

DREAMCAST MAGAZINE

DC-UK

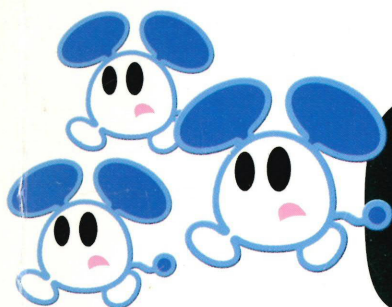


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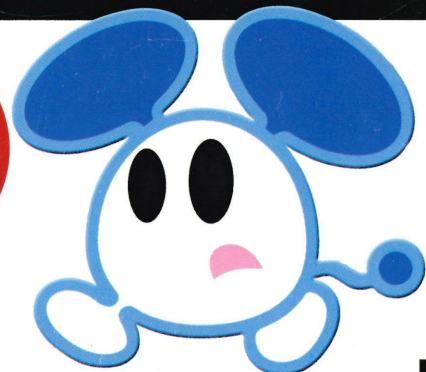
REVIEWED!

MDK2 ■ THE NOMAD SOUL ■ 4WHEEL THUNDER ■ TECH ROMANCER ■ AND MORE!

Chu Chu Rocket's only the start...



Online Gaming

20
Online games revealed!

uncovered!
EXCLUSIVE: The games. The facts. All your questions answered!

DOA2

The world's sexiest fighting game beaten senseless by our kung fu experts

Silver

EXCLUSIVE: DC version of infogrames' brilliant RPG previewed!

TOMB RAIDER

 In-depth walkthrough.
Plus Rayman 2 guide **p092**

VIRTUA COP 2

 Sega's fantastic coin-op comes to DC. We attack it with guns! **p109**

 No book?
Have a word with
your newsagent

Lift up the book for more great stuff



released on bail

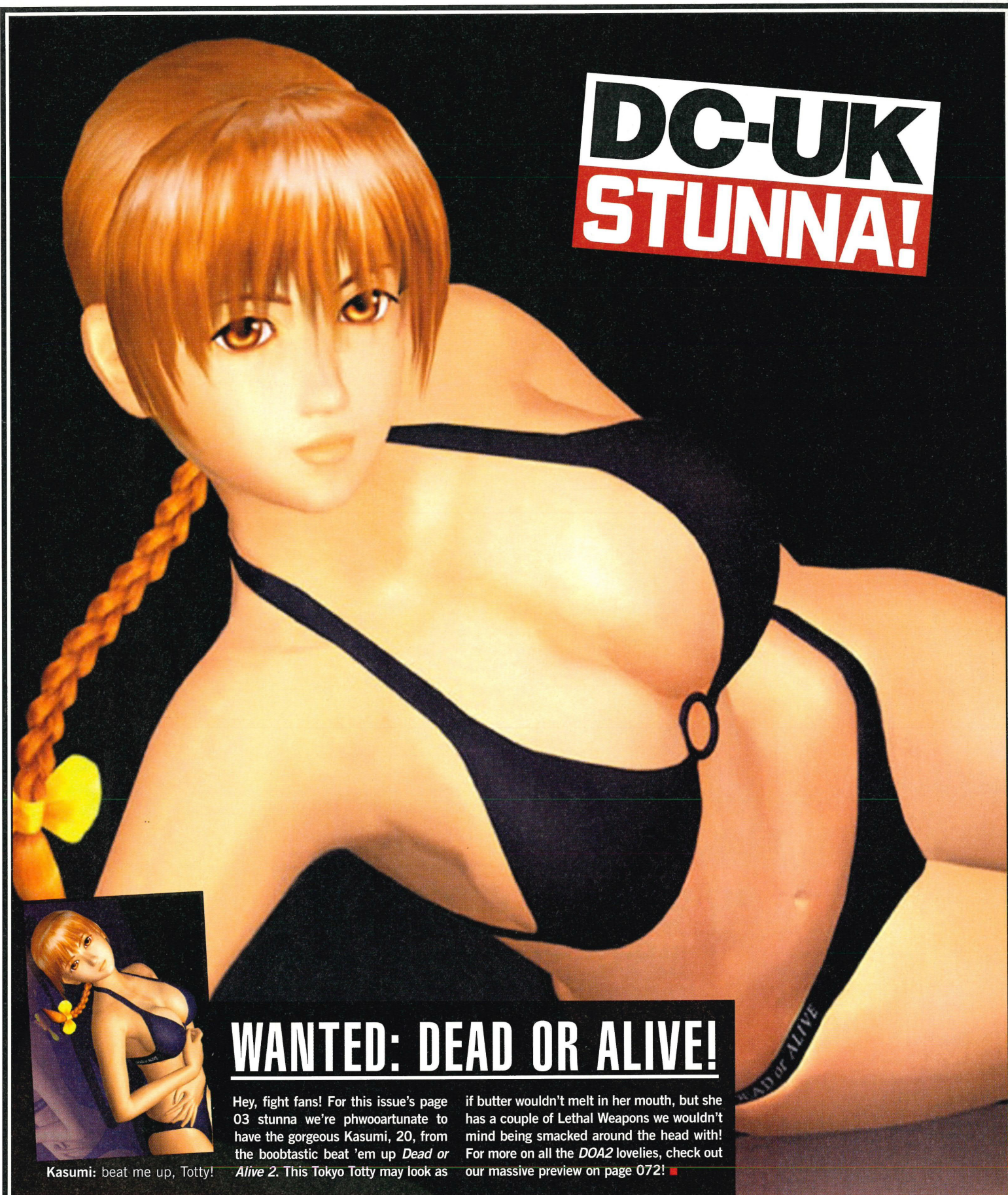
[& dreamcast] 28th april



www.gta2.com



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A large, detailed illustration of Kasumi from the Dead or Alive series. She has short, straight orange hair with bangs and a long braid on the left side tied with a yellow flower. She is wearing a black one-piece bikini with a circular ring detail at the bust. The background is solid black.

DC-UK STUNNA!

A smaller, stylized version of the Kasumi character illustration, showing her in a similar pose and outfit, used as a visual reference for the article.

WANTED: DEAD OR ALIVE!

Kasumi: beat me up, Totty!

Hey, fight fans! For this issue's page 03 stunna we're phwoortunate to have the gorgeous Kasumi, 20, from the boobtastic beat 'em up *Dead or Alive 2*. This Tokyo Totty may look as

if butter wouldn't melt in her mouth, but she has a couple of Lethal Weapons we wouldn't mind being smacked around the head with! For more on all the *DOA2* lovelies, check out our massive preview on page 072! ■

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ESSENTIAL**

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Bioware's action-packed adventure blasts its way onto Dreamcast

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FEATURES

Dreamcast gaming goes online

060 Online Gaming Special Feature Cover Story

At last, you're about to witness the unadulterated joy of online gaming. After the pummeling it took from the public and Watchdog, Sega has sorted its online act out, promising the excellent *Chu Chu Rocket*, followed shortly after by *Quake 3 Arena* and *Black & White*. Forget about any other console, the future of interactive entertainment starts here.

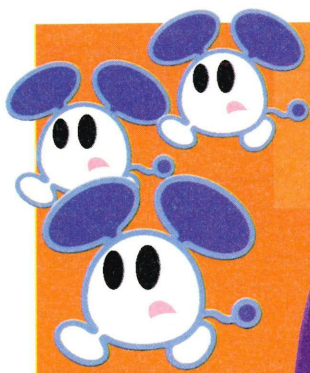
DC-NEXT

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072 DOA2 Just as we'd hoped, there's much more to this game than a bunch of lasses with big, wobbly jugs

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060 Online Gaming

The future of online gaming looks bright at last. Find out what Sega has in store for you



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The names behind the games

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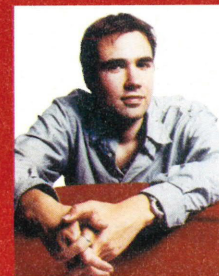
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When you see this icon above a page it means there's extra info on our Website. Check it out!



Ed's Letter



The best thing about working on a videogame magazine, apart from playing games all day (I wish), is that you never quite know what's going to happen next. Take this month, for example. Admittedly, things got off to a bad start when we found out *Furfighters* had slipped and that the demo

would have to wait. But then the next day an entourage from Midway burst into the office with several new games and an inflatable punch bag in the shape of Afro Thunder from *Ready 2 Rumble*. Suddenly things were looking up.

And from there it snowballed. *MDK2* arrived and Jes Bickham had to literally wrestle it from our Dreamcast to review it. I'd have done the job if I wasn't busy reading our tips book from cover to cover, making sure it made sense. I don't know if you've ever tried reading a tips book from cover to cover, but – as amazingly helpful as ours is – I wouldn't recommend it.

But then, while I was still groggy from that tiring chore, Stu Ledger from Infogrames arrived with a nearly complete *V-Rally 2* and we spent a couple of happy hours on the fourplayer mode, watching Karl continually drive off the road and smash into walls and ditches (by the way, the grabs in our preview have been tampered with – I was never in fourth place). Then, to cap it all, an American copy of *DOA2* arrived in the office about three days before deadline. Marvellous timing.

And what a game. Beautifully designed characters (stop it, I don't mean what you think), amazing backgrounds, excellent fighting system. If Acclaim gets its marketing sorted out, it's going to sell by the cartload. Anyway, I'm off to pack for my trip to Tokyo – which should be the perfect end to a tumultuous four weeks. I'll let you know all the gory details when I get back. Until then, enjoy the mag and I'll see you next month ■

Keith
Editor

Keith

Unfortunately, this month we were not able to bring you the *Furfighters* demo that we promised in DC-UK 08. However, we should be running the exclusive disc with issue 10 instead. Sorry for the delay.



On the cover

060 Online gaming

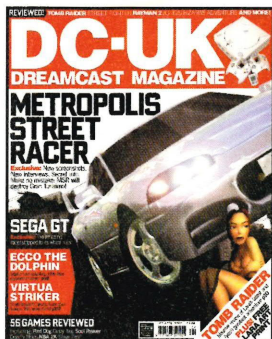
Sega has finally got its act together, with the launch of *Chu Chu Rocket* scheduled for May 12. Bring it on, Sega!

072 DOA2

The girls, the amazing arenas, the weirdo end-of-game boss... *DOA2* has it all. Time to put *Soul Calibur* away?

084 Silver

Dreamcast in decent RPG shocker! And it's only the first of many...



D-M@IL

Rant and rave, mumble and moan, scream and shout: This is your chance to set us – and Sega – straight

High street cock-up

As I read Dave 2000's comments about incompetent sales people in electrical shops, I found myself amazed that someone has finally noticed the braindead antics of people who work in Currys and Dixons. Of all the high street stores, these are the two that really don't have a clue.

My local Currys has a large videogames section and TVs showing the latest games, but the PlayStation TV shows the CD player screen all day and the N64 TV is switched off. However, the one thing that made my face red was this: The Dreamcast TV was supposed to be showing off *Soul Calibur*, but what was on the screen? "There is no VM inserted. Your game can't be saved. Press Start to play, but

you won't be able to save." Woah, really encouraging customers to buy aren't you? And what's worse is that above the screen it says "Play Here", yet there are no pads inserted. The same goes for the other consoles. Something should be done – hopefully involving a gun.

Luciano del Viscio

We certainly understand your frustration with the main high street shops – these are the places where 'casual gamers' will be introduced to Dreamcast, and getting the chance to sample games like Power Stone, Crazy Taxi and Virtua Striker would make them realise just how amazing the machine is compared to the creaky old PlayStation. The problem is, many of the staff just aren't trained to sell videogame equipment – they may as well be showing off the latest fridge freezer. The story is

different with specialist game retailers, though – see our mail of the month.

Don't drink and play

Can I tell you about the most expensive piss-up I ever had? A couple of weeks ago, after slightly over-doing the Brains SA (it's a beer), I staggered home, took an ear bashing from the wife and decided a gaming session was in order. However, due to my inebriated state I managed to get my UK DC lead mixed up with my Japanese step-down lead. This resulted in one fried Jap Dreamcast.

After ringing the importer I bought the machine from, he told me it could be fixed. So I sent the machine back without a second thought. A week went by without any news, so I rang them. "Machine is irreparable," came the reply. Anyway, after over a week of hassling I managed to get the shop to return my machine. In that time I rang other importers who had told me the console was definitely repairable. So I sent it off again.

A couple of days later I got a call from the shop saying that someone had tried to chip my Dreamcast and botched the BIOS chip, rendering the machine useless. Well, I have problems removing screws from things, so it was nothing to do with me. It seems that the first shop I sent the machine to had messed up a Dreamcast it was chipping for some other customer, and took my motherboard to replace the one they botched. I tackled the owner of the shop and got a lot of crap. These are some of the pit falls of importing, but I am still pissed in more ways than one: beer cost £19, to send the Dreamcast twice cost £21, and my now defunct Dreamcast cost £240, plus there are a fair few Japanese games I can't play. It all adds up to around £400, all because of a few beers to many. Bugger.

John Bright

I think there's a lesson in there for us all. We're just not sure what it is yet.

More strategy

I've got to say I've been struggling to get games that excite me on Dreamcast.

What I'd really like to see is a good strategy game, like *Warcraft* or *Command and Conquer*. Sword and sorcery games, like *Diablo* and *Baldur's Gate* would be absolutely amazing on Dreamcast hardware, especially in multiplayer mode.

I'm afraid that games like *Crazy Taxi* and *Soul Calibur* are cool to show what the machine can do in terms of graphics, but I'm really looking for more durability and strategy in a game. Running around, jumping and shooting just doesn't do it for me.

Is anything being planned that I would be interested in? Or am I in for a long wait?

Ari Sarelli

Baldur's Gate is in development at the moment, and may make it to our shores by the end of the year. Hudson Soft in Japan is also working on an online Diablo-style RPG named Rune Jade, but we're not sure when the UK will see that – if ever. For now though, the likes of Soul Reaver and Shadow Man should keep you occupied. But you're right, there isn't much around in terms of strategy, though that's pretty typical of the console market. PlayStation owners had to wait ages for conversions of Command and Conquer and Civilisation 2.

Sega's pipe dream

Beside the fact that I'm a die-hard Sega fan, Dreamcast was my next-generation system choice because of its online capabilities and Internet access. I didn't know anything about how DC connects to the Net until I put the Dreamkey in my Dreamcast and booted it up. I was shocked with the screen I saw when it loaded. Sega was allowing only five countries in Europe access to the Internet. I can't believe how Sega can be so foolish and unfair. No-one wanted free Internet access from Sega. They should have let us use our own existing ISPs with Dreamcast so that European people outside these five lucky countries could go online.

Come on Sega, be fair! Europe is not just these five countries. If you aren't letting us use our current ISPs in

MAIL OF THE MONTH

Angry games retailer strikes back

I'm writing in response to the article by Dave 2000 in the March issue of **DC-UK**: "How stupid do you have to be to work in a videogames shop?" Well, as I have spent almost three years selling the things, as well as repairing and upgrading PCs, and dealing with customer frustration because of the dire release situation regarding Dreamcast, I wouldn't class myself or any of my colleagues as stupid. Admittedly, at the stores (almost) mentioned in the article you'd be hard pressed to get the time of day, but where I work, and hundreds of other independents, helping customers is our bread and butter. We *have* to know what we're talking about, or else we give the competition a boost, and drooling would bring us to the level of some of our customers.

As for *Soul Calibur* being on 24 hours, seven days a week, as the game is rated 15 it would be illegal to show this title where minors could see it. Cheers!

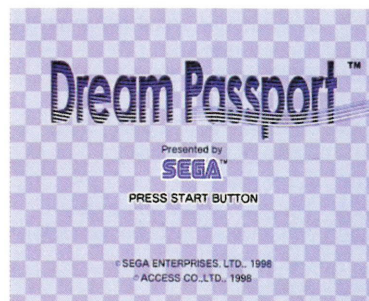
Bill Bennett

Dave 2000 was really trying to attack certain high street electrical stores, rather than specialist independent videogame shops – but perhaps he should have made that more clear. For the record, we reckon independent stores do a great job. And thanks for putting us straight on Soul Calibur!

You win...

This month, thanks to those chaps at Simply Games, we're giving away four top games and a VM to the reader lucky enough to win Mail of the Month. So, well done, Bill.

simplyGAMES.COM



Dreamkey? Sega's limited Internet access on the continent is more like a nightmare, according to Murat

different European countries, then why do you charge us extra money for modem that we have no use for? If I can't see any improvements for this problem in the near future I'll sell my European Dreamcast and buy an American or Japanese one and maybe even a PlayStation2.

And lastly, stop telling us online gaming will be available with "Up to 6 billion players". It's a dream for you and a big lie to us.

Murat, Turkey

Rock 'n' roll suicide

Have you noticed that in *Soul Calibur*, Cervantes's sword Nirvana has a gun in it and Kurt Cobain from Nirvana shot himself. Coincidence? I think not. What was Namco thinking?

James Ainsworth

Have any other readers noticed links between Dreamcast games and the gruesome suicides of tortured rock stars?

Sega: N64-basher

I own a Nintendo 64 and I've bought every single half-decent game that ever came out on the console (*Mario64*, *Lylat Wars*, *Banjo-Kazooie*, *F-Zero*, *GoldenEye*). Due to this, I have about 15 brilliant games to show for two years of gaming with Nintendo.

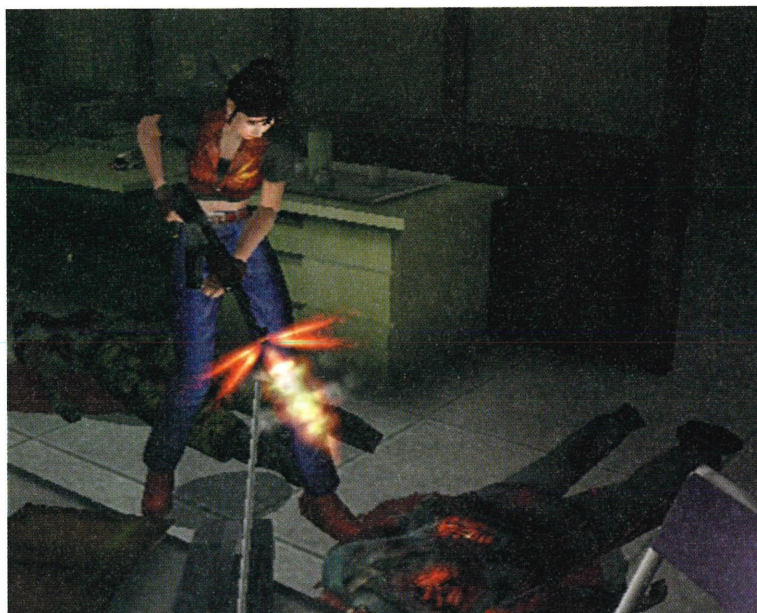
But this was not good enough. I read a 'soon to be released' list in a two-year-old N64 magazine to find that, predictably, most of the games destined for the (then) following months have still not arrived. This is why I am writing to your magazine – to stand in Sega's corner and complain about Michael Anderson's letter in **DC-UK 07**. He claimed that Sega never releases enough games. That couldn't be farther from the truth. As a N64 owner, I know all about delays, believe me.

I've already bought more games over the two months I've owned my Dreamcast than I did over a period of two years with my N64. I have 16 very cool DC games and have found some of them (*Soul Calibur*, *Crazy Taxi*, *Toy Commander*) to be amongst the best games I have ever played. I am most impressed with the way that every time I head down to EB, at least three more games have been released. This is amazing. If Nintendo released that many games in a year the world would be shocked into a complete meltdown. Keep it up, Sega.

Robert Beames

Crazy punters

I have recently purchased *Crazy Taxi* from Gameplay – saving a tanner in the process, by the way. While I appreciate the hard work Sega has obviously put



Resident Evil Code: Veronica: Just one of the mouth-watering games due out over the next few months, and mud in the eye for the "moaning old gits" complaining about a lack of quality titles on Dreamcast, says K Robson

into the game, it amazes me to see that with the technology the developers have, they still can't manage to make the characters walk around the trees and cars, rather than pass straight through them. Are they ghosts or is there some justifiable explanation for this baffling phenomenon?

Other than that, I can't criticise it further. Well done!

Rob Griffin

Making loads of characters avoid objects is actually quite 'processor intensive' – it would require the Dreamcast to plan routes for them all as they scatter away from your taxi in panic, which would slow the action down. We think.

Sega done good

I'm beginning to wonder if I own the same console as many of your readers. In recent issues, the letters page has been full of moaning old gits. How can Dreamcast owners grumble with the number of fun games now available; *Ready 2 Rumble*, *Speed Devils*, *Power Stone*, *Crazy Taxi*, *Hydro Thunder*, *Worms* and even *Pen Pen* all bring a smile to the face of videogaming, and that's surely the whole point, isn't it?

For those who want more depth, why not try *Shadow Man*, *Soul Reaver* or the brilliant *Toy Commander*? And while we're on the subject of brilliance, how about *Soul Calibur*?

So stop moaning and get playing – Dreamcast gaming just keeps on getting better and better. I can't wait for *Metropolis Street Racer*, *Sega GT*, *Resident Evil Code: Veronica*, *Shenmue*, *Half-Life*, *MDK2*, *Tomb Raider 4* and *Dead or Alive 2*... and that's before we

get into online gaming!

K Robson

Right on!

Sport in question

I'm not sure if you can help me, but perhaps you can point me in the right direction. I won a competition on Eurosport and my prize was a Dreamcast. After waiting over three months for Eurosport to deliver it, I have a Dreamcast with a two-pin power cable and a SCART. I assume I need to get an RF unit to connect it to my TV, but I would be grateful if you could confirm this. Also, can you tell me if there is anywhere in the UK I can buy a three-pin adaptor?

Joanna Jack

Hmm, it sounds like they've sent you a continental European machine. You can buy a standard UK power lead (ie, the type that would go into your stereo) from any electrical shop for about £3 and get rid of your weird two-pin one altogether. The SCART cable will work fine with your television – unless you don't have a SCART socket. In which case, you can buy a Dreamcast RF cable at most videogame retailers.

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Zip along to the DC-UK Website to check out the reader comments on our forum.

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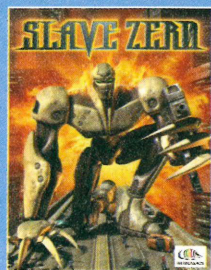
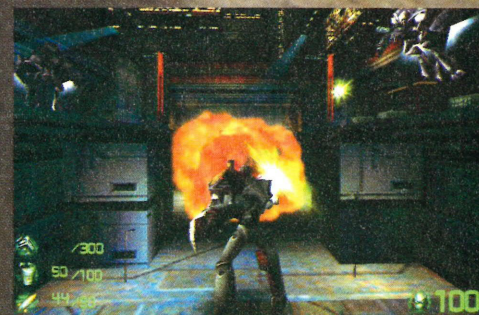
**"... A GAME OF EPIC PROPORTIONS
...THE GRAPHICS ARE SUPERB..."**

DREAMCAST MONTHLY 8/10

**"...A TOP ARCADE TITLE,
WITH STORMING ACTION..."**

PC GAMER 82%

SOMETHING BIG IS ABOUT TO HIT THE STREETS



SLAVE ZERO™

THE NEXT BIG THING

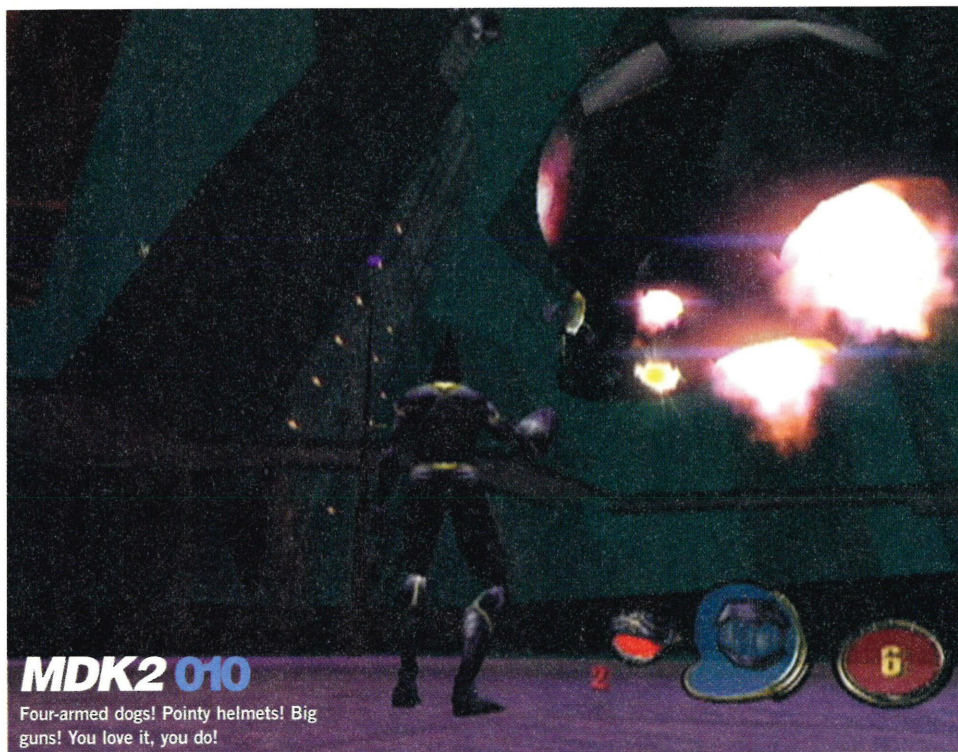
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RAGING 3D GRAPHICS AND SOUND. BATTLE READY MULTIPLAY MODES**



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DC-NOW

REVIEWS YOU CAN TRUST REVIEWS YOU CAN TRUST



MDK2 010

Four-armed dogs! Pointy helmets! Big guns! You love it, you do!

The Review Panel



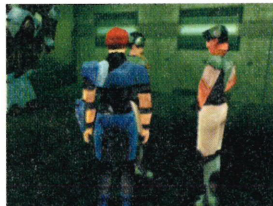
Name: Lee Hart

Games of the moment: Although he was quite taken by *Tech Romancer's* metal mincers, Lee spent most of his time taking shots of *DOA2* – 2,000 of them. Nothing to do with the ladeez, mind.



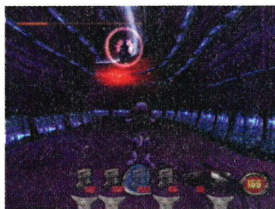
Name: Martin Kitts

Games of the moment: Martin was so excited by David Bowie's guest appearance in *The Nomad Soul* that he's taken to dressing up like The Thin White Duke of Future Publishing. Scary man.



Name: Jes Bickham

Games of the moment: Jes got so involved in *MDK2* he forgot to turn up for his job on N64 on Monday morning and wasn't seen again till Thursday afternoon. He's been sacked, of course.



Name: Dean Mortlock

Games of the moment: *LMA Manager* has been making him "giggle" and the Sega vet's first impression of *DOA2* is, "It's lovely." Although, like us all, he's not sure about its long-term appeal.



REVIEWS #09 05.00

010 MDK2 Bioware Corp's sequel to *MDK* is even better than the original, featuring an excellent three-character set-up, incredible graphics and inventive level design. It's essential stuff.

016 The Nomad Soul It's massive, good-looking and features cool big robots. Oh, plus onscreen nookie and David Bowie. "Ground Control to Major Tom, Ground Control to Major Tom..." Sorry, no more David Bowie references, we promise.

020 ECW Hardcore Revolution More mulleted men in trunks than you can shake the keys to a mobile home at – it's the return of the white-trash wrestlers.

024 4 Wheel Thunder Midway's latest addition to the *Thunder* series is a seat-of-the-pants, thrill-a-minute monster truck megablast. Get ready for some hard drivin'!

028 Tech Romancer The Japanese obsession with gigantic pugilistic robots continues with this excellent mech beat 'em up from fighting game maestro Capcom.

034 DC-UK Games Chart

035 Reader Reviews

What's the score?

DC-UK is committed to delivering the most honest, accurate and comprehensive Dreamcast review section anywhere, anyhow. So you can find the opinions you need in the time you have, we've placed our reviews pages right at the beginning of the magazine.

Drawing on Future Publishing's deep pool of videogame experts, we aim to employ only the most experienced, knowledgeable, sweetest-smelling reviewers in the country. Some of these people have been playing games since doing so wasn't even heard of, never mind considered an anorak-like hobby.

