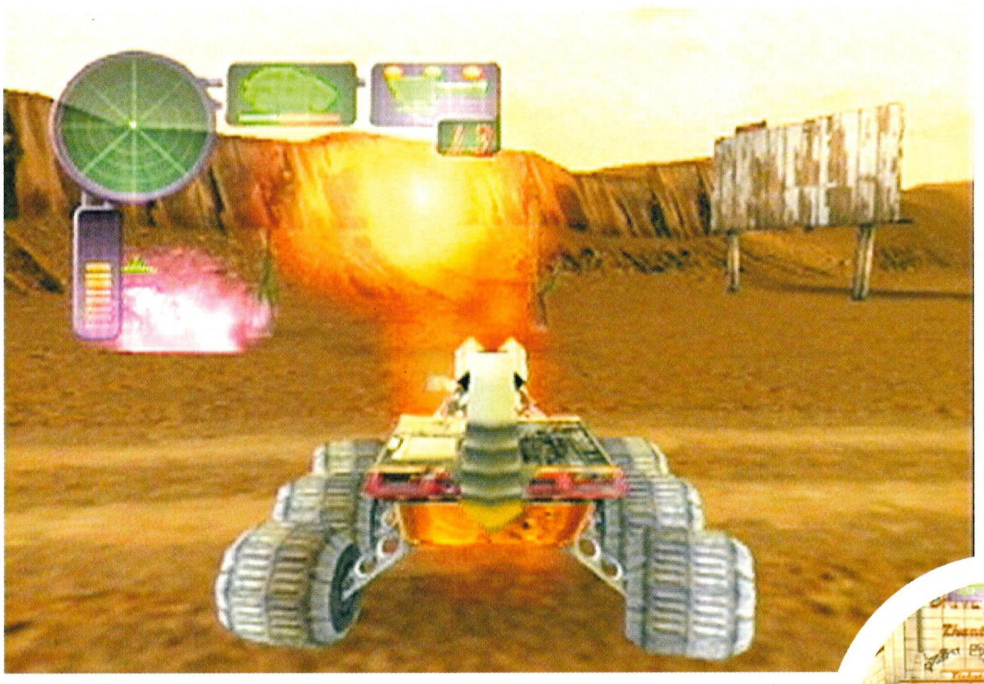
Crazy Taxi

IF YOU LIKE YOUR DRIVING GAMES A BIT DIFFERENT, THEN CHECK OUT THIS AWESOME LOOKING SLICE OF ARCADE FUN THAT'S DUE ANY MINUTE FROM SEGA. IF YOU WANT TO KNOW MORE, JUST TURN TO PAGE 62 FOR OUR LOADING PREVIEW.

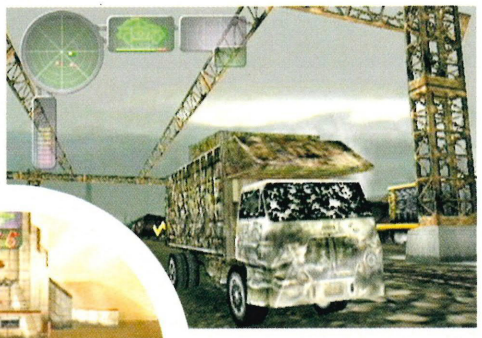


VIGILANTE 8: SECOND OFFENSE

Publisher	Activision	**Developer**	Luxoflux	**Origin**	USA	**Genre**	Driving/Combat
Available	January 2000	**Players**	1-4	**Price**	39.99	**Contact**	0181 456700



There's nothing quite like a game of hide and heat seeking missile.



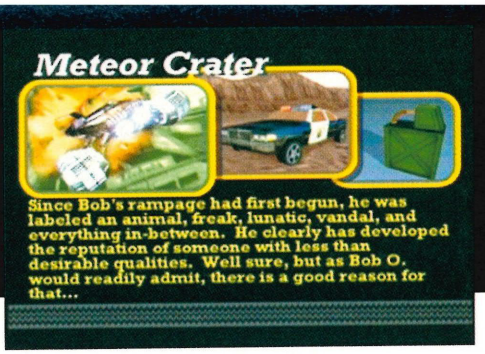
SOMETIMES YOU CAN'T HELP WISHING THAT YOU COULD PULL UP, STEP OUT AND HAVE A BASH AT SOMETHING ELSE JUST TO ADD SOME VARIETY

It all opens out in the middle of nowhere. A couple of guys just happen to be driving a truck along a mountainous road, when wouldn't you know it, three vehicles from the future fly in and try and blow the truck to smithereens. An everyday occurrence on the M25, according to our sources in the transport police.

Okay, we'll translate. It's a game where lots of cars fight each other, and the plot is basically an excuse to fly lots of futuristic vehicles into a game set in 1977 (Back to the Future eat your heart out). It's also the second appearance on the Dreamcast for Activision, following a lukewarm beginning with the fun-but-flawed Blue Stinger. Strangely, exactly the same words could be used to describe Vigilante 8: Second Offense, but we'll come to that in good time.

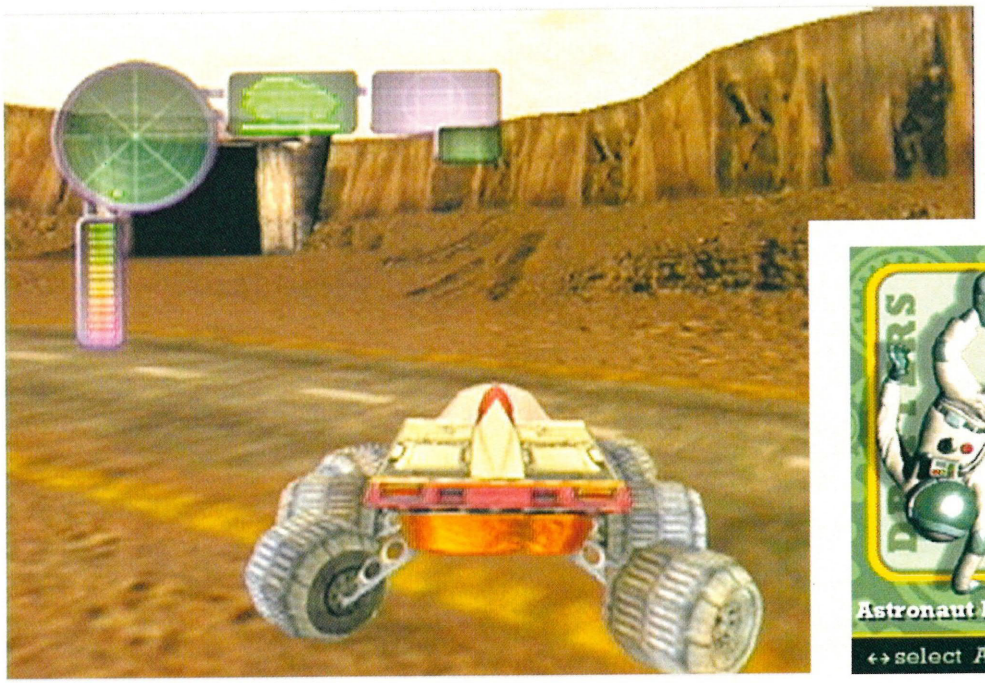
The Basics

In some ways harking back to the arcade classic Road Blasters (anyone out there remember that?), and certainly with a large dose of Destruction Derby thrown in for good measure, Vigilante 8: Second Offense is built on a simple premise. You get a car, customise it, send it into battle and then it's last man standing time in a fight to the death. At least that's how the Arcade mode plays. It's one of a couple of ways you can play the game, but as we've mentioned it, we'll deal with the Arcade mode first. Here, you and your friends (or computer players) are flung into an arena and just have to slug it out. The playing arena in which you're dropped varies, but tends to be rather large with plenty of room to nip off if the odds are stacked against

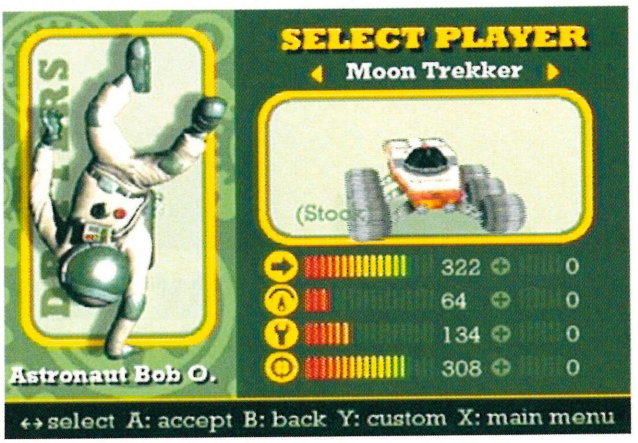


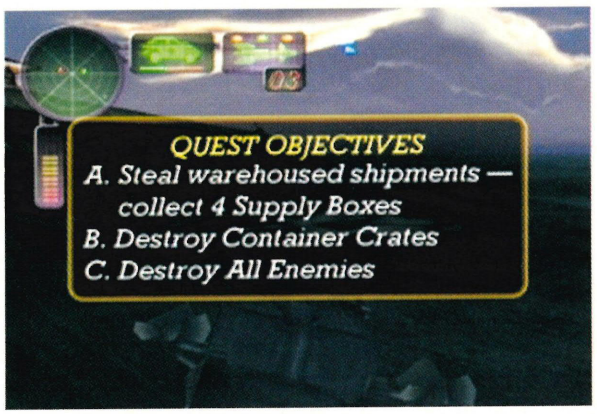
Since Bob's rampage had first begun, he was labeled an animal, freak, lunatic, vandal, and everything in-between. He clearly has developed the reputation of someone with less than desirable qualities. Well sure, but as Bob O. would readily admit, there is a good reason for that...

THE SNOW BASED LEVEL IS A HOOT, YOU GET THE CHANCE TO NAVIGATE SKI SLOPES AND TOBOGGAN RUNS FROM THE COMFORT OF THE DRIVER'S SEAT



I think this character couldn't quite handle the pressure.





VIGILANTE 8: SECOND OFFENSE

the features +

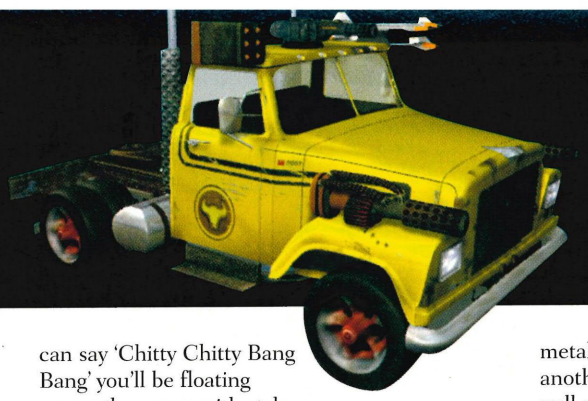
- 18 cars, mixing supercharged 1970s machines with the remnants of Back to the Future 2
- A unique special weapon for each car
- Eight battle zones
- Destructible scenery
- Vehicle upgrade system; earn points through a level to upgrade your car with
- Two player Co-op, Quest and Versus modes.
- Up to four players can play in brawl, team or smear mode

you. That way, you can search out the numerous power-ups and hidden doorways which could just aid your comeback.

If you choose to fight on, then it's on to clearing the field. You do this via a variety of tactics. A simple machine gun and a chase isn't going to get you very far, so in little time you're bound to come across a power-up, usually in the form of a weapon. Your car can hold numerous weapons, selectable from your gamepad, and you can fire your selection using the left and right trigger buttons. It does result in satisfying mayhem too, especially as you continually upgrade your vehicle in order to keep one step ahead of the opposition, or when you pull out that special weapon and wave cheerio to your attacker. Oh, it's worth mentioning that a standard radar is provided to help you keep track of who is where – it comes in mighty useful.

As you'd expect, the arcade side of things really comes alive in multiplayer mode, with your best mate making a rather fitting substitute for the previously anonymous dump truck that had a horrible habit of picking you up and shoving you into its on-board crunching gear. However, for the single player, it's going to be the Quest option that's more interesting. This basically involves numerous levels, each taking place in a different American state, where you have to perform a series of around two or three set objectives. For instance, a level at a dockside will require you to destroy all the enemy vehicles (not many in the earlier levels, but numbers gradually increase as you get more into the game) and blast the container crates to high heaven too, whilst making sure you pick up supply boxes. Most of the levels involve you having to collect a few items such as this, and they're either scattered around the level or held by some of the bad guys that you have to waste. Incidentally, you can progress through the game without actually completing each objective, it's just the game will register your failure to keep you thoroughly humiliated.

As you move through different States, you'll encounter different areas and consequently vastly different terrain. Going back to the dockside, much of that particular level is water-based, and before you send your vehicle careering into the drink, you're going to need to pick up some of the many propellers located around the level. Don't get them, and a crane'll be winching you out before you even get a chance to turn the radio off. But if you do pick them up, before you



ViGiLANTE 8: SECOND OFFENSE

survival

There's another way to play one-player Vigilante 8, and that's in Survival mode. This sticks you on a level, starting off with one enemy vehicle, but as you destroy them, more and more start heading your way. If you reckon you're an ace gamesplayer, then this is the game mode for you!

can say 'Chitty Chitty Bang Bang' you'll be floating across the waves with style. Likewise, unless you pick up some enhancement when you hit Utah, you'll find that you'll get nowhere in the snow. Incidentally, the snow-based level is a hoot, as you get the chance to navigate ski slopes and toboggan runs from the comfort of the driver's seat.

Look And Feel

It's when is plays to its quirks that Vigilante 8: Second Offense does begin to hit top gear. Especially in the early stages whilst you're still exploring and familiarising yourself with the game, there's a fair bit to do and lots of places to hunt for. Gaping black holes for instance, generally in the form of doorways and entrances, mean that there's sometimes something cool on the other side. These take more hunting for the further on you get, as do the anonymous looking crates that are bound to contain a juicy weapon of some sort. Eventually you'll need to blast away at inconspicuous scenery in the hope of uncovering these bonuses.

And did someone say scenery? Thought so, which reminds us that the graphics in Vigilante 8: Second Offense are strong, with some of the backdrops particularly worthy of praise. The cars themselves look good, although you're not always convinced that the wheels look like they're turning. Likewise, it was most unpleasant when we detected that old PlayStation favourite – slowdown. It's not overtly obvious, and only kicks in when there really is plenty of action and effects taking place at once, but it's still an unwelcome guest at the Dreamcast table, thank you very much.

More fundamentally though, one of the key faults is the lack of soul to it all. You drive big metal machines around, smashing into one another and shooting whilst sometimes having to pull off mildly intricate missions. Sometimes you can't help wishing that you could pull up, step out and have a bash at something else just to add some variety, even if it's just dragging the other driver out of their car and smacking them in the mouth. In the arcade version in particular, things do tend to drag on. Whilst the likes of the Destruction Derby games on PlayStation were of similar ilk, they at least had the sense to be short and snappy, whereas arcade face-offs in this can go on for far too long if you let them. The driving away tactic is far too effective, and you're bound to find yourself frustrated at some point.

And yet it's to Vigilante 8: Second Offense's credit that it still manages to survive these flaws and deliver a credible and entertaining piece of software. The game is littered with nice touches and ideas, and in many ways it's hard not to like it. The Quest mode, for instance, will vary depending on which of the characters you pick to play at the start. Physical damage graphically takes its toll on your vehicle. There's the immediate satisfaction of firing a homing missile at the futuristic effort of a car that's been tailing you for the past few minutes, or the fact that you can not only wreck the opposition, but can completely total them for an extra bonus. All of these factors and more mean that at worst, this is a decent slice of entertainment.

Still, it is hard to give the game anything more than a six, even if it does edge closer to a seven than it does to a five. For whilst we had fun playing it for the majority of the review, and have certainly met worse Dreamcast games, it's not the kind of thing that'd persuade us to stay after work for one more go. All of which still leaves the Dreamcast driving crown in the hands of Ubi Soft's Speed Devils. Next challengers? Crazy Taxi and the awesome looking Sega GT. We'll see you then. END

ViGiLANTE 8: SECOND OFFENSE

second offense

You've probably noticed by now that the title of the game hints at the fact that this is a sequel. Which of course it is, to the PlayStation hit of a couple of years ago. And just to prove it, here's what it looked like back then...

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VERDICT

A fun, throwaway piece of entertainment, enlivened by the mission based single player game, but ultimately hampered by the lack of long term interest.

6

Written By simon brew simondrew@quaynet.co.uk

ALTERNATIVELY?

EXPECT A HORDE OF HANGERS-ON, BAND-WAGON HI-JACKERS AND ALSO-RANS (NOT TO MENTION THE HYPHEN-POLICE) TO APPEAR IN THE NEAR FUTURE. IT'S A FAIRLY SAFE BET THAT YOU WON'T CARE BECAUSE THE CHANCES OF TEE OFF BEING SUPERSEDED ANY TIME SOON ARE AS SLIM AS CLAIRE WINNING A ROUND OR RUSSELL PAYING FOR ONE.

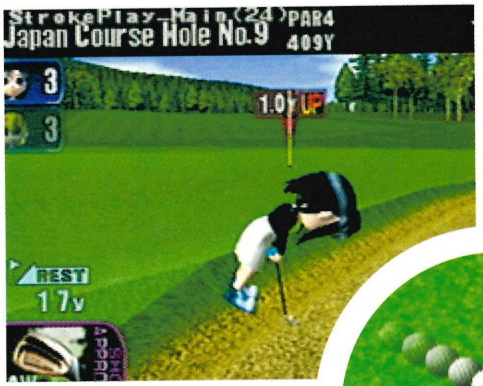
BOTTOM UP

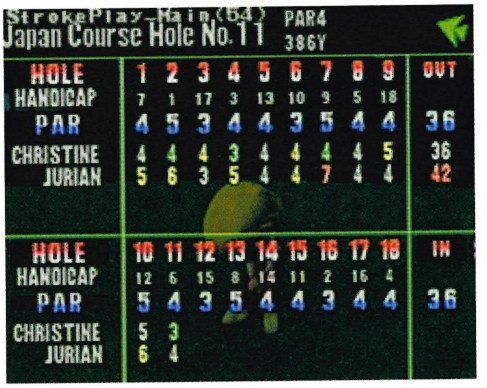
INITIALLY... IF YOU'VE EVER PLAYED A GOLF GAME BEFORE THEN TEE OFF WILL FIT LIKE A SNUG OL' PAIR OF SLIPPERS. ON THE OTHER HAND IT WILL TAKE NEWBIES, OOOHH, ALL OF FIVE MINUTES TO, AHEM, GET INTO THE SWING OF THINGS. GAMING HEAVEN FROM THE WORD GO.

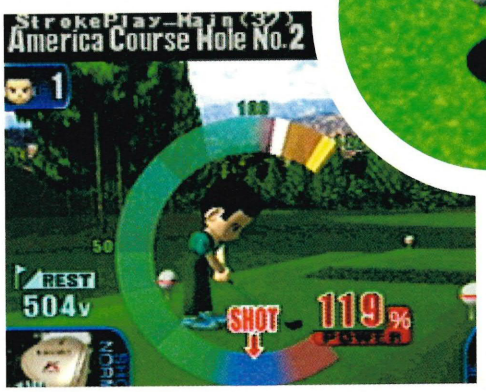
TEE OFF

Varied participants, scenic views, crap pants, great courses and Happy Gilmore. Some of these things are welcome in any golf game; others are not. Let's wander down to the fairway and see if Tee Off's developers have selected wisely...

UNLOCKABLE CHARACTERS NECESSITATE THE PRESENCE OF A VMU ALTHOUGH, UNFORTUNATELY, WE'RE STILL A LITTLE WAY OFF VMU GOLF JUST YET.







Don't be put off by the ridiculously sloping green.

Y'know, it seems that every import machine I've ever encountered over the years has sported (no pun intended) a golfing title early on in its life – Tee Off's comparatively late arrival (after the Dreamcast's UK launch) therefore comes as something of a shock. Yup, those crazy sake-slurpers sure like their golf so, now that the inevitable game has finally surfaced, what comes as distinctly less of a surprise is that Tee Off is so stereotypically Japanese that it makes used-panties vending machines seem positively Western by comparison.

Indeed, one look at the screenshots which adorn these pages should be all it takes for you to get the measure of Tee Off, infested as it is with cutesy "super deformed" characters who form an effective vanguard against what I would like to call [FANFARE!] "The Simulation Trap". Allow me to explain...

The "Simulation Trap" (© M.Crawley 2000) is what developers fall into when they fail to take into consideration the reasons why their intended audience stays in playing video games instead of going out and doing the simulated activity for real. Developers of F1 games, for example, are on fairly safe ground because slapping a shiny disc into a little grey box is the nearest most of us are ever gonna get to sitting in a Formula One car and, when done competently, it feels pretty good. Conversely, where golf is concerned, it's a fairly simple matter for anyone with an interest to join a club and play a round in the great outdoors. As a consequence, the more absurdly realistic a golf game is then the less well-received it is likely to be – gamers who dare a quick dabble under the misguided impression that "it will be fun" are soon scared away by overbearing levels of realism, whereas actual golfers are scarcely going to be satisfied with a cheap imitation, no matter how technically accurate.

THE FIRST GOLF GAME IN WHICH YOU SPEND THE MAJORITY OF YOUR TIME LOOKING IN THE WRONG DIRECTION

Peripherals

Perfectly (and we mean that pretty much literally) playable with the standard Dreamcast pad, and it's much easier to pass around than an arcade stick if you've more mates than controllers...which you will have once they see this game!

TEE OFF

Publisher	Acclaim	**Developer**	Bottom Up	**Origin**	UK	**Genre**	Golf
Available	March 2000	**Players**	1-4	**Price**	39.99	**Contact**	0181 9449000

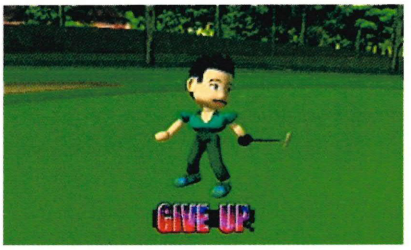
Zoom out using the trigger buttons to get under view.

Whether you're one o'them fangled new "casual" gamers or a seasoned joypad-juggler (to whom the prospect of taking half an hour to set up a shot has long since lost its appeal!) you'll doubtlessly be glad to learn that Tee Off gives the Simulation Trap such a wide birth that it's barely a dot on the horizon - the game really wouldn't look out of place stuck in a beer-sodden cabinet in the corner of your local boozer. An appropriate (although not always the absolute best) club is selected for you automatically, you begin each shot lined up exactly with the hole and the ball's trajectory can be displayed, pre-swing, at the touch of a button. It's so unbelievably friendly compared to more serious examples of the genre that you'll soon want to buy it a pint, call it "mate" and insult its mother.

Despite being so arcadey the simple nature of the game doesn't stop it dragging you in and keeping you occupied for hours at a time (each round consists of a full eighteen holes and there are five courses to master), in fact the emphasis upon physical skill rather than brain power only serves to deepen the gaming experience and widen the title's appeal. Sure you can give the ball hook/slice/top/bottom as you whack it, a feature which provides some much-needed scope for experienced players to show their worth... but you don't HAVE to master such tricks to hit a decent round.

Variations On A Green (Groan!)

Phew! You don't know how tempting it was to call this box-out "Diff'rent Strokes", I swear these golfing game reviews are real minefields of cheap puns and clichés but then it is true, after all, that Tee Off provides a number of alternative play modes. Each mode is suited to players of a certain level and it's a fair bet that you'll find something of interest amongst this little lot, check 'em out...

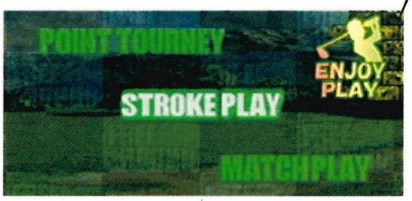


Point Tourney

Different points are awarded depending on how far under par players complete each hole with the winner, obviously, being the competitor who ends up with the highest score at the end of the round. To save embarrassment the CPU will remove you from a course once it becomes obvious that you aren't gonna score any points... no point slowing everybody else down, Claire!