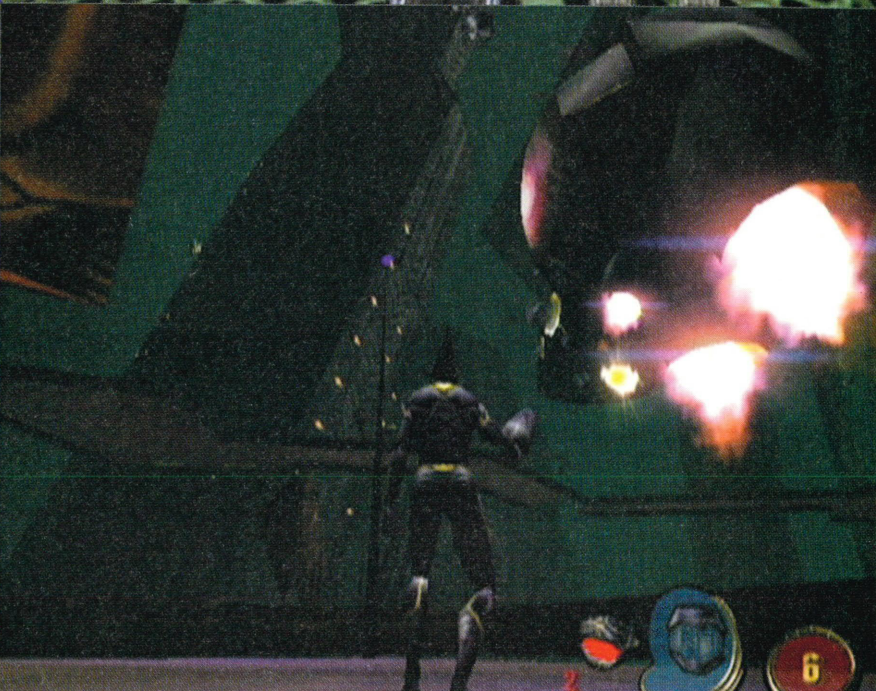
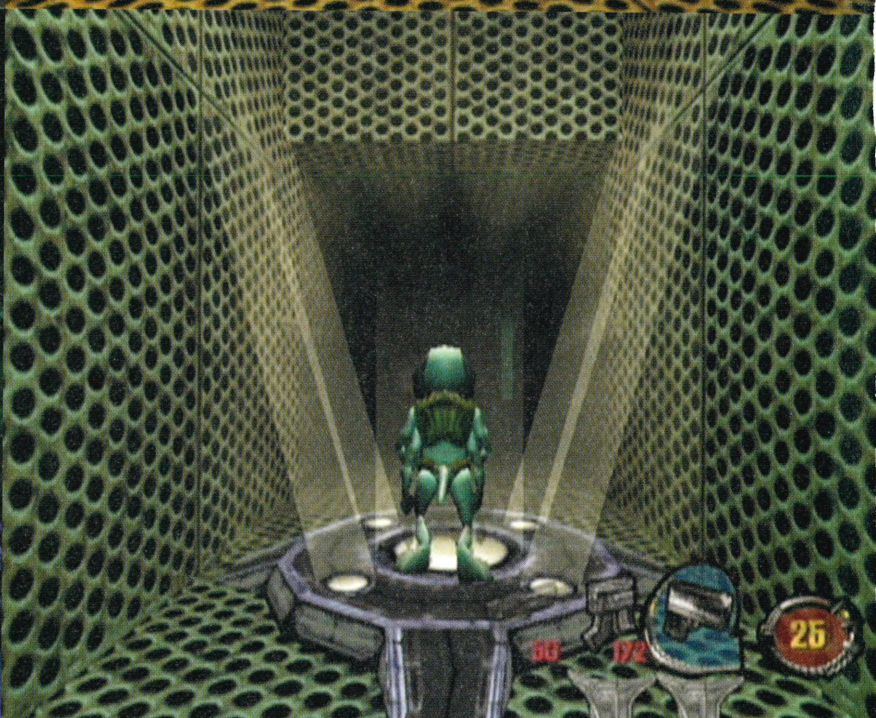
DC-UK marks out of ten, as that is the clearest, fairest method of scoring. And, since halfway between nothing and ten is five, so five is an average mark. That doesn't mean a game isn't worth investing in if it scores a five, only that it's, well, average. If a game scores a ten (which isn't very often), that doesn't mean it's perfect, just incredibly good ■

If a review sports this icon it means the game in question may not be an eternal classic, but it certainly boasts plenty of positive features. It'll usually be a fine example of a certain genre or a game that's particularly innovative.

DC-UK
RECOMMENDS

An absolute must-buy, offering most if not all of the following: lasting depth, beautiful visuals, originality and charm. Don't expect this one to crop up every month – we're reserving it for games that you simply cannot be without.

DC-UK
ESSENTIAL





REVIEW

MDK2

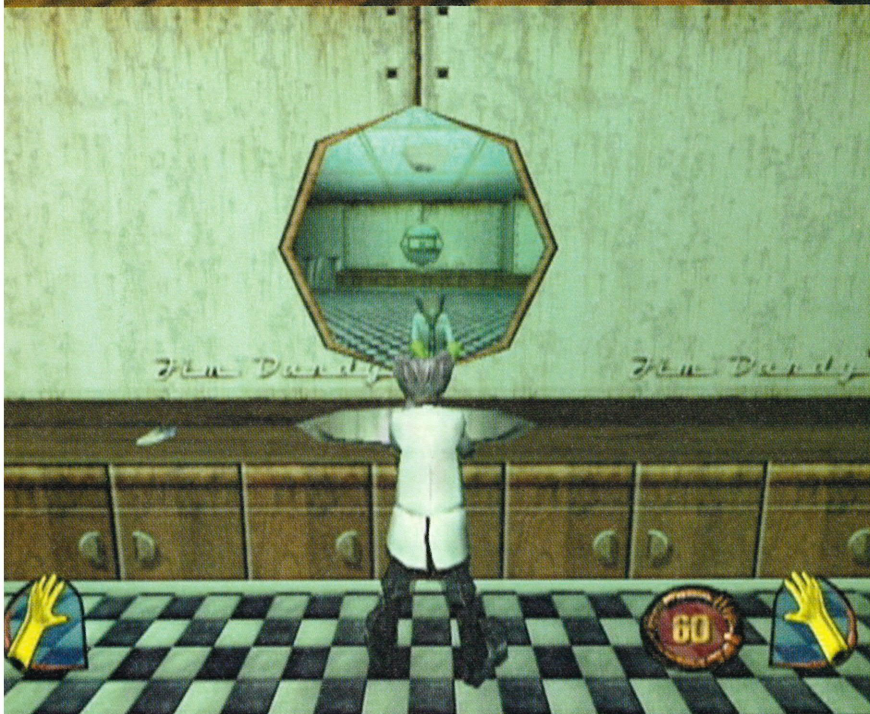
Save the world with the help of a mad professor, a janitor and a four-armed dog. It can only be *MDK2*...

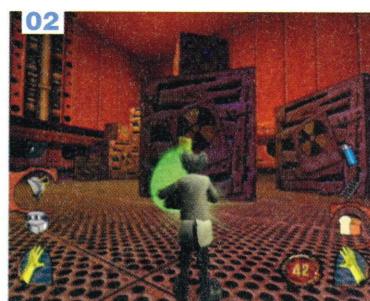
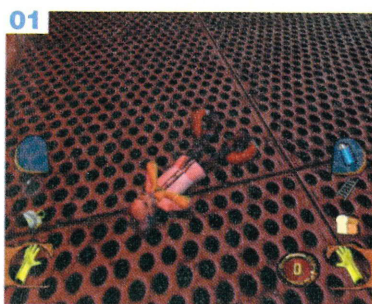
Consider, if you will, the following occurrence: A four-armed robotic dog crashes into a space station, piloting a manually-controlled torpedo, and proceeds to career through crowds of uncontrollably flatulent pin-headed aliens. Not content with this carnage, the dog pops his head out of said torpedo, cigar in mouth, and, to the sound of much panic-driven farting, starts mowing down the remaining aliens with the help of four submachine guns. Eventually the torpedo crashes into a wall, halting its progress, but not before skewering an unfortunate extra-terrestrial on its pointy nose-cone. The expired alien, naturally, lets out one final, pathetic guff.

Ladies and gentlemen, welcome to *MDK2*, a game obsessed with farting and being very silly indeed. It also happens to be one of the most staggeringly fine pieces of

FINEPOINTS

- Publisher: Interplay
- Developer: Bioware Corp
- Price: £39.99
- Release date: May
- Players: One
- Extras: None





01 The professor is a curious old tinker. In this level, you have to open an airlock and build magnetic boots so that you're not pulled out to your death. However, fail to create an oxygen mask and you'll suffocate. Like here

02 The Atomic Toaster is actually one of the professor's more everyday weapons. Combine the toaster and the bread – and voila! It also comes with croissants. Really

03 Max the mechanical dog – his stock-in-trade is mindless violence. See him roar! Ahem

04 The aliens are well animated and make quite a few amusing noises – farting being the most obvious. And amusing

► software we've played in a long time. Which, all things considered, is pretty good going.

The original *MDK* – developed by the oft-zany Shiny Entertainment, currently putting the finishing touches to *Messiah* – was a thirdperson blast 'em up with a gratifyingly warped sense of humour, and featured a main character – Kurt – who helpfully had a sniper rifle installed in his pointy headgear. The game was a critical success, but didn't fare well sales-wise. This, the sequel, is the baby of Canadian developers Bioware, and trumps the original *MDK* in just about every department, and deserves to sell by the bucketload. It's a tour de force of cutting-edge graphics, tight gameplay, breathtaking set-pieces and other flashes of delight so numerous that we simply don't have the space here to list them. Like the first game, it's a thirdperson adventure, but it expands on the original's template no end, offering much, much more than any other sequel has ever done. It's a lesson that many developers would do well to learn,

especially those that seem content to trot out four practically identical games featuring nubile archaeologists.

This time around, you're not limited to the black-suited assassin Kurt (who is, coincidentally, a janitor by trade); *MDK2* sports a three-character set-up, and Kurt is abetted by the aforementioned robotic dog Max and Max's creator (and Kurt's mentor), the dotty professor Fluke Hawkins, a mad scientist in the great English tradition. The game allows you to take control of each character in a rotating order; you start with Kurt, then go on to Max, then the professor, and gameplay continues in this order until the final level, where you're given the choice of whichever character you want to vanquish the final alien boss.

However, the triple-protagonist set-up isn't simply a cosmetic one. Each of the three characters sports their own

unique abilities and plays in a markedly different way to the others, requiring you to adapt your style of play for each level. Kurt's levels are more stealth-oriented, necessitating plentiful use of his sniper rifle, and the ribbon-parachute built into his suit which allows you to jump and glide around to your heart's content. Max, thanks to his extra arms, can wield up to four weapons at a time, and his levels thus focus on heavy gunplay and grand carnage. The professor, however, is the most intriguing of the three, and when playing with Prof Hawkins you'll encounter a more puzzle-based aspect. The prof's genius is in combining different objects – such as rags, alcohol and a lighter to make a Molotov cocktail, or duct tape and magnets to make magnetic boots – and it's this ingenious ability that you'll have to concentrate on when the professor's turn comes around. ►

“MDK2 is a tour de force of cutting-edge graphics, tight gameplay and delights so numerous we don't have the space to list them”

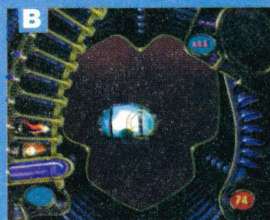


Who's the boss?

The first Boss in the game – who you'll fight with Kurt – is utterly superb but dreadfully difficult. It's a vast cannon operated by a small alien; avoid its blasts and take down the two alien-spewing skiffs that fly above you, via the sniper rifle. Then you'll have to shoot the four orbs in the centre of the cannon, which will cause it to open, revealing another orb. Blast that and you'll get the chance to shoot the cannon operator. Once he's sniped a few times, he'll jump out and you'll have to fight him on foot – it's not easy at all.



A Look at the size of it! You are but a tiny speck in comparison. Yoiks!



B Use your sniper helmet – like so – to down the enemy-spewing barges

C The cannon's laser blasts are deadly. Hiding by the wall helps, though, as you can't be shot there



D This will open up once you've shot the orbs – and there's another couple of layers after that, too. Sheesh.





2nd opinion

"I must say, I was worried about this sequel before I saw the finished version. Shiny, the company behind the original game, has such an offbeat approach, I wasn't sure that Bioware could carry it off. But it has. *MDK2* is just what Dreamcast needs – a big, quirky, difficult game with loads of style, good ideas and plenty to see and do. The visual style is really different, merging comic book colours with shady organic undertones. Imagine a Spider-Man story drawn by HR Giger (who designed the Alien costume for the classic Sigourney Weaver film) and you're getting close. A great DC original."

Keith Stuart

► The end result of all this is a breathtakingly varied game. Kurt can use a vast variety of different ammo, from sniper mortars to homing bullets and bouncing shells that ricochet off any surrounding surfaces. Max can lay his paws on all manner of devastating munitions, from uzis and shotguns to Gatling guns. And the professor's levels are loaded with different objects which you'll have to experiment with, combining this and that until you come up with something useful. In general, there's a definite combination of items that will create a solution to your problems. In one instance, you're faced with a room of nasties and a huge man-eating plant; unfortunately, enemy numbers mean that you'll get slaughtered in seconds. However, the hand-dryer, duct tape and pipes you found earlier can be combined to create an over-powered leaf-blower; this can be

used to blow the aliens into the plant's waiting maw, who will then – naturally – reward you with a

"The semi-organic architecture appears to be the result of **a heavy drinking session between Christopher Wren and HR Giger**"

useful atomic toaster for the slap-up feed you've just provided it with.

Very impressive,

then. But this remarkable sense of invention is echoed elsewhere – the stunning environments are a case in point. Baroque and highly detailed, the semi-organic architecture you'll come across appears to be the result of a heavy drinking session between Christopher Wren and HR Giger. Indeed, the graphical quality of the game is relentlessly superb – real-time shadows, stunning lighting and superb animation all make their mark, making *MDK2* one of the most visually wonderful games that the Dreamcast has yet experienced.

Each level is bookended by some terrific cut-scenes, which also give subtle hints about the game. And it runs at a mostly silky-smooth rate, too. Control is also well taken care-of; much

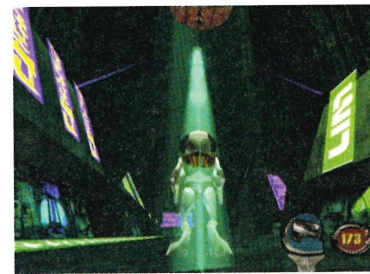
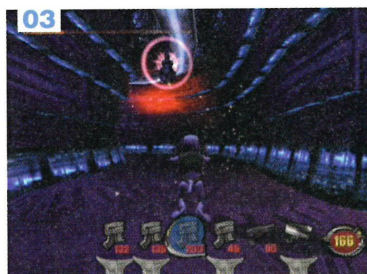
like *Turok* and *GoldenEye* on the N64, movement is controlled by the A, B, X and Y buttons, while the analogue stick is used for direction and looking, making strafing and gunplay a responsive and fluid affair. It's a control system more suited to firstperson games, sure, but get too close to a wall and you'll fade out, meaning there are no tricky camera problems to contend with – very nice. And there's so much more to appreciate here; the ace comic book, Jack Kirby-esque loading screens, the hilariously well-acted voices, and the well-tooled sense of humour, combining graphic sci-fi violence with a very British silliness (and plenty of farting). There are sly cultural references and film spoofs everywhere, from the TARDIS-style phone box the professor appropriates, to the HAL-imitating computer that asks you to wash your hands before you leave the toilet. And

www.bioware.com

Informative and light-hearted online residence of *MDK2*'s developer.



"MDK2 is **one of the most visually wonderful games** the Dreamcast has yet experienced"



Storyville

The events in *MDK2* take place over a single day, and the whole game is driven by a strong narrative thread. The story is propelled by numerous cut-scenes, which pop up before and after every level, telling the story of what's happening to each character as they make their separate ways to the alien boss (aliens are, of course, invading earth and you've got to stop them). What's more, these cut-scenes are often hilarious – the professor, in particular, is hysterical, and all the voices are tremendous.



you *will* have to wash your hands before you leave, too.

All in all, then, *MDK2* is simply fantastic – thrilling to play, breathtaking to look at, inventive in design and laugh-out-loud funny to boot. Gripes are few: the game can be unforgivingly hard in places, and it's very linear in nature, but this ultimately makes for a tight and focused game with definite objectives and solutions. There's no multiplayer mode, either, which could have been great given the superb control system. However, banish these small flaws from your mind, as *MDK2* is, quite simply, utterly tremendous. If only all developers had the time and the inclination to create something so original, joyful and enthralling, then the world of videogames would be a much better place indeed ■

Jes Bickham

- **For:** Superbly inventive three-character set-up, incredible graphics, sense of humour, superb design
- **Against:** No multiplayer, can be very difficult at times, short and linear levels are restrictive but focused

DC-UK 9

01 The graphics really have to be seen to be believed – static screenshots don't do the game justice

02 Max caught in the vicious bubble of an exploding alien. *MDK2* is a messy game, and likes to remind you of this fact at every opportunity

03 Ceiling-mounted anti-personnel guns are a real nuisance. Being able to wield four guns certainly helps, though

04 Kurt glides through the air like a bird



REVIEW

The Nomad Soul

Eidos comes up with one of the biggest games ever, but can it live up to the standards set by *Shenmue*?

Ust picture the scene: You're sitting in front of your telly, Dreamcast controller in hand, fiddling happily with the VM management menu, when suddenly a copper from another dimension pops up on your screen and pleads for your assistance. Do you, a) hit the power switch and head down to Homebase for another bottle of meths or, b) hop into the digital lawman's body and travel to the planet Phaenon to investigate a rather nasty case of demonic infestation?

This being a videogame, you choose the latter option – something you'll soon be grateful for because your adopted character Kay'I manages to 'get it on' with his girlfriend within the first five minutes of play. With *The Nomad Soul*'s adult credentials established, it's clear

that dark things are in store. Big things too, because *The Nomad Soul* is one of the most sprawling and ambitious games ever created. You're thrown into the deep end of a vast, mysterious world as a complete outsider, a tourist with a mission. You'll be recognised by people such as your colleagues at work, and your smart blue uniform opens all sorts of doors, but everything is alien to you.

The city you arrive in can be explored in its entirety right from the start. There are many of the things you'd expect to find in real life, from

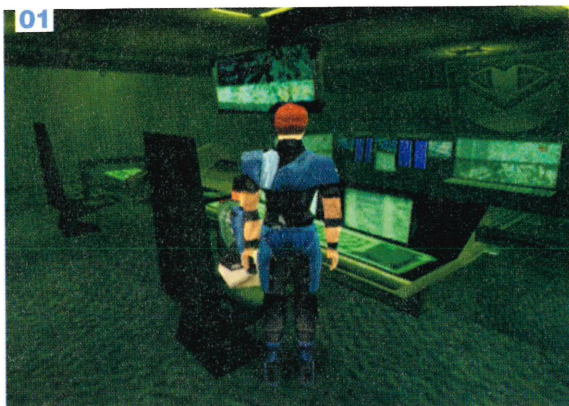
supermarkets to sex shops, and the streets are full of activity. People wander around doing their own thing, traffic zooms past and knocks you down if you don't follow the Green Cross Code. You can walk into a nearby bar to have a couple of drinks and watch David Bowie perform on stage or you can call a futuristic cab called a Slider to take you to the other side of town. As you talk to people and find out about new places of interest such as apartments and restaurants, the location pops up on the Slider's menu to enable fast access. After all, Phaenon is far too big to walk around, and the city is just the start of the adventure.

Later on, you can switch between several different bodies by using a resurrection spell. Once inside a new character, you get his job, apartment, life and everything else that goes with it. People will treat you differently – ▶

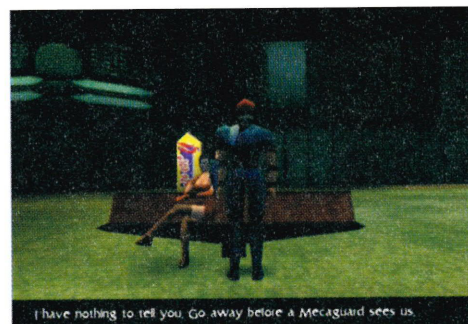
"You can walk into a nearby bar to have a couple of drinks and watch David Bowie perform on stage"

FINEPOINTS

- Publisher: Eidos
- Developer: Quantic Dream
- Price: £39.99
- Release date: April
- Players: One
- Extras: 60Hz



“With its adult credentials established; **it's clear that dark things are in store**”



01 Kayl needs to learn how to use these computers to control a robot guard

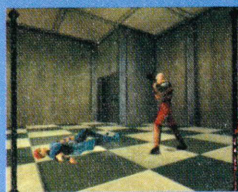
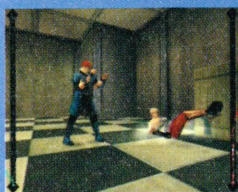
02 Looking a little bit nervous at this point. Just close your eyes and think of Phaenon

03 Mental note – do not trust this man

04 Now what would a videogame character want with a poster of a naked lady? File for later use

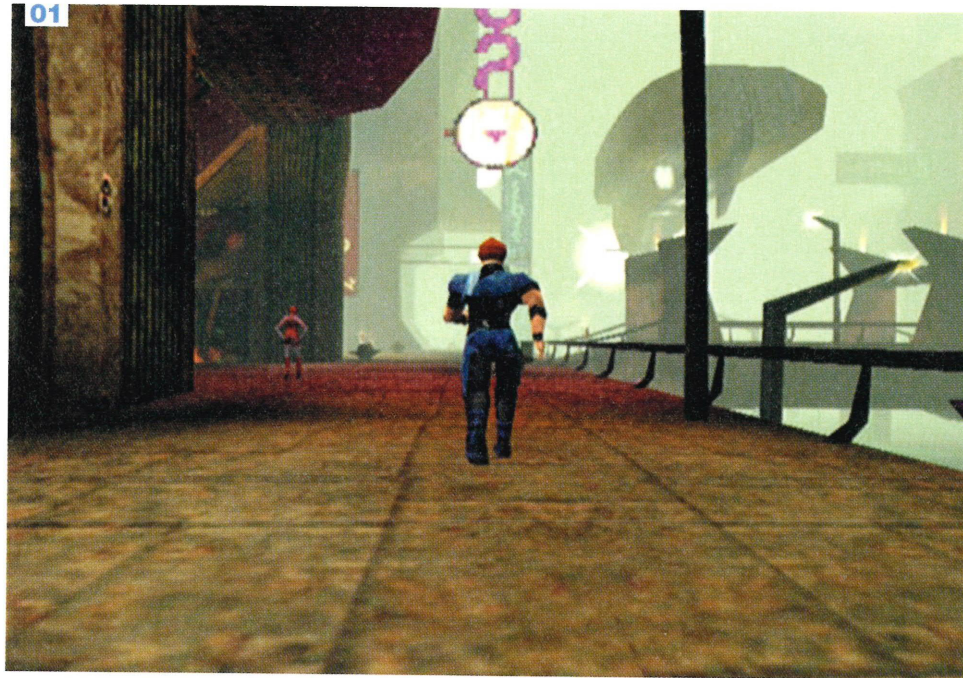
All this and fighting too

In a bold attempt to embrace every game genre ever conceived, Quantic Dream included beat 'em up sections and a firstperson shooter in *The Nomad Soul*. You get to play them at regular intervals, although both would be laughed out of town if they were released as stand-alone games. The firstperson game is particularly dodgy, thanks to some largely unusable controls – more *Wolfenstein 3D* than *Half-Life*. Still, it's a nice enough try.



01 The secret here is to stay well out of reach of your opponent **02** Who on Earth thought it would be a good idea to make you use the d-pad and analogue stick at the same time? **03** It looks good but there's a lot of slowdown in the FPS sections

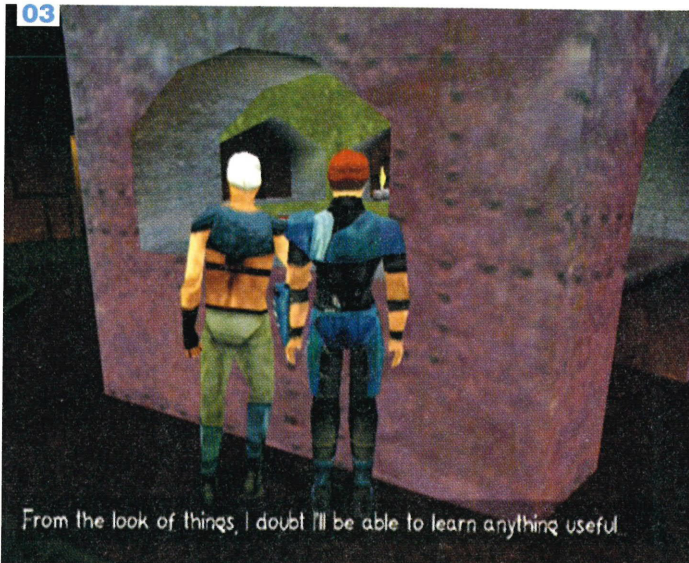
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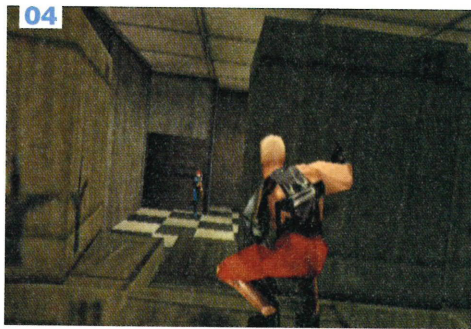
02



03



04



"The Nomad Soul is just a traditional adventure game with an awful lot of flashy window dressing"

► while they'll show dutiful respect to Kay'I, they won't pay much attention to an ordinary Joe without a police badge. Going to the wrong place with the wrong character can lead to disaster, particularly as the city streets are patrolled by giant robots which look, sound and behave exactly like ED-209 from Robocop. You always have access to the same inventory though, thanks to a wrist-mounted Sneak computer. As well as storing items, the Sneak can be used to get hints about where you're supposed to be going next. You'd be lost without it.

Underneath the illusion of other-worldly bigness, the quest is actually very linear. You can go off and do your own thing

whenever you like, taking a tour of the city's seedier locations if that's what you feel like doing, but certain areas remain locked until you've satisfied a specific condition. Even though that's the way all games do it, it's disappointing to scratch the surface of *The Nomad Soul*, which claims to be a whole virtual world on a disc, only to find that there's really not all that much underneath. You can enter a prizefighting competition, play shooting subgames for target practice and high scores, but when you head out on the streets and try to do something like talk to a stranger to find out what's going on, you get no response. Stand in their way as they hurry along their preset promenade and they always slip past on their way to nowhere. Talk to people sitting on a bench or standing in a group and the game will tell you not to bother them. Sometimes you can get a

basic sort of reaction, like when you chuck a few coins at a beggar, but it doesn't seem to make much difference to the way the story progresses. Phaenon is populated by automatons, and *The Nomad Soul* is just a traditional adventure game with an awful lot of flashy window dressing.

For the most part, it does look tremendous, though. Despite the abundant fog and an occasionally juddery framerate, this is a very convincing attempt at creating a virtual world. The architecture is terrific and the cities really do look like they're alive, even if the citizens are not. The facial animation on the characters you can interact with is pretty good too. The people are fairly expressive considering they're just a bunch of polygons and textures. The only real technical bloop is the horrible loading times experienced when moving from one area to another. Every time you step through a door, the game seizes up for a few seconds to access the disc, which can be annoying when you're looking around for the next clue. If you go into

01 Phaenon's red light districts have a definite Blade Runner look to them

02 Erm... we must have taken a wrong turn somewhere. But since we're here, we'll take one of those Black Mambos and a couple of the special books you keep under the counter

03 The disappointing stock response when a character has got nothing to tell you

04 Trouble's on its way in this cut scene. Hope Kay'I's martial arts skills aren't too rusty

www.eidos.co.uk

News on all up and coming Eidos games, plus screenshots and compos.



They look busy. I'd better leave them alone.

the wrong place, you have to wait while the new area loads, then wait some more when you turn round and head back the way you came. You don't get any warning when the game is about to start stuttering or seize up completely – it just happens, sometimes every 30 seconds. The way the game insists on having you stand in the correct position before you can operate a machine or pick something up also tarnishes its next-gen image.

The inevitable comparisons with *Shenmue* don't do *The Nomad Soul* many favours. Sega's own game is more impressive in every respect, from its superior graphics to its more involving storyline. But Quantic Dream deserves credit for thinking big and for delivering a frighteningly realistic virtual David Bowie. Now that's a first ■

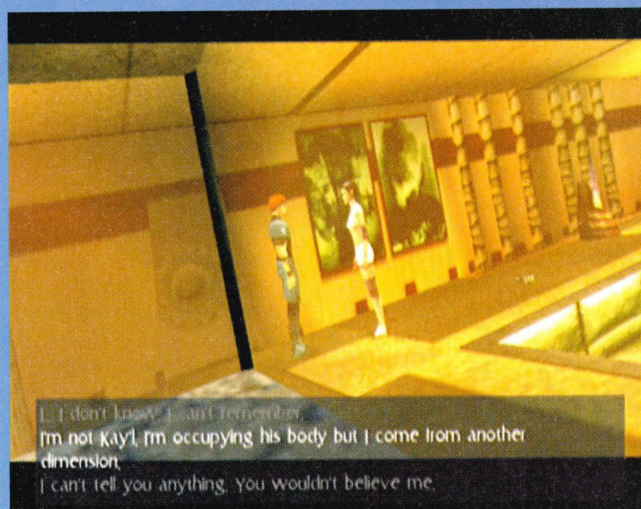
Martin Kitts

- **For:** It's huge. It looks good. It has big robots, a David Bowie soundtrack and onscreen nookie
- **Against:** Uncontrollable firstperson sections, loads of heavy fog, not quite as deep as it likes to think it is

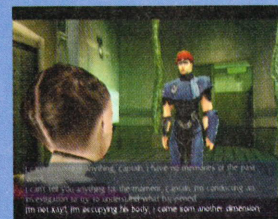
DC-UK 7

Talk to me

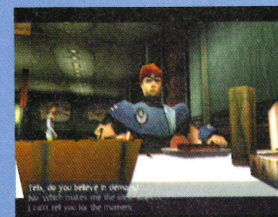
Like some of the classic point-and-click adventures of old, speech is handled via a menu system. When you find a character you can interact with, you get a choice of several phrases. The conversation doesn't really evolve according to which option you select. Instead, you get the chance to try every one, and the meeting only ends when you've heard the answers to all your questions. It's hardly realistic but at least it means you don't miss out on some vital information.



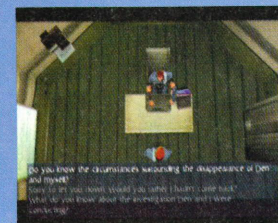
I don't know, I can't remember.
I'm not Kay! I'm occupying his body but I come from another dimension.
I can't tell you anything. You wouldn't believe me.