Albatross	5 pts
Eagle	4 pts
Birdie	3 pts
Par	2 pts
Bogey	1 pt

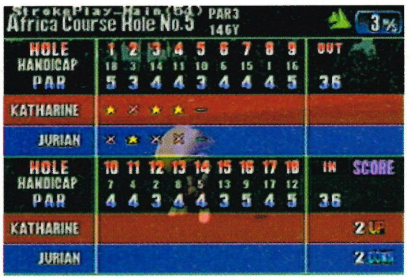
Best Played... With friends who are familiar with the game and long for something with a bit more spice now they're feeling comfortable out on the fairway. Sad, floundering failures being chucked off troublesome holes helps to ensure that the round is completed as quickly as possible. Make sure that anyone suffering this fate is sent to make a cuppa whilst the "real" players finish up.



Stroke Play

A bit of what we're used to! Standard golf (though played outside of the World Tour) in which the game records how much above or below par each player is, with the lowest scorer reaping the glory at the end of the round.

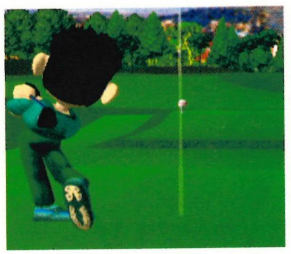
Best Played... With competent players whose scores aren't likely to cause too much embarrassment when displayed for all the world to see. As with all the alternative play modes, Stroke Play allows you to choose whichever course you want, so it doubles as a particularly useful training ground for the later stages of the main World Tour.



Match Play

This mode only records whether you won, lost or drew a hole. The player with the most wins over the others is declared the champ at the end of the round.

Best Played... By novices who really don't want their abysmal performance stuck in their faces after each and every hole. Whilst the game will still tell you the par for each fairway and do its best to describe your performance when you finally sink the ball each time, the scoresheet itself only reflects players' ranks relative to each other. A great way for newbies to avoid demoralisation and an interesting distraction for more accomplished players.



SO STEREOTYPICALLY JAPANESE THAT IT MAKES USED-PANTIES VENDING MACHINES SEEM POSITIVELY WESTERN BY COMPARISON

Under Control

Other than its ease of use, the control system holds few surprises. The time honoured swing-o-meter, as seen in practically every golf game since Leaderboard, appears once again to dutifully perform its traditional task and you'd be forgiven for asking if we couldn't have expected something a little more innovative and fresh considering the platform in question. Well... perhaps we could, but Tee Off's chunky gauge is a joy to use as it resets itself if you fail to set the power, is perfectly paced and, unlike the one in Everybody's Golf (surely the title to be seen to beat), there is no latency between pushing a button and the action registering on-screen. Besides, can you think of a better system? Fame and fortune await you if you can!

What's unusual is the game's chosen method for setting up a shot, it generously allows players to zoom into the spot where their ball will land for a bit of fine-tuning but, and get this, doing so flips the view around 180° so that you can see back down the fairway to where your golfer is standing! This, to my knowledge, makes Tee Off the first golf game in which you spend the majority of your time looking in the wrong direction, and quite why this reverse view works so well is anybody's guess... but it does!

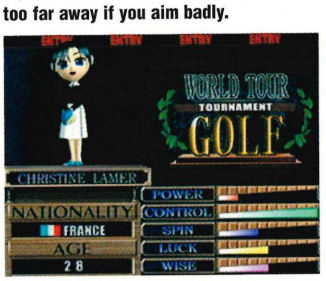
Double Bogey

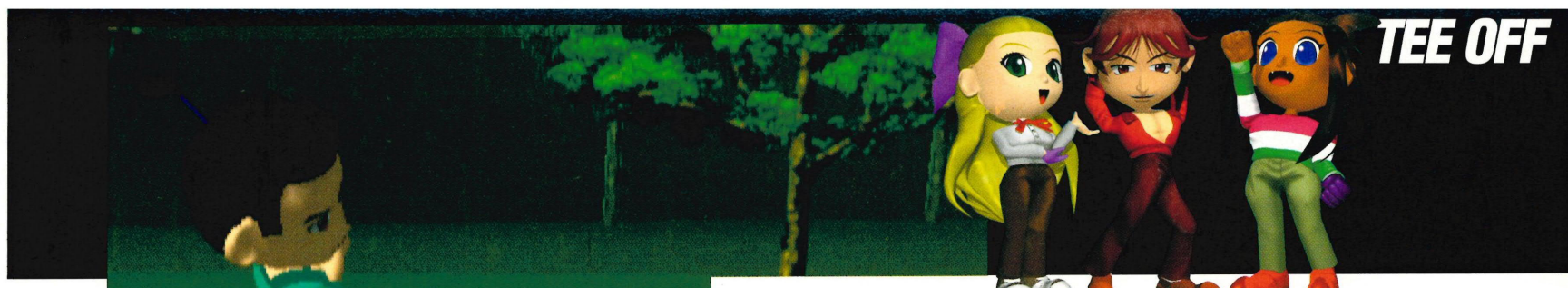
Okay, so far so good, but there are a few bogeys which we really should mention before heading back to the club house for a pint of warm ale. Starting with the aspect closest to the public's heart, it has to be said that the graphics, by Dreamcast standards, are adequate at best.

TEE OFF

identity crisis

Tee Off starts you out with four characters to choose from BUT [bites knuckles for effect] who should you select to ease yourself into the game with? Common sense might tell you to go for an all rounder but remember, common sense also tells us that the world is a flat disc orbited by the sun... so listen to us instead! Choose Christine, she makes striking the ball properly miles easier (even at 120% power!) and, being a weak girlie, won't hit the ball too far away if you aim badly.





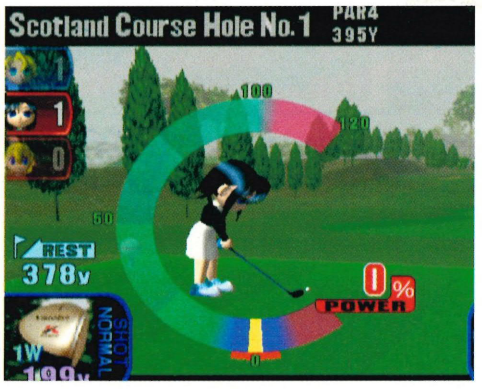
THE EMPHASIS UPON PHYSICAL SKILL RATHER THAN BRAIN POWER ONLY SERVES TO DEEPEN THE GAMING EXPERIENCE

Yeah, they still outclass anything which the competing platforms can churn out and, admittedly, it's a relief to see some restraint applied to the graphical ambitions of what is still a reasonably early title. However my beef here is not with the resolution or poly' count but the environmental diversity... or lack of it. Put frankly, Tee Off's courses all look very samey, it's fair to say that they lack much of the character displayed by its cast of players and this fact conspires to make individual holes less memorable than they should be – a problem which is compounded by the unavailability of a plan view.

Further niggles stem from not being able to change the elevation of your view without spoiling your aim (cheers analogue pad!) and the lethargic pace at which the camera returns to the tee after fine tuning a shot, ensuring that the wind WILL have changed direction in the meantime!

These are minor problems but, coupled with the fact that I played Tee Off's 2D blueprint on the PC Engine almost a decade ago, they serve to deny it of the coveted 9 which it so nearly attains. They don't stop it being one of the most enjoyable Dreamcast releases to date though so, simply put (again, no pun intended), get tee'd off or be pee'd off at missing out on all the fun! END

It doesn't matter – there are another 17 holes to go



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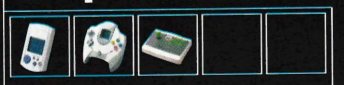
VERDICT

Tee Off's learning curve is perfect, the CPU opponents are well gauged, it's sheer magic in company and requires good judgement without demanding a physics degree. Utterly absorbing.

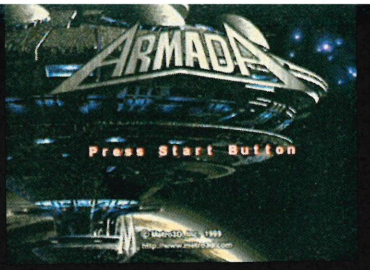
8

Written By Mark Crawley markcrawley@quaynet.co.uk

Peripherals



WE'D STICK WITH THE PAD FOR THIS ONE, ENSURING THAT THE PRICELESS BOOST/RUN-AWAY TRIGGER IS CONSTANTLY AT HAND (OR FINGER RATHER). A VM UNIT IS A PREREQUISITE.

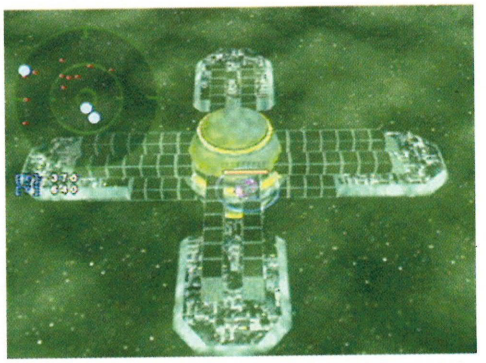


INITIALLY... "OH MY GOD, WHO SNEAKED THIS CBM64 EMULATOR INTO THE CASE OF MY NEW GAME?! MIGHT AS WELL GIVE IT A GO BEFORE I TAKE IT BACK...[BOOM!]. OH. WELL, THERE MUST BE SOME TRICK TO THIS IF I JUST...[BOOM!] NEEEAAGGGHH! [SOUND OF RIPPING SCALP]"

ARMADA REFUSES TO RECOGNISE VMUS INSERTED AFTER A GAME HAS BEGUN, SO ENSURE ONE IS PRESENT FROM THE START. PROGRESS CAN BE SAVED, ALONG WITH CHARACTERS FOR USE IN MULTIPLAYER GAMES.

ARMADA

Metro3D send players hurtling through space *and* time, back to when the digital universe was flat and crowded, with gameplay as the reigning monarch. But gazillions of enemies can't scare me...



ARMADA

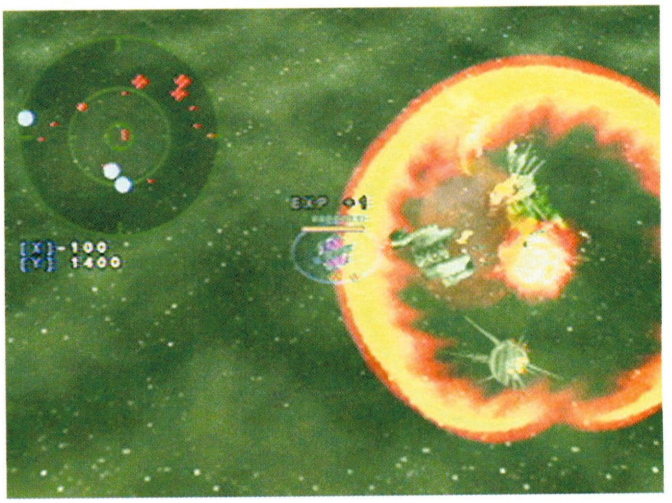
+ going native

There are six distinct races to choose from and your selection will vastly affect the tactics needed, although the missions remain the same whoever you pick. Eldreds are probably the next best choice after the Vorgons as boosting doesn't affect their ability to fire.

If the likes of Soul Calibur and Code Veronica are Sega's darlings, working so hard (as they do) to cement the Dreamcast's potential as a mass-market machine, then Armada must be some kind of black sheep of the family, skulking in with a hardcore retro-style which will have the more casual gamers cowering behind their PlayStations in terror.

On first inspection it is indeed easy to view Armada as some kind of drunken step-uncle, twice removed on your mother's side and only invited to the 128-bit party because it resembles a game of some description and, hey, we needed to make up the numbers anyway. To begin with it is suspiciously reminiscent of Asteroids, allowing the player to rotate 360° in any direction but declaring any movement into or out of the screen illegal – being a 2D blaster the game was always going to struggle to make a good first impression but

THOSE WILLING TO PUT IN THE GROUNDWORK WILL, EVENTUALLY, FIND A WORTHWHILE CHALLENGE

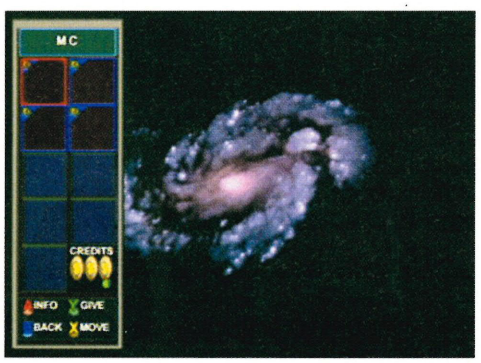


ALTERNATIVELY?

Metro3D

WE THOUGHT THAT THIS FORM OF DIGITAL ENTERTAINMENT HAD FLAT-LINED ALREADY AND DREAMCAST OWNERS ARE FORTUNATE THAT METRO3D TOOK THE PLUNGE. HOPEFULLY TREASURE WILL CONTRIBUTE – BUT DON'T HOLD YOUR BREATH!

Publisher	Acclaim	**Developer**	Metro3D	**Origin**	UK	**Genre**	Shoot-'em-up
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	0181 9449000



things only get worse once you pick up the pad. Unlike Asteroids the controls are directional rather than rotational (i.e. pressing left faces the ship left rather than rotating it anti-clockwise) which is disconcerting and, coupled with the restrained level of inertia, makes strafing the enemy impractical. As a consequence beginners will end up nose to nose against opponents, firing constantly until one or the other of you is dead. Sure you can get behind the odd enemy for a clean kill but there's no way you can be behind every single foe at once, not when they come careering in from all directions with their third party lasers switched to autofire.

The net result of this situation is that although you have a wealth of different character types to choose from you practically HAVE to select the Vorgon race. Humans, you see, have colonised the furthest reaches of the cosmos and, over time, this has lead to each colony evolving particular traits which are exclusive to themselves. Now that the alien armada (of the title) has reared its bug-ugly head, mankind finds itself with a variety of fighters to employ in its defence. However, the Vorgons are the only type of human who pack precious homing-shots which allow players to hit the enemy whilst avoiding incoming fire at the same time. So, let me ask you – on balance, who are ya gonna pick?!

Armada, in case you haven't guessed by now, is initially overwhelming – sporting screens filled to the brim with enemy ships and their flak, right from the word go. To say you are underpowered to begin with does not even begin to convey the severity of your situation at the start of the game. Your ship's dribbling "weapons" are offensive in the worst possible sense, as you're expected to defend yourself against industrial strength lasers with a unit which appears about as fearsome as a household torch. In no uncertain terms, the bottom of the intergalactic food-chain is where new players find themselves and it's a pretty off-putting place to be.

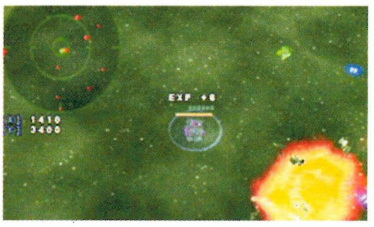
It's only by collecting credits from defeated enemies or through combat experience itself that your situation can be improved. The fleeting nature of combat (you must retreat after every spree of violence to recover) makes cash hard to collect so waiting to power up via experience is, during the opening levels at least, the only option. This is Armada's main fault, the mechanisms by which ships are upgraded are themselves fine but, and I mean BUT, the only enemies you'll be able to destroy as a rookie leave 1-5 credits (weapons cost hundreds) thus working up to even a semi-decent level of power (via experience) will take an hour or so of play.

This is a pity because after the first hour, upon becoming powerful enough to complete actual missions, the game begins to open up. Its RPG leanings come to the fore with more varied tasks, you learn how to survive without continuously returning to base and, hell, the controls even begin to feel okay! Those willing to put in the groundwork will find a worthwhile challenge which, thanks to the save-at-any-point system, can be dipped into at leisure. With a decent craft the gameplay realises its classic retro potential – it's just a crying shame that most people won't have stuck around to become absorbed by it! END

Trading Spaces

A vast cosmos to explore, continuous character building, new weapons and the buying, selling n' delivery of goods – not so long ago gamers would have given their right leg (not their much needed gamesplaying arm, obviously) for a chance to be immersed in the type of universe which Armada presents! If you're still prejudiced against the idea of a top-down shoot 'em up then it might help you to think it as a 2D, more arcadey version of Elite... There, I knew that would make a few ears prick up! The interactions here are, blissfully, simplified in comparison to Braben's classic space-opera, here's how it works:

Return to base victorious and scan your comrades, sooner or later somebody will give you a new mission objective, the second



assignment has you delivering supplies. Fortunately the item required is for sale at the space station which orbits our home planet, by the time Mission One is complete you should have acquired enough cash to purchase the necessary goods.

Just in case you haven't been paying attention at all the game makes it clear that THIS IS THE ITEM YOU NEED FOR THE MISSION – if only you were eased so gently into the combat!

Aaawww shucks, it was nothin'! Your radar will guide you to the delivery point but it's necessary to make note of the new space-station's co-ordinates before leaving as it may be a while before you're directed here on another mission. It's also worth noting the weapons and supplies available – for future reference!

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VERDICT

Dr.Crawley has examined the patient and diagnosed TD's syndrome – meaning it's Top Down, Two Dimensional and Too Difficult. Not a fatal condition but its social unacceptability may affect Mr.Armada's ability to fit into the modern gaming community.

7

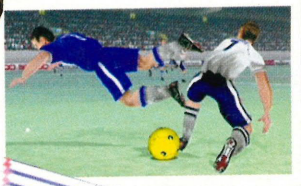
Written By Mark Crawley mark@quaynet.co.uk

VIRTUA STRIKER 2 VERSION 2000.1

ALTERNATIVELY...

Sega Worldwide Soccer 2000

IF YOU'RE LOOKING FOR A FOOTY GAME WITH DECENT DEPTH AND A WEALTH OF GAME MODES YOU CAN'T DO MUCH BETTER THAN SEGA WORLDWIDE SOCCER 2000. THERE ARE TONS OF MOVES AND SET PIECES ON OFFER AS WELL AS SOME FANTASTIC GRAPHICS AND INTUITIVE CONTROLS.



It's clearly football season on the Dreamcast, what with three games out already. But now we have an arcade conversion for the taking – so let the games begin...

SAVE COOL REPLAYS AND YOUR SAVED GAME POSITIONS, THAT WAY YOU CAN LEAVE THE GAME WHEN IT BECOMES TIRESOME AND BUILD BACK UP TO IT LATER.

INITIALLY... BIG CHUNKY GRAPHICS, ARCADE STYLE FRONT END, SIMPLIFIED GAMEPLAY – IT COULD WELL BE AN ARCADE GAME IN YOUR FRONT ROOM. EXCEPT IT'S NOT.

VIRTUA STRIKER 2 VERSION 2000.1

Peripherals

A true arcade game, so it only makes sense to get yourself an arcade stick and play for real – surely.

Publisher	Sega	**Developer**	Sega	**Origin**	Japan	**Genre**	Football
Available	Jan/Feb	**Players**	1-2	**Price**	39.99	**Contact**	0181 9953399

EVEN THE MINNOWS OF KOREA WERE PRODUCING BECKHAM-LIKE BALLS ALL OVER THE SHOP

Winning the accolade for catchiest game title yet on the Dreamcast, Virtua Striker 2 Version 2000.1 is the third football game to grace Sega's box of tricks, arriving in the UK off the back of enormous success in Japanese arcades. It's initially very easy to see why – huge, chunky players, no expense spared on the visuals and the instant look and feel of an arcade machine.

Limited Success

You see, Virtua Striker 2 has no pretensions about what it's trying to do. There's no effort to include super-realistic manoeuvres, no multi-button combinations to remember to help you pull off neat little tricks and there's no feedback from John and Trevor in the commentary box. The aim is to bring the simplicity of arcade machine football to your Dreamcast.

To an extent too, it's successful in its quest. The game looks cool when you first stick it on, has that 'play me' look on its face when you load it up and comes seemingly packed with enough game options to keep variety going for some time. Unfortunately, all this betrays the fact that Virtua Striker 2 is a bit of a mess.

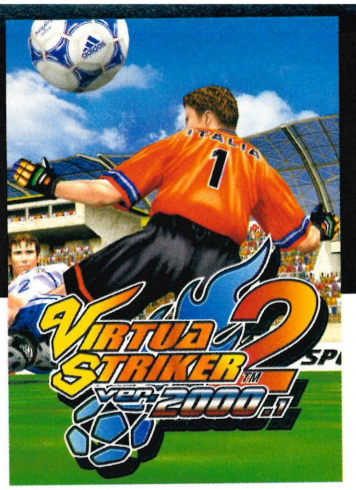
It's not messy during the build up, mind. From the menu structure you can choose from a straight arcade game, an International Cup, Selectable Tournament, a ranking option (where the game grades your performance), league or friendly. They're international teams, so it was fairly straightforward for us to select our test friendly match, pitching mighty England against, er, Korea. Just to get the hang of it, y'know. This was not a good idea.

It soon became clear that Virtua Striker 2 possesses the kind of unforgiving computer opponent that grates very quickly. Whilst you're struggling to place your passes where you want them to go, even the minnows of Korea were producing Beckham-like balls all over the shop. Frankly, we never stood a chance. They zipped the ball around, took it off England in split seconds and happily banged in a few spectacular goals to round it all off. To say it felt unfair was an understatement; there was no learning curve here, just a straight, brutal hammering in what should have been an easy fixture.

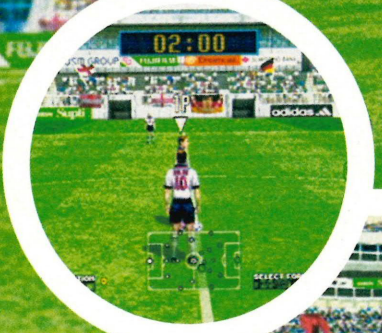
VIRTUA STRIKER 2 VERSION 2000.1

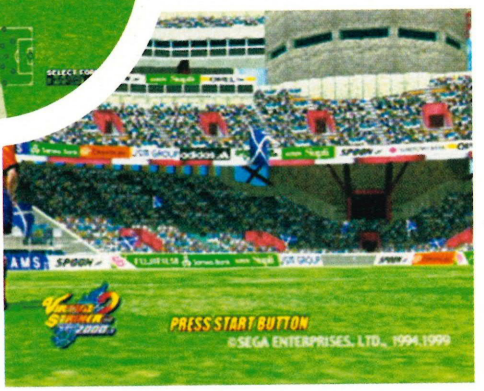
tackle this

There are two ways you can tackle in VS2; the foot in approach or the big, brash sliding tackle. Of these, the former is the most effective, although it's likely that a computer opponent will pull the same trick back on you in no time. The sliding tackle is clumsy and unresponsive,although at least you don't turn into some kind of ice skater and zoom across the pitch (are you listening, UEFA Striker?).



THERE'S NO EFFORT TO INCLUDE SUPER-REALISTIC MANOEUVRES AND NO MULTI-BUTTON COMBINATIONS TO REMEMBER TO HELP YOU PULL OFF NEAT LITTLE TRICKS





VIRTUA STRIKER 2 VERSION 2000.1

tournaments

There are several ways you can play a game of Virtua Striker 2; here are the options you can choose from:
Arcade Mode: Pretty much the mirror of the arcade version's Tournament Mode.
International Cup: Or World Cup in other words, just without the expense of having to fork out for the licence. They ain't stupid, these people.
Tournament Mode: Select up to 16 teams and customise a tournament of your own.
League Mode: Not dissimilar to the tournament, this time you can pick up to 37 teams and run your own little league. Cool, eh?
Match Play: Just a straight, single exhibition game, or a chance to brush up on those penalties if you don't fancy a full match.
Ranking Mode: You play the game, the Dreamcast ranks your performance. It's just like being at school...

The Problem With Ports

Perhaps this is the downside of the arcade port. Arcade machines by their very nature need punters. Punters are drawn in by the look of the game, and thus hand over their cash. However, the machine needs them off again quickly so some other mug will come armed with their pound coin, and so on. Bottom line? The game's got to be tough.

Unfortunately, it's also shallow. Perhaps one of the issues is that Virtua Striker 2 will be treated as a console footie game, where time is on our side to master tactics and gameplay, as opposed to the short-lived arcade blast it clearly is. That's not what VS2 is about though, meaning it's nice fodder for the shop window, but not that substantial when you get it home. Certainly, this is more for a half-hour session when it should be a nice cosy all-nighter. If you catch my drift.

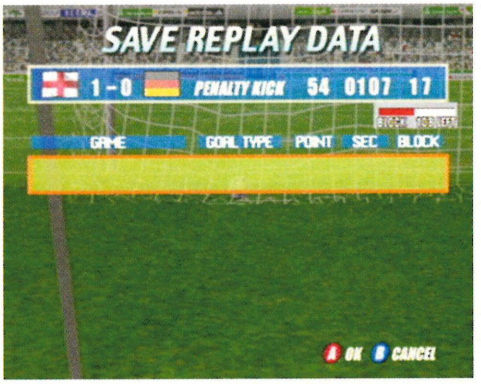
So VS2 is an out and out arcade game then, and inevitably, this means compromise. Instead of focusing its attention on an array of impressive moves, Virtua Striker 2 picks the four simple necessities – short pass, long pass, shoot and tackle – and exaggerates them suitably. Nice short little passes thus become more laboured, tackles are more lumbering, with only shooting encroaching the kind of user-friendliness we surely deserve.

Oddly, this isn't all entirely negative. Once you settle down and start to understand the game's approach, things naturally become clearer and the proceedings become more enjoyable. It's just that within a short space of time you'll feel your temper flare up as you realise that things quickly get irritating.

VIRTUA STRIKER 2 VERSION 2000.1

grade your goals

Here's a neat little feature. As well as being able to save your goals down to the VMU, the damn thing can also be used to settle disputes. Say you and your mate both have this classic goal, but you can't decide which is the best. Normally, you'd have a fight and the one that bled the most would surrender. Ah ha! That's where the pacifist VMU comes in which will, er, grade the goals and make the decision for you. Doesn't sound quite so much fun as a big scrap, but it's still a cool idea.



IT'S UNFAIR TO EXPECT CONSOLE GAMERS TO FORK OUT FORTY QUID FOR SOMETHING THAT'S LITTLE MORE THAN A GRAPHICAL WORKOUT

Looks Fine

But the graphics are good, right? Bloody good to be fair, but systematically problematic. Big chunky players and a close up camera are great for attracting the attention, but the latter all but screws up the chance of a good, tactical game. Too often only one of your players will be on screen, with the opposition hurtling towards you. This then leaves you desperately trying to pass the ball on, with only the radar scanner giving you a snapshot of where everyone is. Trouble is, by the time you've had a glance at that and got your bearings, chances are your opponent will be in possession and off on another attack. An unforgiving computer opponent? Certainly is.

However, there's something far more fundamental that's at fault with Virtua Striker 2. It's just not fun to play. Those with plenty of patience may eventually make use of the various Tournament options and persevere to get something out of it, but any rational person won't take long to realise that beneath the excellent graphics is an aggravating, unfair game that shows little respect for the player. Okay, multi-player mode is better, not least for levelling out the two teams to allow for a fair fight, but it's still far from perfect.

On top of that, there are more niggles; clumsy tackling, the fact that you have to play with the D-pad instead of the analogue stick, difficulty in directing your passes and the ineffective tactical switches (controlled by your green button). In fact, the gamepad is underused, with only three buttons controlling the passing, shooting and tackling. Even a bloody speed burst would've been nice. Positives? The action replays are suitably dramatic, and the shooting is fairly straightforward - you point, hold down the shoot button for extra power and then scramble for the inevitable rebound. It still doesn't improve matters enormously though, and you can't get away from the fact that this feels like a tarted-up mid-1990s footie title as opposed to the one that leads us into the Year 2000.

Maybe at the end of all of this a lesson has been learnt. Whilst Dreamcast games and arcade games are looking close in appearance, it's not fair to expect console gamers to fork out forty quid for something that's little more than a graphical workout with limited long term appeal. A pound in the arcades? Maybe, but there are two other far superior football games on the Dreamcast to choose from when it comes to choosing one to take home. Pick one of those, and leave this in the bargain bucket where it belongs. END

Written By Simon Brew simonbrew@quaynet.co.uk

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VERDICT

A big, flash example of what the Dreamcast can do – except without a playable game attached. It would have been best to leave this in the arcades where it clearly belongs. Buy Sega Worldwide Soccer instead, you'll be doing yourself a favour.

4

Peripherals

RPGS NEVER TAX THE OLD ACCESSORIES VERY HARD, BEING DESIGNED TO TAX THE BRAIN RATHER THAN THE REFLEXES. YOUR STANDARD SEGA PAD WILL DO AS WELL AS ANYTHING ELSE...

COMING SOON...

Grandia 2

THIS GAME LOOKS STUNNING IN IT'S DREAMCAST INCARNATION, IT'S DEFINATELY COME LEAPS AND BOUNDS SINCE THE SATURN - RELEASE DATE TO BE ANNOUNCED

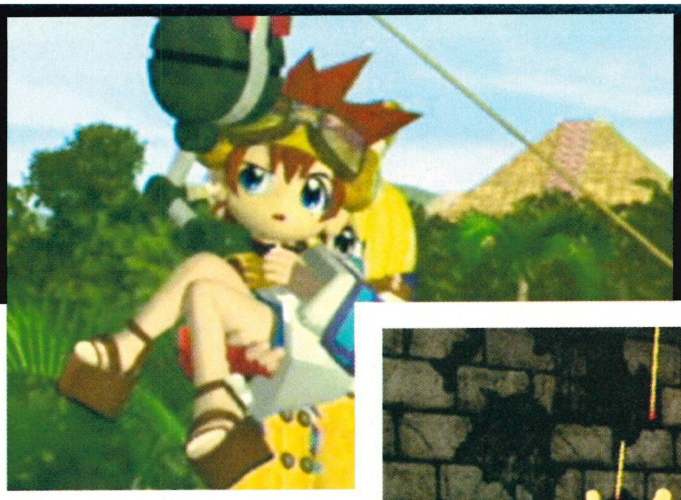
INITIALLY... AFTER A VERY JAPANESE INTRO SEQUENCE, YOU'RE PLUNGED STRAIGHT INTO THE THICK OF IT WITH A FIGHT AS SOON AS YOU START. IT'S NOT HARD, BUT IT CERTAINLY GETS YOU USED TO THE CONTROLS AND MENU SYSTEMS. IT ALSO GIVES YOU THE FIRST EXAMPLE OF THE GAME'S RARE DODGY TRANSLATIONS...

SAVES YOUR GAME POSITION AND CHARACTER DETAILS, BUT ALSO OFFERS YOU THEIR HIT POINTS ON ITS LCD SCREEN DURING YOUR ENCOUNTERS WITH THE ENEMY.

EVOLUTION:
THE WORLD OF SACRED DEVICE

It's the first RPG on the Dreamcast, but is it any good? Let's take to the caverns, explore the arcane dungeons and check out all things Evolution...

EVOLUTION: THE WORLD OF SACRED DEVICE



Publisher	Ubi Soft	**Developer**	Sting	**Origin**	Japan	**Genre**	RPG
Available	Out Now	**Players**	1	**Price**	£39.99	**Contact**	0181 944 9000

What an original plot. In the 1930s a group of archaeologists discover ruins left by an ancient and technically - advanced civilisation, including a powerful, enchanted machine called the Evolutia – can you discover its secrets? Okay, I was being sarcastic – Evolution's storyline is a blatant Indiana Jones rip-off offered with cutsie Japanese Manga-inspired presentation. Makes a change from swords, spells and dragons, I suppose…

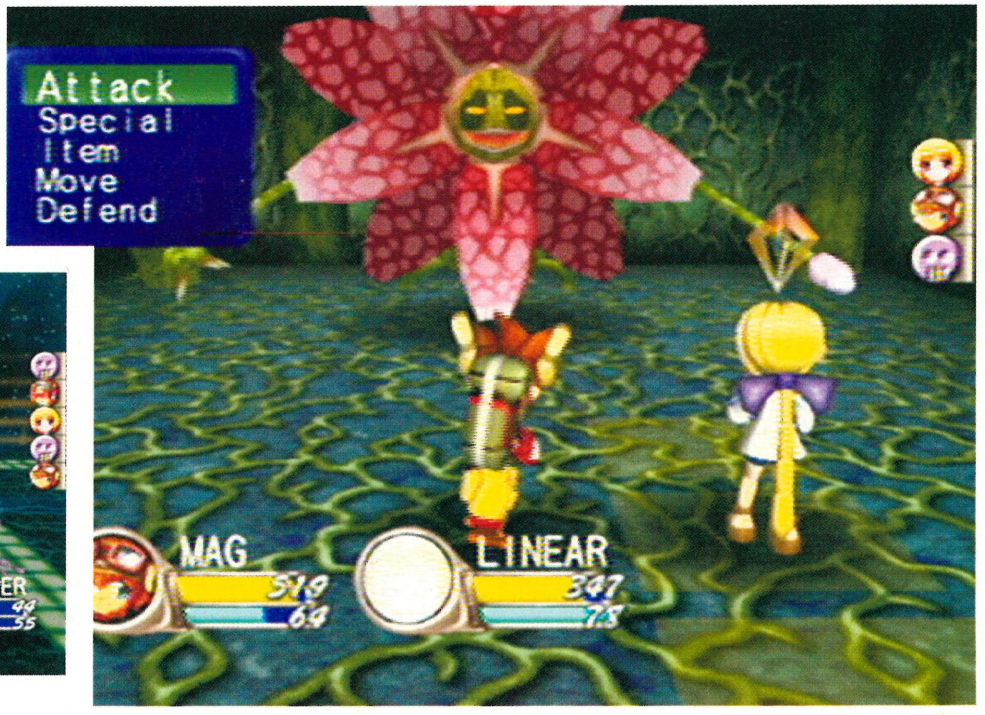
From the word 'go' (or indeed, the phrase, 'Press Start to continue'), you can tell there's very little originality here. Sure, you can rotate the game environment, okay, the battles take place on the exploration areas and not separate screens, and yes, the assignments you take on (by visiting the Guild of Archaeologists) can be tackled in any order, but even these elements are hardly unknown elsewhere. And you certainly, erm, 'feel at home' with the cheesy background music, conversations with other characters, indoor and outdoor areas to explore and furniture to search. No, originality is definitely not the game's main strength.

To Battle...

There's not much originality in the fight scenes either. Sure, they're splendidly executed, but unless you've never played an RPG before, they offer nothing new to the role-playing scene. The battles are turn-based, with each character in each party (your own and the monsters') striking one at a time. Choose your target, opt for Attack, Special, Item, Move or Defend from the menu offered, then watch as they do it back to you. Curiously, there's no 'Quick Fight' option which

READING THE (ENDLESS) TEXT WINDOWS IS LIKE PLOUGHING THROUGH THE CLASSIFIED ADS

All of Evolution's special attacks are beautifully animated affairs.



EVOLUTION: THE WORLD OF SACRED DEVICE

planning ahead...

One of the game's more impressive features is that wandering monsters appear on the on-screen map as red dots. Thus you can aim for them, picking fights and advancing in experience levels, or avoid them if you want to get from A to B as quickly as possible. Unrealistic? Perhaps, but it sure beats being thrown into random and unannounced fights every five minutes, breaking up the flow of the story and irritating the player no end.

Written By Ian Osborne ianno@quaynet.co.uk

automatically chooses Attack and cuts short the animations to speed up fights you're sure of winning. Each blow is illustrated with a neat little animation, and after the fight, you can use spells and acquired items (usually found in treasure chests and shops) to heal your party. There's nothing particularly wrong with the game in this respect, but nothing fresh, exciting or original either. The dungeon areas are generated randomly so the monsters you mangle appear in a different place every time, but this is probably why they're so bloody bland. They're just endless corridors and rooms, completely bare except for the odd treasure chest, with monsters scattered throughout like Autumn leaves. After each boring, featureless floor, you move on to the next until you reach the big baddie's lair. Exciting, eh?

THIS ONE'S BEST LEFT ON THE SHELF

Of course, none of this would kill the game if the plot was invigorating and captivating, would it? I mean, you know exactly what you're getting when you watch an Arnie film, but if it's slick enough, the action never gets tiresome. Unfortunately, the game has very little plot to speak of. You and your chums are up against a rival archaeologist (or, to be more accurate, tomb-robbing adventurer – told you it was just like Indiana Jones), but apart from the odd (and usually drawn-out) conversation piece, it's just endless wandering through featureless passages, collecting treasure and fighting monsters. You can play for hours without moving the storyline on a jot.

Turgid Text

Let's give the translators credit – they've done a better job than the usual illiterate, turgid quasi-English, but although (usually) grammatical, reading the (endless) text windows is like ploughing through the classified ads. Once again, there's nothing wrong with them, but they lack the sparkle to grab your attention. It's dull, dull, dull all the way. Also, did we have to have quite so much text? There's nothing worse than offering too little and making the game seem abrupt and remote, but conversations with important characters never seem to end. There are no

Lots of exciting text to scroll through, then.

EVOLUTION: THE WORLD OF SACRED DEVICE

choices to be made in these, so it's effectively a cut scene where you have to press a button every now and then to get the next lot of text. Surely, guys, the Dreamcast's capable of voice-overs? Of course, there's always a trade-off between presentation and complexity in an RPG, but this effort offers neither and hardly taxes the host machine.

Although it's the first RPG on the Dreamcast, perhaps we should treat it as 'the one before the first'. There's nothing you can point to and say, 'that's where they went wrong', but there's nothing original here, and nothing to send the pulse racing or to make your heart skip a beat. It's like it was built from a kit. The characters are annoying rather than endearing, and the game as a whole is a boring collection of RPG clichés and seen-it-all-before devices, with no special features to make it stand out from the crowd. The animations are good, but you don't want to watch the same ones ad infinitum – why can't you skip them at will? Also, what plot's there is so drawn out you end up not caring about it. Ubi Soft have the building blocks of a decent game here, but they've failed to do anything interesting with it – it's like a wedding cake before it's been iced. And there's a sequel on the way. God help us!

Whether you're a hardened hardcore RPG nut or a wet-behind-the-ears beginner, this one's best left on the shelf. END

Get down to some flirting with a 'foxy babe'.

we get around...

Using the shoulder buttons, you can rotate the room around you, allowing you to see every wall and fixture in the area. Do this often – you never know what you might find.

THERE'S VERY LITTLE ORIGINALITY HERE

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VERDICT

The bare bones are there, but they've failed to flesh them out with interesting and original devices.
If you put every RPG you've ever played into a cooking pot and boiled away anything which made individual games stand out, you'd have baked Evolution: The World of Sacred Device. Or is that 'half baked'?

4

Peripherals

JUST A TRUSTY JOYPAD AND A HANDY VMU HERE – WHAT MORE COULD YOU NEED?

INITIALLY...

YOU CERTAINLY CAN'T FAULT THE INTRO SEQUENCE. IT'S TIGHT, EXCITING AND DOES AN EXCELLENT JOB OF THROWING YOU INTO THE FRAY. THE GAME GIVES YOU LITTLE TIME TO GET USED TO THE CONTROLS – MAKE SURE YOU READ THE MANUAL BEFORE STARTING.

COMING SOON...

Resident Evil: Code Veronica

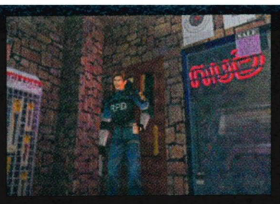
THIS ONE, UNLIKE RES EVIL 2, WILL BE CODED ESPECIALLY FOR THE DREAMCAST. NO PLAYSTATION PORT NONSENSE HERE! LOOK OUT FOR TRUE 3D ENVIRONMENTS, DYNAMIC LIGHTING AND A GRAPHICS ENGINE THAT MAKES FULL USE OF THE DREAMCAST'S 128-BIT POWER.

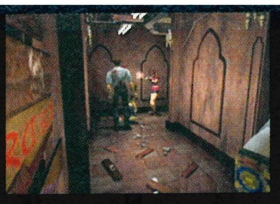
YOU CAN VIEW YOUR AMMO AND DIFFERENT STATISTICS AS WELL AS SAVE YOUR PROGRESS THROUGHOUT THE GAME

RESIDENT EVIL 2

The controversial PSX mega-hit hits the Dreamcast ahead of the forthcoming Resident Evil: Code Veronica. But is it a worthy gore-fest, or just a stop-gap cash-in? Let's blow it limb from limb...

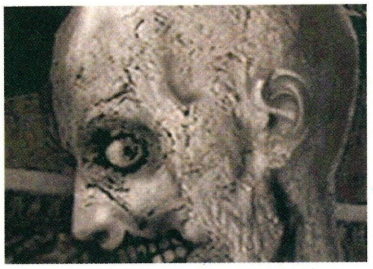
RESIDENT EVIL 2

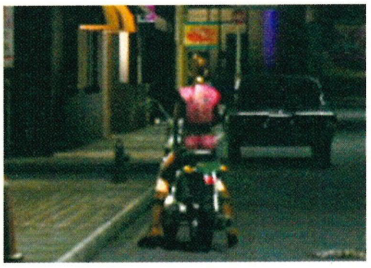


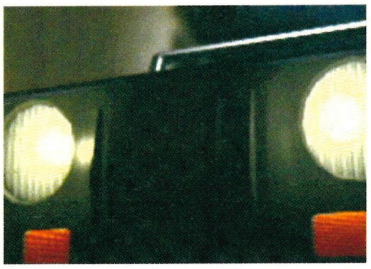


Publisher	Virgin Interactive	**Developer**	Capcom	**Origin**	UK	**Genre**	Horror Adventure
Available	28th Jan 2000	**Players**	1	**Price**	£34.99	**Contact**	0171 551 4222

The introduction sequences to both Leon's and Claire's adventures are truly awe-inspiring. It's like watching a Romero film, or Michael Jackson's Thriller video. In both cases, Claire and Leon meet when attacked by zombies and attempt to drive to the police station. They're thwarted, however, when a zombie attacks from the back seat and another in a petrol tanker tries to ram them. They survive the crash, but are separated by a wall of burning fuel – the adventure begins...







Outstanding Intros

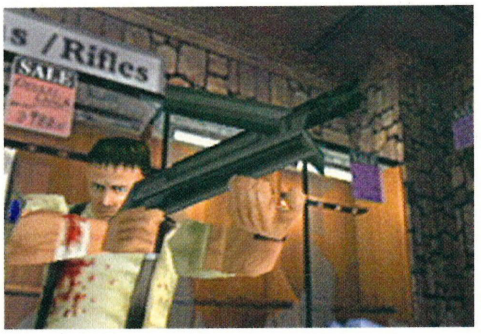
Bleugh! You can say one thing about the Resident Evil games – they sure deserve their '18' Certificates. Severed limbs, rotting corpses, zombie cannibals, maggoty wounds – Resident Evil has the lot. No, you can't fault the game for lack of gore 'n' guts, but has it got the gameplay to match?

If you upgraded to the Dreamcast from the PlayStation, you're probably already familiar with the plot. The Umbrella Corporation's sinister experiments turned the hapless residents of Raccoon City into mindless killer zombies, who slaughtered half the original STARS team (the good guys, in case you were wondering). This incident came to be known as the Mansion House massacre, and was covered in the first Resident Evil game.

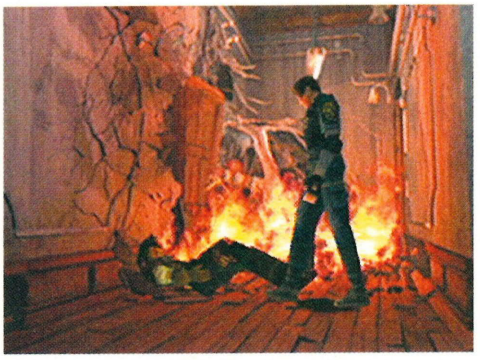
The tragedy at Mansion House didn't stop the corporation's research into the deadly T-Virus, though. The result? A new, more powerful strain and a sequel set a few hours after the original game. You've two new characters to play, namely Leon Alexander, a rookie cop on his first day with the STARS team, and Claire Redfield, sister of Chris from the first game. After they get split up right at the beginning (in the cut scene intro, to be precise), they each follow separate paths through the game. Indeed, their adventures come on separate CDs.

Bring on the Bloodbath...

Resident Evil 2's an action adventure with the emphasis firmly on 'action'. Right from the start, you're blowing away legions of zombies, all intent on getting you in a bear hug and ripping out your throat with their teeth. Later in the game you also face lickers, blind quadrupeds with sharp teeth, sharper claws and a tongue women would pay for, a giant moth which is no doubt inspired by the old Godzilla movies and even deadly plants



I wouldn't like to be at the end of that gun barrell.



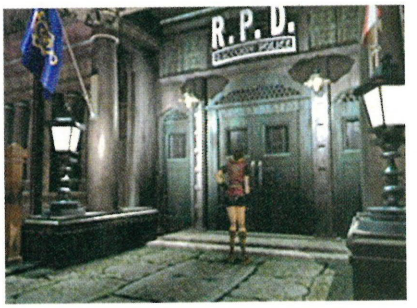
OVERALL, THE GAME'S MECHANICS WORK REALLY WELL

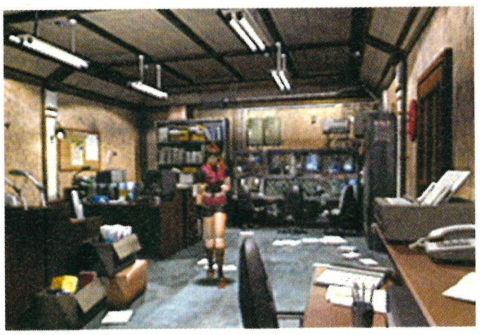
Written By Ian Osborne ianm@quaynet.co.uk

Monster Mash

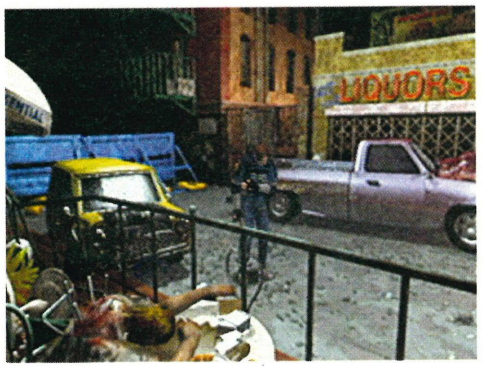
Your main adversaries in the game are zombies, warped by the experiments of the Umbrella Corporation. However, don't expect to be bored – the undead uglies come in all shapes and sizes, and even include animal zombies.

ROTTING CORPSES, ZOMBIE CANNIBALS, MAGGOTY WOUNDS – RESIDENT EVIL HAS THE LOT





Claire suspiously checks out empty offices for zombies

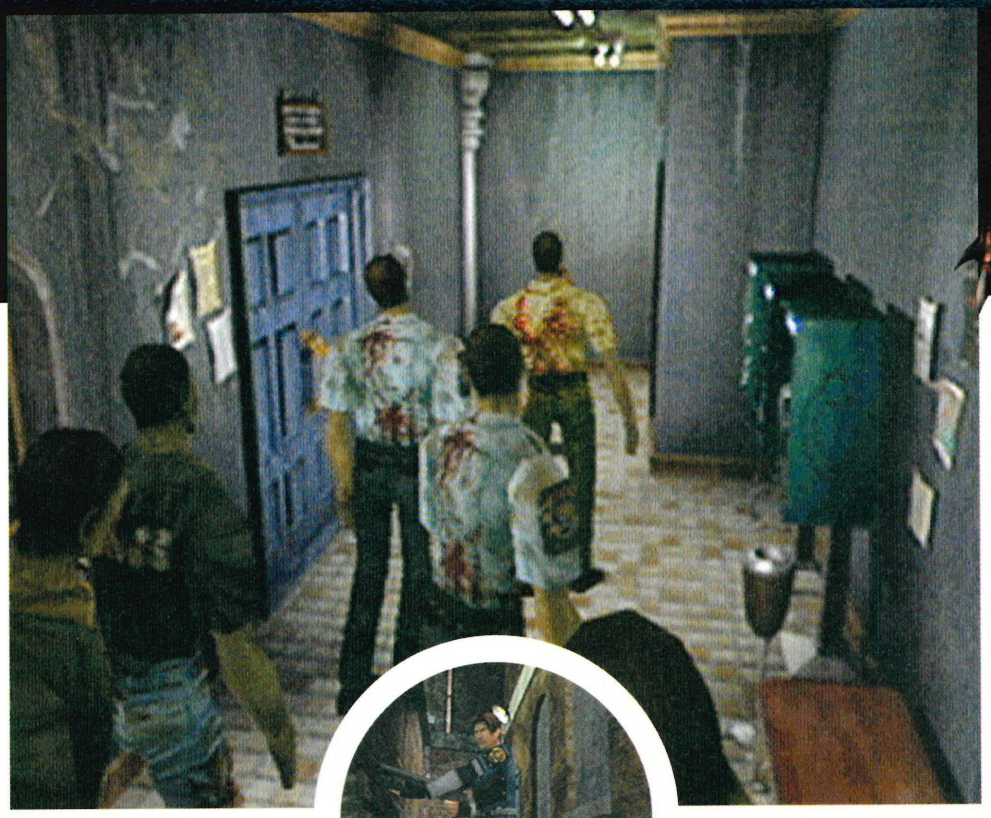


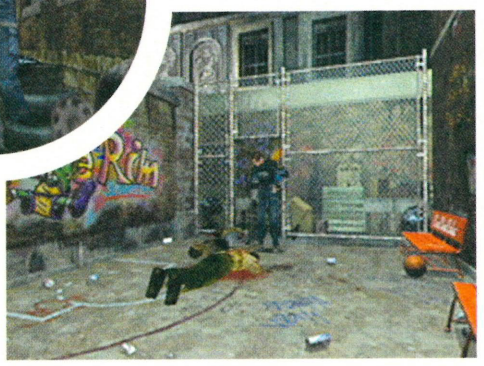
with poisoned stamen – say it with flowers, anyone? There are some pretty evil cockroaches and bizarre mutations to topple too.