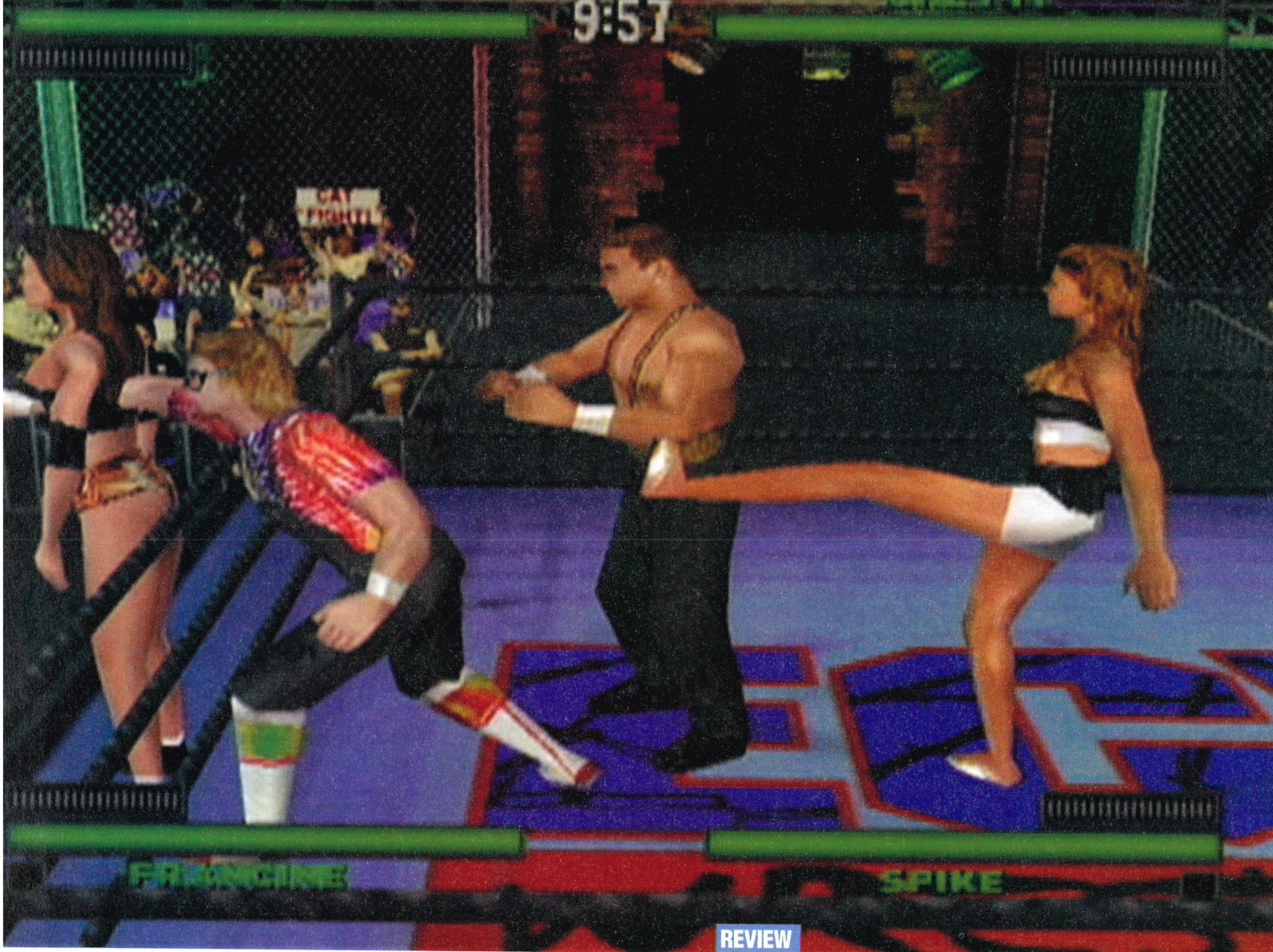
Nothing, David. I have no memories of the past and myself.
I can't tell you anything for the moment. I can't tell you anything as an investigation for you to answer. I'll be back.
[In the key] I'm occupying his body. I came from another dimension.



Tell, do you believe in demons?
No, what makes me the demon?
I can't tell you for the moment.



Do you know the circumstances surrounding the disappearance of Kay?
Sorry, I don't know. I don't know. I don't know.
[In the key] I'm occupying his body. I came from another dimension.



REVIEW

ECW Hardcore Revolution

Just when you thought it was safe to wear Lycra... It's the return of the mullet-sporting wrestlemaniacs

When you've been around the block so many times in this fantastic industry that you start to get dizzy, you genuinely believe that you've seen it all before. From every clichéd platformer to the blandest shoot 'em up, it takes something rather magical to shock, surprise or astound a videogame veteran. *ECW Hardcore Revolution* is one such discovery.

From the lame fighters (thankfully plentiful) to the ludicrous array of game options, *ECW* is one of the most appalling Dreamcast games we've had the fortune to play. Laughably disguising itself as a wrestling simulation, we spent a good hour racking our collective DC-UK brain to think of any factor of the game that would make it worthy of simply continuing playing. We failed.

We'll painfully dissect it later with the blunt axe of reason but, for now let's just skip back a couple of sentences and explain what we meant by saying this was a game we felt fortunate to play. It's bad. No, scratch that, it's terrible. Like the pantomime sport in question, it's a lethargic, sweating carcass that has no rightful place in a so-called intelligent society. But laugh? We were howling so much in the games room that concerned people were starting to edge towards the cupboard marked 'Pacifying Medication'.

Fortune comes in many strange

shapes, though, and in *ECW* it comes in the 'so bad it's bloody hilarious' guise. In much the same way as folk love to sit and watch the likes of Blind Date and Family Fortunes and in a similar fashion to the deeply-ironic dancing one might do to a Steps song in a nightclub after far too much to drink, *ECW* is very comical to play.

Frantically trying to get any control over two characters who look as though they'd be more comfortable in a maximum security compound, you begin to smile. Climbing up onto the ropes, only to fall on your face on the outside of the ring is sure to cause a giggle, and trying to block only to find your opponent can punch or kick straight

2nd opinion

"In my time as a games journo, I've seen a lot of stupid things, but I've never seen anything quite as moronic as this. *ECW* is like an episode of Jerry Springer directed by the Farrelly Brothers. The fights go like this: fat white-trash bloke slaps skinny white-trash bloke in face; Skinny guy kicks fat guy in crotch. Repeat until one collapses. It has the rhythm and dramatic intensity of two blokes drunkenly scrapping outside a nite club in Luton. If you love wrestling, you'll probably just be insulted by this lumbering ox of a game. Even if you love a good laugh, you should treat this game like an amusing pub brawl and stand well back."

Keith Stuart

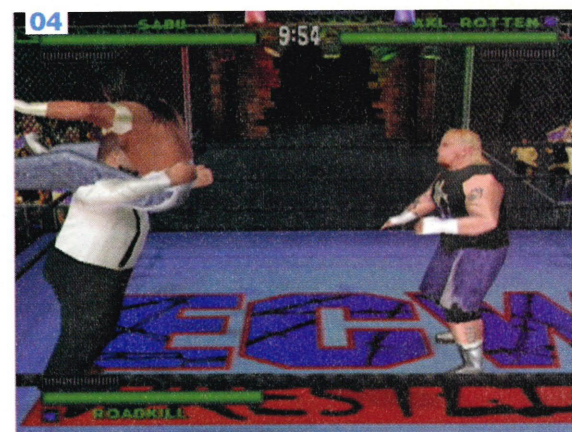
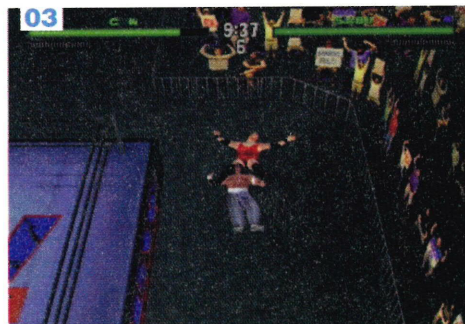
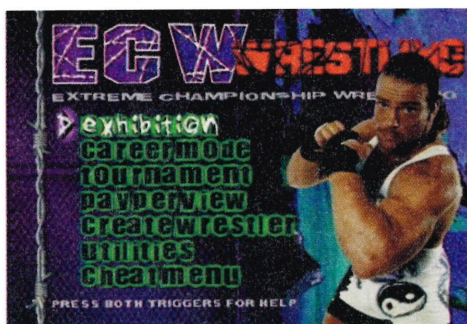
FINEPOINTS

- Publisher: Acclaim
- Developer: In-house
- Price: £39.99
- Release date: May
- Players: One to four
- Extras: None

"Like the pantomime sport it's based on, *ECW* is a lethargic carcass that **has no rightful place in a so-called intelligent society**"



"It's almost guaranteed that you'll be unable to keep a straight face"



01 "Ahm'a gonna beat you, Dawn Marie, and then ahm gonna watch me some TV, y'hear?"

02 Not even women are safe from the terrible shame of *ECW*. This is equality gone wrong

03 Fights can be taken outside the ring. At least we think that's what's going on

04 None of the captions we came up with for this picture were suitable for a family publication

through you is a work of comic genius. Don't stop us now, we're on a roll.

There's a small list of moves for each fighter, but they're all far too tiring to attempt. Instead, we recommend working through the basic moves given to you. You've got the crotch kick (which causes your enemy to emit a hilarious howl of pain), the grapple (no real sense to this one), the punch (great, if you can stop your fist from magically passing straight through the other fighter's head) and, a personal favourite, the 'pulling the hand behind the back' move. Just repeat those few attacks and it's almost guaranteed that you'll be unable to keep a straight face.

The actual list of game options is a lot more serious, however. Every possible combination of single or multiplayer game is catered for. You can play any number of tag, cage or career modes and, this being the *ECW*, there's a lot of blood – in fact, some of the games feature blood-letting equipment for you to use and abuse at your will.

There's also a great cast of characters. From Amish Man and

Bearded Accountant Man, to Geek Boy and Token Bint, all the freaks and weirdos you've spotted on television are present and correct. And yes, they do still shout a lot.

With caution and trepidation, then, you pick a couple of fighters and it's onto the ring walks. Cue glass-shattering guitar solos and expensive pyrotechnics, then, after a brief intro from the announcer, your polygoned pugilist lumbers into the ring. This is the point where you realise (if you hadn't before) that things are about to go horribly wrong.

The fighters move with all the dexterity and grace of a drugged-up monkey and, judging by the large space between their strides, have a severe case of haemorrhoids... each and every one of them. Guide them into the ring itself, though, and the lumbering continues. Staggering and grappling as they do, the action is more akin to a drunken fight between two winos than a professional bout.

We could go on. The animation and general graphical feel is one of complete laziness. The collision detection is some of the worst we've ever seen and the

Brawnographic

As you'd expect, the cast and crew of *ECW Hardcore Revolution* are hardly parent-meeting material but, aspersions cast aside, we thought we'd introduce you to three of the finest.

Name: Roadkill

Catch phrase: "Chickens!"

The beard, the clothes, the outfit – add them all together and the result is a man that you'd rather not leave any of your close lady friends alone with. Also inviting him round and showing him your chicken coop is out of the question.

Name: Sabu

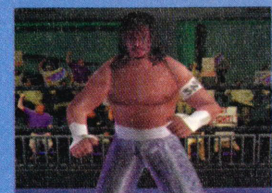
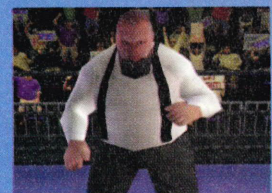
Catch phrase: "Homicidal! Suicidal! Genocidal!"

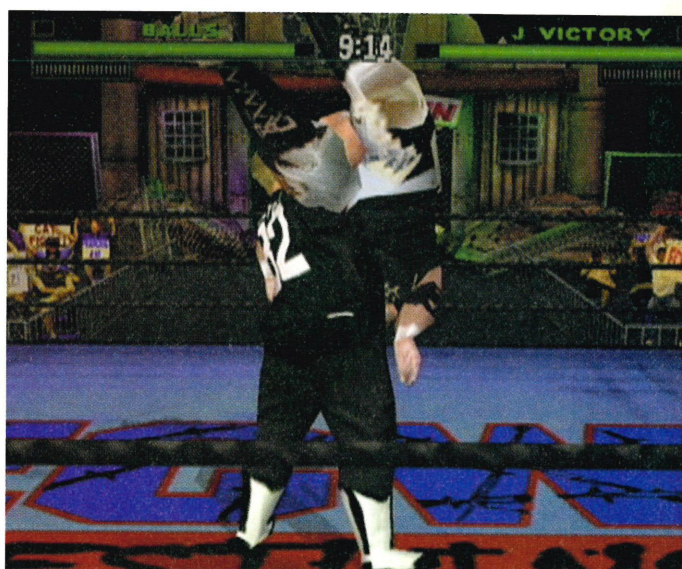
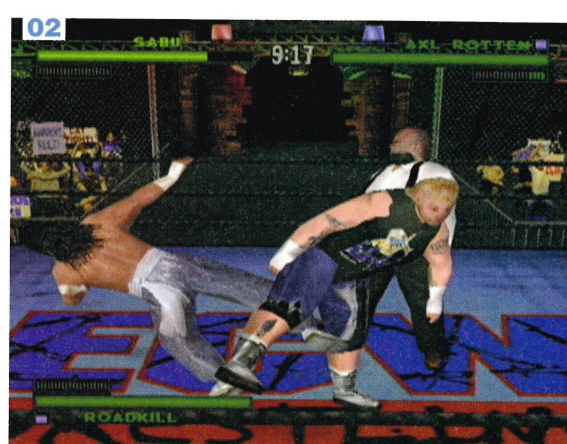
A total mess from his booted feet right up to the lank straw that passes for his hair. The perfect stereotype of the dumb wrestler. But, under all that hair, doesn't he look a bit like Ricky Martin?

Name: Axl Rotten

Catch Phrase: "I'm not quite right!"

Look on a map of America and home in on the South. Look a bit closer and there, between the tumbleweed-strewn town and the garbage dump is the trailer park. Open the door of any mobile home there and an Axl Rotten clone will be found.





01 Look at the this guy's face! He looks like some kind of hideous scientific experiment. "We've done it, Dr Moreau! We've grafted the face of a baby onto a grown man."
02 "Ah yes, and you've added a mullet. Nice touch"
03 The first salsa lesson is always the hardest
03 This is the cast list for a recent Jerry Springer show entitled, "I live in Kentucky and have married everyone in my family. And our farm stock"

"Being based on the ECW, *Hardcore Evolution* includes some arenas with blood-letting equipment to use"

► range of moves is weaker than any simile we could have put in this space. Midway proved that it's possible to take a ring-based sport and set a fantastic game around it (*Ready 2 Rumble*) and, although arguably, wrestling is more complex than boxing, there really is no sensible excuse for a game as lame as this one.

Of course, wrestling is huge in the US and mildly liked over here, and thanks to some genuine improvements over the last couple of years, wrestling videogames have started to get a little better. But that doesn't excuse why we have to be constantly bombarded with games such as these, that are not just bad, but almost leave the scale of dreadfulness altogether.

Unfortunately, the saddest thing about *ECW Hardcore Evolution* is that it costs money. Given free to us to

review over the course of a week, it was great fun. We played it at home and guffawed, showed it to our friends and we all guffawed. Bringing it into the office caused loud guffawing from everyone, but they were all laughing at *ECW*, not with it. We didn't pay for it and, at the end of the review, we all knew it would be going back into the games drawer, never to reappear – possibly only when **DC-UK** needed a grab for the 'So dreadful it's hilarious' award. Acclaim is a great publisher with loads of excellent games on the horizon. But this really isn't one of them ■
Dean Mortlock

■ **For:** Plenty of characters and options. The licence means that some people will like it. Unintentionally funny
 ■ **Against:** Awful graphics. The gameplay smells of dead things. It's another limp wrestling game

DC-UK 3

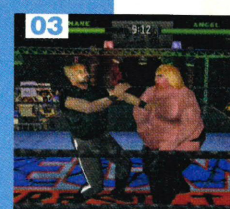
Make your own lardy cross-dresser

Every sub-standard fighting game nowadays seems to include a character creation option in the vague hope that we'll forgive it for its multiple sins. *ECW* is no exception.

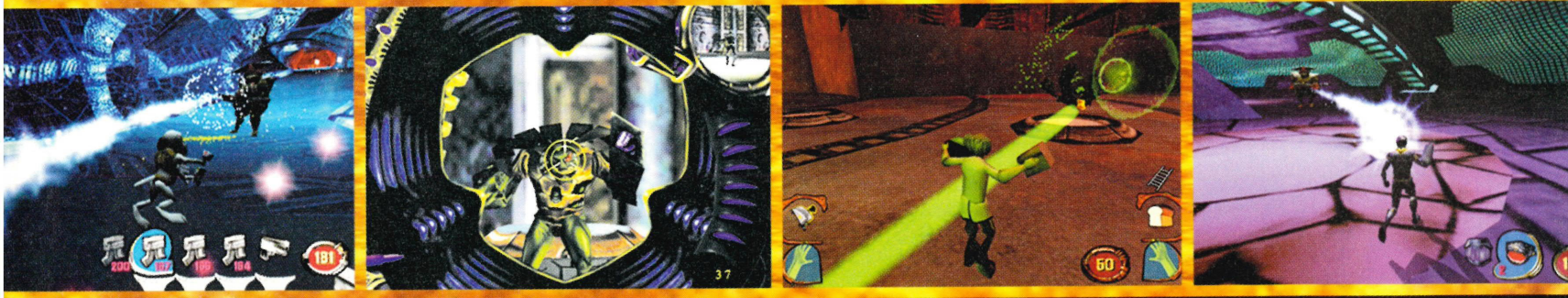
01 First you select your basic body and then refine it, so that you create a wrestler in prime condition; a physically intimidating athlete who will stride manfully into the ring, demanding respect and awe from all that witness his perfect muscular proportions

02 Or you could make a fat bloke with a girl's head and leather boots

03 Now put him in the ring and make him fight like an enraged baboon! Fight you huge, girl-headed freak! Fight! And buy some bigger pants, you hairy oik, you're a disgrace! We're going to stop now



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**3 Heroes, 3 Types of Action,
1 Ultimate Goal**

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REVIEW

4 Wheel Thunder

Fly through the air in a fat yellow jeep, pursued by cartoon animals in buggies. We're not making this up!

Can you imagine if sports commentator and chat show host Alan Partridge was asked to introduce *4 Wheel Thunder*? It would go something like this: "100 miles an hour, dirt spinning off tires, a speed boost in sight, a pick-up truck nudging at your bumper like an inquisitive puppy. But a puppy that weighs three tons. You have to make the boost. You have to, or that truck'll dart past like a speeding Rover. But he's bashing at you, knocking you off course. The boost is right there in front of you. Everything happens so fast and... Eat my dust! Eat it, you trucking mentalist!"

DC-UK, on the other hand, would say that *4 Wheel Thunder* is a mad, bad and dangerous sequel to Midway's boat race romp *Hydro Thunder*. Replace water with dirt tracks and propellers

with wheels, and there you have it: a visceral racing feast – cross-country style. Despite the swerve from water to mud, tons of features have made it from *Hydro* to *4 Wheel* – the main one being the boost canisters strewn over each circuit. Blue ones give you a four-second speed boost, while the reds offer nine seconds-worth of seat-of-the-pants racing. If timed correctly, activating a booster also allows you to powerslide your vehicle through corners. This adds some control depth to a full-on arcade racer, making even the chunkiest vehicle feel like a nimble little sports coupé.

As for the courses, there are 29 of 'em, dispersed over four game modes: Arcade Indoor, Arcade Outdoor, Championship and Multiplayer. Like in *Hydro*, the initially available selection is made up of innocent little ovals and the odd playful hairpin – you almost have time to admire the scenery (swooping planes, zooming trains, inflatable farm animals) as you tear round.

After mastering those babies, however, you just keep opening up new, more devilish courses. Soon you'll discover that every turn is coupled with a rocky mound placed solely to scupper your smooth cornering ideas. Entire straights are so undulating that the idea of four wheels touching the ground simultaneously becomes absurd. And this is the fun: becoming a master of turning the car through the air gracefully – like a two-ton ballerina.

2nd opinion

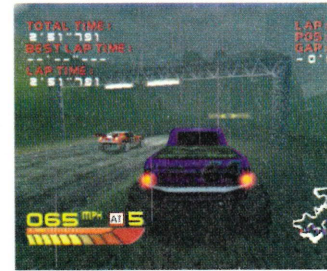
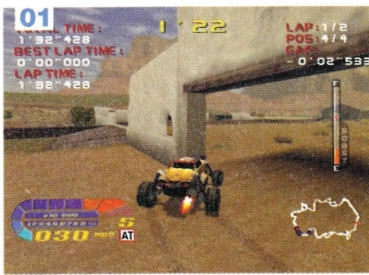
"One of the most enduring memories of my time on DC-UK is when Keith reviewed *Hydro Thunder*. That game was so hard, it pushed Keith over the edge and he's never been right since. Call me sadistic, but it was *Hydro*'s difficulty that made it so addictive; you simply *had* to beat it. *4 Wheel* takes the basic *Thunder* recipe and tarts it up with beautiful and inventive course design. The races are much more competitive, even though victory is still dependant on you collecting every boost. It's no *Gran Turismo*, but if you're after a quick fix of thrilling racing action, look no further."

Stephen Lawson

"4 Wheel Thunder is a mad, bad and dangerous sequel to Midway's boat race romp *Hydro Thunder*"

FINEPOINTS

- Publisher: Midway
- Developer: Kalisto
- Price: £39.99
- Release date: May 25
- Players: One to two
- Extras: Vibration Pack



"Upon successfully raking in a stack of cash, you'll be given **the option to gamble your winnings on a one-armed bandit**"

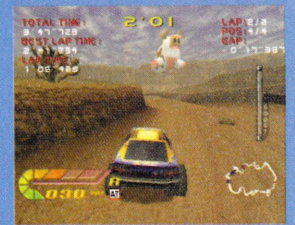
01 The track design can be harsh sometimes. Hit this wall and your car will stop dead, effectively losing you the race
02 Get used to long, claustrophobic tunnels
03 The split-screen mode is great. Fourplayer would have been better

The circuit design is the true star. Indoor tracks are smaller and less short cut-oriented than the outdoor events, so pin-point accuracy is the name of the game. Meanwhile, the outdoor areas are susceptible to rain, snow and darkness and feature loads more scenic surprises.

Each successive course grows in size and complexity, but the real

Frill a minute

Arbitrary graphics are the unnecessary frills that decorate the background of games. Driving games are full of them, primarily to fill the voids at the sides of the track. *4 Wheel Thunder* is guilty on all counts: trains roll by above the track, giant inflatable elephants and helicopters line the tracks. The word again is arbitrary. See how many examples you can find in your favourite games. Next month's phrase will be 'visceral experience'.





► challenge is learning all of the short cuts. In fact, most races are impossible to win without having intimate knowledge of the various routes. Some can be simple left or right choices, but others may be secret tunnels hidden beneath bushes, or along the walls of caverns (the Jordan outdoor circuit is really a collection of dozens of different routes layered over each other, so you'll spend hours finding the best). And then – just when you think you've got it all sussed – your memory is tested later in

the game when you unlock night stages where the secret passages are less visible. Either way, each track has vast possibilities and it'll take more than a few plays to establish the quickest combination. Oh, and we love the way the tracks snake around themselves, with sections of the circuits flowing over or under other sections, creating a series of Spaghetti Junction-style fly-overs and underpasses.

The Championship option is another favourite feature, adding more longevity to the single player game than *Hydro Thunder's* lone Arcade mode. Here you compete in a series of races, earning money as you go. Upon successfully raking a stack of cash, you'll be given the option to gamble your winnings on a one-armed bandit. The fruit machine offers you ten chances (at \$100 at throw) to win \$3,000 to spend on gear for your vehicle. As in the real world,

“While it's no *Sega Rally 2* in the vehicular customisation department, **4 Wheel Thunder** offers a simple but effective system”

Where do we go from here?

The non-linear race track is not a new concept – *Wave Race 64*, *Mario Kart 64* and *Hydro Thunder* got there first, to varying levels of success. However, *4 Wheel Thunder* is a good example of how to do it well. Interspersed throughout each course is a collection of alternative routes. Some have power-ups; the others are just the shortest distance between two points. The trick is to learn your routes and experiment with other trails.





01 The draw distance is amazing, with the track remaining visible far off into the horizon
02 The oval circuits aren't as crazy as the outdoor tracks but all the bashing and smashing is fun in its own way
03 The graphics are well-defined, bright and realistic – Kalisto has resisted the usual temptation to make everything look dark and moody. Except on the night circuits, of course

this is a great way to lose cash, but the reward is three times your winnings. If you fail to win the jackpot, you'll receive a usable toy car as a consolation prize.

With your new-found wealth your thoughts will probably turn to vehicular customisation, and while it's no *Sega Rally 2* in this department, *4 Wheel* offers a simple but effective system. Improvements are earned in stages of affluence: reach certain cash totals and you'll be given different custom options. There are six levels of customisation, but you don't need to worry about complicated engine parts, as all attributes, such as grip and acceleration, are enhanced evenly, resulting in an easily souped-up motor.

4 Wheel's vehicles are available in a choice of four basic flavours, from the monster trucks that stick to the road but suffer in the speed department, to the nippy buggies with erratic handling. In between these are the sturdy jeeps and bouncy pick-ups. On top of these models are six bonus cars

“There's a moderate amount of depth to the control, but mainly it's **pedal-to-the-metal power mixed with handbrake turns**”

awarded as prizes in the cups, and six toy cars, which are strangely powerful and driven by large cartoon animals.

Don't expect the handling of the vehicles to be a critical study of 4x4 physics; *4 Wheel* is a true arcade racer. There is a moderate amount of depth to the control, but mainly it's pedal-to-the-metal power mixed with rapid steering and handbrake turns. It's not subtle; it's brutal and the graphics are consistently speedy. Not once did we see any slowdown, even when the screen was packed with arbitrary graphics such as blimps and passing trains. Unfortunately, the multiplayer mode only supports two players and some gamers might complain that the out-of-car camera places too much car and not enough track on screen, thus obscuring the action. These quibbles aside, the multiplayer version should keep the couch party going for some time, as

players can argue over the merits of certain routes for hours until one agrees, or just stops listening.

In the racing genre, *4 Wheel Thunder* is neither a step forwards nor a step backwards. It is, however, a great arcade racing game with some beautiful circuit design. If this had been coded by Sega, people would be whispering, “It's better than *Sega Rally 2*.” It's a totally different kind of game, but in some ways they would be right. We'll stop there before we say something *totally* controversial ■
Dylan Davies

■ **For:** Hectic, simple arcade racing fun. Enough modes, tracks and championships to sustain interest
 ■ **Against:** Not enormously original. No fourplayer option. Not enough customisation options

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Tech Romancer

Capcom enters the beat 'em up arena once more with its own brand of pyrotechnic robot wars

Just what is it with the Japanese and their strange obsession with mechs? To put on our philosopher's hat, we'd say the notion of a human getting inside the huge robotic shell of a mech and controlling its actions is an example of the Japanese desire to master technology, while the post-Apocalyptic worlds these characters inhabit perhaps stem from the nuclear attacks on Hiroshima and Nagasaki at the end of World War II. But to take off our philosopher's hat and get back to the business of videogames, it could just be that big robots are cool and big robots fighting each other is even cooler.

Whatever the reason, after regaling us with its classic 2D beat 'em up formula in last issue's *Street Fighter 3: Double Impact*, this month Capcom has

come bang up to date with a 3D fighter starring a load of hulking great mechs. There are eight boinic fighters available at the beginning of the game and, as is the beat 'em up norm, each has its own individual scrapping style, special moves, and specific strengths and weaknesses (see I'm a robot, play with me!, page 030). What separates *Tech Romancer* from most other fighting games on the DC market is its use of warring robots rather than the usual range of martial artists, and their robotic traits bring a great deal of diversity to the gameplay.

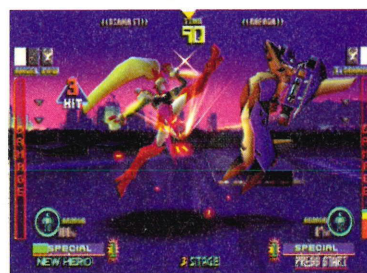
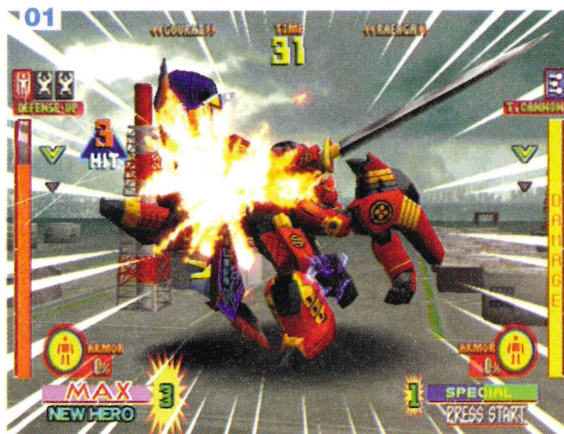
Each mech has an armour percentage and it's only after you've whittled away their defences that you can really start making inroads into their damage meter. Once their damage level becomes critical, a warning signal alerts you to the fact you can now unleash a final attack move which leaves the enemy robot a beaten, flaming wreck. The mechs also have a Super Move gauge which builds up as you dish out punishment and once it's full, you can perform a number of special attacks which cause maximum damage to your assailant, but also leave you vulnerable to attack from any opponent sharp enough to avoid your onslaught.

The most innovative aspect of *Tech Romancer's* fighting action is the availability of power-up items. These bonuses appear on buildings in the environment and, in a throwback to the

FINEPOINTS

- Publisher: Virgin Interplay
- Developer: Capcom
- Price: £39.99
- Release date: May
- Players: One to two
- Extras: VM mini-games

"What separates *Tech Romancer* from most other fighting games is its use of warring robots rather than the usual range of martial artists"



01 Once your opponent has been pulverised it will explode in a series of satisfying blasts
02 The mech pilots pop up at certain points during the bouts with their cries of victory or anguish
03 The 3D movement allows you to manoeuvre your robot into attacking positions in a similar – but less fluid – manner as the divine *Soul Calibur*
04 Gamda is a boss character, but the overgrown treehouse is extremely easy to dispatch

Saturn classic *Marvel Super Heroes*, once they've been collected they can be knocked out of your opponents' clutches and cheekily used against them. There are ten available power-ups (see I have the power!), ranging from extra weapons to health bonuses and, in a superb twist which adds a tactical edge to the gameplay, you can stockpile up to five items and use them at your leisure during the fights.