As well as blasting your way through hordes of undead zombies and mutant monsters, you've plenty of puzzles to solve. These tend to be of the 'push the buttons in the right order' or 'insert the jewel into the hole' variety, and don't demand too much mental agility. Conserving your ammo is a 'must', though, especially if you're playing on the harder levels, where it's scarcer. Needless to say, as you progress you find more weapons and items, as well as a plethora of secret areas. Cut scenes open up the storyline as you discover more about the mysteries of Raccoon City and the shadowy corporation that cursed it, but we're not going to spoil things by giving you the plot.

Fetid Foes

Overall, the game's mechanics work really well. Obviously a lot of thought gone into creating an instinctive user interface with a game environment to match. Your character moves forward by pressing Up on the D-Pad, while rotating left and right using – aw, guess. This is awkward at first, but you soon get used to it. You can also run, take aim with your chosen weapon, search, open doors, talk to friendly characters (ie. anyone who hasn't got bits falling off them) and access your inventory, from where you can use your equipment or look at your incredibly useful on-screen map. The action takes place on a series of fixed screens, which flick to the next when you walk from one to another. They aren't true 3D, note – the camera perspectives are fixed, and there's no way of moving or rotating it. Thankfully, Capcom anticipated the problems this could cause and ensured that when you walk from one scene to another, your character is already moving in the direction you intend. Let me explain. Imagine a path that goes from right to left along the foot of the screen. When, for example, you leave via the right exit, you appear on the same path in the next scene, but it's viewed from a different angle and runs into instead of across the screen. Can you imagine how disorientating this would be? One minute you're walking right, the next, you're walking up. Clever design means this rarely, if ever happens in the game.





Sacred (Cash) Cows

With such clever mechanics, a superb storyline and a chilling atmosphere, you'd expect the game to score well in the nineties, as it did on the PlayStation. Alas, it doesn't. Why? Because it's basically the same bloody game! Sure, it's been tweaked for the Dreamcast, but there's no disguising the fact that it's a ported cash-in designed to swallow your lolly while you wait for Code Veronica. For example, however clever the static camera/semi-3D environments are, the Dreamcast is capable of much more. Take a look at this month's Shen Mue review – that's what our microchipped marvel is capable of: true 3D with moving cameras and no loss of graphical quality. The animations don't quite match up either, being nowhere near fluid enough to do the Dreamcast justice.

Don't get me wrong – Resident Evil 2 is an excellent game and its storyline and atmosphere are beyond reproach, but technically it suffers from being almost two years old and designed for a weaker console. How can it possibly compare with the best the Dreamcast has to offer? If you own a PlayStation as well as a Dreamcast and have already played Resident Evil 2 to death, don't touch this with a bargepole. If you've got a PSX but haven't played Resident Evil 2, get it on the PlayStation – you can get it for under a score now, and the mild tweaks on offer here aren't worth the extra dosh. If neither applies, you could do a lot worse than splash out on this, but don't expect it to take your Dreamcast to new heights of creativity. END

THERE'S NO DISGUISING THE FACT THAT IT'S A PORTED CASH-IN

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100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

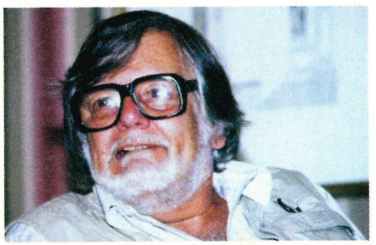
It's a top game, but the Dreamcast's capable of more. If you buy it I doubt you'll be disappointed, but in a year's time, when programmers get more adept with Sega's box of tricks and newer games really push the Dreamcast closer to its limits, Resident Evil 2 will look decidedly cheesy.

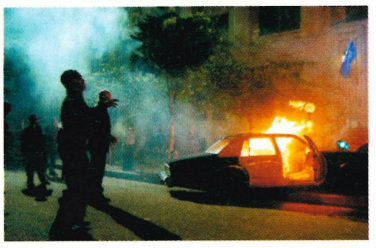
7

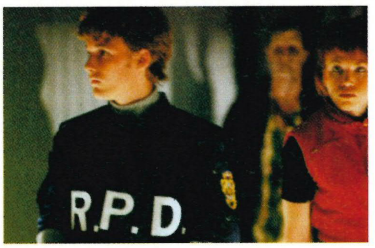
RESIDENT EVIL 2

Monster Movies?

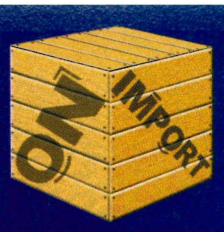
A Resident Evil film has been rumoured for some time. There's no clear information, no release date and no plot outline available yet, but top horror director George Romero (of Zombie and Evil Dead fame) put together a TV ad for Resident Evil a while back. It looked pretty impressive, too...







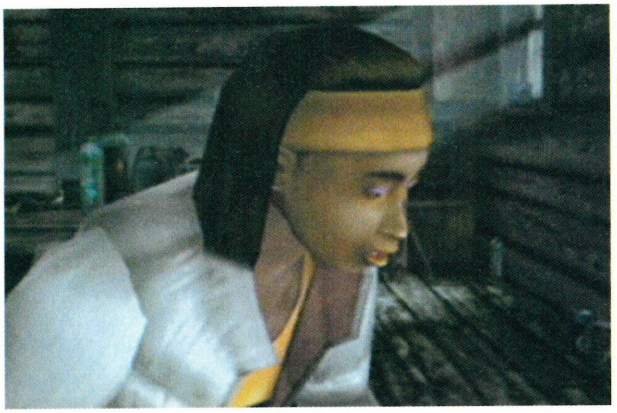
On import



What a lot of cool import games there are this month. It's a shame we could only choose three of the best, starting with the already legendary D2. Enjoy...

D2

Publisher	Sega	**Developer**	Warp
Price	£54.99	**Genre**	Adventure



As I'm sure you're painfully aware, the number one rule in the developer's guide to the galaxy is to always delay the release date. What's not specified is by how long, as D2's developers (Warp) have so dramatically illustrated. This sequel to the Saturn based D was originally meant to grace the same system, but it was not to be, and a new release date was eventually drawn up to meet the Dreamcast's launch in Japan. Now finally, after the successful worldwide launch of the system, this well-matured title has hit the shelves. But what have they been up to all this time: squandering funds on a drug crazed binge, or sharpening up a masterpiece?

Well, there's certainly been no slacking because as soon as the CD's spinning you know you've got something special. Miss Laura returns in immaculate real-time 3D, and she's even learnt to act. Each character eats up five thousand polygons and two thousand of those are in the face. This allows for incredibly subtle facial expressions and puts an end to the usual overacting of CG sequences. It really is a revolution in synthetic acting and takes games one step further towards the filmic look they strive for.

In fact the almost subdued acting often clashes with the over-indulgent plot. The intro sequence begins with Laura sitting on a plane having a strange vision of a meteorite heading for earth, and a group of men firing their weapons into the air. The meteorite proceeds to clash with her plane, but somehow she survives. Having been rescued by another woman, she wakes up in a log cabin somewhere on a snowy Canadian mountain. After much lip reading as the two waffle on in Japanese, a man staggers in through the door, clutching his head and screaming in pain. As he

AFTER A SUCCESSFUL FIGHT DRUM AND BASS KICKS IN

SOMEWHERE AMONGST THE THREE THOUSAND DIFFERENT SNOWFLAKES A NEW ERA IN GAMING HAS DAWNED

writhes around, an alien bursts out of his stomach, morphs into a spider and runs off with the man's body still attached, bobbling around behind it. Unhurt, and looking incredibly unflustered, Laura sets off to see what she can do. And all this in unprecedented graphical detail.

Of course, many of you will recall that the original D was also a bit of a looker. Its weakness lay in its gameplay - or lack of, I should say. The point and click game did have its following, but once everything had been clicked they quickly failed to see the point. This time, the Dreamcast's power enables Laura to walk anywhere in several vast environments of the same graphical quality as the CG sequences themselves. In some small buildings movement is restricted, but only to make sure you see what is important. For the main part of the game you are free to wander.

And wander you will, as this overrated practice unfortunately makes up the majority of the game. Even D2's spectacular scenery doesn't warrant walking for the sake of it, which does seem to happen from time to time. That said, it's not a huge problem, as it's clear that the game's maps have been designed to cut down on the trekking. It's just a shame they weren't trimmed a little further.

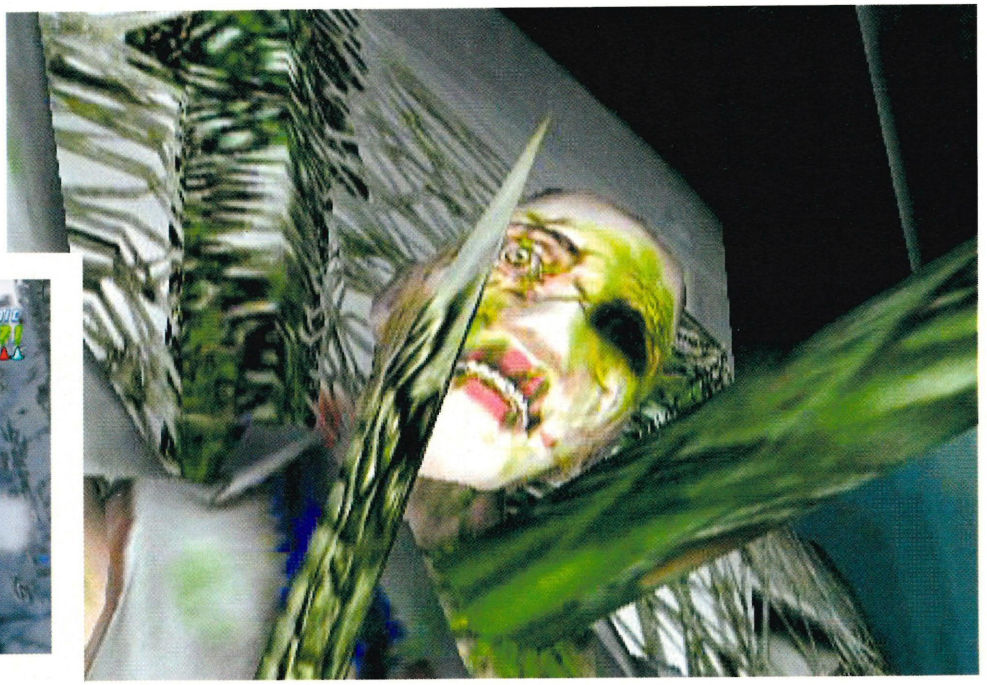
The other, more enjoyable side to the game involves fighting the aliens. With pleasing frequency, strange monsters arise and a CG sequence prepares you for the action. These brief scenes really help to build the atmosphere as you move from third to first person and control is handed back. Several weapons are at your disposal, including an uzi, a shotgun and grenades, all of which are satisfying and effective when fending off several enemies at once. During the fight you can move to face different aliens by pressing the X and B buttons, as indicated on screen, but you can't run around. Regardless of the restriction on your movement this actually works surprisingly well, as it's a constant battle to disperse your firepower where it's most required. After a successful fight drum and bass kicks in, which serves well to cement your satisfaction.

Recorded at their usual Abbey Road studios, the music is top drawer throughout. For the majority of the game, a simple trio of piano, cello and violin create an impressively eerie atmosphere, while drum and bass is often used to intensify the action.

Warp's main aim with D2 was to push graphical and atmospheric boundaries to create a truly submersive experience, and in that they have certainly succeeded. In gameplay terms it breaks no barriers, but that's not what the title is about. Somewhere amongst the three thousand different snowflakes a new era in gaming has dawned.

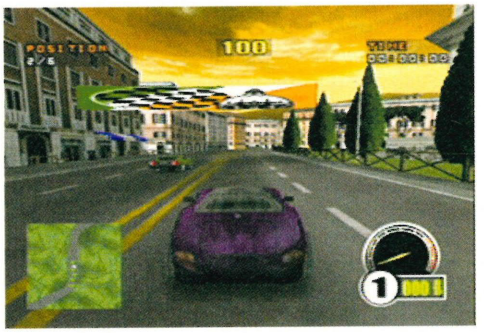
dreamcast 8

Laura makes a quick getaway through the Canadian Mountains.



TEST DRIVE 6

Publisher	Infogrames	**Developer**	Pitbull
Price	£40-£50	**Genre**	Racing



Going by Infogrames' previous record for Test Drive titles, I wasn't expecting a miracle overhaul, to be honest - I've been far too disappointed, far too many times. Test Drive 4 was the first racing game of the series I tried and even on PC, compared to Gran Turismo (not 2) or Sega Rally 2 there was no chance of it ever keeping up with the pack.

But I'll stop going on about track records now and be pleased to give you the good news that Test Drive 6 has ultimately broken the mould the series has shaped for itself.

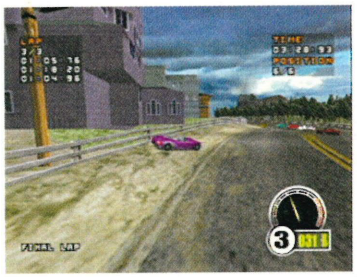
So where do I start? The graphics are always a good place. Well, there's certainly no danger of them being compared to the likes of the PlayStation effort now, and whether or not my PC was up to spec or not I don't know, but this Dreamcast offering no doubt beats them both hands down. Smooth, fast (particularly in-car view), detailed backgrounds - the only two complaints I can tell you are about the way the cars themselves look (no damage and alike) and the fact that on a couple of occasions I did notice some slow-down (oops).

New game modes are plentiful, including Tournament, Cop Chase, Single Race and Challenges, all of which are very addictive (probably because there's money at stake). As well as that you've got the opportunity to visit the garage to upgrade your car or even buy a new one, all of which you can simply save onto your VMU for later use.

But perhaps best of all - which I hope they don't change when the game's released over here - is the music. There have been countless driving games with such awful music that you've been forced to turn the volume down, but with this one, well, the volume can't be high enough.

That's all you're getting for now. It's due for release over here in April or May, so if you think you've got the willpower, resist the temptation to spend your hard earned cash!

TEST DRIVE 6 HAS ULTIMATELY BROKEN THE MOULD THE SERIES HAS SHAPED FOR ITSELF



Did you win the bet? Probably not on your first attempt.

CHU CHU ROCKET

Publisher	Sega	**Developer**	Sonic Team
Price	£40	**Genre**	Puzzle

A PLEASING RETURN OF CLASSIC PUZZLE ACTION WITH A MASS OF TWISTS THROWN IN

Having stolen back the platforming crown with Sonic Adventure, Sega's prize development team have left the beaten track, taken several wrong turnings and discovered something quite special. In our well trampled world of samey games, they've found a few golden feet of untouched ground with this truly bizarre tale of cats, mice and rocket ships.

Chu Chu Rocket is essentially a kind of high-speed Lemmings/Pac-Man kind of affair. You must save the mice (Chu Chus) from the cats (Nekos) as they dart about on a cheerful chequered screen, by directing them towards the safety of their rocket. Up to three directional arrows can be placed down to change the direction of both the cats and the mice. If the two species meet, the clawless ones die. Once a certain number of mice reach the rocket, they blast off, and the stage is complete.

On your tod it's entertaining, but up to four can join in and as always, the more the merrier. Each player must direct mice towards their rocket and cats towards their opponents. Cats tend to wander towards rockets and unless deflected will destroy them, crew and all.

Now and then coloured Chu Chus will appear and, once they find a rocket, momentarily alter the game in a variety of ways. Cats or mice can start flooding onto screen, the game speed can be altered, or the position of each rocket can be switched. An endless stream of these nice little touches mixes up the action and keeps you on the edge, and in multiplayer at least no two games are the same.

If I were to rate Chu Chu in terms of graphics and gameplay there would be a good fifty percent between the two marks. The same functional but uninspiring look could probably be recreated on the PlayStation. And if you're considering buying this on import, be prepared for a constant barrage of squealy Japanese commentary.

That said, Chu-Chu has once again highlighted Sega's unique willingness to take a risk, depart from popular genres, and find creative gaming concepts. It's also the first title that's playable over Sega's new network in Japan, and reportedly there's very little drag. In a shell, it's a pleasing return of classic puzzle action with a mass of original twists thrown in.

dreamcast 7

Written By Matt Leppard
matt.leppard@quaynet.co.uk

www.online

Stop surfing and get friendly with our guide to using your Dreamcast to e-mail and reach chat rooms

mailing lists

Much like newsgroups, mailing lists allow you to join a sort of cyber 'club' that reflects your own interests. Unlike newsgroups, you don't have to go to the Web to check for 'posting' as they are sent directly to your e-mail account. Try Liszt (http://liszt.liszt.com) for a selection of mailing lists – all you have to do is search for a topic of your choice.

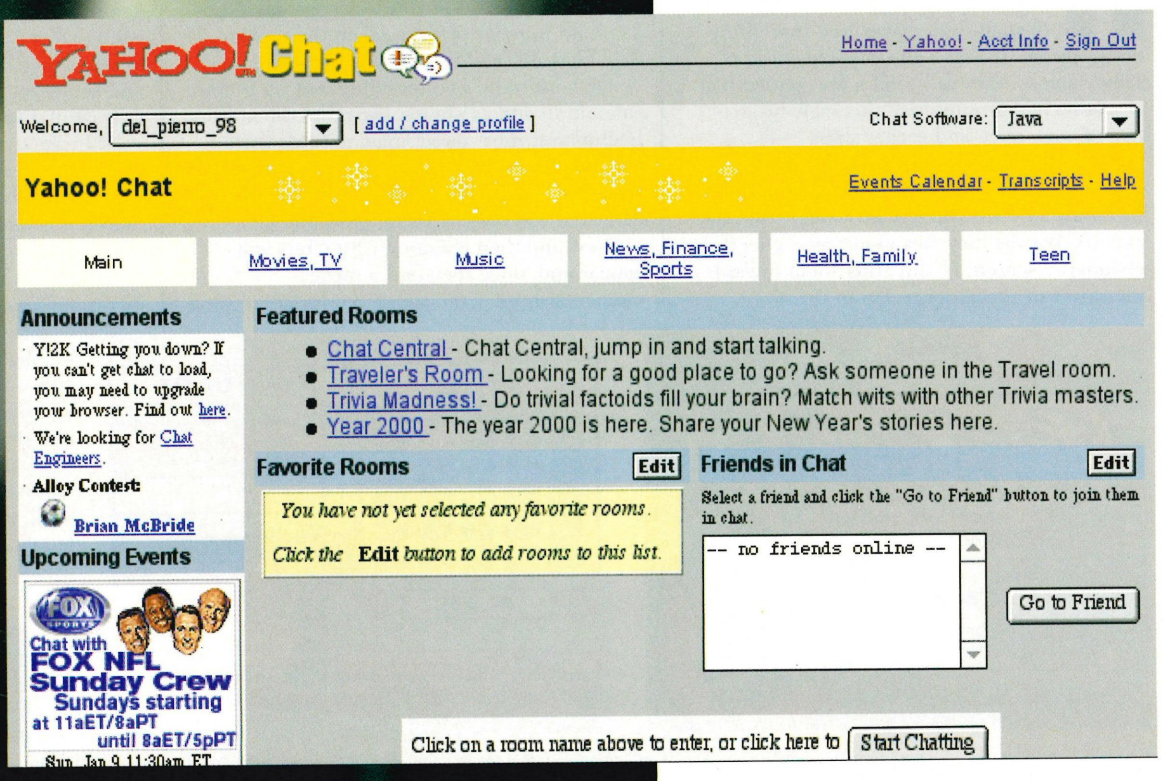
Last issue, we looked at surfing the Net with your shiny new Dreamcast, but as we pointed out, Web sites are only a small part of the Internet. The Net actually comprises the World Wide Web, plus e-mail and ftp (file transfer protocol). When you surf the Web, you're making use of hyper-text transfer protocol (http://) and hyper-text mark-up language (html) both of which allow your Dreamcast to communicate with Web servers and see pages.

That's only half the story. Most people get bogged down in Web sites, then moan about how boring the Net is. Well, it isn't – there are thousands of great sites, and if you can't find anything decent, then it's generally your own fault – see Issue 3 for a full guide to Web surfing.

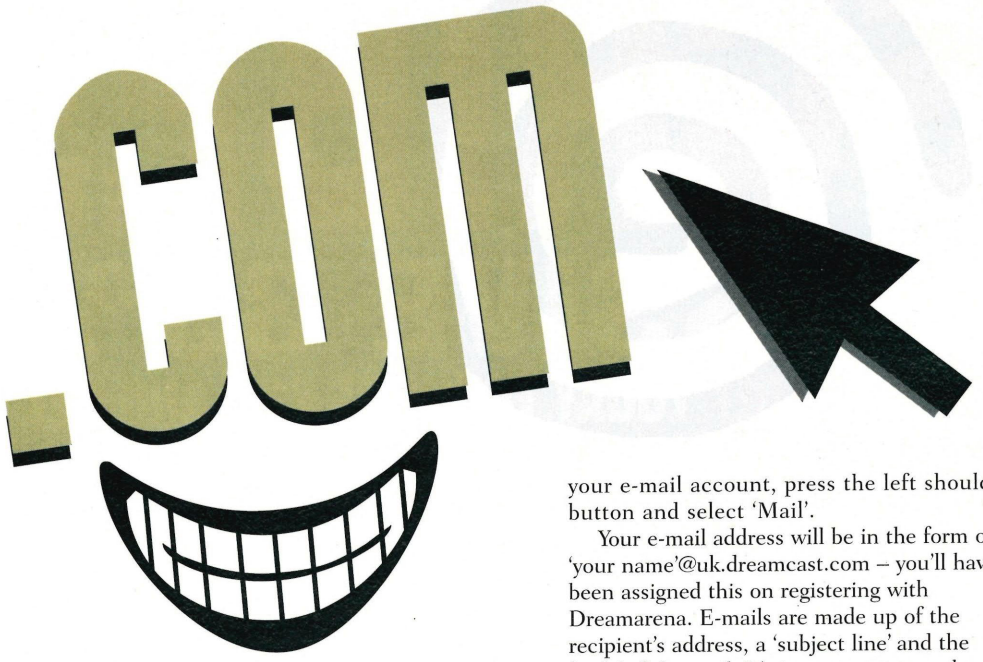
news

read all about it...

Newsgroups are very much the 'old school' of the Internet. Before the Web, there were only text-heavy 'bulletin boards' and 'Usenet', where people could exchange ideas, files and pictures. These groups are a great way to share information with others having similar interests as they are organised into subject groups – anything from botany to Bob Marley. While you can't access newsgroups directly from a Dreamcast, you can access them via the Web – just try http://www.liszt.com/news and give it a go! Just remember that newsgroups are even more chaotic than Web sites and can contain adult content.



Sites like Yahoo! allow you to chat in a very similar way to the Dreamcast.



Chat Up

When you log on with your Dreamcast, you connect to the Dreamarena. This is what's known as a portal site – a general term for any home page that leads you to other places within the site. In the case of Dreamarena, this means you can chat to other Dreamcast owners, shop using your credit card and gen up on the latest news and sport, plus, of course, brush up on games, hints and tips.