Tech Romancer has four different gaming modes to test your mech fighting skills. There is the basic Versus mode in which you and a friend can battle it out with the biomechanical behemoths. Hero Challenge is a survival-style option encompassing 12 successive scraps against the eight other playable mechs plus four boss robots. And there's a Story mode that is among the most impressive we've seen in a beat 'em up. The pilot of each mech has their own narrative which is revealed through cut-scenes at the end of every fight. Naturally, these are reminiscent of the anime style found in Japanese cartoons especially the big robot

I have the power!

Tech Romancer has seven power-up items to collect during the bouts, plus three Special Attack bonus items unique to each fighter. Here is a list of the seven power-ups available to every mech in the game:

- 1) Offense up – Increases your attacking power.
- 2) Defense up – Improves defences.
- 3) Speed up – attacks and movement quicken.
- 4) Special up – increases your Special Move gauge.
- 5) Repair – repairs your robot's damage.
- 6) Armour repair – fully repairs armour.
- 7) Hero mode – 'bot gains new attacks.





01 The character animation and special effects are hugely impressive, but the sparse backgrounds leave a lot to be desired

02 The lady robot Diana 17 is a humanoid mech and is therefore by far the quickest and most lethal hand-to-hand fighter

03 A Final Attack sends the strangely-named Wise Duck up to that heavenly scrapheap in the sky

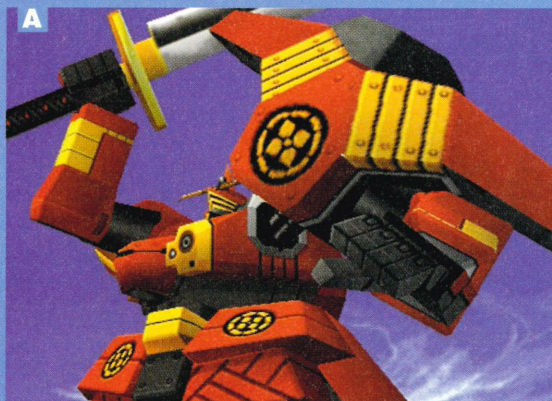
► series' such as Gundam and Robotech. The stories are interactive and at certain points you're given the choice of which branch of the plot to follow, and this also determines the robot you'll be facing next.

Tech Romancer's best feature is the Tatsumi Technodome option. This works like the *Power Stone* Collection in that, by beating the game with all the available characters in the different modes, you're rewarded with a bundle of goodies. The first five extras are: three VM mini-games (a whack-a-mole type contest, a shoot 'em up and a version of paper, scissors, stone); a Story box which allows you to replay all the characters' anime sequences; and a Movie box containing FMV intros for each fighter.

Additionally, earning points in the VM games enables you to buy a further 12 extras, including illustrations, five more playable mechs, jigsaw puzzles and an insane karaoke option which plays the game's FMV sequences and theme music with the words displayed at the bottom of the screen so you can sing along like a crazy person.

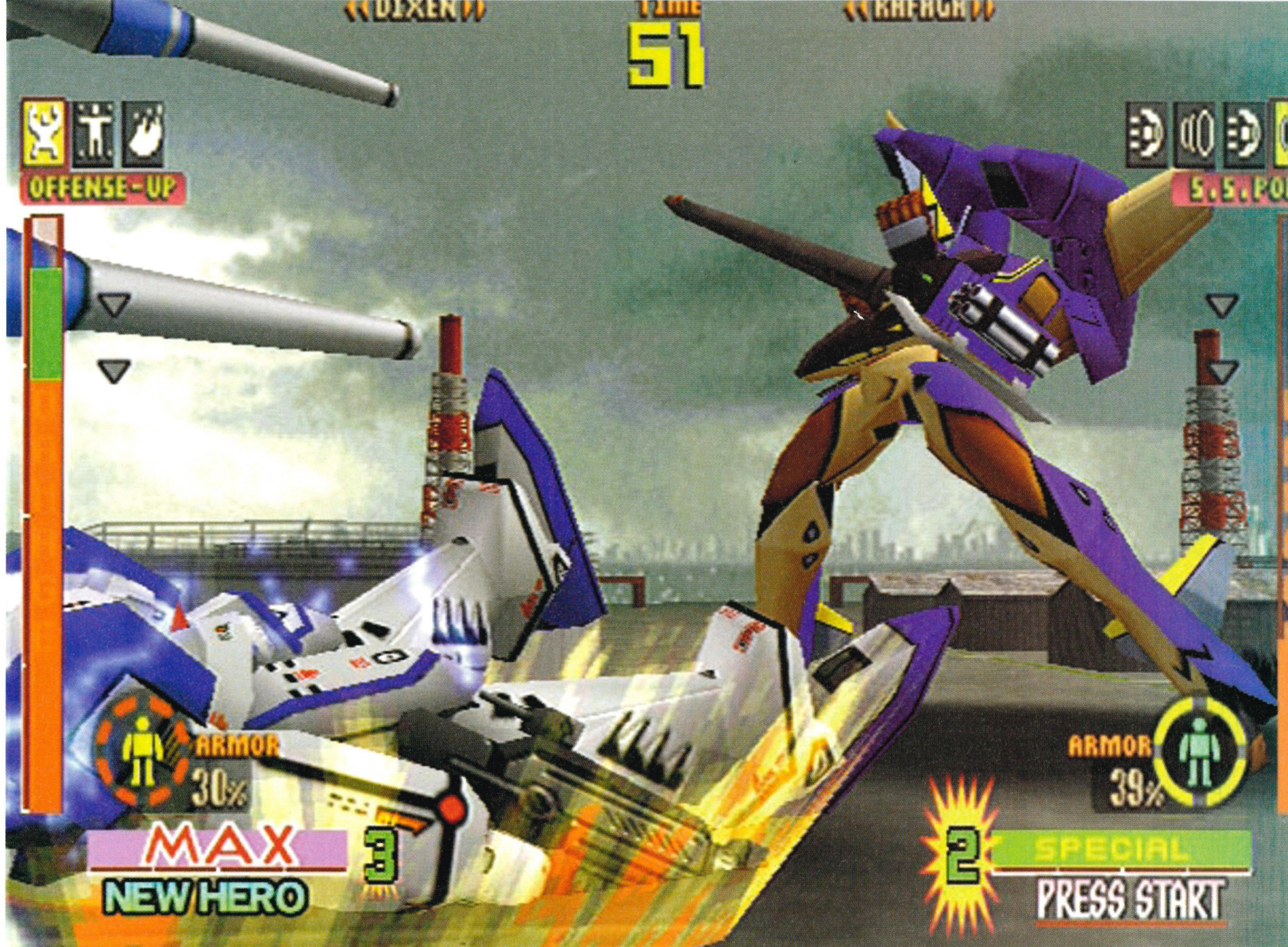
I'm a robot, play with me!

Tech Romancer has a cast of nine mechs at the beginning of the game and in traditional beat 'em up fashion the big guys are slow but powerful and the skinnier 'bots have the speed and agility but aren't so well stocked in the muscle department. Here we present a rundown of the best mechs you can have a barney with...



A Gourai – a good all-rounder with a laser for long-range attacks and a big sword for close combat **B** G Kaiser – the name means 'King Of Machines' and he certainly is with super-powerful attacks and strong armour. The best fighter in the game **C** Diana 17 – extremely fast and agile and particularly accomplished at aerial attacks, Diana is the perfect mech for beginners. Dixen – has an unblockable lightsabre for short-range onslaughts and a cannon for long-distance shoot-outs. Wise Duck – a slow but powerful mech that makes up for in armour and weaponry what it lacks in movement. Pulsion – well-hard half robot/half alien with a lethal martial art known as 'space karate'.





This extensive reward system, that Capcom pioneered with the excellent *Power Stone*, is a welcome addition to the beat 'em up genre, as it improves the games' replay value considerably where other fighting games quickly become discarded except for occasional twoplayer battles.

All of these gameplay attributes, playable modes and bonuses just add extra lustre to what is already an extremely impressive beat 'em up. You can forget about stylish nuances, *Tech Romancer* is all about loud and proud frenzied fighting action. Soar into the air and blast your opponent with laser fire. Bosh! Move a bit closer and swipe them with a lightsabre. Bosh! Bosh! Get even closer and punch your enemy in its robotic face. Bosh! Bosh! Bosh! It's not subtle and it's not clever, but when you're caught up in a

maelstrom of flashing lights, explosions and gigantic machines kicking each other's heads in,

"Despite the lovely frills surrounding the gameplay, when it's stripped down to its basics, ***Tech Romancer* is a bit of a button-basher**"

it's impossible not to get caught up in the sheer ballistic craziness of it all.

Of course, after all this praise there had to be a 'but' and here it comes now... But after a while the simplicity of *Tech Romancer's* fighting mechanics does begin to wear a little thin. Despite all the lovely frills surrounding the gameplay, when it's stripped down to its basics, the game is essentially a bit of a button-basher. While this is a feather in its cap to begin with (as it means you can become an accomplished Tech Romancer in a relatively short amount of time), having blustered through a bunch of encounters using the same couple of moves, you'll soon begin to wish there was more complexity and refinement to the action. Sadly, the lack of depth in the most important area, the gameplay, may discourage you from exploring the massive depth in *Tech Romancer's* options and bonuses.

However, if you do become hooked on the game's particular brand of flashy, frenetic fighting, you'll discover yet another quality Capcom beat 'em up with a unique selection of combatants that help the game stand out in the overcrowded genre. It's not going to challenge the likes of *Soul Calibur*, *Power Stone* and *DOA2* for a place on Dreamcast's beat 'em up podium, but if you enjoy fighting games and you're partial to multistorey mechs, then your prayers have probably just been answered ■

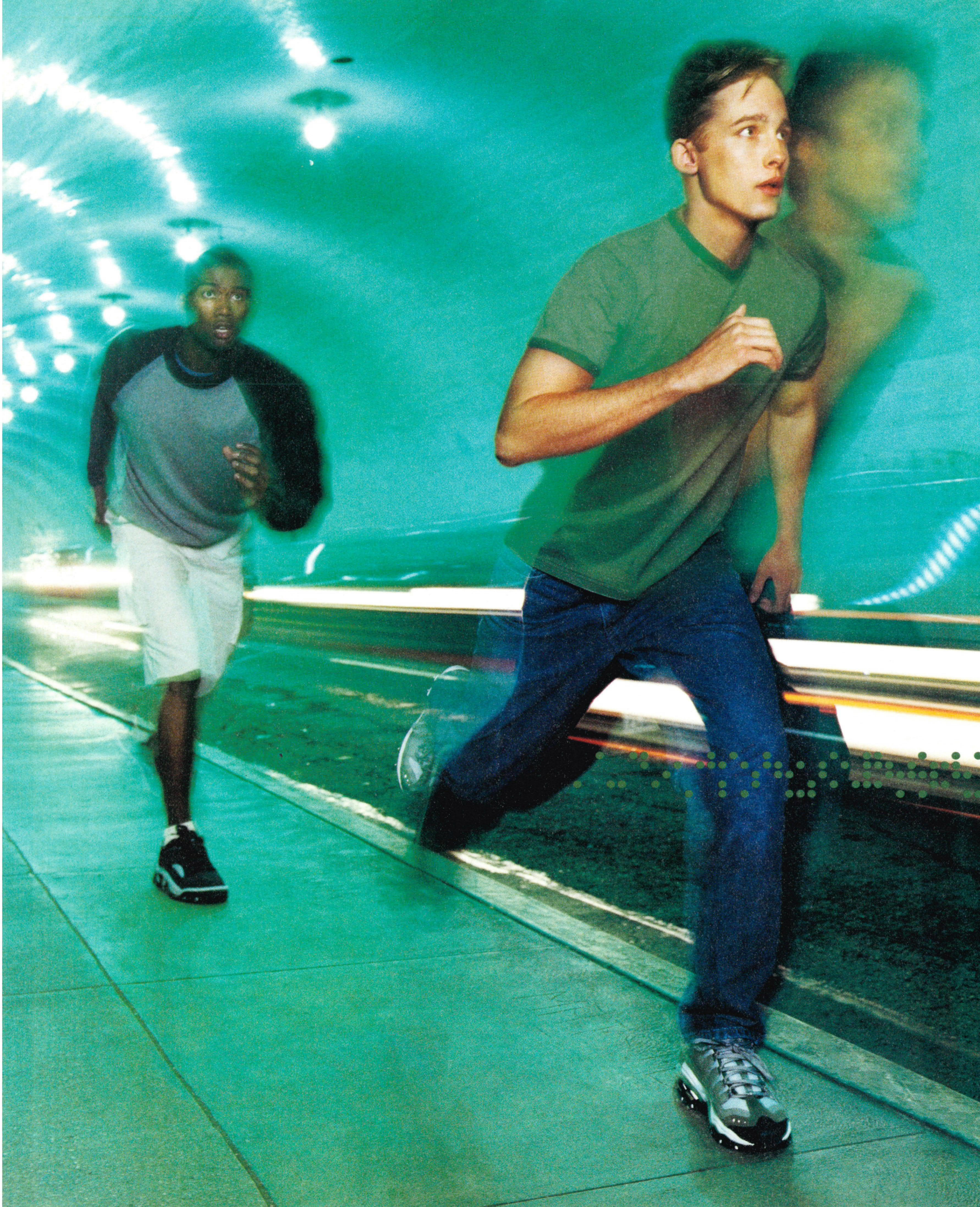
Lee Hart

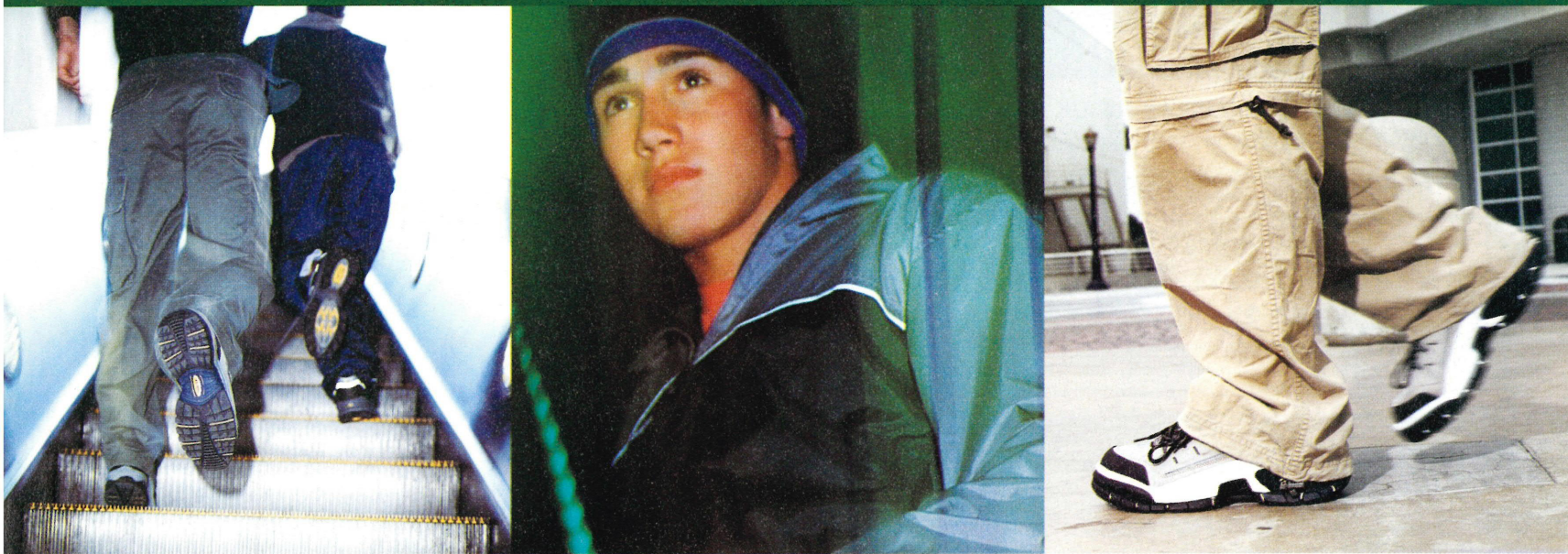
■ **For:** Excellent variety of battling 'bots, great anime-style Story mode, loads of extras and bonuses
■ **Against:** Something of a button-basher, dull, uninteractive environments, more style than substance

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Page of hyperlinks to Capcom USA, as well as Capcom of Asia and Japan.





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Chart

The games that rocked your Dreamcasts this month

Dreamcast top ten

ChartTrack

Courtesy of ChartTrack, it's the official UK sales chart. Like a rocket-powered yellow submarine (except on land) *Crazy Taxi* thunders up to pole position



1 Crazy Taxi

Ever since we first saw the *Crazy Taxi* coin-op, we knew Sega would have a massive hit on its hands if it released this brilliant driver

Publisher: Sega **Developer:** In-house

on Dreamcast. So, it's no surprise to see *Taxi* racing to the top of the charts this month. "Are you talkin' to me?" ■



2 NBA 2K

COWABUNGA! Visual Concepts slam dunks the funk in a dopalicious, ill-tastic style. BOOMSHAKALAK! B'ballers salivate over

Publisher: Sega **Developer:** Visual Concepts

the hyper-realistic graphics and anal representation of the NBA. The rest of you simply enjoy the game ■



3 Rayman 2

He might be anatomically challenged, but Rayman is a spunky little videogame pixie. His latest adventure is his best-looking yet

Publisher: Ubi Soft **Developer:** In-house

and chock-full of challenges worthy of the most hardened platform game player. *Rayman 2* will make ya jump, jump! ■



4 Soul Reaver

This brilliant and innovative adventure from Crystal Dynamics looks like the beautiful, vampiric offspring of *Tomb Raider* and

Publisher: Eidos **Developer:** Crystal Dynamics

Francis Ford Coppola's *Dracula*. Play it in the dark, with candles and a garlic necklace. You know you want to ■



5 ECW Hardcore Revolution

"Hey Rudie, what you wanna be when ya'll grown up?" "I'd like to be a wrestler – dress up in one of those tight suits and just kick

Publisher: Acclaim **Developer:** In-house

some ass. That'd sure be better than livin' in this here trailer park." "How about you, Dwayne?" "I wanna be on Jerry Springer" ■



6 Tee Off Golf

So, golf has a reputation for being a boring sport played by boorish snobs in plus-fours and crap trousers, but *Tee Off Golf* plays it

Publisher: Acclaim **Developer:** Bottom Up

for laughs with bubbly anime-style characters and easy-to-grasp gameplay. Grab a hefty wood and hit the tee! ■



7 Deadly Skies

The videogame of choice for fans of drug-abusing Hollywood producer Don Simpson's oeuvre, especially *Top Gun* (obviously). We

Publisher: Konami **Developer:** In-house

guarantee by the second mission, you'll be telling yourself, "You're dangerous, Maverick." and thinking you're Tom Cruise ■



8 Sonic Adventure

Sonic Adventure's success on Dreamcast looks set to run and run, especially with new levels like Reebok Challenge being made

Publisher: Sega **Developer:** In-house

available online. If, like us, you think this game is great, just wait till you see *Sonic Adventure 2*. We're excited already ■



9 Soul Calibur

Its placing in the top ten, six months since its release proves how much of a classic Namco's *Soul Calibur* really is. This is a

Publisher: Sega **Developer:** Namco

game we certainly keep coming back to; *Calibur* has more depth than the Marianas Trench, but sadly, no exotic fishies ■



10 Virtua Striker 2

So, it might play more like pinball than football, but it seems *Virtua Striker 2*'s quick-fix arcade-style gameplay is too good

Publisher: Sega **Developer:** In-house

to resist. Suppose the drop-dead gorgeous graphics can't be doing any harm, either? Aren't we all so fickle? ■

Chart Track Ltd. Tel: 0181 741 7585

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DC-UK's list of love

The games that have caused most arguments this month



DOA 2

DOA2 reminds us of *Tekken*, without the prehistoric, blocky fighters and two-dimensional pugilism. It's also faster, though it has less moves and a shocking lack of hidden characters – but it's still managed to replace *Soul Calibur* as our current favourite beat 'em up. And those clackers!

V-Rally 2: Expert Edition

V-Rally 2 is the first decent DC racing game offering a fourplayer mode, and, boy, are we grateful! As long as you have a big enough TV to display a quad of motors, this is the best fun for four gamers since *Mario Kart 64*.

4 Wheel Thunder

Maybe it's the wild rumbles of the Vibration Pack between our fingers, maybe it's because we swear we can feel the wind in our hair, or maybe it's the brilliant track design. Whatever, *4 Wheel* rocks like a speed bomb ■



Reader reviews

Hate *Soul Calibur*? Love *Soul Fighter*? Grab your chance to let the world know why...

The premise is very simple. You buy a game, you play it, you send us a review. Take a look at this month's controversy-baiting selection: if you have something equally passionate, interesting or offbeat to say then next month it could be you. Your reward? A cool blue DC-UK T-shirt. Oh and instant fame of course.

SEGA WORLDWIDE SOCCER

REVIEWER: CHRIS STEPHENSON

> First God created the world. Then he created the days of the week, and after that he created football so there was something for boys to do on Saturday afternoons.

Silicon Dreams has taken on the *Worldwide Soccer* licence for its first Dreamcast footie game and, disappointingly, it isn't anything like the original Saturn games or anywhere near as good. Although sound isn't a major factor in a game, it does have to be said that the commentary in *Worldwide Soccer* is laughably bad. Seriously, it's probably the worst I've heard in any football game. Ever. It's just so boring, and fantastically irrelevant with lines like, "I hope half time hurries up, so I can get some tea." (I don't know if this line is in the game, but I wouldn't be surprised). It's as if that guy off the Fast Show is commenting because you can

never really make out what's actually being said, "mmmmffppff... good shot... mmmmaaffpp."

The gameplay stinks as well, so there really is no hope. Unlike, say *International Superstar Soccer*, you never really feel like you are in control. The players don't turn quickly enough and you have to be too accurate with your passing. Graphically, when compared to *UEFA Striker* the players look blocky and not smooth enough to be realistic.

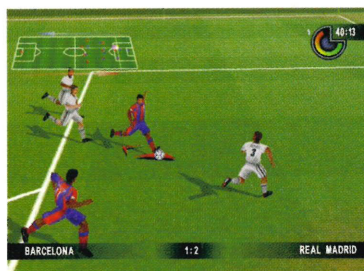
Although it does the basic things, *Worldwide Soccer* doesn't play as well as *UEFA Striker* and doesn't look as good as *Virtua Striker 2 ver. 2000.1*, I think 3 or 4/10 is about the right score.

REVIEWER: ANDREW CAVANAGH

> *Worldwide Soccer* is easily the best footie title on Dreamcast. The buttons are tricky at first, but persevere with them and once mastered there are some sweet touches that can open up defences, such as the reverse through-ball or even the classy *cry-off*-like turn.

The shooting requires lots of practice. At first you'll be lucky to hit a barn door, but stick with it and soon you'll find diagonal shots with after-swoosh are not a problem, except if you're facing one in goal.

The tackling is basic and easy to handle. Just stay on your feet as long as possible and don't tackle from behind or you could get punished by the wicked



free kicks – yes, even supporters of teams at the lower end of the footballing spectrum can fulfil their wildest dreams by knocking in a 35-yard curling, dipping Zola-like rocket.

Bad points? Well, there are a few: a lack of injuries, even in tournament mode, and ever-grunting players who make the same noise be it from a bone crunching tackle from behind or a simple foot in. But, hey, come on... We all have some imperfections, right? You gave it a rating of 7/10. Well, I'd say more like 9/10. A truly awesome game once mastered; it's like a fine wine and gets better with age. Maybe it's a bit too much for the stick-in-the-mud PlayStation geeks, but anyone else should give it a go.

POWER STONE

REVIEWER: BEN LEYLAND

> How sad. Why do so many people dislike *Power Stone*? Has the world gone mad? This game is pure genius. The first thing you notice is the graphics; big, bold and richly detailed, they easily surpass every other DC game bar one, and makes the PlayStation look very old indeed. Special mention must go to the über-*Power Stone* moves (left and right triggers), which look absolutely amazing and are great to watch.

In the beginning the controls are a little hazy and the computer beats you without breaking out in a sweat, but they soon make perfect sense, breathing new life into a tired genre. The multitude of moves that can be accessed from such a configuration is startling, enabling seamless interaction with the scenery. Up close it may be a case of simply hitting the buttons, but this is not a cause for concern because the other features ensure the game is

not about a simple punch-up.

The range of weapons is fantastic, from pipes and swords to machine guns and bazookas, which are all very useful while fighting, so none are left redundant during the game. Also the selection of fighters is great, there's one to suit every fighting style, and no-one can be labelled as the best, which is really refreshing.

Getting all the secrets is a bit of a challenge, and there is a compulsion to play through the arcade mode even when you have finished it with every character. It's also a great game to play with a mate, whatever their skill level. *Power Stone* is definitely one of the best games yet to be released on Dreamcast, and brings the fighting genre kicking and screaming into the 128bit age. Beat this if you can, PlayStation 2. A perfect 10 ■



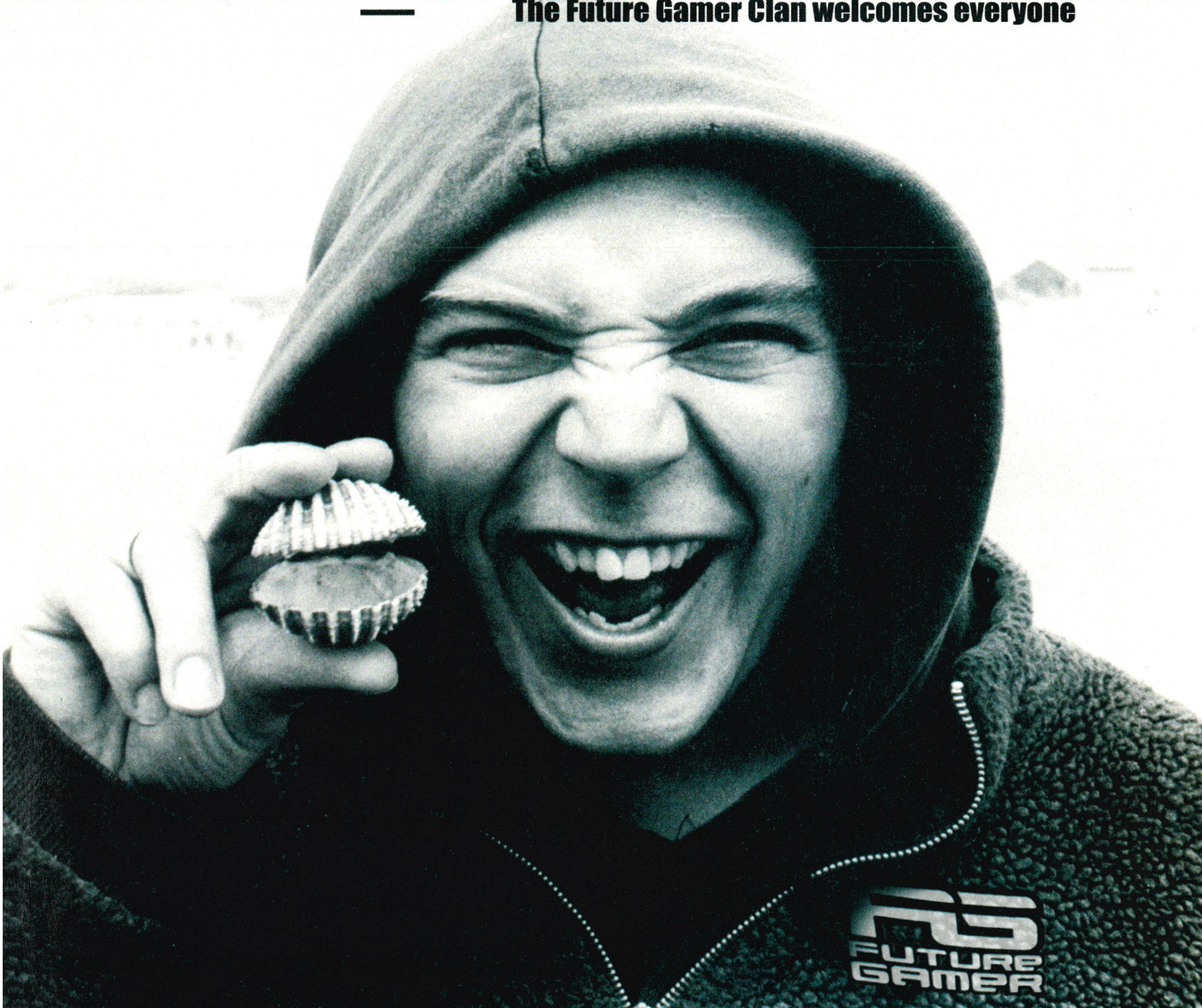
WHAT YOU WIN!

Every single one of our reviewers receives a DC-UK T-shirt. So if you want to be seen in this season's must-have accessory, scribble down your reviews to the usual address, or contact us by the miracle of email at dcuk@futurenet.co.uk.



[FGC] _ Shell

The Future Gamer Clan welcomes everyone



copyright Andy Boyd

[Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

www.futuregamer.com]

DC-EXPRESS

NEWS ■ VIEWS ■ HYPE ■ HAPPENINGS ■ NEWS ■ VIEWS ■ HYPE



METROPOLIS STREET RACER BRAND NEW SCREENS OF THE TGS DEMO



01 Car models have been re-worked in places and are shinier than ever **02** Handling has also been tweaked to offer a balanced yet exciting ride

The amazing racer will be a massive game for Sega at the biggest arcade show on earth. The Brits are coming!

The handling is in, the car models have been polished and the city areas have been updated with new buildings and features.