Chatting is an integral part of the Net – the Dreamcast uses JavaScript, a multimedia programming language, to facilitate chatting. Don't worry, you don't have to know the technicalities. When you enter the Dreamarena, you click on the Chat button to access the service. You'll need to enter a nickname or alias, though, so that people can identify you. This can be anything, but make sure it's nothing too offensive, or you'll be kicked out straight away. Once you're in the chat room, you can chat straight away, although it's best to watch for a while so you can get the hang of things. The text on the left of the screen is the 'conversation' and the text on the right is a list of all the people in that chat room – don't forget you can also change rooms.

This isn't the only place you can chat online using the Dreamcast. For example, you might want to check out Yahoo! Chat at http://chat.yahoo.com. Using this is identical to the Dreamarena chat rooms, although you'll find a far greater selection of people and chat rooms here. Be careful, though, as many of its users are American and don't appreciate us Brits' famous toilet humour and tendency to swear.

Mail Man

Electronic mail has been a part of the Net far longer than the Web and is partly responsible for the massive growth in Internet usage. Basically, e-mail is instant communication at the fraction of the price of the normal post, or 'snail mail'. To access your e-mail account, press the left shoulder button and select 'Mail'.

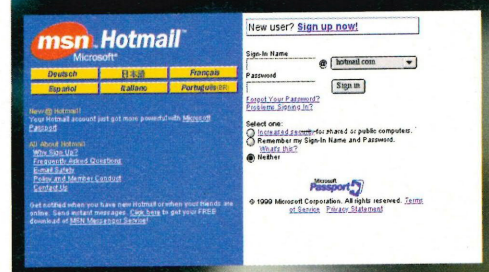
Your e-mail address will be in the form of 'your name'@uk.dreamcast.com – you'll have been assigned this on registering with Dreamarena. E-mails are made up of the recipient's address, a 'subject line' and the 'body' of the mail. It's important to use the subject line as this way, people who receive your mail will be able to tell at a glance what you're mailing them about. For example, if you mailed someone telling them they'd won the lottery, they might ignore the mail for a few days. But if you put "Get down the Ferrari garage NOW", they'd probably take notice. The 'cc' button allows you to send a copy of the mail to another recipient.When you get an e-mail, you can reply to it; click reply and a blank message will appear, only with the original author's address already in the mail. Mail can also be forwarded to anyone you choose.

BE CAREFUL, AS MANY CHAT USERS ARE AMERICAN AND DON'T APPRECIATE US BRITS' FAMOUS TOILET HUMOUR

Keep it Secret

The Dreamarena e-mail system is almost as advanced as PC-based applications like Outlook Express. But there is another way to send and receive e-mail – via the Web. This way, you actually go to a Web site to pick up mail and any mail sent to you is held on that site rather than downloaded to a PC or Dreamcast. There are a number of reasons why you might want to do this. Web-based e-mail is as good as anonymous – you can choose as obscure an address as you like and people won't be able to trace the mail back to you (it's difficult, but possible to trace normal e-mail). Sites like Hotmail (http://www.hotmailcom) and Yahoo! allow you to set up a free account with a simple registration procedure. Obviously, if you do anything illegal, those companies will have to disclose your details to the authorities, but essentially, your identity is kept secret.

In addition, having a Web-based e-mail account means you can check mail and keep in touch with all your contacts from anywhere in the world – a cybercafe in Australia, for example.



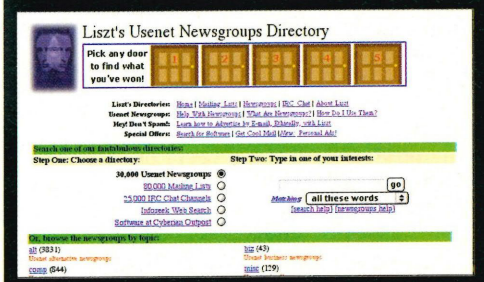
Chatting on Yahoo! – note the list of online chatters on the right and the 'conversation' text on the left – just like the Dreamcast!

Bug Alert!

Once you start using e-mail and visiting chat rooms, the chances are you'll occasionally get sent a virus e-mail and 'spam'. There are any number of viruses out there that can, in some cases, do extremely nasty things to a PC, but don't worry – these are usually based on .exe programs that run under Windows and have no relevance to Dreamcast users. Also, 99 per cent of all virus warnings are hoaxes.

You may, however, get 'spam'. This is unsolicited e-mail, much like the unwanted junk mail we all get in the post. It usually offers bargains, get-rich schemes or porn and should go straight into the bin – remember that you are extremely unlikely to benefit from spam, even if you are desperate to see pictures of nude girls.

So that's it for this issue. You should now be competent at chatting and using e-mail – two of the most important parts of the whole online experience. Next issue, we'll have a look at using the Dreamcast to download game information and cheats and have a look at exactly when you're going to be able to play games online. In the meantime, see you in cyberspace!



Liszt (http://www.liszt.com) gives you Web-based access to newsgroups and mailing lists.

Hotmail is a Web site that allows you an e-mail account you can access from anywhere in the world.

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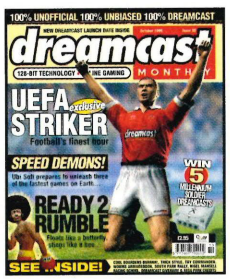
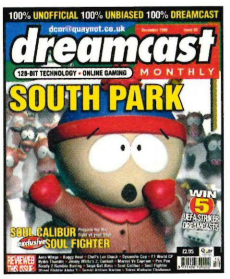
Reviewed: Sonic Adventure, Virtua Fighter 3tb, Incoming, Sega Rally 2, Expendable, Power Stone, House of the Dead 2, Racing Simulation: Monaco GP



Showcase: UEFA Striker
Reviewed: Blue Stinger, Cool Boarders Burrrn, Monaco GP, Speed Devils, Super Speed Racing, Toy Commander, Trick Style



Showcase: South Park
Reviewed: F1 World GP, Hydro Thunder, Jimmy White's 2: Cueball, Marvel Vs Capcom, Pen Pen, Ready 2 Rumble, Sega Bass Fishing, Street Fighter Alpha 3, Soul Calibur, Soul Fighter, Suzuki Alstare Racing

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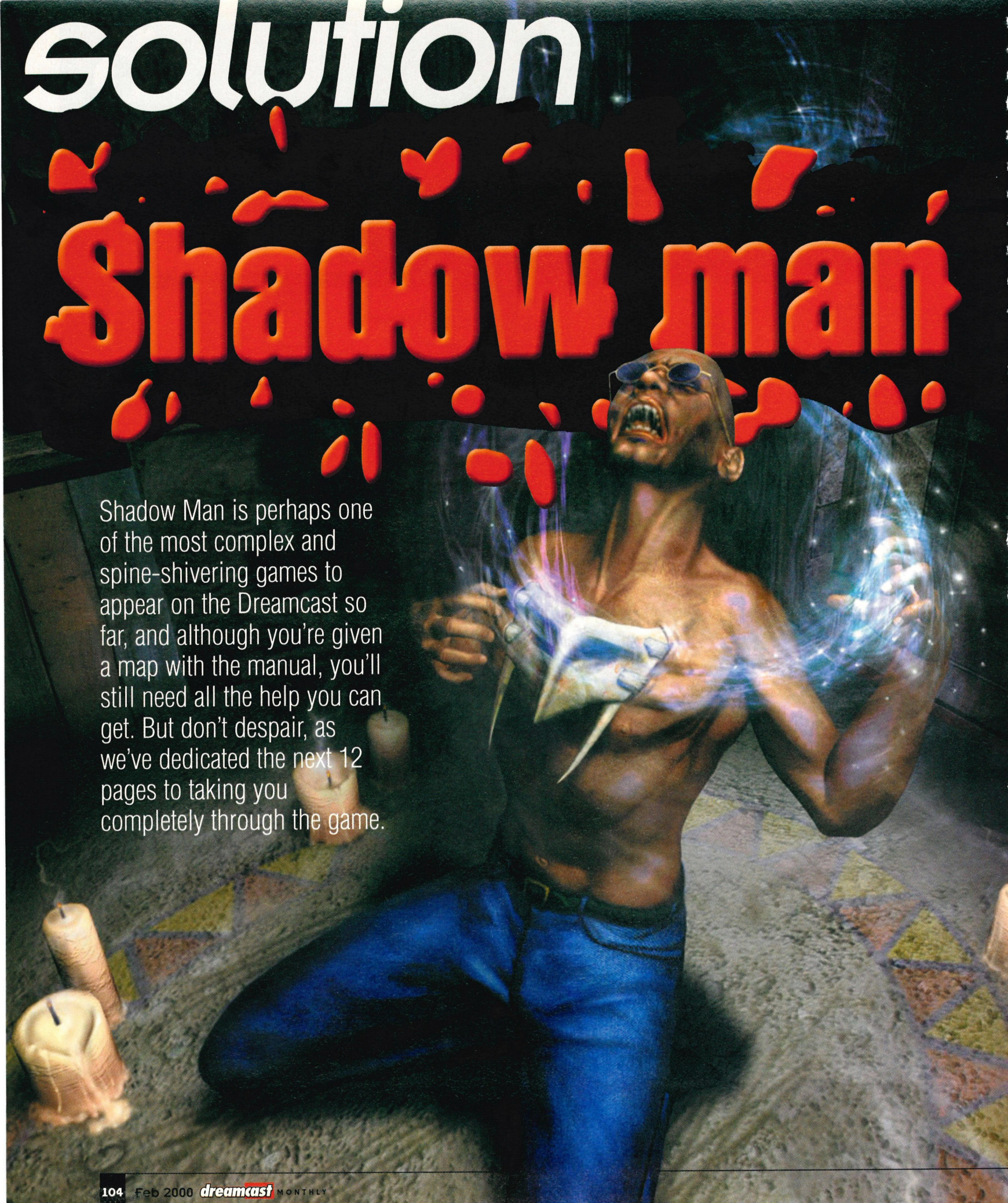


Shadow Man is perhaps one of the most complex and spine-shivering games to appear on the Dreamcast so far, and although you're given a map with the manual, you'll still need all the help you can get. But don't despair, as we've dedicated the next 12 pages to taking you completely through the game.

Note: the Coffin Gate numbers detailed in the guide refer to the corresponding number on the map supplied with the manual.

BAYOU PARADIS - 1st Visit

Collect the first Cadeaux then follow the path to the bridge. Head down the right path for two more Cadeaux then continue through the tunnel and under the bridge for another Cadeaux before backtracking to the bridge. Use a running jump over the bridge then jump up to the wooden box and continue to the rope slide. Slide across and collect the nearby Cadeaux then head through the tunnel and to the right. Jump across to the ledge and shimmy left to reach the opening above then continue to the Church and enter to meet Nettie. After Nettie has given you the teddy bear, look in all the rooms for extra Cadeauxs (push the block in the small room to grab the four in the corner) before using the teddy bear to access the Darkside.

MARROW GATES - 1st Visit

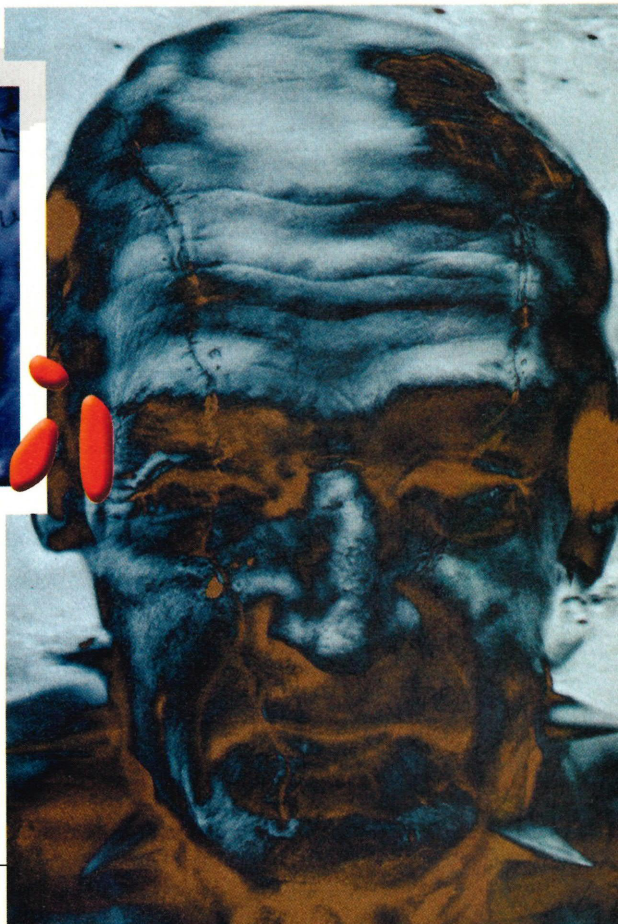
Wade through the blood pool and continue along the canyon to Jaunty. Once Jaunty opens the gate, follow the passageway then keep to the left of the rocks and continue down to the gap. Jump over and go down the tunnel while shooting the pots to expose a Cadeaux then continue to the wooden platform above. Continue down the twisting canyon, where you will appear opposite the cave entrance you first arrived from. Turn right and jump over the gap then enter the opening around the corner to eventually arrive by your first Coffin Gate (it's marked as 0 on your map). Collect the Prophecy Book from the central structure and read it until you understand the plot and what the various weapons and magic do within the game then jump up to the nearby ledge and follow it across to the stone bridge and jump the gap. Shoot the govi with your Shadowgun to release your first Dark Soul (1) so that you can enter the next Coffin Gate, marked as 1 on the map. Now backtrack to the Coffin Gate and enter the Paths of Shadow then proceed over the bridge to eventually arrive in Wasteland

WASTELAND - 1st Visit

Follow either tunnel to the open area then fall off the ledge to the blood pool and shoot the pot for a Cadeaux. Jump out of the pool and venture towards the hut in the corner, then press the button on the right before heading for the nearest blood waterfall and jumping over to the ledges to reach the rope slide. Collect the Cadeaux from the top of the hut then dive into the other blood pool and swim through the tunnel. Exit the pool and press the button by the wheel then shoot the pots for the Cadeaux before swimming back to the previous hut and into the opening. Once in the lava room, jump over to the tunnel and enter the open area before using the button in the left canyon. Use the ramp and ledges on the right to climb up and jump over to the tent-like structure, then continue over to the ledge on the right. Continue up the ramp and into the tunnel on the right wall and follow the tunnel to the left to the next tunnel and enter. Inside, collect the Dark Soul (1) from the govi then use the ledges to reach the hut at the top of the ramps. Collect the Dark Soul (2) from inside before returning to the previous ledge and then to the ramp outside. Use the rope slide and enter the next tunnel then once inside the cavern, follow the wall to the right and under the wooden platforms. Jump up to the stone ledge and collect the Dark Soul (3) from the govi then jump up to the platforms inside the cavern and grab the Asson from the centre of the walkway. Go back to the open area where the second rope slide was activated and proceed up onto the ramps, where you'll notice a ledge behind you. Jump across to the ledge and continue to the higher tunnel then turn left to find a hut. Walk

around the right of the hut and across the wooden ramp to a new open area. Enter the first tunnel entrance and proceed to the canyon then follow the wooden ramp to ground level and press the wooden button. Head back up the ramp and past the last hut then continue along the ledge in the opposite direction and use the rope slide.

At the Temple of Life, follow either route to the first room and jump over the hot coals to land in the room to the right. Proceed across the platforms over the lava then jump the gap and enter the room on the right, before using the narrow ledge to jump and shimmy left along the corridor. Back-flip onto the platform behind you then head left while avoiding the fireball and spiked floor, then continue over more platforms to land on another spiked floor. Jump across the gap and into the room and follow the corridor to reach the next room, then jump into the blood pool via the hole in the floor. Run down the next corridor to appear within a large altar then collect the Voodoo weapon from the middle. The alcoves dotted around the room are for placing the Baton in, but only when you have one hundred Cadeaux. If you haven't got 100 Cadeaux, then you will have to use teddy to get back to the entrance of the temple. Return to the entrance ledge and jump over to the wooden walkway to reach the rope slide then shoot the govi at the end for the Dark Soul (4) before entering the tunnel and the following structure. Now return to where you collected the Asson and proceed along the corridor to find the Coffin Gate marked as 6 on the map, which you can't access until you have a Shadow Level of six. Leave Wasteland using the same tunnel you first entered. You find yourself back in the Paths of Shadow that lead to Marrow Gates.



solution

PATHS OF SHADOW - South bound

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

ASYLUM GATEWAY - 1st Visit

Head past the large pipe and enter into the Asylum, then follow the route on the right to reach the huge courtyard. Continue across the drawbridge then drop down to the right-hand side of the pipe and follow it along before jumping up to the opening. Head past the sliding doors to the next room then use the moving platform at the far end of the room before jumping onto the hexagon-shaped platforms and proceeding through the next entrance. Use the two moving platforms to reach the pipe at the end and then go through the entrance and sliding doors and proceed along the corridor to the opening. Once through the next doors, shoot the barrels for a couple of Cadeaux then head through the next opening and enter the door to the left. The right doorway leads to another door, while the door on the left contains a Cadeaux. Continue into the red/yellow corridor leading left and check all the rooms for Cadeaux, then enter the opening in the corner and drop through the hole at the end to collect the engineer's key. Check the entrance next to the red/yellow entrance to collect the Dark Soul (1) from the govi, then proceed through the huge door. Collect the next Dark Soul (2) from the govi then exit the room and continue along the corridor to collect the Dark Soul (3) from the control room, before heading back to the entrance of the Asylum Gateway. Walk to the back of the courtyard and use the engineer's key in the lock then head through the first room in the gateway and use the key in the second lock. Once the door has opened, jump through and collect the Dark Soul (4) from the govi then return to the courtyard and use the lock by the main doors of the Asylum. Now enter the hall and shoot the two barrels for extra Cadeaux then continue to the next room and through the red/yellow tunnel to use the shuttle.

CATHEDRAL OF PAIN - 1st Visit

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

PATHS OF SHADOW - South bound

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

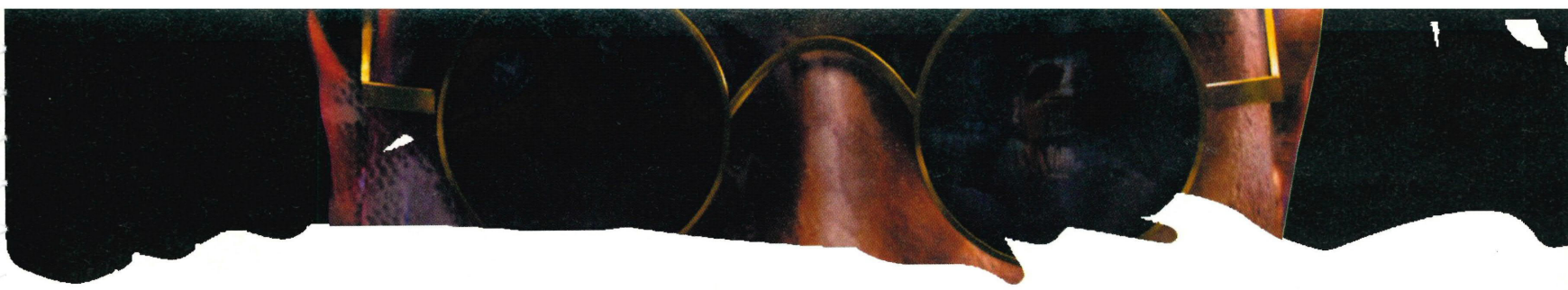
TEMPLE OF FIRE - Toucher

On entering the tunnel you'll find yourself by two tunnel openings, head into the upper tunnel by jumping over the gaps then drop into the blood pool and swim through the tunnels (while checking the pots for Cadeaux) to the crack in the wall. Walk through the crack to the room then look up to see four glassed entrances, two on either side of the room. Access the first glassed entrance by shooting it then use the lower ramp on the left as you emerge from the blood pool. Once inside the large chamber, use the blocks to continue to the upper area then press the button on the top block. Return to the blood pool chamber and enter the yellow-lit entrance then press the button on the wall to produce another pillar that encases the previous one. Enter the second glassed entrance then make your way up the ramps to press the button at the top before entering the third room and climbing over the blocks to reach and press the next button. Now make your way up to the last glassed entrance and down the wooden ramps to ground level, then press the button on the back wall before returning to the wooden ramps and entering the first opening to collect the Dark Soul (1) from the govi. As you reach the top, the entrance behind you leads back to the blood pool, while the other takes you to another govi holding a Dark Soul (2). Jump and pull yourself up the wall on the right then turn around and shoot the govi on the pedestal and the pots by the fireball shooter to expose more Cadeaux.

Continue along the corridor and onto the top of one of the blood waterfalls then jump down. If you look above the first two glassed entrances, there are two normal openings. To get there, head for the last glassed entrance but continue around the ramps to the larger entrance to see the pillars in the distance; remember to shoot the pots for more Cadeaux. Press the wall button to extinguish the fire then drop off the ledge and climb the pillars to find a govi at the top for the Dark Soul (3). Walk through the circular door opening on the back wall then continue past the blades and mallets to arrive in a lava room. Jump down to the large platform then use the smaller platforms to enter the four alcoves and press the four buttons. Now press the button on the wall where you entered and step into the crane, where you'll be taken high into the air. Once you are back on the floor (and have the Toucher Gad), shimmy along the wall to the right and into the opening above. Shoot the pot by the other ledge and collect the Cadeaux then drop into the room and look for the buttons that will open the door in the corner and create a rope slide. Use the blocks to continue through the new opening then proceed to the next room and push the four fire-blocks to expose an opening. Shoot the govi at the top of the opening and collect the Dark Soul (4) then head back to the Paths of Shadow and enter the Coffin Gate marked as 3.

USING COFFIN GATE 3 - To Collect La Lune

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



MARROW GATES - 2nd Visit

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

WASTELAND - 2nd Visit

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

Head to the room with the blood pool in the middle and make your way back up the ramps to the third glassed entrance then jump up to the ledge just before it to enter the opening on the right. Push the fire-block and enter the opening to reach the Coffin Gate marked 4 then, once inside the room, shoot the pots and collect the Cadeaux and the Poigne. Within the same room, look for the blood waterfall leading to a blue light then climb up it to collect the Dark Soul (1) from the govi before returning to the Paths of Shadow and heading for Coffin Gate 4, next to Coffin Gate 7.

PATHS OF SHADOW - Southeastbound

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

CAGEWAYS - 1st Visit

As you leave the Paths of Shadow, use the ledges above the blocked entrance and continue into the tunnel. Drop into the courtyard then jump up to the brick wall and shimmy right to the end. Back-flip onto the ledge behind, then pull yourself up to the top and collect the Cadeaux. From the top ledge, jump over into the next courtyard then use the rope slide to make your exit. Enter the circular building and proceed up the spiral ramp to collect the Dark Soul (1) from the govi before returning to the train. Enter the train and walk through the carriages to reach the controls then use the engineer's key in the lock. When the train stops, shoot the barrels for Cadeaux, then head right and through the green door. Collect the Dark Soul (2) from the govi then use the lever. When the cage at the end of the room travels along, follow it through the doors then jump onto the box on the right. Look over to the far-left corner to see another lever to pull, which moves the cage at the top of the staircase, then jump up to the rope slide as the cage passes you and quickly swing to the other side. Use the second rope slide to reach the boxes below then jump onto the next pile of boxes containing the govi to collect the Dark Soul (3) before heading through the door by the lever, where you'll find the Dark Soul (4) in the govi on top of the boxes. Now follow the pipe into the next room then continue to the control room and collect the Dark Soul (5) before returning to the Paths of Shadow.

PATHS OF SHADOW - Northbound

When attempting to get to the Flambeau, the first Coffin Gate marked as 5 is the entrance south of Coffin Gate 4, so make sure you follow the pathway. The next Coffin Gate you

solution

come to is 7, so continue along the pathway, but not the green lit one or you'll end up by Coffin Gate 3. Make sure you take the red lit pathway to arrive back at the Temple of Fire.