Now *Metropolis Street Racer* is heading to Japan for

the world-famous Tokyo Game Show, which we'll have a full report on next month. "The game is one of Sega of Japan's 'featured titles', which means that it will be on display for all to see – and, more importantly, play." Points out Bizarre

Creations' Sarah Dixon, "It will be the first showing of the game's new (although not quite completed) handling, so it will be great to find out people's reactions to that. The overall display (number of monitors, layout, etc) is still shrouded in ▶

NEWS

038 TOKYO GAME SHOW

New shots of *MSR* before its demo is unveiled at TGS. Plus, what's in store at the rest of the show



040 SYDNEY OLYMPICS

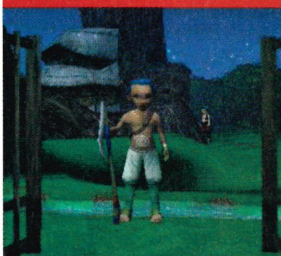
Eidos looks set for a smash hit with the Official Summer Olympic videogame licence racing onto DC

042 TONY HAWK

The skateboard genius is coming to Dreamcast and we have loads of shots of him in action!

044 TITLE DEFENCE

Climax has a new boxing game on the way, and we get a sneak preview of the smart-looking punch 'em up

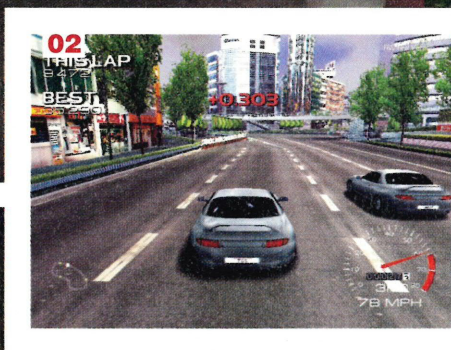
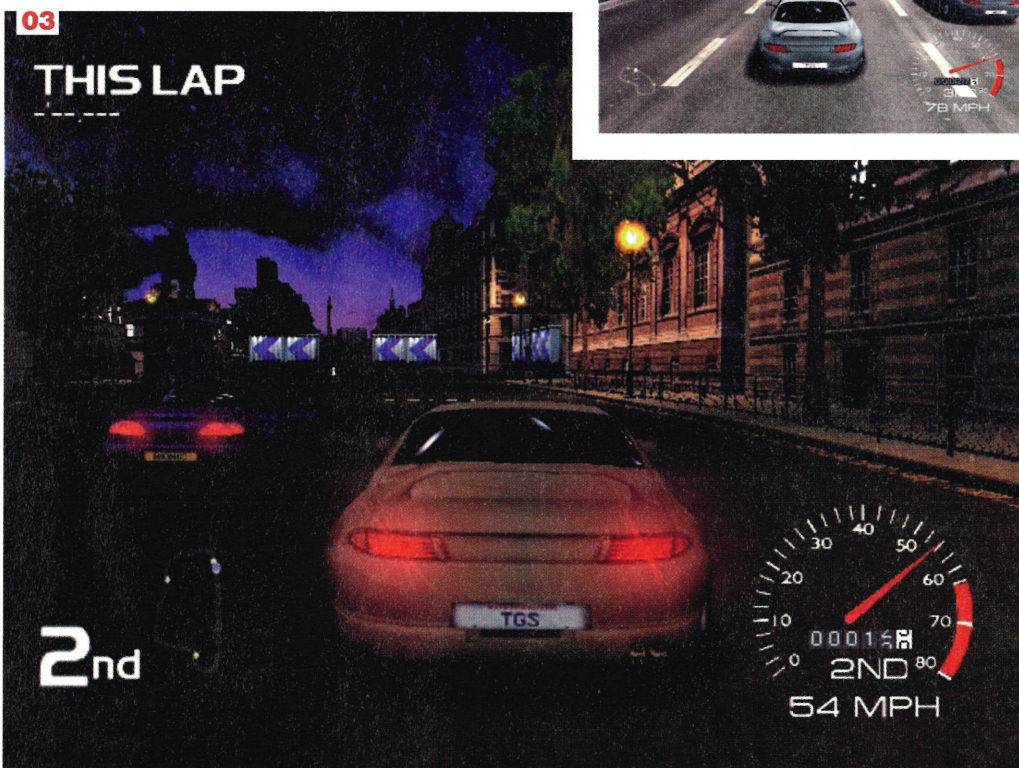
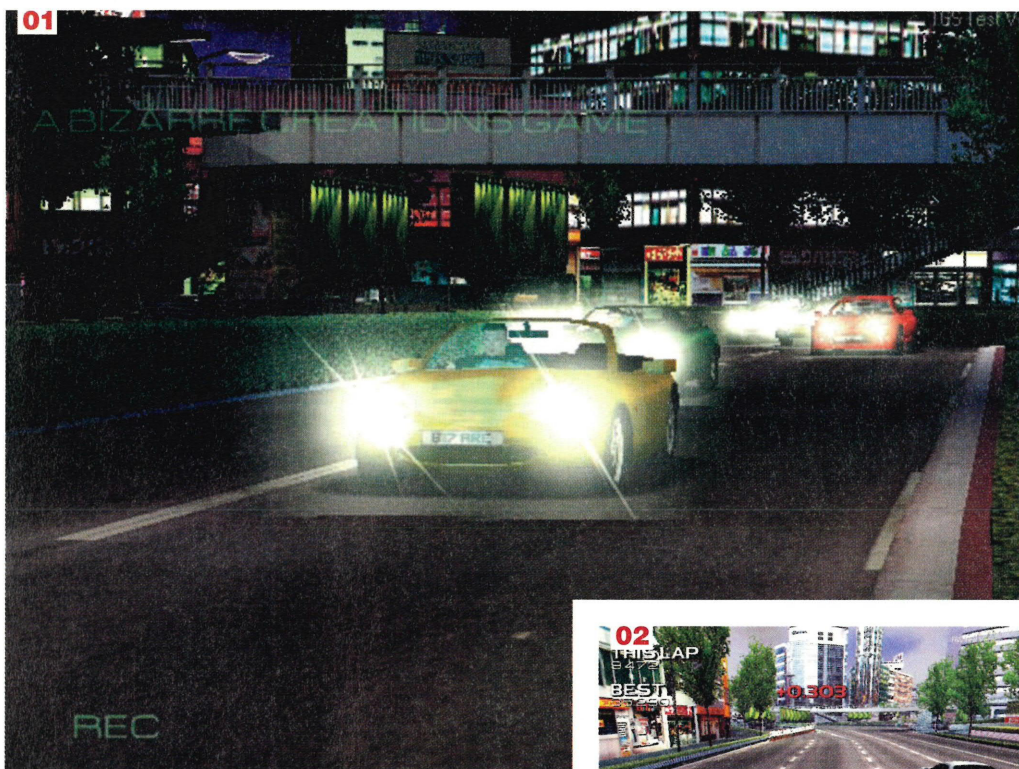


046 SEXY EURO HITS COME TO DREAMCAST

We take a look at two titles from mainland Europe: Quantic dream's *Quark* and Illusions' PC conversion *Hidden and Dangerous*

DOWN THE

EXPRESS



TOKYO

CONTINUED...

► secrecy, but just having the game there is a great honour for us."

As for changes to the game, Bizarre has spent the weeks since we visited, tweaking certain elements of the design and coding. As Sarah explains, "There have been a couple of new cars added to the game (still all hush-hush, though) which have had to be modelled and textured. Plus, there's been a lot of work done on the handling – getting the cars to really feel right – and implementing the stats for the last few cars. There's also been some coding 'niceties' added – birds, tyre smoke, waving flags, etc. The gameplay is all coded now, and the next big task is to finish off the balance of the game – the progression, difficulty, etc."

Apparently, MSR went down a storm at Sega of Japan when it was shown off by producer Kats Sato. We hear that Sega execs put the demo head to head with a certain other racing game on a 'rival' 128bit machine, and were more than impressed by the comparisons.

Rest assured this won't be the only treasure in Sega's Tokyo Game Show grotto. The company is flouting all its big upcoming titles, including *Phantasy Star Online*, *Jet Set Radio*, *Eternal Arcadia* and, of course, *Let's Make a Pro Derby Stallion*. Unfortunately, we've heard that *Grandia 2*, the much-anticipated and potentially awesome RPG from GameArts (see DC Express, issue 08), won't be shown in playable form, but apparently show-goers will be given a special *Grandia* VM download to take home – DC-UK is naturally stocking up on Virtual Memory in anticipation.

And Sega is not the only company handing out VM treats. Capcom is also promising that anyone who takes a VM unit along to its stand will be able to claim some downloadable loot – possibly in the shape of new stuff for forthcoming fighters *Marvel Vs Capcom 2* and *Power Stone 2*. Capcom has told us it's not planning on announcing any new DC games at the show (its latest DC game, Spanish-themed RPG *El Dorado's Gate*, was revealed a few weeks ago), but we should expect the likes of *SNK Vs Capcom*, *Power Stone 2* and *Spawn* to be lurking about, threatening passers-by.

Among the other companies due to be present with DC stuff are Atlus (*Maken X*), Konami, SNK and NEC (who will be showing off a very anime-style title named *Kanon*). We'll give you the full lowdown next month – if Keith can ever tear himself away from Tokyo ■

01 You have not seen lighting effects until you have seen MSR 02 New buildings have been added to make the city streets completely up to date 03 Sega of Japan played this demo up against a certain racer on a rival machine. The latter looked poor in comparison

STREET

We selflessly schmooze our way through the gaming industry just to bring you the latest gossip, the most up-to-date news and all the best rumours from around the globe. We're good like that

> FAST IS GOOD

Sega of America has announced exciting plans to release an ethernet adaptor for Dreamcast. Practically, this hardware allows American gamers to substitute their existing 56Kbps telephone modem for a new interface which, using cable technology, allows download speeds of up to 10 Megabytes per second – that's nearly 300 times faster than its present

speed. You don't need to be a maths genius to understand its implications for enhancing online gaming and, indeed, Web browsing on the little white console. As usual, no price has been announced yet, and no release date has been set for Europe. Don't feel neglected though; rest assured Sega Europe still loves you and will make its own announcements regarding online shenanigans soon ■

> FREE DREAMCASTS

Yes, that's right, you read it correctly: a company in Japan named J-Data is giving away free Dreamcasts. However, those applying for the offer have to sign a contract stipulating that they will access the Web through an Internet Service Provider owned by – wait for it – J-Data. The initial fee is 3,000 yen (£18) and the monthly charge is 2,480 yen (£14.90) for unlimited

GAME SHOW

SO JUST WHAT ARE WE LOOKING FORWARD TO SEEING AT TGS?



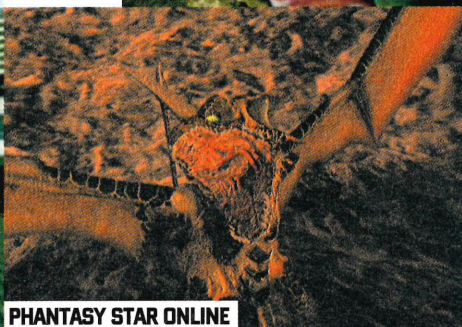
ETERNAL ARCADIA



GRANDIA 2



JET SET RADIO



PHANTASY STAR ONLINE



SAMBA DE AMIGO



MARVEL VS CAPCOM 2



KANON



POWER STONE 2

access. J-Data hopes to shift around 50,000 units in this way. We're not quite sure what happens if people sign the contract and then never go online, thereby incurring no costs. Hopefully J-Data has thought of this. Or they're in real trouble ■

> MESSIAH COMETH

As News goes to press, the folks at Shiny are taking a well

deserved rest for (finally) finishing the PC version of *Messiah*. Word has it, however, that hot on the heels of the PC launch, Dreamcast will become a proud papa. Bob the angel *will* come to Dreamcast. How long will the gestation period be? Longer than a hamster's (16 days) and shorter than a zebra's (360 days) is our guess. Publisher Interplay may want to see the game within three months! Which is the pregnancy period for a lion cub ■

TOO HOT TO HANDLE?



COMING APRIL/MAY

HOW FIRED UP SHOULD YOU BE?

Arcatera	🔥🔥🔥
Chu Chu Rocket	🔥🔥🔥🔥
Dead or Alive 2	🔥🔥🔥🔥🔥
Ecco the Dolphin	🔥🔥🔥🔥
Furfighters	🔥🔥🔥🔥
Gauntlet Legends	🔥
Grand Theft Auto 2	🔥🔥🔥🔥
Nightmare Creatures II	🔥🔥🔥
San Francisco Rush 2049	🔥🔥
Sega Worldwide Soccer: Euro 2000	🔥🔥🔥🔥
South Park Rally	🔥🔥
Star Wars Episode I: Pod Racer	🔥🔥🔥
Sword of the Berserk: Guts' Rage	🔥🔥
V-Rally 2: Expert Edition	🔥🔥🔥🔥

COMING JUNE/JULY

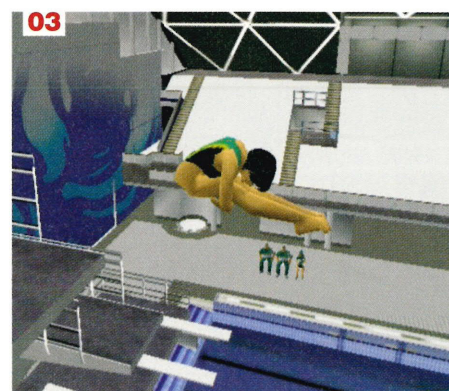
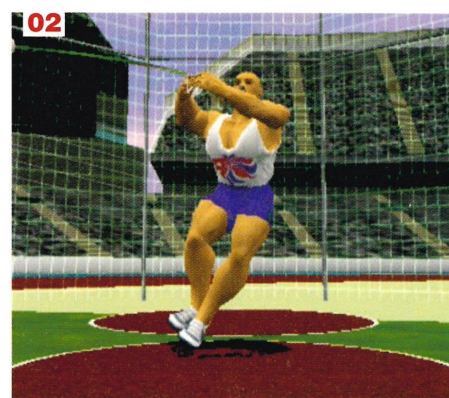
HOW FIRED UP SHOULD YOU BE?

Deep Fighter	🔥🔥🔥🔥
Dragon's Blood	🔥🔥🔥
Giga Wing	🔥🔥
Hidden and Dangerous	🔥🔥🔥🔥
Metropolis Street Racer	🔥🔥🔥🔥🔥
Plasma Sword	🔥🔥
Resident Evil Code: Veronica	🔥🔥🔥🔥🔥
Roadsters	🔥
Silver	🔥🔥🔥
Space Channel 5	🔥🔥🔥
Stunt GP	🔥🔥🔥🔥
Time Stalkers	🔥🔥
Tony Hawk Pro Skater	🔥🔥🔥🔥
Wacky Races	🔥🔥🔥

COMING FROM A LONG WAY OFF

HOW FIRED UP SHOULD YOU BE?

Alone in the Dark 4	🔥🔥🔥🔥🔥
Black and White	🔥🔥🔥🔥🔥
Bust-A-Move 4	🔥🔥🔥
Galleon	🔥🔥🔥🔥🔥
Half-Life	🔥🔥🔥🔥🔥
Marvel Vs Capcom 2	🔥🔥🔥🔥
Maxen X	🔥🔥🔥
Power Stone 2	🔥🔥🔥🔥🔥
Quake 3: Arena	🔥🔥🔥🔥🔥
Sega GT: Homologation Special	🔥🔥🔥
Shenmue	🔥🔥🔥🔥🔥
Sydney 2000	🔥🔥🔥🔥
UEFA Striker 2001	🔥🔥🔥🔥
Urban Chaos	🔥🔥🔥🔥



SYDNEY 2000

Eidos takes its marks with the official game of this summer's Olympics

Every time the Olympics come around we look at those fit, athletic bodies running around the track and decide to get off our fat arses and do some exercise for a change. Of course, having tired ourselves out by rising from the couch, we immediately think better of it and settle for the next best option: playing a track and field videogame, while eating a king-size bar of Dairy Crunch and trumping noisily.

With the Summer Olympics looming over us once more, Eidos is catering for indoor athletes everywhere with *Sydney 2000*, the official game of this year's extravaganza, which is aiming to be the most realistic athletics title ever. There's a comprehensive list of events ranging from track and field mainstays such as 100 metres, hurdles, high jump, hammer and javelin to the more diverse Olympic sports such as swimming, cycling, diving, skeet shooting and kayak racing.

Although the gameplay is basically the rhythm-based, button-tapping action found in games as far back as Daley Thompson's *Decathlon* and, most famously, Konami's *Track*

and *Field*, *Sydney 2000* has added depth in the shape of its Olympic mode. This option is the sports game equivalent of *Gran Turismo*'s vast GT mode, but instead of gradually improving your car from a family saloon to a 200 mph mean machine, you must take a team of lowly athletes and train them until they're ready to challenge for Olympic gold.

Sydney 2000 will be up against Konami's provisionally titled *Excel! Japan! Olympic 2000* for honours this Summer. We'll discover which one crosses the line as champion when both games are released in August ■



01 Run! Run like the wind! Run like you've never run before!

02 You can see a close-up of this person's slight little body on the left here. We reckon he's a dead ringer for our Christian

03 Don't look down! And a minute later she did, resulting in one of those embarrassing lardy-boy belly-flops. Shame

> SPIKEOUT SEQUEL SET FOR NAOMI?

We've been hearing rumours that Sega is set to release a sequel to the AM2 arcade title *Spikeout*. The working title at the moment is *Slashout* and so far it's only known to be heading for the coin-ops, but if we're lucky, it'll make the transition from Naomi to Dreamcast. If the rumours are true, the game is set to take the multiplayer

capabilities of the original and expand them by using online play to create big multiplayer fights. There's no release date as yet ■

> CASTLEVANIA ON HOLD

Castlevania Resurrection has been placed on indefinite hold by Konami – the official reason being that there is a lack of development

resources. We haven't heard yet whether the game is being moved onto another platform or if it will remain a Dreamcast project, or, indeed, whether it's being axed completely, but given the amount of work that has already gone into it, we would assume that the title isn't dead and buried just yet, but you never can tell. Fingers crossed for a release date ■

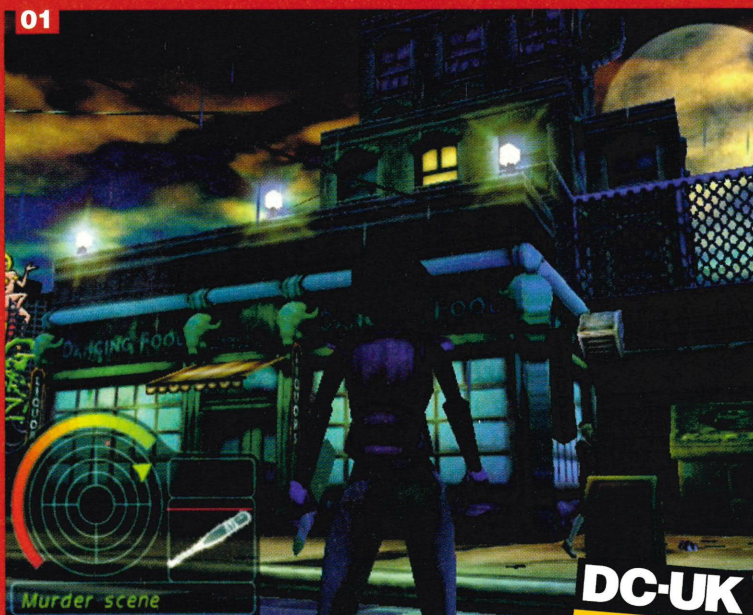
> THE GRINCH THAT STOLE DREAMCAST

Dr Seuss' *The Grinch That Stole Christmas* is coming to a Dreamcast near you. It's Konami's first project in its partnering with Universal Interactive, and it's promising a release for *The Grinch* on PlayStation and Dreamcast by the end of the year.

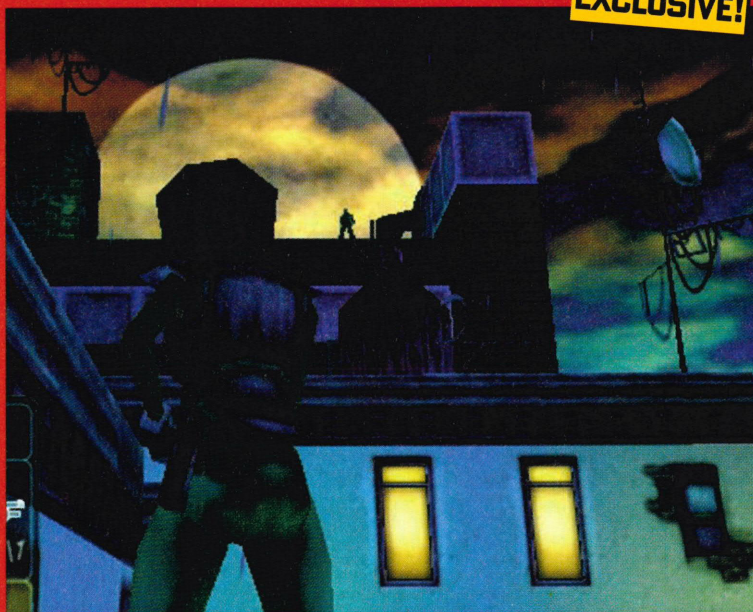
The game is to be a tie-in with the

IT'S URBAN CHAOS!

Mucky Foot's well-hard Apocalyptic adventure is Dreamcast-bound and its second game is going interstellar...



**DC-UK
EXCLUSIVE!**

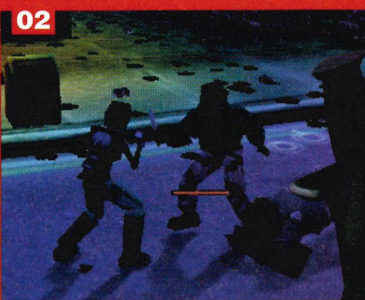


Urbal Chaos, one of the most exciting PC games of last year is well into development on Dreamcast and is due for release at the end of August. The premiere game from new British coders, Mucky Foot, is a 3D action adventure that mixes traditional platforming with beat 'em up and shoot 'em up elements. We visited Mucky Foot to learn more about the game and the company itself – for the full lowdown head for page 056.

During our visit we also uncovered some tasty information on Mucky Foot's second game, provisionally titled *Space Station*. This is an interstellar spin on the strategic 'Theme' titles (*Hospital*, *Park*, etc) set on – guess what – a space station. The game is currently in development for PC, but a DC version is, and we quote, "more than likely" You read it here first ■

01 The star of the game is D'arci Stern, a rookie cop who finds herself in the middle of an escalating crimewave

02 As well as hand-to-hand combat, D'arci can pick up baseball bats, knives and guns to give the vicious street thugs an even bigger problem



GO THERE!

**MUCKY
FOOT**

We've got an exclusive interview with Fin McGeachie, the Director of Mucky Foot. Find out more about the development of *Urban Chaos*

PAGE 056 ➤

forthcoming film, which is to be released at the same time. Unfortunately for cinema-goers, the big-screen version will star Jim Carrey, but there is no news as to whether gamers will suffer the same fate ■

> OZ CATCHES UP

Five months after the launch of the console Down

Under, unlucky Australian Dreamcast owners are finally able to go online. The antipodean Dreamcast distributor, Ozisoft, had the hellish task of spending the last 20 weeks organising an Internet Service Provider and adjusting the software so that it'll work for the unfortunate Australians. It's a step in the right direction, we suppose, but our Commonwealth cousins will

probably have to wait for Internet gaming until 2003. Stewth ■

> RAPPER BIGS UP SEGA AND DREAMCAST

West Coast hip-hopper Del The Funky Homosapien (author of the early '90s dancefloor-filler 'Mr Dopalina', if you can remember seedy nightclub classics from a decade ago) has recorded a

tribute to his favourite pastime, videogaming. Proto Culture features on the rapper's latest album *Both Sides of the Brain*, and includes lines such as, "You know my Sega collection is massive. Got all the past hits and classics." If Sega of America was listening, we reckon a shiny new Dreamcast should have appeared on Del's doorstep since the song's release ■

01

1677

0:43

**DC-UK
EXCLUSIVE!**

SWITCH CROOKED GRIND + HEELFLIP
2960

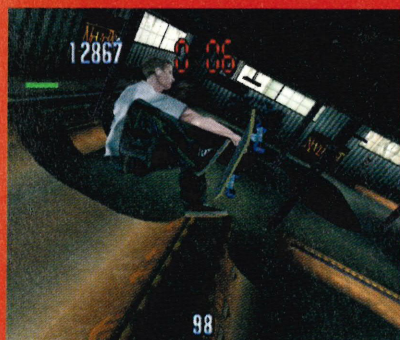
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TONY HAWK PRO SKATER

Gnarly new shots of the fantastic skate-fest!



98



625

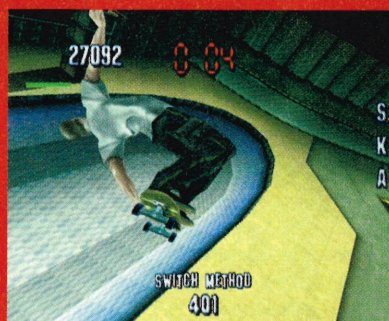
Fresh from America, the skateboarding centre of the known Universe, come these rad grabs from the forthcoming skate 'em up *Tony Hawk Pro Skater*. The game is due for release in the UK at the end of May, but for now, pull on a pair of baggy combats, don a Vans T-shirt and take in the latest info on the game.

Well, we say the latest – a lot of this will be familiar to dudes who have played the game in its original PlayStation incarnation. Anyway, *Pro Skater* is basically a freestyle skating sim with an intuitive control method that allows you to perform ollies, slides, grinds, kick-flips, etc, and even chain them together, creating your own bitchin' combos. The action takes place over nine environments, including a San Francisco downtown area, a shopping mall, a school yard and, of course, a skate park, each littered with ramps, obstacles and secret areas which can be incorporated into your routines.

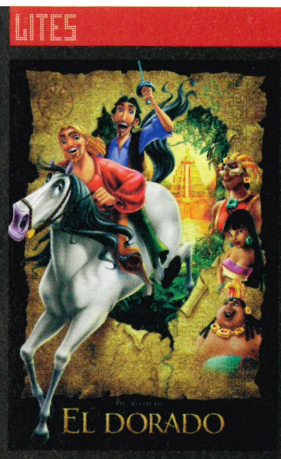
And you don't have to be Tony Hawk – the guy who recently pulled off the first ever 900° (two and a half turns while

airborne). There are nine other world-ranking pros to play as, all with their own signature moves. There's also a full selection of multiplayer modes in which gamers can compare tricks, play skateboard tag or indulge in a graffiti play-off (where boarders tag obstacles by performing tricks on them; the one with the most tags at the end wins). Smokin'.

Expect more coverage (littered with clichéd 'skate speak') next month ■







LET'S FOLLOW 'THE ROAD TO ELDORADO'

> Like a cake must have icing, an animated film must have a game licence. With few exceptions this is bad news for game lovers — usually what you get is a two-bit platformer cosmetically enhanced by the inclusion of a few Disney characters, bought by people in EB who think they've walked into a video shop.

However, the DC conversion of *Gold and Glory: The Road to El Dorado* (a forthcoming animated adventure from Dreamworks studios) is apparently going to be a completely different kettle of, erm, computer-generated fish. In fact, the developers of the game, Revolution software, claim that this isn't even going to be a platform game. Instead, it'll be more an interactive adventure, based around the memoirs of the film's heroes: two con men, Miguel and Tulio, plus their horse. The game naturally follows the plot of the movie, though, with the hapless trio fleeing an angry mob and disappearing to South America in search of the lost cities of gold.

Even at this early stage, things are looking promising. Revolution Software was previously responsible for the excellent *Broken Sword* adventure titles on PlayStation and PC and is working on this conversion for Ubi Soft, a publisher with a host of cool-sounding games on the DC horizon, including Disney's *Dinosaur* tie-in, *Deep Fighter* and a very cartoony *Rayman 2*.

Expect lots of cinematic graphics and real movie cut-scenes. Be warned though, Elton John is working on the film's soundtrack. What does that man do with all those Oscars? Don't answer that ■



TITLE DEFENCE

Ding, ding! *Ready 2 Rumble* faces a contender for world boxing title

Climax is one busy development studio. Not content with working on

Dreamcast conversions of both *Austin Powers* and the forthcoming television cartoon series *Roswell Conspiracies* (see DC-Express, issue 08 for more), the Fareham-based bunch are now bashing away on a new boxing game.

From what we can gather, *Title Defence* will be more simulation-oriented than the fun but cartoon-esque *Ready 2 Rumble*. The referee will be able to stop fights and separate the boxers, and the player models will register localised damage, so you can wear your opponent down with several rounds of body work. Each player will also have his own personal trainer, to get him into shape and bully him

into taking dangerous yet financially attractive fights.

The usual playing modes can be expected: multiplayer, arcade and a championship mode in which your fighter will be able to progress from small town scrapper to Rocky-style mega fighter. You can also expect motion-captured fighting, polygon counts of 5,000 per fighter and, supposedly, very realistic blood. Oh, and there will be television-style commentary, but we don't know who from yet. Expect to see *Title Defence* step into the arena early next year ■



01 Gone is the cartoon silliness of *Ready 2 Rumble* **02** Fighter animation is allegedly very realistic, leading to plenty of punch-drunk reeling **03** All the fighters get a personal trainer in the main single player mode to add a career element to the action and increase the game's longevity



IK AND LAST NINJA ATTACK DC

The classic '80s fighter high-kicks onto Dreamcast

The legendary '80s games *International Karate* and *Last Ninja* are coming to DC. Amiga title *IK+*, was the first beat 'em up to feature three fighters on screen at once and was programmed by coding legend Archer Maclean.

Last Ninja was one of the greatest arcade adventures on the Commodore

64. The games are being released by the original publisher System 3, now named Studio 3. We'll have exclusive shots of both next month. (See page 122 for our interview with Studio 3's MD Mark Cale) ■

01 This is the Amiga version of *IK+*, one of the machine's finest games and a classic beat 'em up innovator

DREAM TEAMS

After a poor start to the year, Arsenal cling on for the Championship, while St Etienne come crashing back to Earth

> Gunners fire in Europe

In a double-take move by the bookies, Arsenal have surprisingly become favourites to lift the UEFA Cup. Having been unceremoniously dumped out of the Champions Cup, the Gunners found themselves ranked in the UEFA tournament, where their form has ignited. With their players seemingly finding it easy to raise their game in Europe, The Arse set about the demolition of Spanish leaders Deportivo La Coruna. The strike force of Bergkamp, Henry and Kanu ran at the matadorian Deportivo defence like possessed bulls, with the dazed goalkeeper facing the shame of having to pick the ball out of the net five times. It was indeed a fiesta night at

Highbury. With a commanding 2-0 lead in the quarter-finals first leg against Germans Werder Bremen, things are looking rosy for the Gunners and Sega.

In contrast, their league form is resembling a faltering Ferrari. Surprisingly, considering the wealth of word-class talent they have on board, The Arse are finding it hard to get out of first gear. Beating perennial relegation fodder Southampton was seen as a springboard for The Gunners last ditch assault at a Champions league place next season, but it proved futile. A loss and a draw followed, with the only redeeming scoreline – a 2-1 victory against arch North London rivals Spurs – managing to lift a sorry month for the Gunners in the Premiership ■



> Samp Stutter

Any manager worth his weight in silverware will tell you that successful teams are built on the foundations of a great defence. This will explain the resurgence of Sampdoria after their relegation to Series B last season. Having played 25 games so far, the Samp back four have let in a meagre 16 goals. Well, that was until the 26th game where the Genoans leaked three goals (a first this season) against Atalanta, but luckily scored three in reply (another first this season) with the players receiving nose bleeds after reaching such heady

goalscoring heights. Currently residing in third place, Samp need to return to their old scrooge-like ways to continue their championship challenge.

Poor old St Etienne are in need of some Dreamcast sparkle. With two consecutive but unconvincing 1-0 victories, the Greens have sheepishly shuffled their way up to eighth place, but still flirt with the drop zone. St Etienne's form this season has resembled a pogoing Rayman, so you can understand the supporters still biting their nails as the season end approaches. Oh, to be a St Etienne fan ■

THIRDPARTY PIECES

Thirdparty Dreamcast peripherals announced and reviewed for your delectation

This month's hardcore peripheral action comes courtesy of Sega's favourite thirdparty manufacturer Mad Catz. Since being given the official Dreamcast licence the Catz have been producing a whole range of gizmos like there's no tomorrow, and they've just announced a couple of new products that will delight all the anglers and colourphiles out there.

Originally due for release in October of last year, *Sega Bass Fishing* has been delayed more often than John Cleese in *Clockwise*, mainly due to the mass shortage of fishing rods which have been bought in bulk by a tribe on a small Pacific island who use them for cracking open coconuts. Sega has now done a deal with Mad Catz allowing them to manufacture the Rumble Rod (virtually identical to Sega's official product) and this will be available to coincide with *Bass Fishing's* belated appearance on April 7. The other new announcement from the company is a range of coloured joypads which are exactly the same as its excellent Dream Pad (reviewed in issue 07) but in a variety of different colours: clear red, purple, deep blue, light blue, green and orange. But, sadly, it's unavailable in passion pink ■

02



- 01 The Rumble Rod, available April 7
- 02 Coloured Dream Pads – £19.99
- 03 The Dream Racing Wheel – £39.99

MAD CATZ DREAM RACING WHEEL

The wheels are coming thick and fast! After last issue's review of Thrustmaster's lovely Ferrari steering wheel we've now got our hands on Mad Catz' competitively priced Dream Wheel.

In terms of appearance, it can't compete with the sexy Ferrari stylings of Thrustmaster's wheel, with its plush feel and cool sequential gear levers. But despite its rather basic appearance, the Dream Wheel has everything you could ask for: a forward/reverse gear stick, eight action buttons, non-skid pedals, plus a nifty rumbling feature that the Ferrari wheel doesn't have.

We tested the wheel with *Crazy Taxi* and *Sega GT*. Playing *Crazy Taxi* with the Dream Wheel was a great laugh and it responded perfectly to the loose handling of Sega's drive 'em up. It wasn't quite as impressive with *Sega GT* however, and we found ourselves struggling to turn into some of the game's sharper corners. As with every other steering wheel ever made, the Dream Wheel cannot compare to ultra-responsive analogue sticks, but it does add greatly to the sense of interaction in driving games.

So, should you spend your wedge on the Dream Wheel or the Ferrari? In truth, it's not quite as good as Thrustmaster's wheel or its Mad Catz stablemate, the MC2, but then at £39.99 it's much cheaper than the pair of them and for racing action on a budget you won't go far wrong with the Dream Wheel 7/10 ■



ADICET WORLD

OUR REGULAR GLANCE AT SNK'S HANDHELD CONSOLE

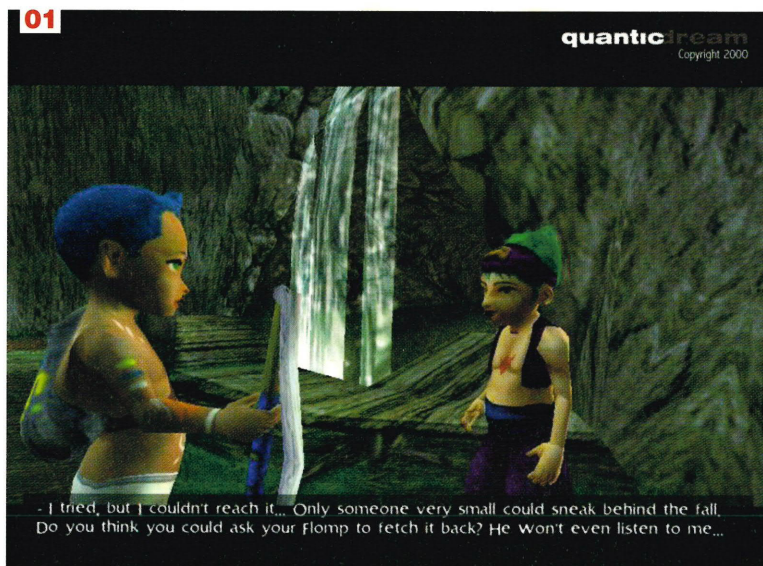


SNK VS CAPCOM: CARD FIGHTERS' CLASH

Coming in Capcom and SNK versions (sold separately, each starting with cards from their own company's league of fighters), *Card Fighters' Clash* is the anally obsessive fighting fan's dream come true.

Players walk around a mini world, entering buildings to chat to the inhabitants, before battling them via the exciting medium of playing cards. But wait! It's not as dull as it sounds! Players start with a deck of 45 cards, each representing a Capcom or SNK fighter, then engage in a turn-based fighting game. Players pick a card from their current hand and set the character on the table to face an opponent. Team-ups and counter attacks are also possible, making this a superb game for those of you with textbook knowledge of your SNK/ Capcom fighters. You can have three characters on the table at any one time, making it a battle of logistics and concentration, too. It's surprisingly involving. Honest.

There are also many special cards hidden around the place – card vending machines hand out random extras, and it's possible to trade with people and even gamble on slot machines to win hidden (and better) character cards. It's not rampantly playable, and won't have you sweating or thrashing around in your seat and getting thrown off the bus for scaring the other passengers, but it's an enjoyable, deep challenge, that will last for an absolute age and see you through at least two sets of batteries. It really is about time you bought a Neo Geo. 8/10 ■



QUARK LIFE

French developer brings us a Neverending Story-style game. Thankfully, without Lamahl

Save the world from an all-consuming void! That's the task you undertake in this forthcoming 3D action adventure from Quantic Dreams, the French developer previously responsible for sci-fi blaster *The Nomad Soul* (see review, page 016).

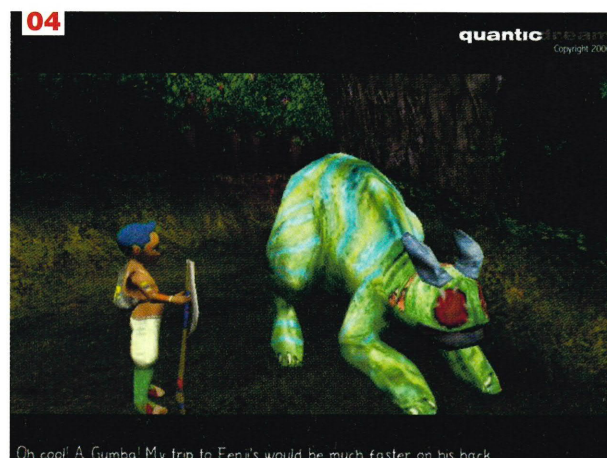
The world in question is Quark, a fantasy realm resembling a Grimm Brothers fairy tale. You take on the role of Waki, a young adventurer who is helped on his quest to save the planet by a collection of animal chums with various abilities (who you can also control). However, you also take the role of another character named Una who lives in a parallel dimension which looks a little like Victorian London. The game

involves flipping between these characters and their worlds, solving puzzles and engaging in real-time combat. Whatever happens in one dimension has direct consequences for the other – which may well frazzle your tiny mind.

Although still in its early stages of development, this typically off-beat Gallic game is already showing plenty of promise. The environments are apparently completely explorable, and the gameplay is non-linear, which means the story doesn't bully you along in one direction like an impatient mother in a supermarket. The plot sounds a little like *Neverending Story* (child in real world helps child in a fantasy world that is slowly disappearing), but that's art for you, innit? We'll have more soon, naturellement ■



- 01 The graphical style is very offbeat, with freakish-looking children dressed in Mad Max Beyond the Thunderdome leathers and make-up
- 02 One of the many weirdo creatures in the game's 'fairy dimension'
- 03 If you see anyone like this in the street, avoid them. They may well be mad
- 04 It looks like there'll be plenty of animated movie scenes and conversation to keep the story ticking along
- 05 Is that a Dreamcast logo on that boy's fat tummy? We think it is



01

DC-UK
EXCLUSIVE!


HIDDEN AND DANGEROUS

Behind enemy lines danger lurks at every corner. Beat it with a weapon named strategy!

Cast yourself back in time. It's 1941 and you're commanding a crack squad of Allied soldiers operating deep behind enemy lines. Your goal: to make it all the way through to 1945 without injury or fatality, using all of the various skills of your companions and all the equipment that you can get your hands on.

Well, that's the pretext to *Hidden and Dangerous*, a hybrid of first person shooter and *Command and Conquer*-style military strategy sim. For each of the game's 23 missions, you have to pick a team of four of the best commandos from a platoon of 40 and then get in there.

You can control any of the soldiers directly (through a first person view) while giving the others orders, thereby synchronising some quite complex attacks on enemy bases. We've been waiting absolutely ages for this one to appear and now, thankfully, it's been given a tentative June release date (we'll let you know if it slips). These Dreamcast screens should give you an idea of what to expect. There will be a full briefing next month ■

01 Sneaking about behind objects and making sure you're not seen or heard by the enemy will be an important skill in the game
02 The display at the bottom of the screen shows the four soldiers you have at your disposal in each mission. They'll all have their own skills and specialist equipment
03 The various missions require you to raid enemy bases and so on. Pick the right guys for the job or it's curtains



DAVE 2000

Our man on the inside of the videogame industry takes his usual sideways swipe at all things Sega



Another 128bit console arrives in Japan...

It's not a massive exaggeration or even a little white lie to say that the industry as a whole has been massively disappointed by PlayStation2. Promising the world (on a golden stick, with diamond knobs on), it actually delivered two half-decent updates of ancient games, plus a load of bizarre rubbish that even the Japanese weren't mad enough to tolerate.

To the impartial eye, the launch games were nothing like the massive leap over Dreamcast that Sony had promised us – promises apparently made with their corporate fingers crossed behind their backs. *Ridge Racer V* is nice, but offers less gameplay options and thrills than the previous game, while *Street Fighter EX3* looks noticeably inferior to that 'old' Dreamcast game *Soul Calibur*. Certainly there are no games out there currently to justify the comic £700-plus price tag attached to the black box by importers.

But you wouldn't know that judging by the reaction of 'the kids' in 'the street'. Even after being on sale in import shops for several weeks, PS2 was still attracting rabid crowds of people fighting for a go, or even just a look. Huge crowds not seen since that infamous last shipment of Tinky Winkys arrived at Toys 'R' Us back on Christmas Eve of 1998.

It's this kind of hype, blind lust and

public desperation just to see one of these mythical machines, let alone to actually own one, that Sega cannot hope to compete with unless they start making a bit more of an effort than they are at the moment (current effort being made: none). There just seems to be so much apathy and dragging of feet from anyone even remotely involved with Sega right now. "Aaahhh! But wait until you see what we have planned!" Sega officials bluff once again, playing their cards so close to their chest, it's hard to see if they are real cards or just scraps of paper which they've written their terms of surrender on.

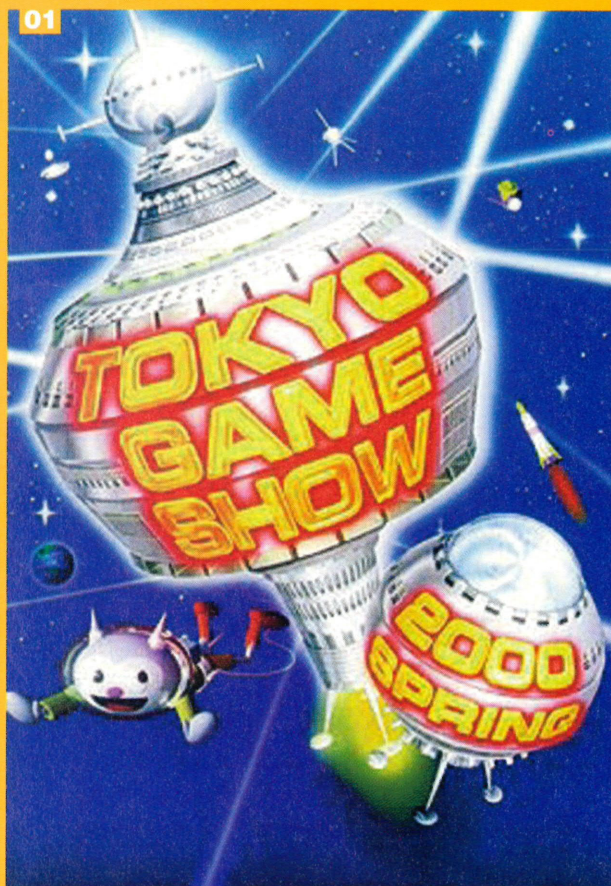
With PS2 and its unstoppable 18-wheeler hype wagon about to jack-knife through the country crushing all in its path, there's not really time for modesty and enigmatic silence in the Sega camp. Some adverts would be nice. You know – on the telly. Even cheap ones on Channel 5 would help. Maybe a few ads in the magazines to politely let people know that Dreamcast still exists, and not only that, but that it does things that PS2 can't. Like access the Internet and run original games. Like the England manager job, people in the street are starting to believe they could do a better job of running Sega. They do have a point ■

Dave 2000 is a well-known industry insider. His true identity can never be exposed. The views expressed in this column do not necessarily reflect those of DC-UK



PLANET DREAMCAST

Every month, **DC-UK**'s game junkies scour the world to deliver a grade A global news fix. Get it here, first



IT'S THE FINAL COUNTDOWN... TO THE TOKYO GAME SHOW!

We're leaving for Tokyo, but still it's farewell...

And maybe we'll come back, to Bath who can tell? Guess there's no-one to blame, we're leaving ground. Will things ever be the same again? It's the final countdown...

Anyway, this shameless rendition of the Europe lite metal song is a tenuous link to our story about the Tokyo Game Show, which has been held twice a year at the massive Makuhari Messe convention centre since 1996. This huge event regularly attracts crowds of 150,000 people and the spring 2000 show boasts 66 exhibitors occupying 1,295 booths. TGS is more or less a national institution in a country that sees gaming as a family activity and not a suspicious pastime that should be banned. (Makers of Channel 4 'documentary' *Dispatches*, please take note.) See **DC-UK 10** for more ■



01 It's another peculiar graphic from the Tokyo Game Show press release

02 *Metropolis Street Racer* is going to be showcased at the game show by its creators Bizarre Creation. Here's a stretch of track in - you guessed it - Tokyo



GO MR DRILLER! NAMCO HAS A NEW DREAMCAST GAME...

And no, it's not *Soul Calibur 2*. Nowhere near in fact. It's a 2D puzzle game with a cutesy cartoon look à la *Chu Chu Rocket*. Originally developed for the PlayStation, the game is now being ported

over to Dreamcast and will hit Japan in June.

So what should we expect? Well, if you ever played the arcade classic *Dig-Dug* back in the '80s, you're likely to take one look at Namco's *Mr Driller* and say "Hey, that's *Dig-Dug*!"

Veterans of the Commodore 64 may also recognise elements of that classic subterranean puzzler *Boulderdash*.

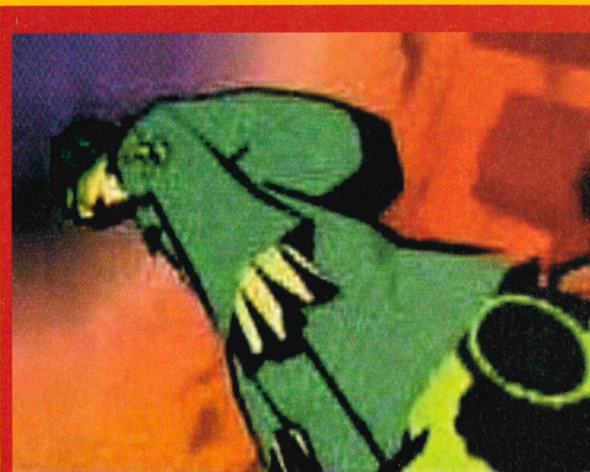
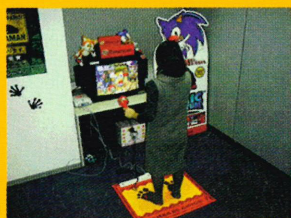
For those of you too young or feeble-minded to remember either, *Mr Driller* has you drilling to the bottom of a

series of screens through dozens of coloured blocks. These blocks don't only hold each other up, they also hold up undrillable ground blocks, all of which fall down towards you as you go, so the aim is to dodge and dig at the same time.

As with all the best 2D puzzlers, the action comes thick, fast and frantic. Not only does *Mr Driller* have to dodge the shower of blocks, he also

has a strict oxygen limit, which can thankfully be boosted with Air power-ups dotted around each level.

You can expect *Mr Driller* to be competitively priced, as is the custom for 2D games (the extra dimension costs a lot more you see), but we've no idea when we'll see it here in the UK. We stuck a pin in the calendar and it said October. So we'll go with that ■



HEY AMIGO, IT'S SAMBA TIME!

Those pop-crazy Japanese are going maraca loco with the imminent Dreamcast release of *Samba De Amigo*

Oh yes, maraca fans! After months of speculation, Sonic Team has announced that the Dreamcast conversion of their groovy rhythm-action coin-op *Samba De Amigo* will be supported by a pair of maracas for you to shake your thang with. The maraca controllers will be sold separately from the game along with a base unit we like to call Dancetastic Amigo Lovemat, which picks up your crazy dancing moves.

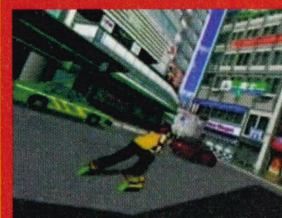
The maraca 'em up gameplay requires you to shake the controllers in time with the funky samba tunes. The home conversion features four modes of play: Arcade, Original, Challenge and Party.

Arcade mode is an exact replica of the coin-op game, Challenge mode is just five new difficulty levels of the arcade

version which reward you with a brand-new song on completion, while the Original mode has three DC-exclusive songs and also enables you to download new music from the game's home page.

The twoplayer Party Mode is the best of the bunch as it allows you and a friend to shake your maracas in unison. Party is divided into three separate categories. In Battle, you compete directly against each other with the winner dropping bombs on their tone-deaf opponent. The co-operative Love, Love game builds up a love gauge between the two players depending on how closely you shake the maracas in time with each other. The final option in Party Mode is a set of five mini-games, including Mole Panic in which you use the maracas for whack-a-mole antics and Monkey Replay which requires you to memorise a rhythm and repeat it perfectly.

With all these extra gameplay modes as well as the maraca controllers and dancemat, the DC version of *Samba De Amigo* will have you strutting your stuff like the love-child of Ricky Martin and Jennifer Lopez. Olé! ■



JET SET RADIO

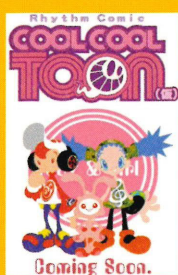
On your marks, Jet Set, go!

Internet excitement about this forthcoming Sega game is huge at the moment, but most attention isn't focussed on the gameplay content, as few details are clear at present. All we know currently is that the action is set in a not-too-distant future where rival graffiti gangs on rocket-powered rollerblades patrol the streets, tagging with spraypaint anything that doesn't move. Expect vast street courses and a host of grind, twist and jump-related tricks, and, as you're based on the wrong side of the law, police chases will be mandatory.

Most of the attention this game is basking in is aimed at its graphics engine. The developers have created a technique called Cel Shader that renders the 3D characters with the impression of 2D drawings, complete with ink outlines. The technique works in real-time, so the images you see printed are actual stills of the game engine. If the final product looks like the videos Sega has shown us, it'll be the most stylised videogame in history. Think early '80s b-boy graffiti, and you're on the right track.

However, this is not the only game this year to adopt this technique; the forthcoming *Wacky Races* seems to be big on outlines too. The future, as we all guessed, is visually stunning ■

COOL COOL TOON



Beat 'em up kings in Rhythm Comic shocker!

All we have on this forthcoming DC title is a handful of zippy posters, but it's become general knowledge that SNK's *Cool Cool Toon* will hit Japanese retail shelves during July.

The game has been described as a 'Rhythm Comic', so it might well resemble the PSX hit *PaRappa the Rappa* – lots of stylish cartoon visuals, weird stories and bonkers J-Pop toons. More will be revealed at the Tokyo Game Show, but one thing we know for sure is that the game will be compatible with its Neo Geo Pocket sister title, *Cool Cool Jam*, due for release in May ■



PLANET DREAMCAST

Those crazy Americans are just packed to the brim with news this month. Here's the best of it...

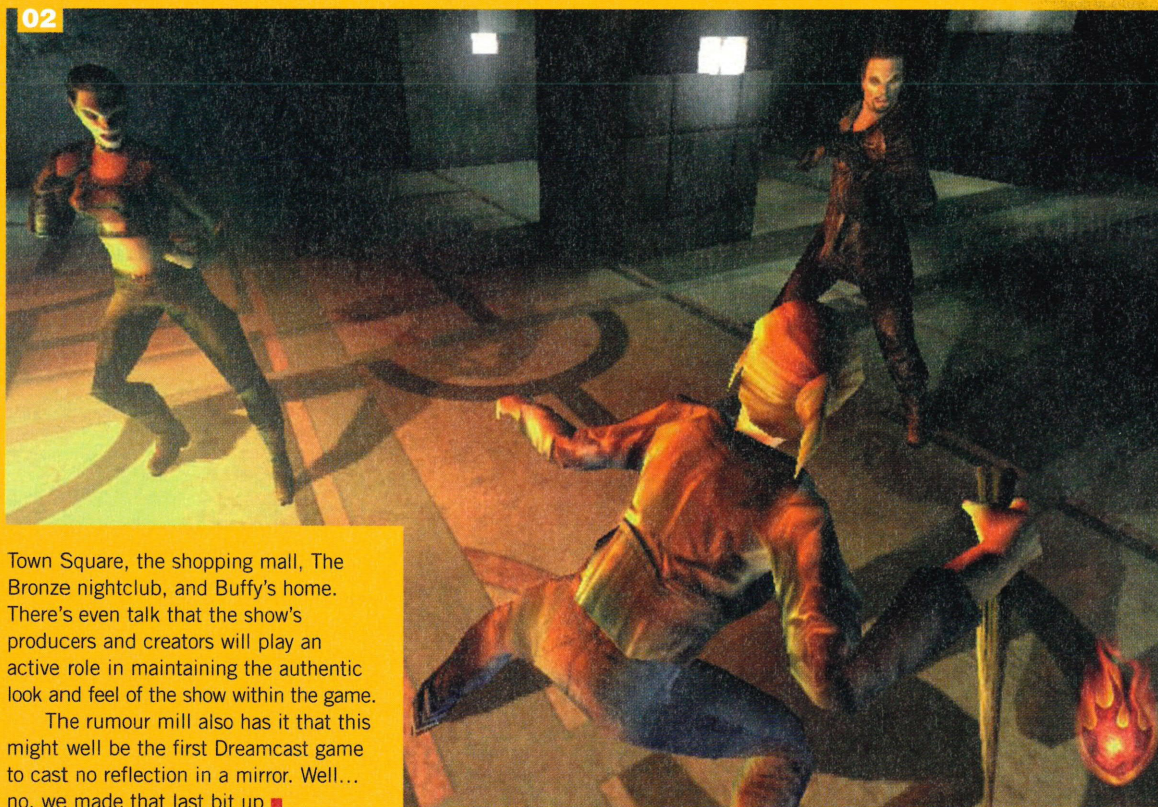
BUFFY THE VAMPIRE PLAYER

Don't just stand there, slay something!

Start slaving now. TV's most famous vampire hunter will be pouting her way onto a Dreamcast near you in the autumn. Based on the popular television show, Fox Interactive's adventure game promises to deliver the catchy characters, frantic action, spirited fighting, campy humour, and quirky drama fans of the show have come to know and love.

Unsurprisingly, the game will be a thirdperson action adventure where the player takes on the role of Buffy Summers: typical high school cheerleader by day, fierce and savvy destroyer of the undead by night. With the help of her allies and featured characters from the TV series – Angel, Xander, Cordelia, Willow, Oz and Giles – Buffy must destroy the enemy by using her slaying powers, martial arts, extra senses, and quick healing ability.

Developed by The Collective, a Southern California-based team, *Buffy the Vampire Slayer* will apparently feature extremely faithful and accurate characters and environments. Players will skulk around such places as Sunnydale High School, the cemetery,



DC-UK EXCLUSIVE!

01 Buffy will of course make full use of Dreamcast's box of lighting tricks for maximum spook effect
02 We're hoping for a cross between *Tomb Raider*, *House of the Dead* and *Streets of Rage*. Actually what we're most hoping for is a 'play as Buffy in her underwear' cheat. We're sad!

Town Square, the shopping mall, The Bronze nightclub, and Buffy's home. There's even talk that the show's producers and creators will play an active role in maintaining the authentic look and feel of the show within the game.

The rumour mill also has it that this might well be the first Dreamcast game to cast no reflection in a mirror. Well... no, we made that last bit up ■



RAILWAY TYCOON II

It's full steam ahead for Dreamcast's first 3D strategy-simulation game

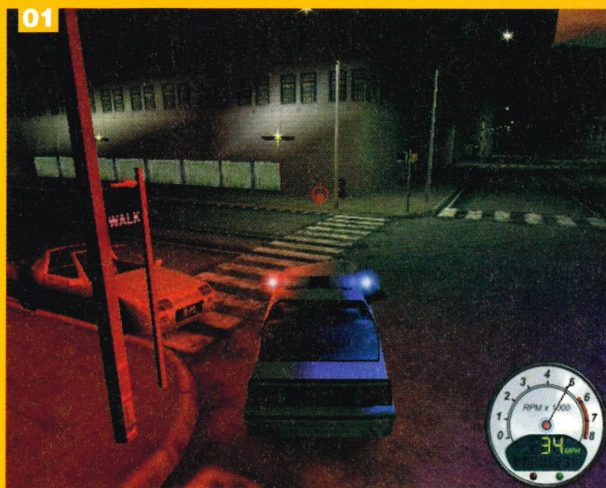
Go on admit it, you've always wanted to build a railway haven't you? Don't hide it, we understand. And so does the US videogame publisher, Gathering Of Developers – it's just announced that *Railroad Tycoon II* will be released on DC. The title, originally developed for the PC by PopTop Software, is being converted by Tremor Entertainment and will be the first 3D Strategy-Simulation Game available for DC. It will also feature online multiplayer capabilities.

Tremor's conversion of *RT II* allegedly features all the engrossing and addictive gameplay of the original and combines it with a boxcar of new enhancements including a full 3D game engine and a streamlined interface and financial structure. Players move more than 40 cargo types using over 60 different train engines from around the world and establish transportation empires while outmanoeuvring fellow tycoons. Wake up! It's really good fun!

Over 70 scenarios are included,

combining everything from the original PC version and the Second Century expansion pack, plus new scenarios designed exclusively for the DC version. Gameplay spans the industrial age from 1804 to beyond 2000, allowing for worldwide exploration and expansion, while a stock market for Wall Street plunderers tests players' entrepreneurial prowess. All aboard! ■

01 Plot the route, build the track and pick up passengers
02 "Oh no, I've accidentally built a factory instead of a train track"



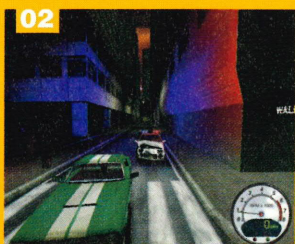
WORLD'S SCARIEST POLICE CHASES

If you wear a police badge, road rage is just "doin' your job". Allegedly

We've shaken down our grasses at Fox Interactive and uncovered new info on this forthcoming police chase driving game, due out here in the autumn. Taking a cue from the popular US TV show of the same name (which is sort of like our own Police Camera Action except the policemen are fatter and tend to shoot more people), *World's Scariest Police Chases* puts you behind the wheel of a police car for some pretty hairy chases. Naturally, you and your partner are the cops, and you have numerous car types and weapons – 9mm pistol, M16 assault rifle, shotgun, rifle-mounted RP grenades, and even a Light Antitank Weapon (LAW) – at your disposal.