TEMPLE OF FIRE - 3rd Visit

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

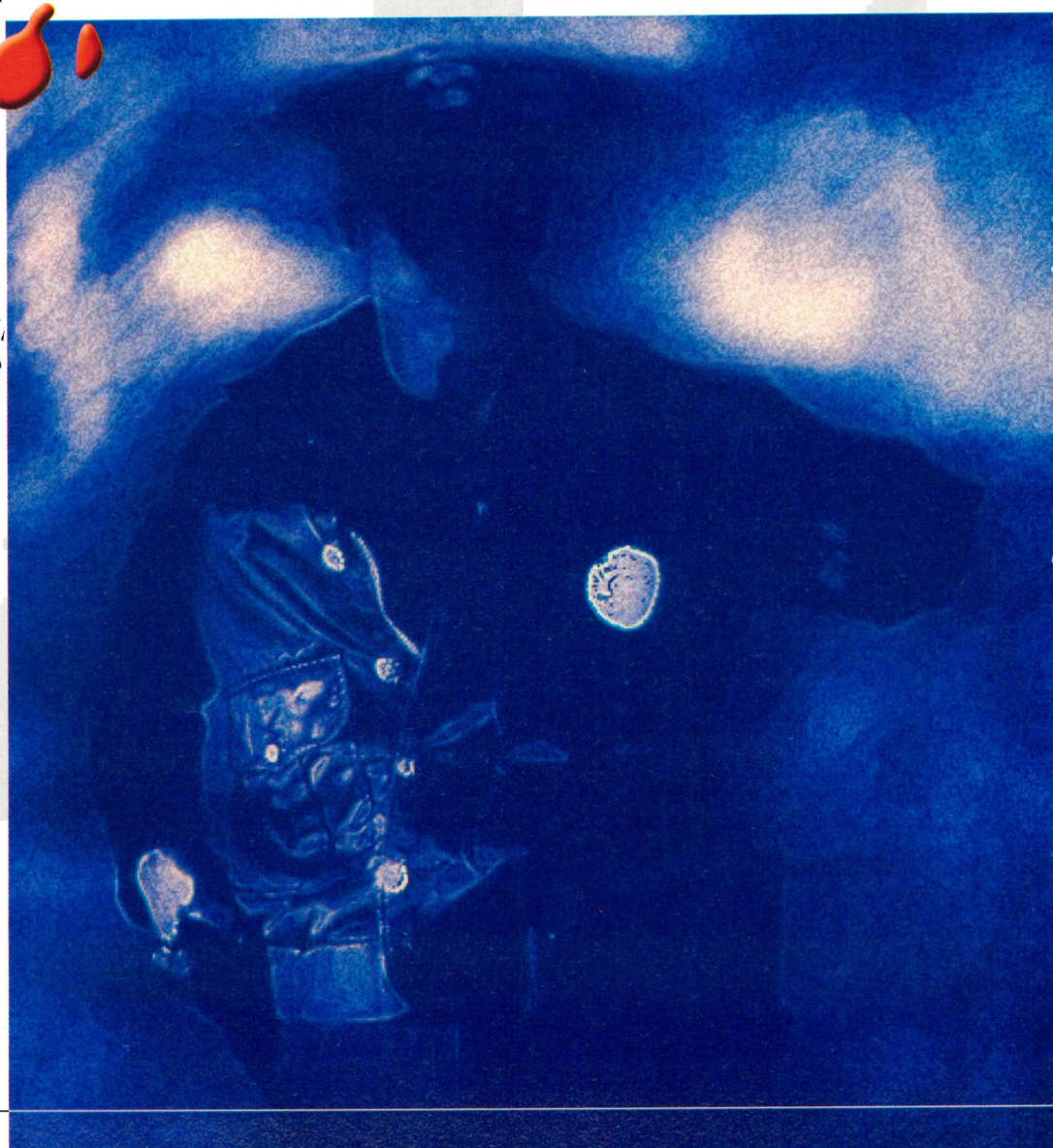
PATHS OF SHADOW - Southbound

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

PLAYROOMS - 1st Visit

Jump into the pool and swim through the tunnel to the ledge, then pull yourself up and continue up the ledges before jumping over to the large opening. Once above the pool of blood, jump over to the blue/grey wall then run to the end of the corridor and use the engineer's key in the lock. Now jump into the pool and swim through the hatch, then continue through the tunnel until you can resurface and climb out. Walk down to the lowest level and through the door then continue past the next set of doors and go through the door at the end. Pull the lever on the panel to open the nearby cell door before shooting the barrels to expose the two Cadeaux. Now leave the basement area and head up to the level near the top. Head along the walkway and through the door to the corridor. From the junction, follow the path to the left and into the room then continue through the big wooden doors. Before going up the stairs, collect the Cadeaux from the area to the side then continue up to collect the Retractor. Now return to the lower level and the room with the locked door, where there is a rope slide that is blocked by a crane. Once by the walkway that spans over the room below, drop to the shallow blood pool with a propeller slightly above it then enter the corridor to the right. Continue through the door at the end and to the lower ramp then head to the opposite corner of the locked door and through the narrow opening. Collect the Dark Soul (1) from the govi then return to the shallow pool of blood.

Shoot the barrels in the pool for the Cadeaux then shoot the rocks to reveal another tunnel going further down. Don't take this tunnel yet, instead follow the tunnel where the propeller above you is located then climb the blood waterfall and follow the tunnel to the end. From the ledge on the right, turn and jump over to collect the Dark Soul (2) from the govi then return back along the tunnel and swim through the tunnel at the bottom blood pool until you arrive at the open area. Climb out and enter the red/yellow entrance and use the engineer's key in the lock to open a hatch in the pool of blood. Exit the red/yellow entrance and continue straight ahead and through the series of corridors that lead to a shallow pool. Jump from the edges and use the blood waterfall to climb up to the tunnel, then proceed to the end of the tunnel and collect the Dark Souls (3 and 4) from the govis before exploring the pool for more Cadeaux and then returning to the previous pool and the open hatch. Once through the hatch and inside the caged room, shoot the barrels in the corner then leave through the door. Use the lever at the end of the corridor then enter the cell and collect the Cadeaux before venturing further along to the lock that requires the engineer's key. Use the key then



enter the tunnel and swim through the blood pool - remember to check the barrels for more Cadeaux. When you climb out onto the top of the caged area, use the door on the left to exit, where you'll see a Dark Soul (5) hovering above a ledge. Pull the lever to release the door then continue to the room where the door to the left wouldn't open. Now leave via the door you entered the room through and continue up the ramps and through the next door to the lever. Pull the lever and enter the cell then shoot the govi for the Dark Soul (6) before leaving the cell and making your way to Marrow Gates.

MARROW GATES - 3rd Visit

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

WASTELAND - 3rd Visit

As you enter the main blood pool, climb up the blood waterfall on the left and collect the Cadeaux then continue to the tunnel entrance on the left. Drop into the blood pool at the end of the tunnel then swim to the right and into the hidden tunnel. When you resurface near the large rock pillar, climb out then use the ledges to jump up to the govi and collect the Dark Soul (1). Continue up the spiral to the wooden hut then locate and press the red button to activate the windmill. Now drop down and return to the previous room via the blood pool but before leaving check the underwater alcoves for more Cadeaux. Once back on dry land, look to the right for a second tunnel and enter to appear in an open area. Jump into the pool and collect the Cadeaux from the pot then proceed across the first wooden walkway and into the cradle. From the opposite walkway, continue to the govi to collect the Dark Soul (2). Now jump down and return through to the first blood pool then follow the stone ledges to the right to arrive by an island rock. Jump over to this and collect the Dark Soul (3) from the govi on the little walkway.

Climb the second blood waterfall back in the main section and follow the narrow canyon to the hut. Inside, collect the Dark Soul (4) from the govi then destroy the pots outside for another Cadeaux. Instead of heading back past the Playrooms, you can now access Coffin Gate 6 next to the Wasteland. Start by going through the hut opening in the main blood pool room then use the ledges on the right in the next open area. Continue right and use the rope swing then use the wooden walkways and leave through the cave opening. Once through the next canyon you'll be at the entrance to Coffin Gate 6. Open it and go inside to collect the Enseigne before venturing south.

PATHS OF SHADOW - Southbound

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

TEMPLE OF PROPHECY - 1st Visit

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

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

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

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

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

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

'solution

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

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

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

Room 9: Proceed through the upper entrance.

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

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

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

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

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

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

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

Room 8 (2nd visit): Jump down to the bottom then use the left entrance to return to Room 7.

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

Room 9 (2nd visit): Simply run across the wooden walkway and continue through the entrance ahead.

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

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

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

Room 11 (2nd visit): Jump over to the roof of the big cage and then into the entrance opposite.

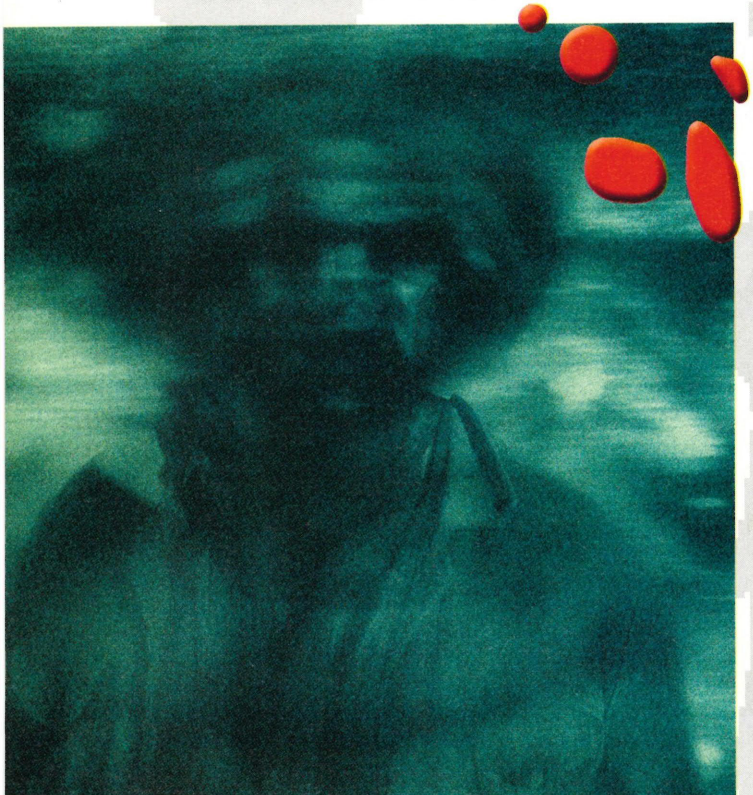
Room 19: Carefully jump past the mallets and rotating blades then proceed through the circular entrance.

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

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

Room 13 (2nd visit): Go into the corridor on the right as you walk in to appear on the near side ledge of Room 1.

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



WASTELAND - 4th Visit

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

ASYLUM GATEWAY - 2nd Visit

Enter the first room past the ramp and take the Dark Soul (1) from the govi then continue to the next room and along the corridor to collect the next Dark Soul (2). At the end of the corridor go right then take the Dark Soul (3) from the govi and several Cadeaux from the barrels before heading back along the

corridor and proceeding in the opposite direction. Go right at the top of the staircase and collect the next Dark Soul (4) from the govi. Although you have sufficient Dark Souls to exit and return to the south of the map, there are some more Dark Souls you can collect from the other side of the Gateway.

Return to where you first dropped down to the lava then continue along the opposite pipe to appear in the lava room that you entered on your very first visit. Instead of going through the sliding doors, walk across the lava to find the ledge and govi containing the Dark Soul (5) then shoot the barrels on the ledge for more Cadeaux. Continue along the corridor and head left at the junction and enter the room to collect the Dark Soul (6). Now head down the opposite corridor to the engine room, enter the opening and continue to the two openings. Follow the first opening to collect the Dark Soul (7), then enter the second opening to appear above a large hall. Collect the Dark Soul (8) from the nearby govi then use the teddy to leave the Gateway and head back to the Paths of Shadow by the Temple of Prophecy.

PATHS OF SHADOW - Southbound

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

BAYOU PARADISE - 2nd Visit

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

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

CATHEDRAL OF PAIN - 2nd Visit

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

CAGEWAYS - 2nd Visit

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

solution

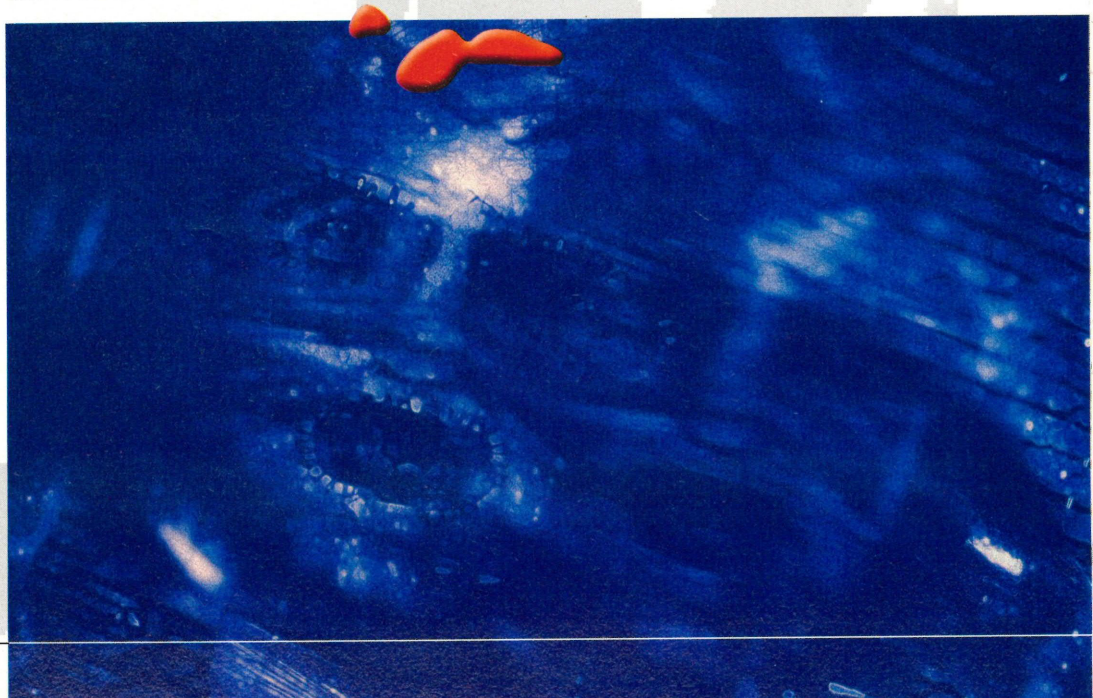
the ledge then jump up and take the Dark Soul (4) from the cage by using the ledge to shimmy along and back-flip into the cage. Now return to the ledge and go through to the next room, then jump over the cage and collect the Dark Soul (5) from the govi before backtracking to the ledge and previous room. Look over by the ledge leading to the first rope slide and you'll see a door on the back wall. Enter the door and continue through the door straight ahead then make your way back to the train. Now head towards the red shuttle and examine the wall to see a ledge. Shimmy along the ledge to the opening then climb up and continue through the door. Head across the green slime by jumping from pipe to pipe, then enter the control room and drop down and continue into the end of the room to explore for Cadeaux.

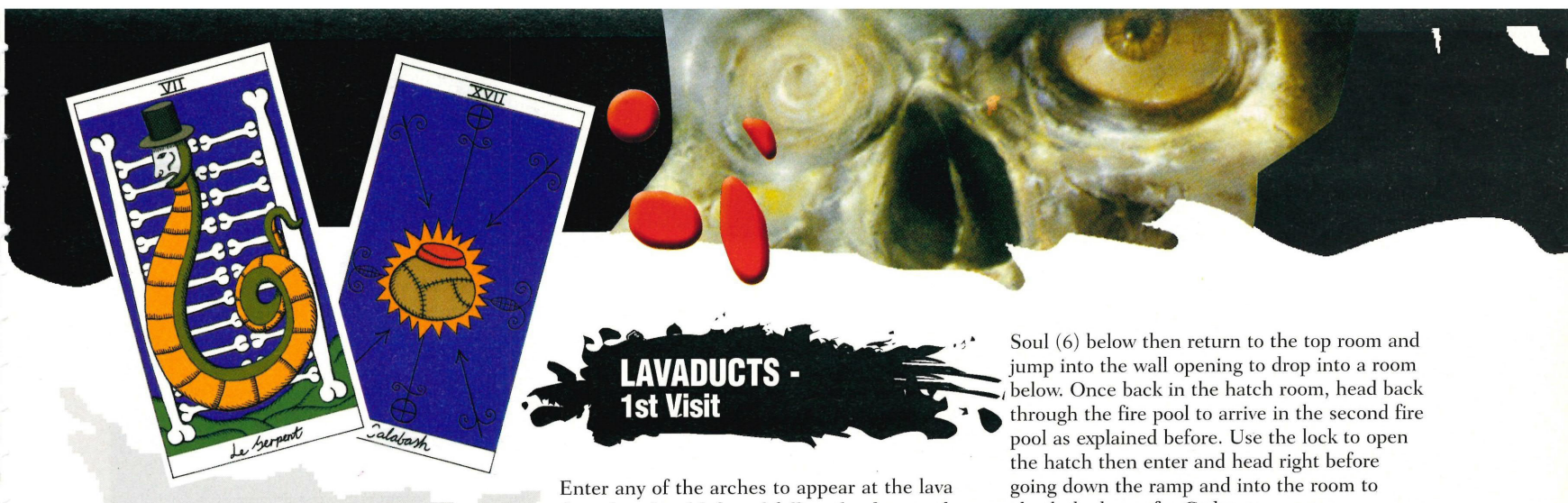
Use the boxes in the corner to reach the upper ledge then use the engineer's key in the lock before continuing along the level to the next lock. Use the key again to release the door then return to the first lock and proceed across the thin pipe and jump over the railings. Continue down several flights of stairs to the opening and use a running jump to collect the Dark Soul (6) from the govi inside the cage. Use the engineer's key in the nearby lock to open the door that you couldn't open the first time you entered the Cageways, but don't go through the door. Instead, head back across the thin pipe and use the door that requires two locks to open it. After a few corridors you will arrive on the ledges above the altar holding the Retractor. Descend and head directly to the altar to collect the Retractor. As you now have a Shadow Level of eight, you should head for the Temple of Blood to collect the Nager Gad. Warp to the Temple of Prophecy, then use the Paths of Shadow to appear in the lava hallway. Now use the stone blocks to reach the upper wooden walkways and Coffin Gates 7, 8 and 9. Open Coffin Gate 8 and you'll appear inside the Temple of Blood.

TEMPLE OF BLOOD - 1st Visit

Go past the first central stone pillar and all the way to the end then press the button in the left corner. Jump up the stone platforms near the fire-block, then turn around to jump over to press the second button by the wall, then push the fire-block before scaling the second entrance to enter the Temple of Blood. Carefully navigate the steps down to the central island then press the left and right wall buttons, then go back up the steps and make your way to the right side wall while facing the entrance where you first appeared in this arena. Once at the top step, jump over to the wall and shimmy across to the opening then pull yourself up to arrive on the highest sections of the temple. Now continue along the corridor to appear in a room with a wooden walkway then drop down below to press the button three times. Enter the right opening and press the button on the pillar then return to the first button and press it twice. Now drop down into the room ahead and climb the blood waterfall to collect Cadeaux from the pots, then enter the alcove to the right of the blood waterfall and push the patterned block to create an opening. Head past the alcove to reach the next button and press it three times then continue through the corridor and climb the blood waterfall. At the top, turn around and jump over to the govi for the Dark Soul (1) then leave the area completely and return to the other ledge on the opposite side of the main arena.

Jump to the central platform then jump to the middle platform. When the rising pillar is at its lowest, jump on and rise to the top before jumping across to the ledges and over to the wooden platform to collect a couple of Cadeaux from the pots. Return to the ledge and continue jumping over to more ledges until an opening appears in the wall. Follow the corridor to the button and press it, before jumping down below from where the button is and using the steps going down to enter the corridor off to the right. Go over the fallen pillar and into a room that's full of floor slabs, then turn left and press the button before returning across the fallen pillar to use the little ledge at the end of the column to jump back up to the top button. Run along the top corridor until yo reach the end then jump over to the tunnel entrance and venture through the tunnel to appear by Coffin Gate 9 (this is where you get the Calabash once you have a Shadow Level of nine). Use the Flambeau on the opposite entrance to remove the blockage then enter and use the Flambeau again at the bottom. Now return to the room with the swinging mallet and proceed to the top ledge, dropping down to where you can see two pillars protruding from the wall. Run past





them then jump over to the platform in the lava and jump to the ledge in the right corner to press the button on the wall. Now clear the moving pillars in the fire pool to reach the circular entrance ahead.

When you appear in the fire pool room, jump up to the ledge by the first blade and shimmy to the left then drop down once past the last blade and clear the protruding wall pillar. Continue through the circular entrance and follow the corridor to find the button. Once it's pressed, enter the next room and check the tops of the blood waterfall for Cadeaux in the pots before jumping down and entering the lava section below. At the end of the lava, shoot the govi for the Dark Soul (2) then exit via the circular entrance, past the idols to the next room. Use your Marteau on the drums on both sides of the room to unblock the alcove then return to the lava section of the last room and use the under section to appear in the following room. Look behind you and press the button that slightly lowers a cradle over in the main entrance. There are four more buttons to press to bring the cradle down fully. Jump onto the platforms in the fire pool then move onto the ledges for safety. When all five buttons have been pressed, collect the Nager Gad from the cradle. Once you have the Nager Gad you can swim through fire pools. Now dive into the fire pool and look for the opening around the central platform to enter for the Dark Soul (3) in the caged govi.

Head for the swinging mallet room then continue to the room where the govi was out of reach. Dive into the fire pool and swim left through the underground tunnel then dodge the blades and collect the Dark Soul (4) from govi in the passageway at the top of the room. Jump to the entrance below and enter the next room then collect the Cadeaux from the fire pool before entering the next room to reach the idol. Continue along the lower level then head through the circular entrance to the room where you used the Marteau. Stand close to the slope then jump up and climb onto the platform where the govi is. Collect the Dark Soul (5) then jump into the fire pool and swim to the left corner for the next Dark Soul (6). Pull up onto the platform and shoot the govi for the Dark Soul (5). Now jump into the fire pool and swim to the left corner for another Dark Soul (6) in the govi before heading for Coffin Gate 7 to enter the Lavaducts.

LAVADUCTS - 1st Visit

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

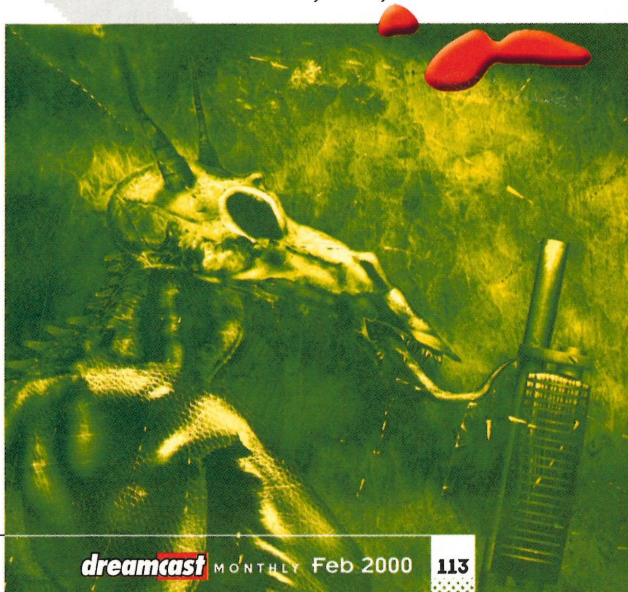
Travelling in an anti-clockwise direction, jump onto the rotating platform then jump off and on to the first ledge. Collect the Dark Soul (2) then return to the rotating platform and jump over to the next ledge and continue down the ramp to a room full of boxes. Collect the next Dark Soul (3) from the govi in one of the boxes then exit through the next opening below to appear in the next room. Walk past the ledges and enter the room filled with boxes then proceed to the box in the far right corner where there's another Dark Soul (4) to collect. Now head back to the ledges and make your way up to the revolving spiked spindle. After jumping up the ledge, collect the Cadeaux from the pipe to the left then head for the first opening along the ledge and continue down the long shaft. Jump onto the revolving walkway and continue to the next ledge to appear back at the first opening.

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

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

WASTELAND - 5th Visit

Drop into the first lava stream and follow the previous route to the ledge where you used a back-flip onto the platform. Keep to the left and follow the lava stream all the way until you reach



solution

the fire pool, where you'll find the last govi and Dark Soul (1). Enter the corridor behind it to reach the Cadeaux by the bars then leave the Wasteland and go to the Temple of Fire.