Among the 75 or so missions included in the game are: Pursue the Perpetrator, Search for and Apprehend a

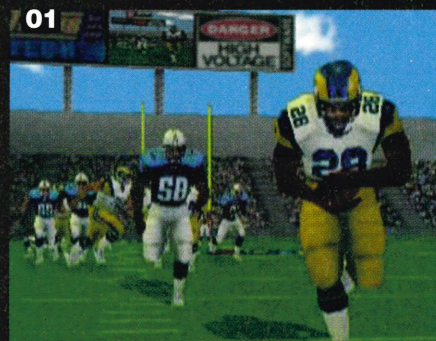
Suspect, Undercover Surveillance and Take out the Assassins. There are also some cool sounding play modes in *World's Scariest's* including: Story, Bad Boy (more about this one when we find out), Explore, Race, and Multiplayer. Fox will make full use of Dreamcast's four joypad ports through a slew of multiplayer games, including Deathmatch and Race, Biathlon (race through the city, shoot targets at checkpoints), Chase (like cops & robbers), Speed (an elimination game with deadly consequences); and Crimewave (play cooperatively or head-to-head). As for replays, you can use a Helicopter or a Dash Mounted Cam to relive the devastation, or tie into a network of hundreds of cameras situated all over the sprawling city (guaranteed, by the way, to make the cities in *Driver* look puny in comparison). If you have a penchant for doughnuts and like to drive on the wild side, this game may be right up your alley ■



01 The dark city streets provide an atmospheric environment for the action. Multi-route driving mayhem is inevitable
02 Just look at the deformation on that cop car. "Sarge, the freakin' front has fallen off!"

NOW RECRUITING FOR 2001 QUARTERBACK CLUB

Blokes wearing padding which alters their shape. But they're not transvestites, they're in the NFL



They're just a few weeks away from the NFL draft in the US, so, naturally, violent minds are turning to football. When training camps are winding down and teams are getting geared up for their first games, you'll be ready. And so will *Quarterback Club 2001* from Acclaim.

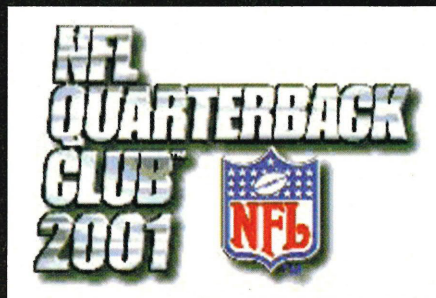
The game, revamped with new graphics and AI by Acclaim Studios (Austin) and High Voltage, is slated for an August release in America, and promises to be "real NFL football". If you check out the associated screen shots, you'll see that the same teams that make the NFL famous around the world make yet another reprise. Using that as the

starting point, it's aaaaaaall good!

So what else can you expect from *QB Club 2001*? Well, for a start there's something called PAI. No it's not the cute little martial arts princess from *Virtua Fighter 3tb* (though she could probably make a good field goal kicker or punter); it stands for Precision Artificial Intelligence – which is a fancy name for game code that'll simulate real NFL gameplay. Hey, Acclaim, we'll be the judge of that!

The new player models will also be a big visual selling point featuring real-life faces, eye black, and breathe strips. (Did we say 'visual selling point'? – have you seen some of those faces?). DC-optimized framerates; saveable replays; improved control; create-a-player/team options; team specific playbooks; and full management functions almost complete the bulging package.

We said almost. There's even something dubbed the "Ooomph" button. We're not sure what it does, but we can't wait to use it ■



01 "Handball! Penalty! Oh sorry, wrong type of football!"
02 Incredible player animation is promised with a huge range of moves
03 "Come on! Let's get th... Ooh, I've fallen"
04 "44, 23, 12 hup, hup, hup... Does anyone know what I'm talking about?"



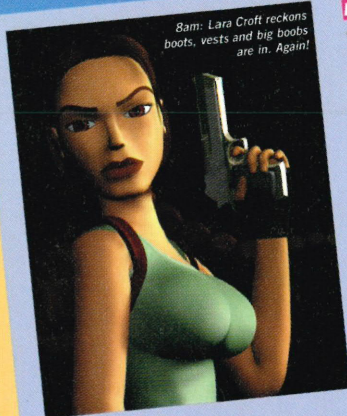
SEGA TV

DAVE 2000 IMAGINES WHAT A TV STATION
DEVOTED TO SEGA WOULD BE LIKE

MONDAY 2 JUNE 2000

Ms SATELLITE! WEEKLY

SEGA ONE



8am: Lara Croft reckons boots, vests and big boobs are in. Again!

6:00am VM TV

Including: 7:00 Ulala's Low-Impact Dance Workout. 8:00 Fashion News With Lara: Khaki's in again, boots are hot, hot, hot! 8:25 Voldo and Ivy from *Soul Calibur* show us around their lovely home in Sussex. 8:45 Taxi Maintenance Tips. 79299

9:00 Women Gamers Workshop

Magazine programme for women who are keen to learn more about videogames and how they work. Week Five: "Now you're ready to turn on the machine!" 46837

9:30 Drive & Kicking

Robert Kilroy-Silk despairs at the current rash of racing and fighting games, crying and begging guests to bring in some new ideas to send to Dreamcast game developers. (Txt, Rpt) 69234

10:30 This Morning

Viewers experiencing 'Crazy Taxi Wrist' and other game-related ailments seek medical advice from MDK2's Dr Hawkins. Includes: 11:00 Emergency Joypad Repair Masterclass. 11:30 Phone in: "Help! I own a PlayStation!" 11:45 Crazy Dashing and Other Fingering Problems Solved. 39257

12:00noon Toy Commander

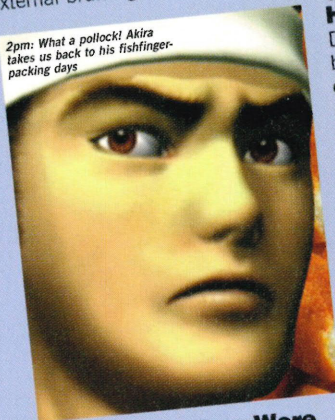
Fly-on-the-wall documentary set in a training camp for toys. This week, Teddy is reprimanded for having eyes that are held on with pins, while a stuffed Sonic is court-martialled for being filled with highly flammable foam. (Txt) 92957

NEW SERIES

1:00pm Dr Robotnik's Animal Torture Hospital

Sonic the Hedgehog's arch enemy Dr Robotnik uses medical equipment to torture a variety of loveable country animals. This week: How to make a hedgehog experience immense pain for extended periods of time without killing him or leaving any obvious external bruising. (Txt) 49684

2pm: What a pollock! Akira takes us back to his fishfinger-packing days



2:00 Before They Were Famous 4

Akira from VF3tb revisits the fish finger packaging factory he worked in for three years. Lara Croft has an emotional reunion with the members of the girl group she was in before she found fame with *Tomb Raider*. (Txt, Rpt) 39029

3:00 Susanna

"Zombies need love too!" The undead confront Claire Redfield over her violent attacks on their kind. Also: "Games characters who hate each other" followed by "Games characters who hate being controlled by know-it-all humans". (Txt) 13577

NEW SERIES

3:55 The Chuckle Brothers

The calamitous duo are hired by Sega to sort out its online gaming strategy - with disastrous consequences! (Txt) 23905

4:30 Countdown

Carol Vorderman stands waiting for new Dreamcast games to be released. Extra impatient sighs provided by Gyles Brandreth and Richard Stilgoe. (Txt, Rpt) 60753

5:30 Rolf's Sega Rally Driving School Hospital In Practice

Rolf Harris dresses in a Sonic costume to introduce a fun angle to learning how to play racing games. This week, Rolf teaches a stupid Welsh woman how to perform life-saving surgery on animals run over in races. (Txt) 89506

6:00 Only Fools and Horses

Del is delighted with a cut-price batch of Dreamcasts he bought extremely cheaply. Rodney points out that they are in fact Sega's less sought after Saturn console, and therefore nearly worthless. Grandad dies laughing. (Txt, Rpt) 57348

6:30 The Bill

Simon is grounded for six years when his parents receive their latest phone bill for his Internet usage. Meanwhile, his sister Sarah starts getting into cars with strange men in order to pay for a copy of *Metropolis Street Racer*. (Txt) 86906

7:30 Watchdog

This week: Anne Robinson calls for Dreamcast to be banned following complaints that a child was injured in a car accident three days after he was seen playing on his console. (Txt) 57422

8:00 Tomorrow's World

A glance at the crazy possible future developments that the world might see, including hover cars, meals-in-a-pill, holidays on the Moon and online gaming on Dreamcast. (Txt) 90823

8:30 The World's Worst Gamers

Married father of three Brian Grimm has never once beaten his wife at *Soul Calibur*. 22-year-old plasterer David Hamilton regularly loses to his girlfriend despite "trying really hard" to win. See the cack-handed lads shamed here. (Txt) 23785

9:00 The A-Team

Hannibal and the gang bring joy to the orphanage children by building a makeshift Dreamcast

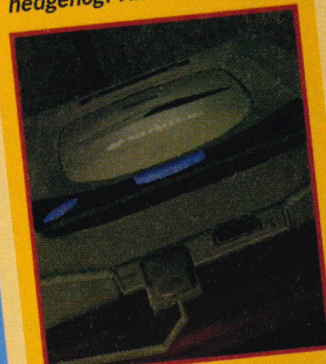
★★★★ Excellent ★★★ Good ★★ Fair ★ Poor

TODAY'S HIGHLIGHTS



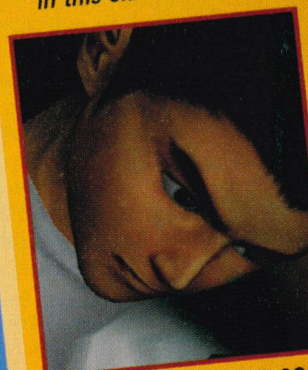
ANIMAL TORTURE HOSPITAL, 1:00pm

Dr Robotnik takes in a sickly hedgehog. And stamps on it



ONLY FOOLS AND HORSES, 6:00pm

Del buys a job lot of Saturns in this classic episode



NEWS AT SHEN, 10.00pm

Ryo studies some fluff in the bellybutton. For many hours

VIDEOEASY+ NUMBER

To record a programme, simply input the correct number. Your video will then inexplicably tape 'Emmerdale' and 'Farm and Time Team' instead of what you wanted.

SEGA ONE

from sheets of steel and broken calculators. (Txt) 82475

10:00 News at Shen

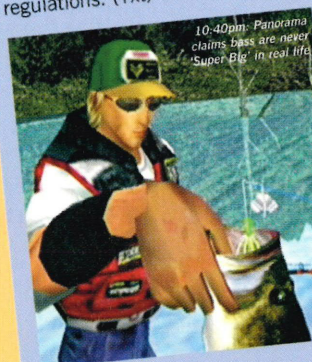
Update on the day's activities of Shenmue star Ryo. Today he sits around and plays a few videogames, accidentally setting in motion a space/time paradox by playing Shenmue on his Dreamcast while simultaneously being a character in Shenmue on Dreamcast. 12543

10:30 Regional News

Focus on Cornish people still scared of Dreamcast and its magical "moving pictures and little people". 76389

10:40 Panorama

'Fish of Truth'. In this extensive and far-reaching expose, Sega is slammed for suggesting fishing is an exciting hobby. The shocking investigative report reveals Sega Bass Fishing to be a faked dramatisation of the tedious real sport. Plus, 'Taxi Terror' - a look at copycat taxi drivers putting their passengers' lives at risk by blatantly infringing traffic safety regulations. (Txt) 12975



10:40pm: Panorama claims bass are never 'Super Big' in real life

11:00 The 11 O'clock Show

A clever young man scores cheap points by making obscure references to videogame culture and confusing an elderly gentleman. This week: A scared pensioner admits to playing Sonic on his PlayStation in return for being left alone. (Txt) 18255

11:30 It'll Be Alright on Launch Night!

More hilarious bloopers and outtakes from Sega videogames. This

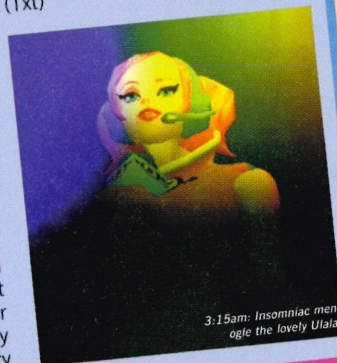
week Chun Li's tights split while performing a spinning bird kick, and Ecco the Dolphin is caught in a tuna net (Rpt) 18345

1:00am Shenmue Late

Ryo gets a plane over to Thailand for the weekend. (Txt) 46243

2:30 Mobius Uncovered

Five hairy animals go on a ring-collecting rampage through the party capital of the Sega world. Week Six: Tails wows the ladies with more than just his two tails. (Txt) 09354



3:15am: Insomniac men ogle the lovely Ulala

NEW SERIES

3:15 Ulala's Come Dancing

Saucy dance-pot Ulala hosts this look at club culture. This week: An Essex club full of women in bras, and the occasional pants shot. (Txt, Rpt) 12489

3:30 FILM: Dead or Alive 2 ★★

Erotic Thriller. Starring Nanette Newman and Sharon Stone. (Txt) 68426

4:30 Gamesmaster Reunion

Dominik Diamond is reunited with fame, popularity, his waistline and his hair. (Txt) 34198

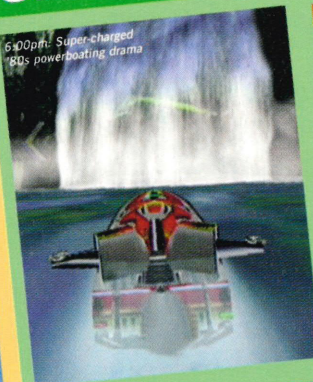
FILM

5:00 FILM Carry On Up My 'Cast ★★

Classic comedy including the usual risqué references, shooting, downloading, in, linking up, analog pressing the right button things on, playing many more. (Txt)

SEGA MOVIE CHANNEL

6:00pm: Super-charged '80s powerboating drama



LAST SHOWING

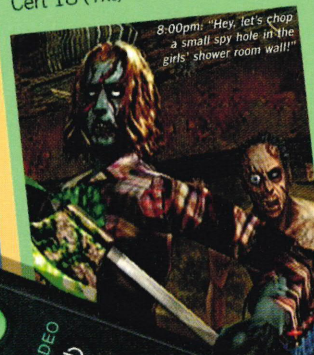
6:00pm Days of Hydro Thunder ★★

Hi-octane action drama. When maverick powerboat racer Jet Splash is beaten by arch rival The Wetman his racing days look to be over - until he discovers that if you take all the short cuts and always go for the red boost cannisters, your opponents become completely irrelevant. (1989, 93 mins) 87341

PREMIERE

8:00 National Lampoon's Animal House of the Dead ★★

Screwball comedy. When the Dean of a mid-western college tries to expel a whole frat house filled with young beer-swilling zombies, knockabout humour, drunken debauchery and gut-wrenching cannibal horror are par for the course. Starring John Belushi. (1982, 87 mins. Contains nudity, adult humour and semi-digested body parts) 11267



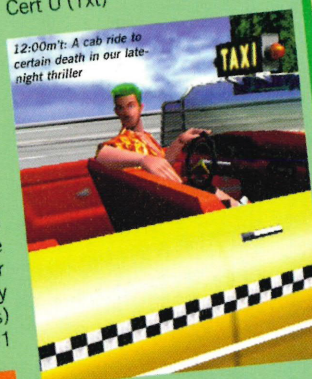
8:00pm: "Hey, let's chop a small spy hole in the girls' shower room wall!"

PREMIERE

10:00 It's a Wonderful Half-Life ★★

Heartwarming drama for all the family. Gordon Freeman, a popular research scientist, contemplates suicide following a failed physics experiment which kills several of his colleagues - until a novice angel shows him what his small friendly town would be like if it were invaded by man-eating alien beasts from another dimension. (1995, 110 mins) 78487

12:00m: A cab ride to certain death in our late night thriller



PREMIERE

12:00m't Crazy Taxi Driver ★★

Lunatic Terry Dawkins (Robert DeNiro) thinks he's driving a taxi around the halls of his secure mental unit. Sonic the Hedgehog (Catherine Zeta Jones) telepathically starts telling him to run over his fellow inmates and stop taking his medication. Things take a turn for the worse when sadistic jail warden Saul Calibur (Jean-Claude Van Damme) decides to take matters into his own hands. (1999, 93 mins) 17242

LAST SHOWING

2:30am Samba de Three Amigos ★★

Chevy Chase, Steve Martin and Martin Short star in this hilarious comedy caper about three silent movie stars who abandon their film careers in order to play the maracas. (1998, 110 mins. Warning: contains samba music) Cert PG (Txt) 82735

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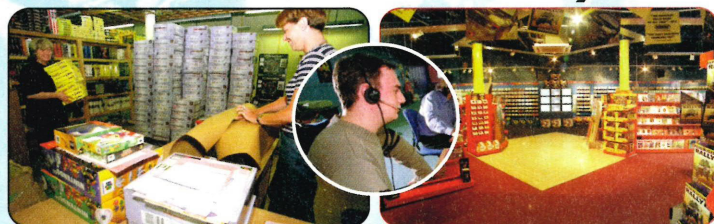
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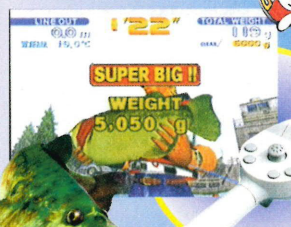
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FIN MCGECHIE

Q. What happens when four Bullfrogs leap from the lily pad and set up their own company? **A.** *Urban Chaos*

Uhe moment we learnt that last year's PC hit *Urban Chaos* was on its way to Dreamcast, we jumped on a train to Guildford to get the lowdown on the game from developer Mucky Foot. Although *Urban Chaos* is the 'Muckies' first game, it's one of the most ambitious adventure titles we've seen in a long time. Lead artist and Mucky Foot Director, Fin McGechie, told us all about the game and life in the videogame industry.

What was it like at Bullfrog in those early days?
In the early days it was great. When I joined, *Populous* had been released to great acclaim and *Populous 2* was just coming out, so the company's reputation was growing. There were only 16/17 people and everyone was best mates; we'd all go down the pub together, play pool and have a few drinks. There was no noticeable hierarchy and everyone just mucked in. In a sense it's what we're trying to recreate with Mucky Foot. Everybody's in it together; if the company does well, we all do well. When you're small you have to help each other and really work as a team, we don't want to grow too big and lose the family atmosphere.

Did Bullfrog lose that kind of atmosphere when EA bought it out?

To me, Bullfrog wasn't a company name, it wasn't a building, it was just 16 or 17 people who were good mates, worked as a group and had the same goals in mind. It was an exciting place to work, you knew everyone's name. Then after the takeover, it haemorrhaged, expanded in a great mass and lost its personality. If we all wanted to work in a big company we'd have joined one initially, but when EA came in – and I have the utmost respect for them, they're a fantastic bunch of human beings – it did change things. And we fear change! (laughs).

What was the definitive moment when you decided, "Right, we're going to leave and set up Mucky Foot"?

To be honest, we decided to leave from the moment we joined Bullfrog. We joined within six months of each other, all lived in the same house, and late nights after the pub we'd sit and talk about setting up our own company. When EA took over and the expansion happened, seemingly overnight, we really started to plan things seriously and suss out how we'd go about starting out on our own. We all had great games under our belts and we felt we knew enough people in the industry and had a good enough

reputation to get out there and do it. As a group CV we'd made the likes of *Theme Park*, *Magic Carpet* and *Syndicate Wars*, so we had a pretty impressive portfolio.

It was still quite a big risk though, did you feel you were putting your neck on the line?
It's your neck, your house, your mortgage. Because developing a game has such a long turnaround period – up to two years of your life – you have to be careful that you don't get forgotten and left behind. But people have to take risks and make original games or else we'd just live in a world of sequels and big licences.

At Mucky Foot we want to do original games. Of course, the main concern is to survive as a company, but we'll still fight for good, innovative titles that can't be so easily pigeonholed. It's more exciting being a small team competing with the likes of EA and LucasArts, just a few guys in a scabby office competing directly with these giants. It's got that David and Goliath feel to it. We're a small business in a big pond of businesses.

The problem with being a small company is that if one game doesn't sell you could be in trouble.

Yeah, it's a balancing act. You can't go straight out and make that pet project you've always wanted to do about a chicken with a baseball bat. We're still trying to keep originality in our games and hopefully, at some stage, we'll become such a secure company we can start doing those quirky games that push gaming in a different direction and advance it, the kind of games the bigger companies should be making but never do. They just play it safe – the production line mentality.

How did the idea for *Urban Chaos* come about?

The initial spark was that we wanted to do a city game, because the technology had become powerful enough to make a really interactive urban environment. When we started we didn't have the characters or the background story worked out yet, but we all threw our ideas in and the game gradually evolved.

It actually changed a lot through the development process and once we hired more people we encouraged them to bring their

"People have to take risks and make original games or we'd live in a world of sequels and big licences"

PROFILE

Name: Fin McGechie
Title: Mucky Foot Director and "art-type person"
History: In 1997, after Electronic Arts' takeover of Britsoft pioneers Bullfrog (*Theme Park*, *Populous*, *Magic Carpet*), Fin and his fellow exiles Mike Diskett, Guy Simmons and Gary Carr departed to found Mucky Foot (named after an Indian tribe in the comic book *Asterix Conquers America*). Their inaugural game is *Urban Chaos*, a 3D adventure set in a sprawling, interactive city environment. It was released on PC at Christmas and is due out on Dreamcast in August.



► ideas and styles on board and we finished up with this great 3D adventure game.

Which aspect of the game are you most proud of? I'd say the freedom. It's something that's going to become more and more a part of gaming now we have machines that can handle massive, interactive environments and I think we've achieved that quite early on with *Urban Chaos*. It gives you the freedom to wander around, steal cars – do whatever you want, really. You can bullshit all you want about fancy effects that go into games, but the main thing is making it fun to play and I think we have managed that.

Companies are selling games that aren't fun; all we want to do is produce a piece of entertainment on a disc that gamers are going to enjoy. The bottom line is if a game isn't fun, it doesn't matter how impressive the graphics and sound are. It's easy to just mesmerise the public with special effects without making your game enjoyable to play, but exciting gameplay will always be our main goal at Mucky Foot ■

"Urban Chaos gives you the freedom to wander around, steal cars, do whatever you want, really"

FIRST CONTACT

URBAN CHAOS

Streets filled with fire, gangs and guns. We joined Fin for a roam around *Urban Chaos*

DC-UK
EXCLUSIVE!

After quizzing Mr McGeachie about Mucky Foot and *Urban Chaos*, he took us for an exclusive first look at the Dreamcast incarnation of the game itself. It's set in an American metropolis of the near future where dangerous gangs roam the mean streets with violent intent. You take the role of D'arci Stern, a rookie cop who must uncover the mysterious cause of the city's descent into chaos.

The gameplay includes elements of games as diverse as *Tomb Raider*, *Kingpin* and *Syndicate Wars* and utilises a mission-based structure. There are loads of missions, ranging from the stealthy task of creeping up on a potential suicide and preventing him from jumping off a multi-storey building, to driving an explosive-rigged car across the city so the bomb squad can diffuse it, and total action-fests where you must eliminate gangs of thugs causing mischief. Combat comes in two forms: *Double Dragon*-style hand-to-hand fighting using punching/kicking combos plus weapons-based confrontations. Guns, knives and baseball bats can all be picked up and when you draw your piece a *Virtua Cop*-style target appears on the baddies that need taking out.

Tom Forsyth, the man in charge of the Dreamcast version of *Urban Chaos*, demonstrated a number of levels and although the game is only around 80 per cent complete, it's already looking extremely promising. The finishing touches required are mainly aesthetic ones such as the soundtrack and voice acting, and sexy graphical effects like reflective puddles and leaves billowing in the wind.

When we got our hands on the joypad and delved into Mucky Foot's game we were immediately impressed by the fluid, analogue



control system which allows you to manoeuvre D'arci in a far more engaging way than the comparatively awkward controls in the likes of *Tomb Raider* and *Resident Evil*. We found the gameplay equally enjoyable as we clambered up buildings and chased after intelligent bad guys who ran away at the sight of D'arci and then suffered the ignominy of having their heads kicked in by a girl. We also pulled a gun on a passing taxi and, after the driver had fled for his life, got into the cab and went for a *Crazy Taxi*-style burn-up around the city.

Featuring an engrossing mixture of action and exploration in one of the most open gaming environments we've seen, *Urban Chaos* is one to look out for when it's released on Dreamcast at the end of August ■

FINEPOINTS

- **Publisher:** TBA
- **Developer:** Mucky Foot
- **Origin:** UK
- **Streets:** Of Rage
- **ETA:** August



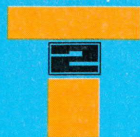
Later in the game you can take control of another character, an ex-soldier named Roper McIntyre. The burly Roper plays completely differently to the athletic D'arci and you must swap between them during missions to take advantage of their individual skills

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THE TRUTH ABOUT ONLINE GAMING

"Up to six billion players," the adverts said. So how close are we to multiplayer gaming heaven? We sent veteran Sega watcher Dean Mortlock to find out what the company is up to, what games we can expect and what it'll be like to play Dreamcast online. Oh, and what has all this to do with Watchdog?



Carl Selby from Southampton is not a happy man. Although he has been the owner of a Dreamcast since Christmas, there's still one thing missing from his life: the joys and delights of online gaming. Carl was so upset that he decided to do something about it, so he contacted the BBC1 consumer programme Watchdog and the resulting feature was aired on February 17. He wasn't alone, either. John Gauld was another Dreamcast owner who wrote to the programme and, with two disgruntled viewers, Watchdog had a field day at Sega's expense.

The show claimed that Sega was misleading in its advert (the infamous 'Six Billion Players' one that's been splashed around the console magazines since last summer) and that the consumers had a right to the services the company claimed would be offered by the machine. To make matters worse, the Broadcasters Advertising Clearance Centre upheld the complaints and suspended Sega's advert on the grounds that "any advertisement which suggests online gaming is currently available is misleading."

Moving away from the subject of the advert itself, Sega has always stated that although Internet access (through the Dreamarena) would be available from the start, online gaming would not be possible until the spring of 2000. Whether or not this was made clear enough to the 700,000 plus (sales in Europe) DC

owners is another matter. With spring now here and no previous word from Sega (official or otherwise) on the subject of online gaming, we thought it was the right time to find out the truth.

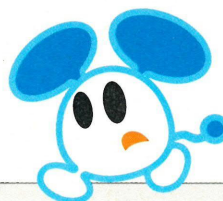
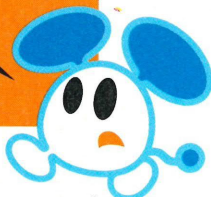
Thankfully, online gaming will be a reality in Europe when the first multiplayer network game is released on May 12. And, to settle the scales slightly more in Sega's favour, the game in question is the excellent *Chu Chu Rocket*.

We contacted Sega Europe about online support, but the company decided not to comment on future plans. Instead, they preferred to mention the games so far released that had some form of Net access (*Buggy Heat*, *Sonic Adventure*). This they called their 'Phase One' program. These games (and there are more to come) allow gamers to access specially-designed Websites where they're then able to download extra levels (in the case of *Sonic Adventure* and the heavily-promoted Reebok Challenge) or place times and scores onto worldwide league tables (*Buggy Heat*).

Further Phases include the launch of Sega's so-called 'Lite' games this Easter (see page 062), Phase Three will be the tentative toe-in-the-water launch of *Chu Chu Rocket*, and the final Phase revolves around the prominent autumn releases of titles such as *Black & White* and *Quake 3 Arena*. So, Sega vindicated to some degree, what of its plans? What games can we expect and how does all this online gaming nonsense work? It's time to take a closer look...

Online gaming will begin in May with the launch of the brilliant Chu Chu Rocket!

Squeak!



//THE TRUTH ABOUT ONLINE GAMING/

THE GAMES

Starting with *Chu Chu Rocket* on May 12, there should be a steady stream of games boasting online multiplayer support over the summer, autumn and winter months, ending with the likes of *Black & White* and, hopefully, *Half-Life*. Here are the major international contenders.

America

Gamers in the US can expect the following titles very soon. They should all be UK bound eventually.

ARMADA 2 (Winter)

The first *Armada* was a fine shoot 'em up and the sequel promises more of the same but with a deadly online mode.

BALDUR'S GATE (TBA)

An RPG in the *Diablo* theme. Bioware (*MDK2*) developed the

Armada



original PC version, but Sega of Japan is handling the DC conversion. Expect large mazes, monsters and a more mature *Dungeons & Dragons* feel.

NFL 2K1 (November)

Currently thought of as the best

Quake 3 Arena



American football game on the market, just imagine how much better it would be if you could play with three other people from around the world.

FRONTIER

Another RPG, but one with a bold claim. Developer Turbine Software states that this will be the first online game with a truly substantial number of characters to take on and develop. Hundreds of DC owners roaming the same online world? An amazing prospect.

Europe

The following games with online multiplayer support have been confirmed for UK release:

Chu Chu Rocket



CHU CHU ROCKET (May 12)

Sonic Team's masterpiece will be reviewed next issue. It's the finest puzzle game in years and you simply must own it.

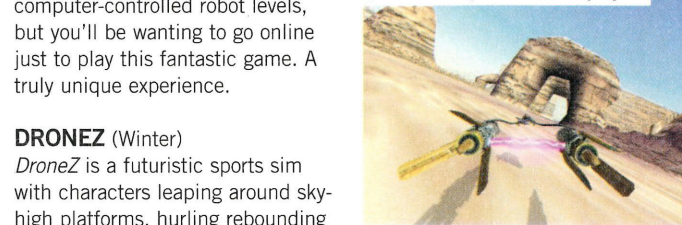
QUAKE 3 ARENA (October)

After the enormous popularity of online gaming with the first two *Quake* games, Id decided to do the proper thing and make the third version online only. There are a few

Power Stone 2



Star Wars Episode I Racer (PC)



computer-controlled robot levels, but you'll be wanting to go online just to play this fantastic game. A truly unique experience.