TEMPLE OF FIRE - 3rd Visit

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

PLAYROOMS - 2nd Visit

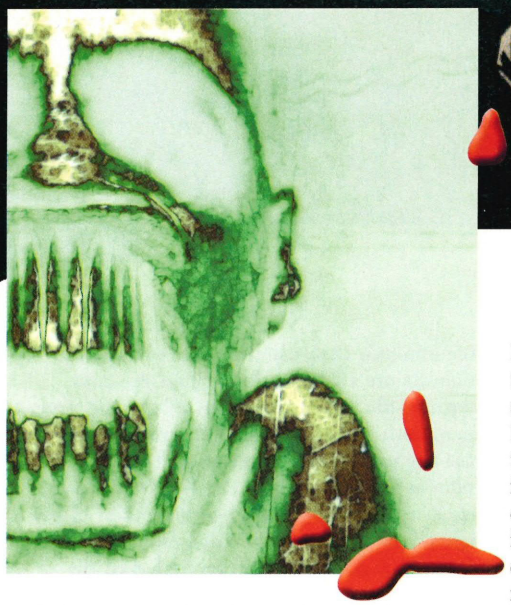
After appearing on the beam bridging the room below, enter the door ahead then turn right and drop down into the room below. Follow the side of the room where all the dials are then go through the corridor ahead and turn left in the red/brown brick tunnel. Proceed through the door and then straight ahead through the next door. Enter the door on the right and jump into the lava pool over the ledge, then jump into the opening above and venture left to drop into a white tiled room below. Collect the Dark Soul (1) from the govi then pull the lever to unlock the door. Return to the bridge where you started then jump down and dive into the blood pool. After arriving in the open area, swim up through the hatch then exit through the door inside. Continue up the ramp and through the door to the corridor then open the door at the end and use the engineer's key in the lock. Jump in the water and head for the pipe opposite the lock then follow the meandering pipe until you reach the corridor with four locked doors on the left and a lever console at the end. Pull the lever then go back to the third door that was previously locked and enter to grab the Cadeaux then enter the fourth room for more Cadeaux. Leave via the green door at the end and enter the next door to find yourself in the upper level of the room where a rope slide was blocked by the crane. Look for the govi along the ledge and take the Dark Soul (2), then pull the lever. Go through the door next to the lever console and collect the Dark Soul (3) from the container, then exit the room and go through the door furthest away from the lever. Once in the next control room, pull the lever to release the Trueform, then head for the tunnel that led to the white tiled room for the first Dark Soul encounter. There is no easy way to kill the Trueform, just keep avoiding his shots while strafing and returning fire. Watch you don't get trapped behind the pillar or cage as his shots home in on you. Eventually the Trueform will be destroyed, leaving the last Dark Soul (4) behind. You should now have a Shadow Level of nine to go to the Undercity, but first you need to collect the Calabash from the Temple of Blood.

TEMPLE OF BLOOD - 2nd Visit

From the entrance, jump over the steps to the right and enter the opening under the last top step. Head to the bottom of the pillars and jump on the little ledge to reach the upper ledge. Follow the ledge to the end then jump to the higher green/blue tunnel and follow it to reach Coffin Gate 9. Once opened, collect the Calabash then try it out on the floor slab inside the Calabash tomb, as the slab will smash providing you with an entrance below. Go back inside the main temple and return to the previous room with many floor slabs then use the Calabash on all the floor slabs to find various items and an entrance to the purple altar for the Dark Soul (1). Return to the main entrance and use the steps to reach the right door entrance, then use the Flambeau on the darkened entrances to reveal a hidden room. Use the Baton on the fire pedestal then use the Marteau on the drum to break one of the wooden planks on the blocked entrance. Drop down and use the Flambeau on the darkened entrance to expose another drum then use the Marteau on the drum before returning to the main room. Hit the final drum, to open the corridor entrance then enter and use the Calabash to expose the Dark Soul (2) from the govi before using the Calabash on the floor slab and following the new corridor (while using the Flambeau on two more darkened entrances) to return at the entrance of the temple, completing the level.

UNDERCITY - 1st Visit

Head into the first domed building for some extra Cadeaux then exit and follow the edges of the buildings to reach a darkened entrance where the Flambeau must be used. Continue back along the pathway then as you enter the next opening, head to the right of the buildings and to the ledges, then climb to the upper doorway. From the circular walkway, head down the stairs to operate the lock then backtrack up to the top and use boxes to access the upper level. Use the ledges to jump onto the revolving walkway then use the walkway to reach another entrance where there is a inactive revolving walkway. Jump down to the lowest floor to find another lock that activates the revolving walkway then use the lower walkway to spin you around to a single entrance that leads to tunnel that splits into two directions. Proceed along the tunnel to the left and activate yet another lock then drop down below and use either opening to enter the room



with the govi to collect the Dark Soul (1). Exit the room by using the box to jump over the cage, then return to the triple revolving walkways and jump onto the top revolving walkway and over to another tunnel opening. Drop down below into the control room then go through the opening to appear in a room with a stained glass ceiling window. Continue down the steps and follow the corridor to the next Dark Soul (2) in the govi, then jump over the railings and leave via the door to appear outside. Use the rope slide to reach the ledge of one of the buildings then use the yellow shaft to reach the next building, before jumping over to the building opposite. Go through the door and use the lock inside the control room to open the door then enter the cage section and activate another lock to open another door leading to an outside ledge. From the ledge, jump down onto another yellow shaft below that leads to the opposite building then run and jump over to the next building and go through the door. Use the red boxes to jump over the railing and follow the corridor ahead to the next room, where there is another Trueform to deal with. Once it has been nuked, collect the Dark Soul (3) then head back to the triple revolving walkways and go through the opening from the lowest walkway, before entering the control room and turning left into the corridor. Drop down into the altar room and collect the Retractor from the top of the ramp then head for the Cathedral of Pain and go into the first entrance on the right, it has a yellow mallet symbol above the entrance.

MORDANT STREET

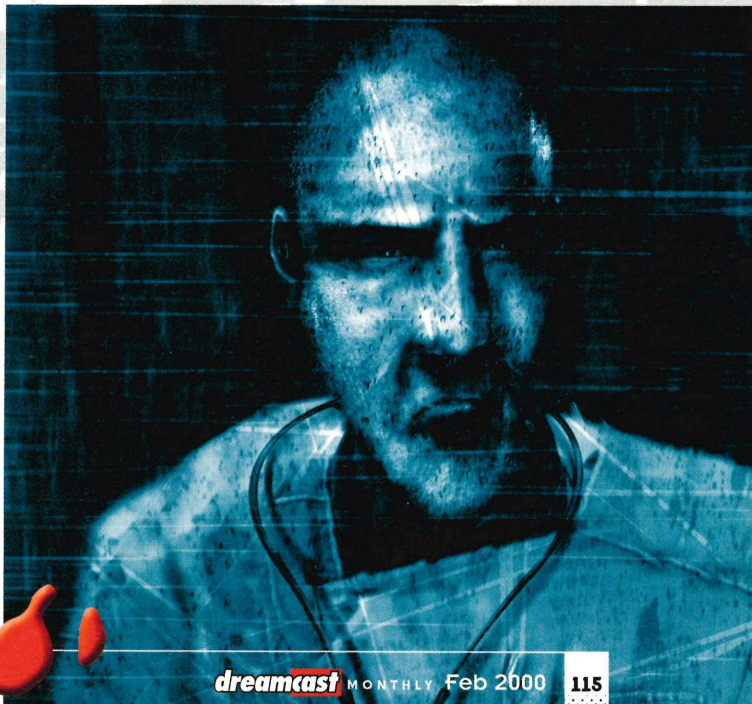
Draw out a Retractor and use it on the corpse to activate the schism at the top of the ramp, then press the button to materialise in Mordant Street. Head left and follow the corridor then jump up to the upper corridor, following it left and through the door where the 'Home Improvement Killer' will show up and interact. Chase after him then head through the first entrance on the left and follow the corridor to the entrance with wooden planks blocking the access. Shoot the planks and enter then look for the desk that holds the Flashlight. Return to the main room and enter the next corridor, then follow it to the end and shoot the lock to enter the pathway outside. Proceed to the large crate at the end then shoot the planks and enter. Jump up to the floor above from the black and white chequered room, then continue through the next door and turn right to follow the corridor. Enter the room and push the crate then go through the rooms until you reach a red-carpeted corridor. Go right and head through the rooms where the night sky can be seen above, then head through the wooden panelled corridor to reach another red-carpeted corridor. Turn right and walk past the entrance to the balcony of the main room to the blocked entrance on the right. Shoot the planks and enter the room, then pull the lever to activate the generator before returning to the main room and using the lift. From the upper balcony, jump over the gap to reach the corridor entrance then enter and head left and through several rooms until you reach the hole leading to a room below. Jump past this hole to land in the entrance of a hidden corridor then follow it to open the door at the end. Check the nearby rooms for the Accumulator then find the blood waterfall and climb up. When the killer shows himself, give chase and attack, collecting the Dark Soul (1) and the prism once he's been defeated. Now go through the opposite entrance from this room to the altar then place the prism on the pedestal before entering the Engine Block.

ENGINE BLOCK - 1st Visit

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

DOWN STREET STATION

From the Cathedral of Pain, enter the second entrance on the left - it has a purple dagger symbol above entrance - then use the Retractor to activate the schism. Head to the right and collect Jack's Journal then head through the door in the first room which leads to the underground sewers of London. Follow either path to proceed deeper to the green slime section which leads to another section of the sewer. However, you must find the opening in the wall further down the sewer first, or you'll spend a long time going through the sewers only to find the end door is locked. Once through the wall opening, jump into the slime ahead and swim through the tunnel at the bottom. Surface into the area above then go into the lift (little blue room) and use the switch to activate the lift. Proceed along the corridor and through the door to the red room containing the Accumulator. Leave via the following door run through the bedrooms and to the end of



solution

the next corridor. In the next room, drop down and jump onto the protruding platform then continue into the corridor ahead and turn right to pull the lever on the console. Head to the other end of the corridor and push the block, then go back across the extended platform and backtrack to the end of the blue lit corridor, but don't go through the door at the end. Instead, go right from the door to find the three turbines rotating, then jump into the slime and locate the tunnel at the bottom which leads to another lever. Pull the lever then check behind each turbine for a Cadeaux, before surfacing in the opposite corridor to where you jumped in. Jump into the big pool and resurface in the next pool before swimming through the obscure tunnel just below the surface. At the end of the corridor, destroy Jack 2 then collect the prism and Dark Soul (1). Check the side entrances of the altar and use the prism to enter the Engine Block once again. Note, to get back to the previous piston room you will have to retrace your steps through New York.

ENGINE BLOCK - 2nd Visit

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

GARDELLE COUNTY JAIL

Using Green Lightning Symbol Entrance

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

Using Yellow Lizard Symbol Entrance

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

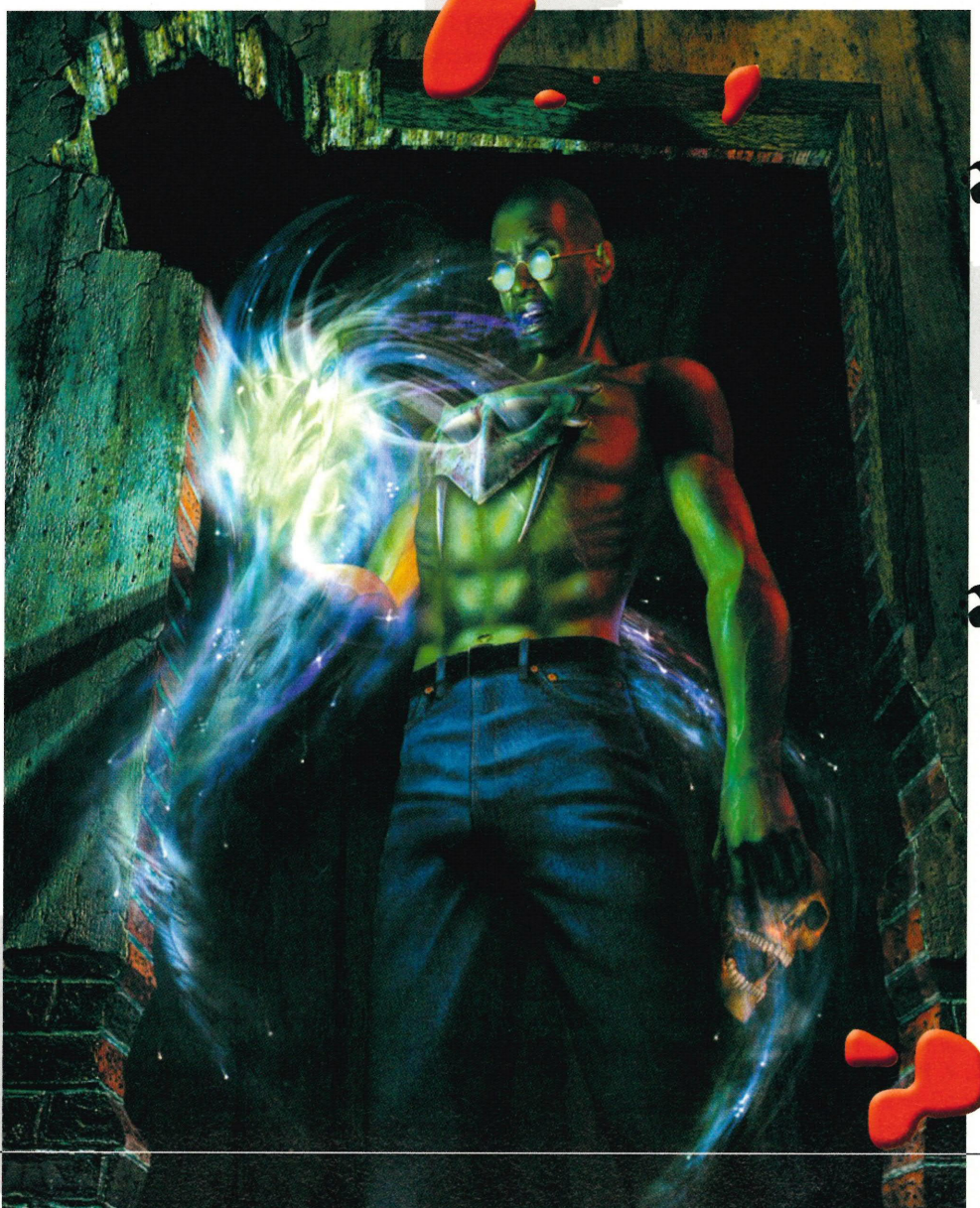
Using Green Cross Symbol Entrance

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

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

ENGINE BLOCK - 3rd Visit

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



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

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

PLAYROOMS - 3rd Visit

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

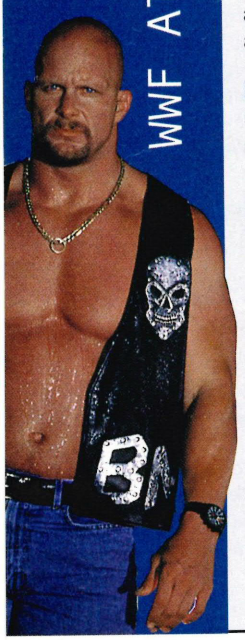
ENGINE BLOCK - 4th Visit

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

cheat CODE CENTRAL

Get the most from your Dreamcast games with DCM's cheats, hints and codes...

WWF ATTITUDE



Bonuses in Career Mode
Win the following events in Career Mode with any wrestler (on any difficulty setting) to unlock bonuses and wrestlers:

European Title
Beat this and receive additional items in 'Create a Wrestler' mode, a Squeak mode and wrestle as Jeff, the trainer.

Intercontinental Title
Get extra attributes in 'Create a Wrestler' mode and gain Big Head mode.

King of the Ring (pay-per-view event)
Win this event and you'll be able to wrestle as Kurrgan and Taka Michinoku.

Royal Rumble (pay-per-view event)
Wrestle as Jerry Lawler and Paul Bearer.

Summer Slam (pay-per-view event)
Wrestle as Sgt. Slaughter and Shawn Michaels.

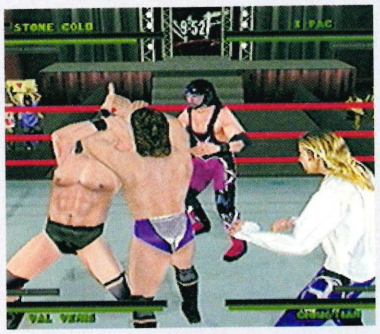
WWF Heavyweight Title
Win this event and you'll unlock Beep mode (censors bad language), Ego mode (as wrestlers gain/loose momentum, their heads swell/shrink), wrestle as Head and Al Snow's dummy.

Extra T-shirts
To receive an additional T-shirt put a logo onto a blank one. This works best on one of the black T-shirts with the word 'Attitude' on them.

Royal Rumble Elimination
Standing with your back to the ropes, perform a back body drop on your opponent to eliminate them from the event.

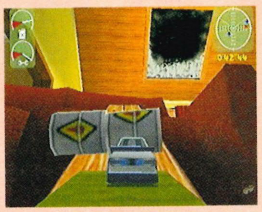
Fake Stun
To pretend to be stunned by your opponent press the Dodge button while they're pounding you.

Taunting
To taunt your opponent during a match hold kick + Tie-up and press either ⇧, ⇦, ⇩ or ⇨.



TOY COMMANDER

Unlock All Rooms
Pause the game then hold ⇦ and press **A, Y, X, B, Y, X**. If you've entered the code correctly you'll hear a sound.



99 Heavy Ammo
Pause the game, then hold ⇦ and press **A, B, X, Y, B, A**. If you've entered the code correctly you'll hear a sound.

Additional Multiplayer Levels
Play each stage in one player mode on each level to get a new multiplayer stage.

Fix Toy
Pause the game, hold ⇦ and press **A, X, B, Y, A, Y**. You'll hear a sound if you've entered it correctly.

Upgrade Machine Guns
Pause the game, hold ⇦ and press **B, A, Y, X, A, B**. You'll hear a tone if entered correctly.

Recharge Health
If you turn on the sink, go down the drain and let the water fall on you, your health will recharge.

Upgrade Weapons
Pause the game then hold ⇦ and press **X, A, Y, B, A, X**. You'll hear a tone if you've entered this correctly.

TRICK STYLE

• Cheat Menu
Enter the following cheats in the cheat menu at the pause screen:

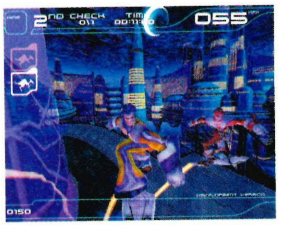
TRAVOLTA - gives you unlimited special moves

CITYBEACONS - unlocks everything

INFLATEDEGO - gives the players big heads

IWISH - unlimited time on levels

TEAROUND - lets you win, even if you come last



• Open Japan Early
If you go into the UK area you'll see a hill, just before a wall, blocking you from the area where Japan is situated. To do this trick you must hit the hill fast and jump from it, then do a spin. If you do this correctly you'll end up jumping over the wall and into the Japan area. Be careful though, as if you haven't unlocked Japan it's very difficult to exit with the doors closed. If you hover up the small section of pipe found adjacent to one of the doors and jump with spins towards the fence you'll be able to get out, but it could take a while to do this.

• New Boards
Combat Board - Beat the UK Boss

Turbo Board - Beat the US Boss

Trick Board - Beat the Japan Boss

• Quick Start
Press ⇨ when 'GO!' comes up on the screen. If you do it right you'll go into a spin, similar to the **Y**-button trick. This allows you to start more quickly than walking for three steps before getting on your board.

• Special Tricks
Hidden in each level is a 'globe', if you find one it will hover next to your board for a short time. Before it disappears, hold the left trigger and press **B** to do your rider's signature trick (just remember that some signature tricks have to be done in the air).

• Break the Glass in UK Races One and Two
In these two races you will see a rather large clock. On race one, towards the end of the course, go up the ramp and use a hammer drill or boogie drill to break the glass and save some time. At the beginning of race two, go on the right-hand side and get the speed boost, then break the glass, again by using a boogie or hammer drill.

• UK Shortcut
At the end of UK stage one (just before you pass Big Ben) there's a ramp off to the right. Hit the ramp, jump and boogie drill and you'll crash through Big Ben. When you come out on the other side the finish line will be right in front of you. At the beginning of UK Stage two, go up to your right and boogie drill through Big Ben again for another shortcut.

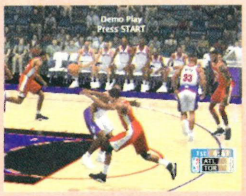
NBA 2K

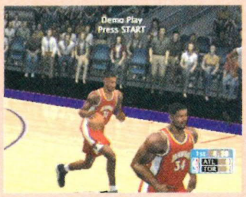
2D Players
Enter 'SQUISHY' at the Code screen.

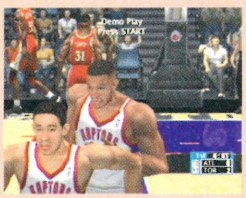
Big Feet
Enter 'BIGFOOT' at the Code screen.

Coach in Pain
Enter 'COACHCOUCH' at the Code screen.

Evil Freethrow Trick
Hit start when your opponent's freethrow cursor is lined up. This will cause their cursor to start back at the original position. If you do this enough times, they'll eventually get a penalty for being at the foul line for too long.

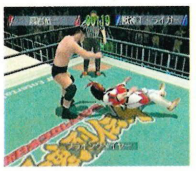


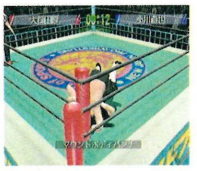




GIANT GRAM

Unlock Hyper
Complete the Tournament mode using all the normal wrestlers and the three hidden characters. To gain access to the hidden trio you'll need to know the following...





Unlock Diablo, Grace and Tiger
Upon completing the Tournament mode you'll face one of the hidden 'athletes' - defeating hidden wrestlers makes them yours to select. Each time one is collected you'll meet a new one at the end of the Tournament mode.

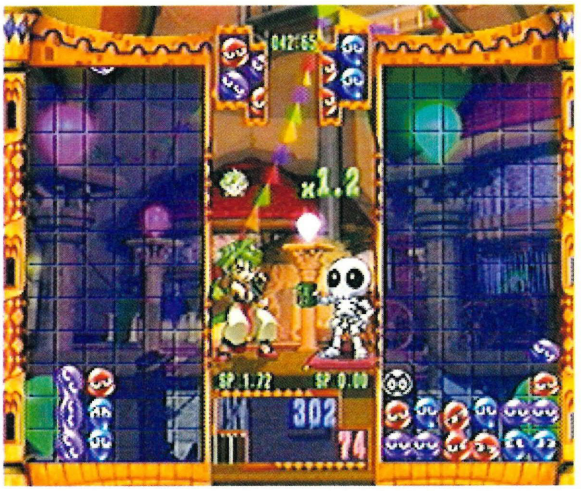
Gladrags for Virtua Fighters
Kage, Wolf and Jeffrey can each wear their old, comfortable costumes - just hold Right Trigger and press A whilst any of them are highlighted on the character selection screen.

PUYO PUYO 4

Unlock Extra Characters
After completing Quest mode and sitting through the credits and rankings, jump straight back into things with either Versus mode or Free Play. Once the character selection screen appears either...

hold ⇦ and press Y (for Dopple Aruru) or
hold ⇨ and press Y (for Carbuncle)

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



ZOMBIE REVENGE

Alternative Outfit
Select your character and hold START and press **X**, **Y** or **B** to begin the game

Cheat Select
Play the VMU mini game to open up these cheats in Original mode: eternal life, area select, free continue and free time limit.

VIRTUA STRIKER 2: VERSION 2000.1

Royal MVP Genki Team
Select Arcade mode, then at the team selection screen highlight 'Yugoslavia' and press Start. Highlight 'USA' and press Start, then highlight 'Italy' and press Start. Now highlight the new team that appears in the top corner of the screen, then hold Start and press **A** + **B** + **X** + **Y** to play as the Royal Genki Team.

PSYCHIC FORCE 2012

Emilio's Third Colour
Press X to select after using Emilio 30 times (or clock up 16 hours of game time).

Artwork
Take a look at the game disc in a PC to find some extra images.

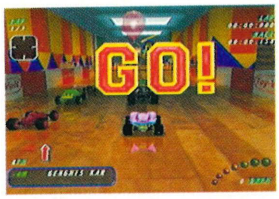
Unlock Wong
Complete Story mode with all the characters (or clock up six hours of game time).

Unlock Keith
Complete Arcade mode with all the characters (or clock up 12 hours of game time).

Unlock Burn
Complete Arcade and Story mode with Wong and Keith (or clock up 14 hours of game time).

cheat CODE CENTRAL

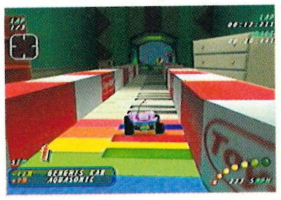
RE-VOLT



All Tracks
Enter 'TRACKER' as a name.

All Cars
Enter 'CARNIVAL' as a name.

Cycle through weapons
Enter 'SADIST' as a name.



LOOK OUT

THE DEFINITIVE SOLUTIONS MAGAZINE FOR THE DREAMCAST IS OUT NOW...

DREAMCAST STRATEGIES

BYTE SIZE

BIOHAZARD 2
Infinite Ammo
Access the item selection screen, then press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, Right Trigger.

CENTIPEDE
Cheat Mode
While playing a game, hold ⇦ + ⇨ + **A** + **B** + **X** + **Y** and rotate the analogue stick. If you entered the code correctly, the message 'Get a life' (for extra lives) or 'All levels' (for level select) will appear.

RESIDENT EVIL: CODE VERONICA
Infinite Ammunition
Enter the item selection screen then press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ⇨

EVOLUTION
Unlimited Naolin Gold
When you're on the carrier near the end of the game enter the door with the first aid symbol and search the medicine cabinet for a Naolin Gold. You can go there as often as you like to stock up on them.

CHAO ADVENTURE [VMU]

Level Skip
Obtain a Chao from Sonic Adventure. You'll be asked for the next area when your Chao reaches the end of the current level. Select the desired location, then immediately press Mode twice on your VMU to return to the Chao Adventure screen. Allow the Chao to start walking and it will allow you to select the next area. This can be repeated as needed.

Chao Puzzle
It doesn't matter if a Chao file is available. Insert the VMU into socket one of a controller. Plud the controller into Port D. Then a Chao puzzle will appear on the VMU screen after selecting a file.

VIGILANTE 8: SECOND OFFENSE

Entering Passwords
To enter passwords, go to the OPTIONS screen, highlight GAME STATUS, and hold ⇦ + ⇨ and press **A** twice.

Attract enemies
Enter UNDER_FIRE as a password to have three enemies attack simultaneously.

Fast Action
Enter QUICK_PLAY as a password to enable a random fast action arcade feature.

No Enemies in Arcade Mode
Enter HOME_ALONE as a password.

Faster Cars
Enter MORE_SPEED as a password.

No Weapon Delay
Enter RAPID_FIRE as a password to remove the delay when shooting weapons.

Super Missiles
Enter BLAST_FIRE as a password to increase the damage from missiles.

View all ending sequences
Enter LONG_MOVIE as a password to view all the endings in one continuous sequence.

Same Cars in Multiplayer
Enter MIXED_CARS as a password to allow more than one person to select the same car in multiplayer mode.

SOUL FIGHTER

To be able to enter the following cheats, at the Soul Fighter logo you have to press ⇦ + **Y**. Then enter the Options menu, then exit. If done correctly, the next screen that appears will be the cheat code screen.

Extra Health
Enter '**ABXXYA**' as a code.

All Weapons
Enter '**XAAYBB**' as a code.

Level 2
Enter '**AABXYA**' as a code.

Level 3
Enter '**XAYAAB**' as a code.

Level 4
Enter '**YYBAXA**' as a code.

Level 5
Enter '**BABXXY**' as a code.

Level 6
Enter '**XAXBYY**' as a code.

Level 7
Enter '**ABXBYB**' as a code.

Level 8
Enter '**YBBAXY**' as a code.

Level 9
Enter '**BYAAXB**' as a code.

Level 10
Enter '**XABBAX**' as a code.

Level 11
Enter '**YBYXAB**' as a code.

Level 12
Enter '**XBAXBY**' as a code.

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Dynamite Deka
Elemental Gimmick Gear
Evolution
Flag to Flag
Get Bass
Giant Gram -
All Japan Wrestling
Godzilla Generations
House of the Dead 2
Hydro Thunder
In Nippon Budokan
Giant Gram
Incoming
King of the Fighters Dream
Match '99
Marvel vs Capcom
Metropolitan Highway Battle
Mortal Kombat Gold
NFL 2K
NFL Blitz 2000
Pen Pen Tri Icelon
Pop n' Music
Powerstone
Psychic Force 2012
Puyo Puyo
Ready to Rumble Boxing
Redline Racer
Rippin Riders
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Street Fighter 3
Street Fighter Alpha
Super Speed Racing
TNN Motorsports
Hardcore Heat
Trickstyle
Virtua Fighter 3tb

THE ABOVE LIST IS ONLY A SAMPLE OF WHATS ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
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PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098158

Calls to the above numbers cost 60p a minute

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed.
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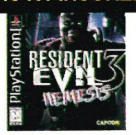

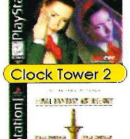

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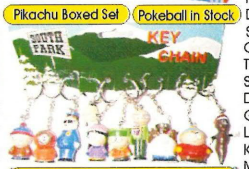

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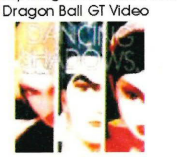

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The complete rundown on every Dreamcast title so far reviewed and rated...

FIGHTING FORCE 2

Publisher Eidos
Players: One • **Reviewed:** Issue 4
8

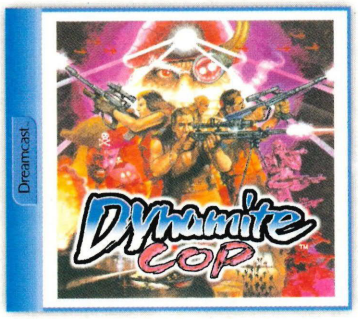
While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of matcho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on your toes. Graphically speaking 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 until the likes of Soul Reaver hits the street.

HAWK **OFFERS** SHARP MOVES AND A **COOL** FIRST-**PERSON MODE**

DYNAMITE COP

Publisher Sega
Players: 1-2 • **Reviewed:** Issue 3
6

Another terrible embarrassment for Sega here and 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 really is not worth it.

AERO WINGS

Publisher Crave Entertainment
Players: 1-2 • **Reviewed:** Issue 3
6

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 Chrimbo' approach leaving quality as a mere after thought. 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.

BLUE STINGER

Publisher Sega
Players: 1 • **Reviewed:** Issue 2
8

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

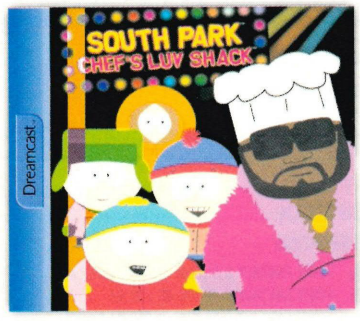
Publisher Sega
Players: 1-2 • **Reviewed:** Issue 3
5

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.

CHEF'S LUV SHACK

Publisher Acclaim
Players: 1-4 • **Reviewed:** Issue 3
6

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.



F1 WORLD GP

Publisher Video Systems
Players: 1-2 • Reviewed: Issue 3 6

Video systems have been creating F1 games for quite a while now. They've 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.

HYDRO THUNDER

Publisher Midway
Players: 1-2 • Reviewed: Issue 3 7

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 speed boat racing complimented with super cool graphics and sound FX really gets things off on the right foot. Only one game mode and frustrating gameplay kind of level things out though. Moments of genius and hair tugging alike.

MILLENNIUM SOLDIER

Publisher Infogrames
Players: 1 • Reviewed: Issue 1 8

Expendable veers away from the current fashion of 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've essentially managed to 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 - the next generation brainless blasting.

MARVEL VS CAPCOM

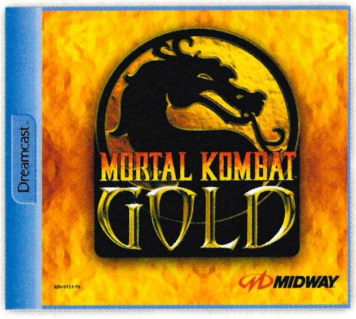
Publisher Virgin Interactive
Players: 1-2 • Reviewed: Issue 3 7

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).

MORTAL KOMBAT GOLD

Publisher Midway
Players: 1-2 • Reviewed: Now we have 4

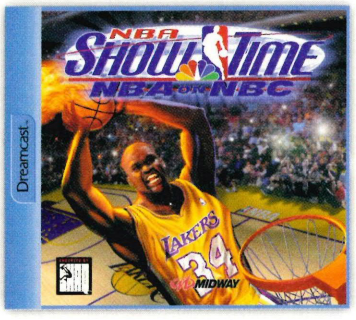
When DCM had to rank all the Dreamcast games of 1999, all war broke out. With Soul Calibur at hand, the number one placing was easy, but the lowest position, number forty-one was a different matter. How do you decide which is the worst of two games with no redeeming features? Well somehow MKG managed 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 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.

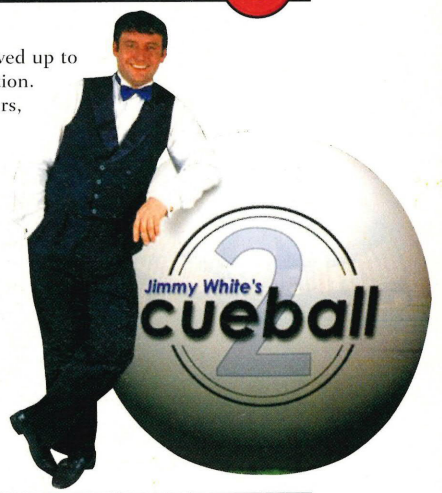


JIMMY WHITE'S 2: CUEBALL

Publisher Virgin Interactive
Players: 1-2 • Reviewed: Issue 3 8

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.

THE PHYSICS ARE SPOT ON AND THE GRAPHICS GENRE LEADING



INCOMING

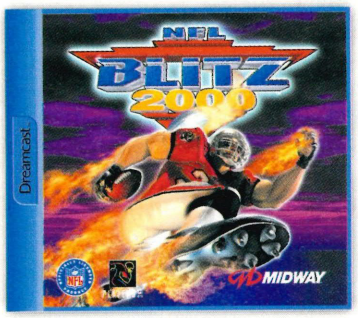
Publisher Infogrames
Players: 1-2 • Reviewed: Issue 1 8

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.

NFL BLITZ 2000

Publisher Midway
Players: 1-4 • Reviewed: Issue 4 8

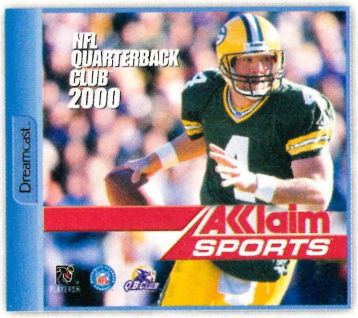
A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and Blitz 2000's bursting with it.



NFL QUARTERBACK

Publisher Acclaim
Players: 1-4 • Reviewed: Issue 4 7

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 games complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look over to the left, and save yourself a lot of hassle.



PEN PEN

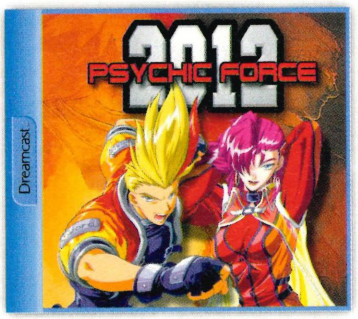
Publisher Infogrames
Players: 1-4 • Reviewed: Issue 3 7

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....

PSYCHIC FORCE 2012

Publisher JVC
Players: 1-2 • Reviewed: We didn't 4

Oh dear, Potato seem to have had a 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 falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Lets hope it retains that title for many years to come. We can only keep our fingers crossed.



MONACO GRAND PRIX RACING SIMULATION

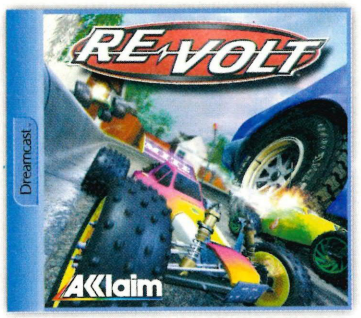
Publisher Ubi Soft
Players: 1-2 • Reviewed: Issue 1 7

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 facelift 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.

RE-VOLT

Publisher Acclaim
Players: 1-4 • Reviewed: Issue 4 8

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.



THE **FIRST GAME TO** SHOW THE DREAMCAST'S **TRUE** COLOURS

POWER STONE

Publisher Eidos
Players: 1-2 • Reviewed: Issue 1 8

Perhaps the first game to really show the Dreamcast's true colours, 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.

SEGA BASS FISHING

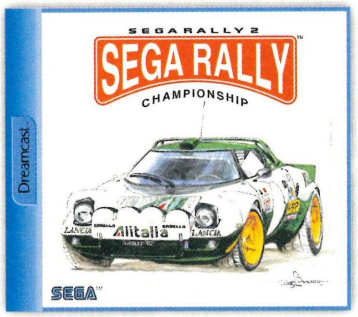
Publisher | Sega
Players: 1 • Reviewed: Issue 3
8

128 bit technology, online gaming and, er, fishing. But not just any old fishing. 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.

SEGA RALLY 2

Publisher | Sega
Players: 1-2 • Reviewed: Issue 1
8

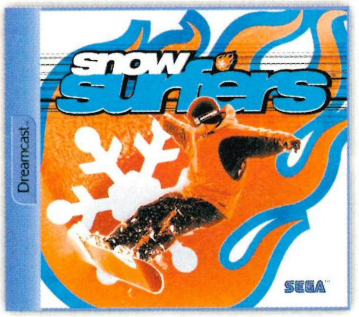
Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. Sure the competition here is tough, but this will always remain a classic.



SNOW SURFERS

Publisher | Sega
Players: 1-2 • Reviewed: Issue 2
6

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 all together: 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

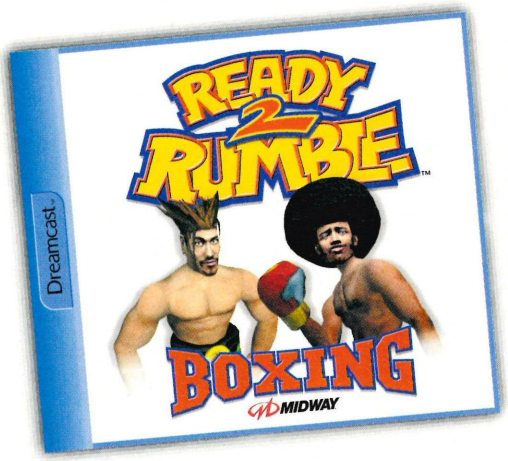
Publisher | Sega
Players: 1 • Reviewed: Issue 1
9

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. You can also control a robot called E102 GAMMA, along with his laser guided weaponry. 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.

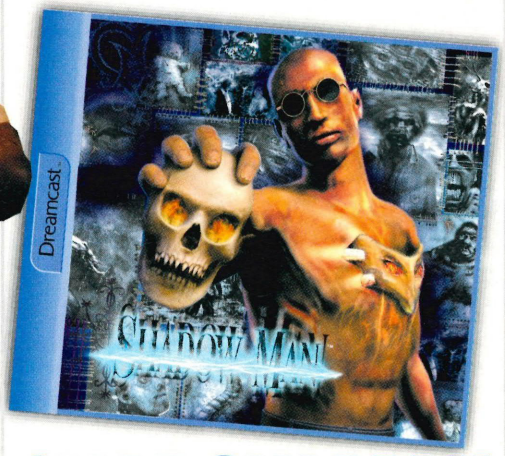
READY 2 RUMBLE

Publisher | Sega
Players: 1-2 • Reviewed: Issue 3
9

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.

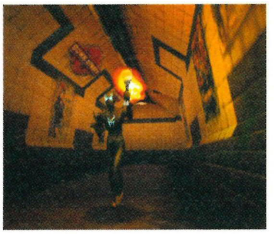


EACH **BOXER** IS SUPERBLY **ANIMATED**



SHADOW MAN

Publisher | Acclaim
Players: 1 • Reviewed: Issue 4
9



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 verisons, 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.

SOUL CALIBUR

Publisher | Sega
Players: 1-2 • Reviewed: Issue 1
9

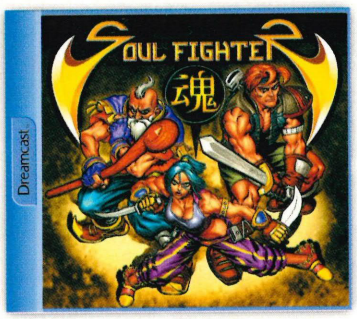
Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em- up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever. It laughs in the face of Virtual Fighter 3tb, allowing you to run in eight directions around the ring. 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
Players: 1 • Reviewed: Issue 3
8

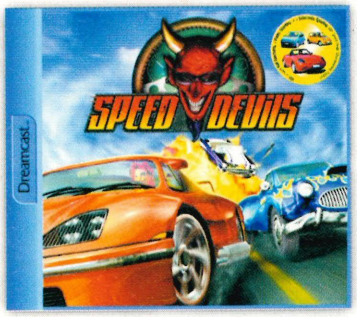
After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge which goes some way make to making up for it. A great example of old school action polished up by your Dreamcast.



SPEED DEVILS

Publisher: Ubi Soft
Players: 1-2 • Reviewed: Issue 2
9

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 earnt 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 split-screen multiplayer mode.



STREET FIGHTER 3

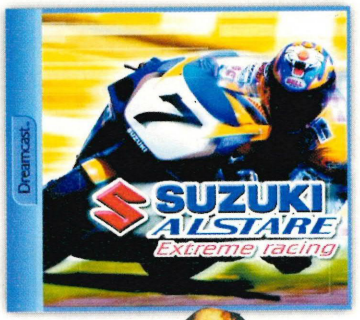
Publisher: Virgin Interactive
Players: 1-2 • Reviewed: Issue 3
6

Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, asides from small graphical tweaks and a bundle of extra game modes. On the plus side 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 this really is best left well alone.

SUZUKI ALSTARE

Publisher: Ubi Soft
Players: 1-2 • Reviewed: Issue 3
8

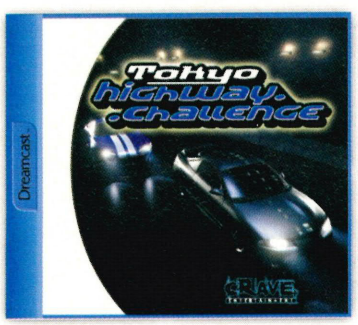
Speed demon developers Criterion had one main objective here: to make the fastest smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXRs, from the standard 600 to the insane superbike 750. The game manages to blend top drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. While the leathers, helmets and bikes are modelled from the real things, the tracks are entirely fanciful.



TOKYO HIGHWAY CHALLENGE

Publisher: Crave Enertainment
Players: 1-2 • Reviewed: Issue 3
6

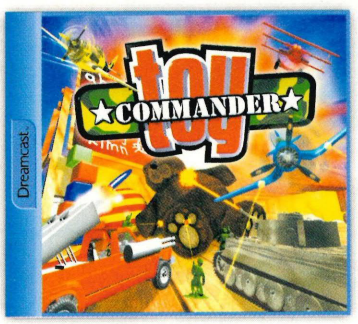
Pick one of 24 cars and race along Tokyo streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking in any real depth.



TOY COMMANDER

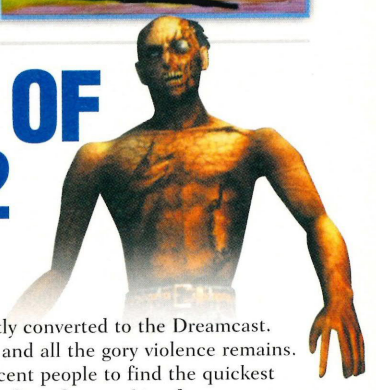
Publisher: Sega
Players: 1-4 • Reviewed: Issue 2
9

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. It seems Sega has pulled an ace out of its usually coin-op-centric sleeve and delivered exactly what the DC needs.



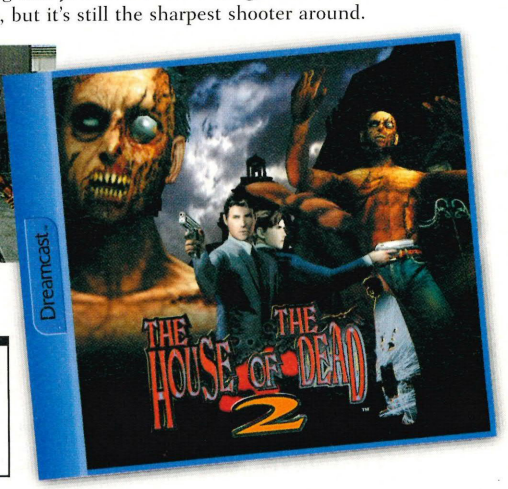
THE HOUSE OF THE DEAD 2

Publisher: Sega
Players: 1-2 • Reviewed: Issue 1
8



Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. Take out the monsters and look after the innocent people to find the quickest route to 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.

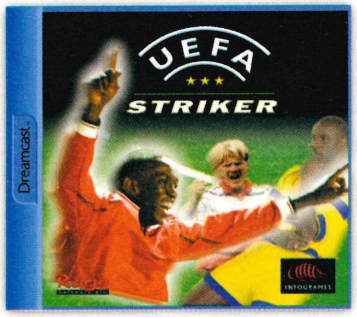
IT'S THE SHARPEST SHOOTER AROUND



UEFA STRIKER

Publisher Infogrames
Players: 1-4 • Reviewed: Issue 2 8

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. Altogether a very shiny and satisfying experience.



VIRTUA FIGHTER 3TB

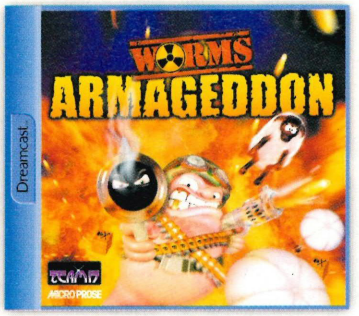
Publisher Sega
Players: 1-2 • Reviewed: Issue 1 7

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. Generally a solid title, but dramatically dwarfed by Soul Calibur.

WORMS ARMAGEDDON

Publisher Hasbro
Players: 1-4 • Reviewed: Issue 4 8

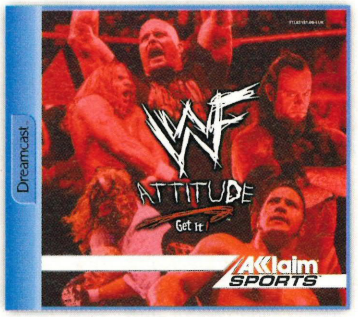
With more weapons, redesigned terrains and extra game modes this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there allowing you to name your own worms, set a time limit on the completion of each move and, of course, choose your team's special weapon. Splendid.



WWF ATTITUDE

Publisher Acclaim
Players: 1-2 • Reviewed: Issue 4 6

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, Tripple 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.



TRICKSTYLE

Publisher Acclaim
Players: 1-2 • Reviewed: Issue 2 9

With their stunning Dreamcast debut, Criterion have lifted snowboarding 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.

CRITERION **HAVE LIFTED** SNOWBOARDING **TO** A NEW LEVEL

SEGA WORLDWIDE SOCCER 2000

Publisher Sega
Players: 1-4 • Reviewed: Issue 4 8

After UEFA Striker's delay, Sega Worldwide Soccer has come along and given it a sharp kick in the shins. It's a splendid marriage of the SWS series' arcade style and Silicon Dreams' more sophisticated approach (two halves, you might say). 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, look, teams, tournaments and even indulge in customisation procedures. With intuitive controls and genre-leading graphics, SWS is firmly the Dreamcast favourite.

INTUITIVE **CONTROLS** AND GENRE **LEADING GRAPHICS**

next month

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			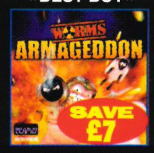	
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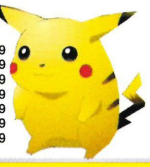

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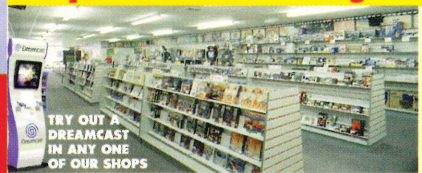

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