DRONEZ (Winter)

DroneZ is a futuristic sports sim with characters leaping around sky-high platforms, hurling rebounding bullets at each other (see page 065 for more).

BLACK & WHITE (October)

The god of the god sim returns with the mysterious *Black & White* (see page 066 for more details).

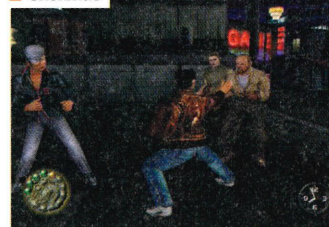
MARVEL VS CAPCOM 2, POWER STONE 2, SNK VS CAPCOM, PRIVATE JUSTICE LEAGUE 2, STREET FIGHTER 3: DOUBLE IMPACT (TBA)

No firm details have been released on the content and extent of Capcom's online facilities for Dreamcast, but it is known that these five beat 'em ups will feature Net compatibility to some degree.

Phase One Games

These are the chaps with online features, but not online gaming. Expect plenty more to turn up.

Shenmue



RAYMAN 2 (March 17)

Rayman 2 is the first thirdparty release with DC Net features; gamers will be able to download a secret level from Ubi Soft's Website.

STAR WARS EPISODE I RACER (May)

The good news is that LucasArts first Dreamcast game will feature some Internet compatibility. The bad news, though, is that the Net options will be limited to just sending in your best times. An almost-criminal wasted opportunity.

STREET FIGHTER ALPHA 3

Although nothing's been known of this game's Internet feature until now, Capcom is hoping to implement one very shortly. Downloading your VM saved game to an *SFA3* site, you'll be able to collect extra hidden characters and new features. The perfect experiment for future Capcom releases? We certainly hope so.

SHENMUE

The game contains some of Yu Suzuki's past efforts as playable games (*Space Harrier* and *Hang On* to name two), so it would seem a



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- Let's shatter a few online gaming myths for the network virgins among you...

Online Gaming Myth One: It's expensive

We turned to an expert for the answer to this question, Adam Waring of Online Gamer: "You're looking at BT local rates of 4p per-minute peak, 2p per-minute off-peak and 1p per-minute at weekends. When you're playing for a couple of hours, the costs do mount up. However, things may change soon due to unmetered access, but it would be up to Sega to make this available to DC owners."

In most cases in Japan, the online gaming tests have had the user logging on to a central network and then being charged through that - at prices around ¥50 for a five-minute game, which converts to a fairly pricey 30p. Not ideal in this country, but hopes are high for a deal with a European-based Internet Service Provider that will give Dreamcast gamers the opportunity to play for a set fee.

V-Rally



good idea to have high score tables for these games on the Net. You will be able to discuss *Shenmue* with other fans in a special chat room, access a hints and tips area, download mini VM games and swap the bonus items you collect.

Rumours

So what games will be next onto the online gaming treadmill? We take a wild stab in the dark.

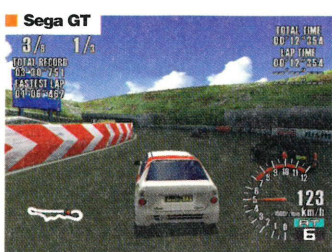
V-RALLY 2: EXPERT EDITION (Summer)

Despite Infogrames keeping tight-lipped about *V-Rally 2: Expert Edition* on Dreamcast, a little birdy did imply that you will be able to create your own tracks in the game and store them on the Internet for other gamers to download.

Technically, this would make *V-Rally 2* one of the most original and limitless driving games ever seen, it's just a shame we don't know the full story yet. More news as and when.

SEGA GT

The Japanese version has an online high-score table and players can



exchange cars they have customised over the Net. The delay in translation to the West (the game's not expected until winter) means that the developers could be working on making this Sega's first network racer. That's only a rumour, though.

SONIC ADVENTURE 2

Confirmed and due out for a Christmas 2000 release, word has reached us that Sega plans to make Sonic one of the flagship characters for its final phase of world gaming domination. Expect a mixture of *Sonic Adventure* and the old Saturn game *Sonic R*.

MIGHT AND MAGIC 3

You probably know that this big PC RPG, developed by 3DO in the US, is coming out for Dreamcast (reports say as early as June), but did you also know that it's supposed to be the first Western online RPG? Thought not. Again, it's difficult to find anyone who knows the full story, but we should be able to reveal all next month.

HIDDEN AND DANGEROUS

Another classic game confirmed for Dreamcast where the online rumour fairy has been sprinkling her magic dust.

Other games that may be released with online gaming features include *Star Trek: New Worlds*, *Ready 2 Rumble 2*, *Bust-a-Move 4* and *OutTrigger*.

THE FACTS

As we said before, Sega was slightly cagey about its forthcoming online gaming plans. Slight reassurance came from a spokesperson saying that there would be plenty of support for Dreamcast's networking facilities. But, basically Sega knows that, for now at least, it holds the ace card. PlayStation2 won't be launched until autumn and even then will come without a modem. For Sega there is no better time to pick up floating voters, and don't they know it. We want online gaming and we want it now! Over to Sega...

■ How easy will it be for the user to connect to the gaming servers?

Sega says: "Put the game disc into your Dreamcast, select the appropriate gameplay mode from the menu and start playing with other Dreamcasters. Easy!"

We say: Sounds logical. On the PC, connecting to servers can involve a complicated series of events, but as we're limited (for the time being) to just playing gamers from Europe, there shouldn't be too many complications with connection.

■ With Japan working on high-speed cable networks, is the same likely to happen in Europe?

Sega says: "Sega is committed to the continued development of our entertainment networks. It is our intention to remain at the cutting edge of online entertainment and to deliver this service to the widest possible audience."

We say: PR guff, surely, but it could also be a thinly-veiled hint that Sega is working with the cable companies for a better and quicker service. With the popularity of Cable TV in this country, it can only really be expected.

■ How many games can Dreamcast users expect to be able to play online by next Christmas?

Sega says: "That all depends on how fast Santa's little programmers work over the next few months!"

We say: Hmm, we'll do the jokes, thank you. Again, so much is currently in development but unsigned for Dreamcast, that Sega claims it simply can't release details on more than the concrete titles. We did hear, though, that one would be wise to expect between ten and 12 titles by the end of the year. The highlights will surely be *Quake 3 Arena* and *Black & White*.

■ Will Sega be working on a strategy to offer Dreamcast users low-cost unlimited play deals?

Sega says: "We continue to work with our alliance partners to provide a competitive solution to our consumers' needs."

We say: With BT and AltaVista offering cheap unlimited off-peak Internet access, Sega must surely be in with a chance of promoting the larger titles with a few extras ■

//THE TRUTH ABOUT ONLINE GAMING/

ROBOTS, MICE AND HORSES... THE JAPANESE STORY

Dreamcast Internet gaming kicked off in Japan officially last December, when *Virtual On: Oratorio Tangram* was released. Although they constitute a hugely popular genre in the East, the enormous mech fighting games that sell so well in Japan have never really made any impact in Europe and America. Despite that, this AM1 arcade conversion proved that Dreamcast online gaming could work extremely successfully.

To avoid any embarrassing network meltdowns though, Sega wisely limited these first tests, allowing a maximum of 5,000 gamers (not a meagre amount, you'll agree) to log onto the gaming server – once they'd coughed up the required readies, that is.

In a bizarre and unique twist, prospective gamers first had to hunt down special Sega Web Money tokens from Japanese gaming stores. These were then used in a similar way to mobile phone vouchers, where the gaming time you were allowed was entirely dependent on the amount of credit you purchased. A fine idea, but considering that gameplay can cost

around £1 for a five-minute game in Japan, it's an idea that quickly becomes very expensive.

The success of the *Virtual On* tests, though, and the immense popularity of *Chu Chu Rocket* means that, in a country where the PC is virtually non-existent, the Dreamcast rules supreme.

Here's a rundown of some Japanese online games...

TREASURE STRIKE

(KID – Kindle Imagine Develop)
Treasure Strike is a full-on thirdperson arcade action game, where each of the four players must collect keys to unlock treasure chests. With a range of powerful attacks at your disposal, your simple aim is to amass more treasure than your opponents.

Chance of a European release:
Very high

CHU CHU ROCKET

(Sonic Team)
Another simple-but-dangerously-addictive game. Great with four players crowded around the Dreamcast, but much better when

you're fighting against a plumber from Leeds, an accountant from Ealing and a Squaddy from Taunton... probably.

Chance of a European release:
Confirmed. To be released in Europe on May 12

VIRTUAL ON: ORATORIO TANGRAM (AM1)

A perfect arcade conversion of a huge Japanese series. The gameplay has you controlling one of a series of massive robots, destroying your opponents with all manner of devastating weaponry. A dedicated two-handed joystick has been released in Japan specifically for this game but, due to a lack of sales in the West for the original *Virtual On* game on Saturn, a

release over here is highly unlikely.
Chance of a European release:
Almost nil

RUNE JADE

(Hudson Soft)
Sure to be the first online RPG for Dreamcast when it's launched in Japan this winter. This game features almost every Japanese RPG stereotype, so expect stunted anime-style characters with enormous New Romantic-styled hair, odd-shaped monsters, plenty of torch-lit dungeons along with the all-important multiplayer facility.
Chance of a European release:
A strong possibility

PHANTASY STAR ONLINE

(Sonic Team)
The classic Mega Drive series bypasses Saturn and prepares for a DC release sometime towards the end of 2000. Rivalled only by the *Final Fantasy* series in terms of design, this is possibly the one game that stands any chance of stealing some of the Sony series' thunder – especially as Square has announced its PS2 games will also contain online features.



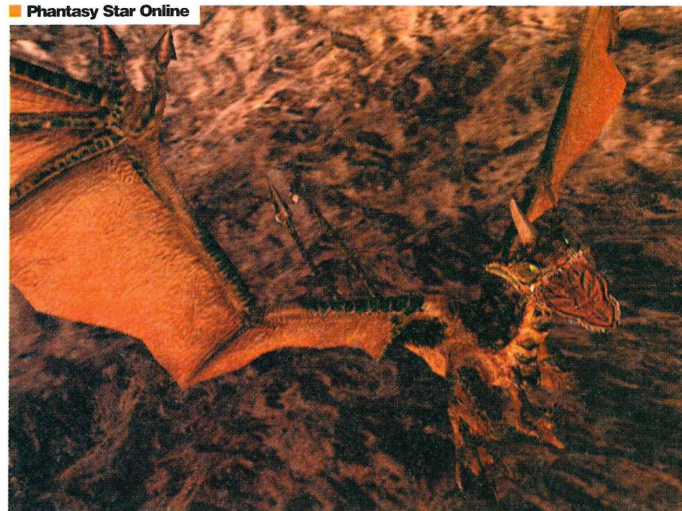


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Online Gaming Myth Two: It's slow

Ah, now this one has a basis in reality. Adam again: "I can't say for Dreamcast yet, but in general terms PC online gaming is susceptible to slowdown due to the inherent problems with the Internet - limited bandwidth, the use of standard copper-wire phone lines, etc." Sega combated this in Japan by teaming up with CSK, CSI and 30 Cable TV companies to offer a high-speed Internet connection. The same scheme should hopefully be launched in the UK to supply the fastest online gaming services possible.

Phantasy Star Online



Sonic Team has promised a revolutionary feature that will enable gamers from Europe, America and Japan to meet online, team up and fight an enemy or exchange information (eg, "There's a dragon over there. Watch he doesn't spit-roast your arse."). Well, not quite; Sonic Team plans to employ a range of globally recognisable symbols that players can use to communicate with each other. It's good to talk.

Chance of a European release:
A certainty

CAPCOM

(In-house)

Possibly one of the most interesting news stories for beat 'em up fans was the press release sent out from Capcom on January 24 that stated the publisher was setting up its own network for fighting games called 'Match Service'.

Developed with the aid of Japanese Internet company KDD,

the service will be another pay-to-play network, with similar costs and conditions to the *Virtual On* one that was released in December.

The best news, though, concerns the games. *Marvel Vs Capcom 2* has a Japanese release date of March 23 and *Power Stone 2*, *SNK Vs Capcom, Private Justice League 2* and *Street Fighter 3: Double Impact* will all feature online gaming.

Chance of a European release:
Definite

LET'S MAKE A DERBY STALLION RACER

(General Entertainment)

Yes, let's. From the developers of *Pen Pen Tricelcon* and *Let's Make a J-League Soccer Team* comes, unsurprisingly enough, a horse-riding simulation. Apart from the unadulterated joys of raising your foal, trading data and updating statistics on the Internet, there are also multiplayer races to look forward to. We wouldn't look too hard, though, as you're unlikely to see this in Electronics Boutique.

Chance of a European release:
A rank outsider

WWW.SOCCER

(Clean Flight)

This is a footie management game with a superb option to play your team in an online league and pit your wits against fellow coaches around the world. Eat my goal!

Chance of a European release:
Maybe, it's football innit?

THE FRENCH CONNECTION

While we wait for software to emerge from Japan and America, the French haven't been slow to catch onto the idea of multiplayer Dreamcast gaming. We spoke to Zetha GameZ in Paris, whose first DC game *DroneZ* should be released towards the end of the year.

DroneZ takes a hefty chunk of gameplay from the classic Atari coin-op *Discs of Tron* and updates it with fantastic 3D arenas, online gaming and end-of-level bosses. Taking control of a single character, you must destroy the other players (computer or human) who are lounging on the other platforms.

Bullets are fairly slow but rebounding, so the skill is catching your enemy unaware with a sly bouncer off four walls, while all the time keeping an eye out for theirs. Sound great, so we thought we'd talk to Giovanni Caturano at Zetha to see how progress was going.

How's *DroneZ* coming along?

Very well. We're currently working on the network gaming while tuning the gameplay for single player modes. The engine works fast and it is robust and stable, though the AI still needs some tuning, especially for the final bosses.

The graphics and models are all complete except for some bosses. We also have all the soundtracks (with over 20 tunes) ready, and most of the sound effects.

When will it be released?

It's hard to tell exactly, because we don't know how long it will take to tune the gameplay with the testers. I'd say probably between E3 and ECTS 2000 (May and September).

Are there any difficulties programming network facilities for DC?

No more than with any other system, although that doesn't mean there are no problems with Sega's online gaming network. Our main issue is to make it possible for PC and DC gamers to play together.

How will the network system work?

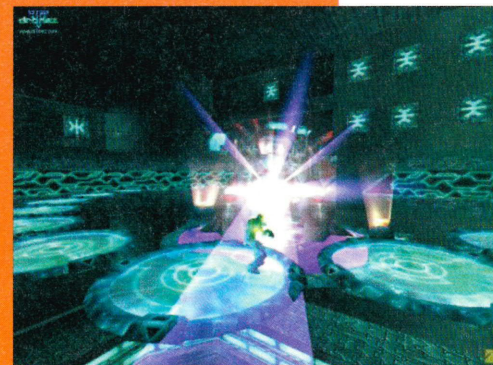
Parts of the game engine will be transferred to your Dreamcast in real time, rather than your DC having to process this data itself. The whole system will be based on this principle of 'distributed computing', which will ensure smooth gameplay as often as possible and avoid too much jerkiness when data is delayed between your console and the server.

Who's publishing the game in Europe?

Several worldwide publishers showed interest, but we haven't come to an agreement with anyone. We will announce it when it's been decided.

Do you have any plans for more Dreamcast games?

Yes, but it's too early to talk about them. Sorry ■



//THE TRUTH ABOUT ONLINE GAMING/

IT'S ALL IN BLACK AND WHITE

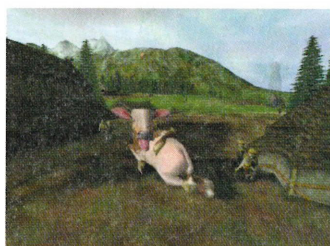
No News is New News

Sega's caution with the whole Dreamcast online gaming thing could be down to bitter experience. Back in 1996 the company announced the Net Link, a 28kbps modem add-on for the Saturn system – the failed yet lovely competitor to Sony's PlayStation. Coincidentally, Sega promised customised access to the Internet through its own special 'portal', onscreen virtual keyboard and a range of online games. The likes of Virgin Interactive and Interplay were even mentioned as supporters of the Net Link and it was due for release in the US at the price of \$199. However, the product sunk without trace. This time though, by having the modem built in – and by ensuring plenty of true support from developers, Sega seems to have got things right.



One of the most exciting online games in development for Dreamcast is Lionhead's *Black & White*. Created by the brains behind *Populous* and *Theme Park*, it's another variation on the god sim. The game pits you against up to seven other opponents in a mythical world and mixes gameplay elements from the god sim and virtual pets, as you create your character and send it off to battle for complete global supremacy.

Graphically, the game promises to be one of the best. The lush and detailed worlds can be zoomed in on with no loss of detail, and the variation of characters is staggering. For the complete lowdown on what's planned for the Dreamcast version, though, we went to the top, to Peter Molyneux – the boss of Lionhead and creator of *Black & White*.



How's progress going with the Dreamcast conversion?

Very well. In just two months we already have the landscape fully up and running and Krisalis (who is handling the conversion) believe that by E3 (mid May) we'll have the creatures in the game too.



When will it be released?

It will definitely be before Christmas 2000, but we're hoping for an October release.

Are there any difficulties programming network facilities for Dreamcast games?

Well the obvious answer is that 33k will never be enough, we all need and wish for more bandwidth, but converting *Black & White* from PC to DC has been made much easier with Sega's support. There are many aspects of the game that require close attention; specifically, saving games and object locations, town and villager stats, creature stats, your opponent's creature stats, dynamic mid-game entry and so on.

However, the 'ping' times [the amount of time taken for data to travel between two computers or consoles over a network] from the European server have been excellent in tests, and we're working with a clean operating system so, unlike Windows and Mac OS, there isn't much going on in the background. Every aspect of the PC multiplayer experience is



coming over to Dreamcast, including the ultra-cool *Gathering*. We're making no compromises.

How will the network system work on Black & White?

There are two multiplayer games: *Black & White: The Gathering* and *Black & White World*. In *Black & White: The Gathering*, players will be able to take their creature online to meet, chat, play and fight with other peoples' creatures – the creature can then be taken back offline and put into the single player game, remembering all the experiences from the *Gathering*.

Black & White World will enable you to go online to a special world, battle with up to seven other players who are also gods and try to become the most powerful deity of them all.

How important do you think networking games will be to the future of gaming?

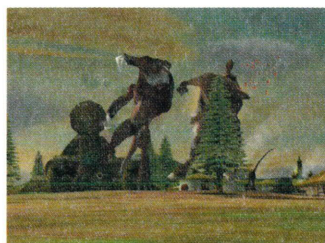
Extremely. Already you can see (particularly in the US) more and more interesting Internet games coming out, and the fact that Sega

and all the next-generation console manufacturers are planning Internet support means that the future for multiplayer games is looking very bright.

What will be fascinating to see is when the console manufacturers and designers start to create online games, as at the moment all the games we see on the Net are PC-based. I can't wait to see what kind of games we will be able to play on the consoles online.

What's your opinion of Dreamcast?

The Dreamcast has at least a year's head start on the rest of the next-generation machines, which means that developers are already much more familiar with its capabilities. But in order to maintain this advantage we need to see more groundbreaking games like *Shenmue* – it's games that are very original and unique to the Dreamcast which will guarantee its chances of growth.





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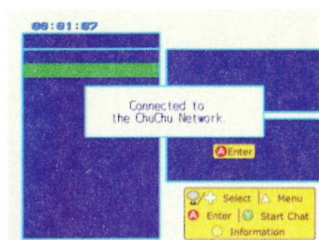
Online Gaming Myth Three: It's only Quake clones

Oh really? True, *Quake* is the master in the online gaming house, but expect role playing games, sports simulations, puzzlers... Not only that, but the Dreamcast will excel in offering bonus characters (*Street Fighter 3: Double Impact*) and levels (*Rayman 2* and *Sonic Adventure*).

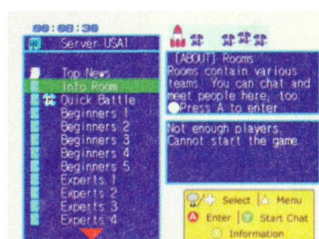
CHU CHU ROCKET: ONLINE USA!

The first online Dreamcast game *Chu Chu Rocket* should be available in a matter of weeks now, so to tease, taunt and dangle the proverbial carrot in your face, here are the info and shots from the set-up in the American version of the multiplayer game.

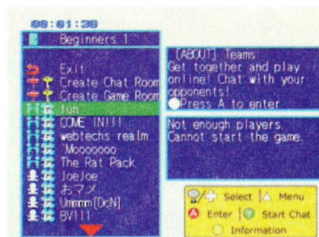
Getting online and playing is simple and Yankee gamers are piling in and duelling with fellow *Chu Chu* heads within minutes of logging on.



Imagine you're an American DC owner: Connecting straight to the network is easy – as long as your DC is set up with an ISP. You'll be asked to enter your email address and provide a user name and password.

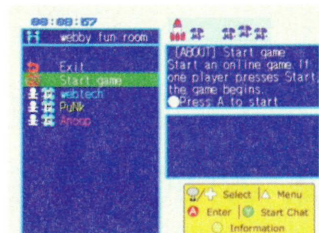


The first menu you come to is the server one. From here you have the advantage of being able to join the game of your choice. The clever grading of the game rooms means that you'll never be playing against people that are too far out of your *Chu Chu* skill league.

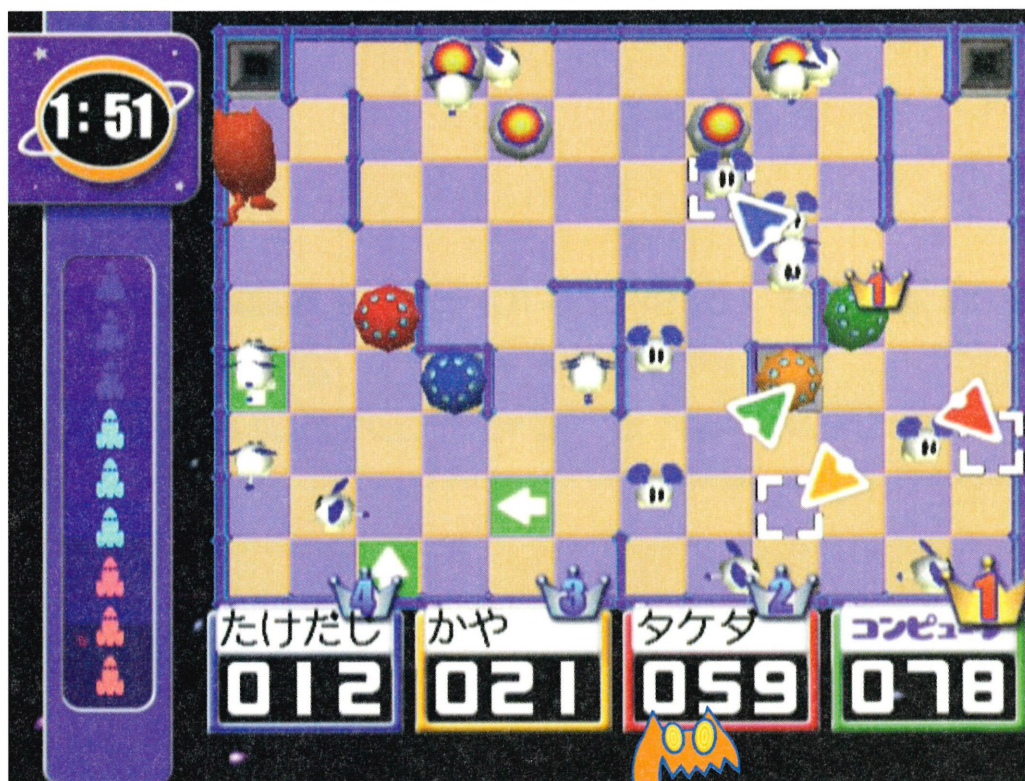


Once you've picked your skill level, there's the opportunity to choose a game (there's a list shown here with their code names next to them) or go into a chat room to discuss

tactics or to simply goad the players you're about to take on.



Here you'll find the three gamers you'll be up against, and you're ready to go. Join the game, but keep an eye on the clock ticking away in the corner of the screen, as it's easy to forget who, what and where you are when you're locked away in the joys of a decent online battle ■



NEW TO CHU CHU?

Right, where have you been for the last five months? We've been talking about it nonstop! Oh, never mind. *Chu Chu Rocket* is a fast-paced 2D puzzle game for one to four players. Each player has a different coloured rocket which they must fill with as many mice as they

can. The mice swarm out of little holes placed around the screen and you can direct them towards your rocket by placing arrows in their path. The player who captures the most mice within the time limit wins the round. To make things more complicated though, several

cats also prowl the screen, and if they land on your rocket they eat all the rodents. So while you're directing mice towards you, you should also be using your arrows to direct cats towards opponents' rockets. The result is hilarious, mind-numbingly hectic action ■

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DC-NEXT

GAMES TO WATCH OUT FOR GAMES TO WATCH OUT FOR

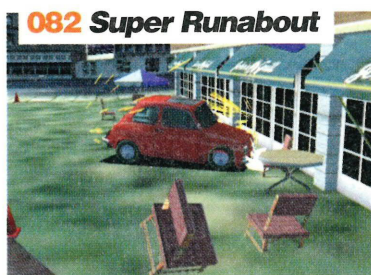


072 DOA2

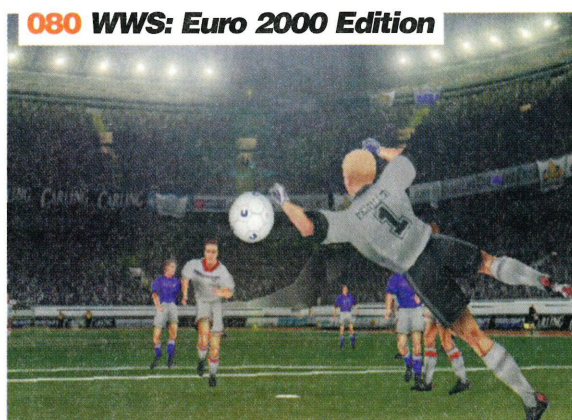
Bumping-bouncing-bashing action. And that's just the breasts!



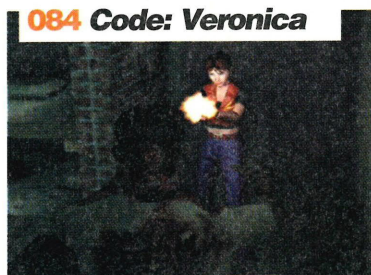
076 V-Rally 2



082 Super Runabout



080 WWS: Euro 2000 Edition



084 Code: Veronica



088 Gauntlet Legends

PREVIEWS #09 05.00

Every month at **DC-UK** we do our best to bring you the latest, exclusive previews of games due to grace your Dreamcast. Anything less would be a travesty, frankly.

072 DOA2 Jeepers – just a matter of months since *Soul Calibur* was released, we're standing on the verge of another beat 'em up revolution on Dreamcast. Marvel at the ladies' wobbly bits! Witness the incredible interactive scenery! Marvel at the wobbly bits again! Welcome to *DOA2*

076 V-Rally 2 We were so impressed by the details we unravelled about *V-Rally 2* in last month's preview that we had to find out more. So we did – and it's an ace fourplayer mode. Turn that page, baby!

078 SWWS: Euro 2000 Edition Silicon Dreams has updated its footie hit to coincide with this summer's festival of football. Can it kick it? We hope it can

081 Code: Veronica We've covered this extensively in the past, but we've discovered some shocking news regarding *Code: Veronica* – Claire Redfield is a bloke!

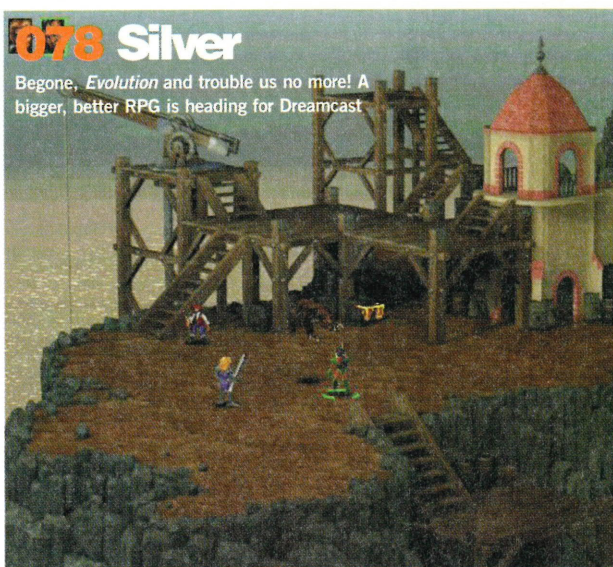
082 Super Magnetic Neo He's tiny, blue and he's the daddy. Papa Smurf? Nope, it's Neo, the magnetic robot with the pert butt. Hubba, hubba

083 Super Runaround It's *Crazy Taxi* meets *Grand Theft Auto*! In San Francisco! Oops, soiled trousers

084 Silver Released last year on PC, *Silver* is a European RPG that takes on the masters of the genre, the Japanese – and puts up a damn good fight, too

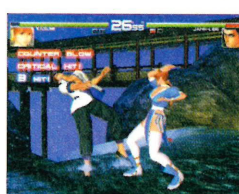
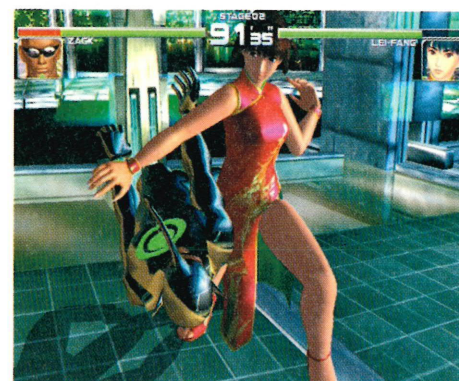
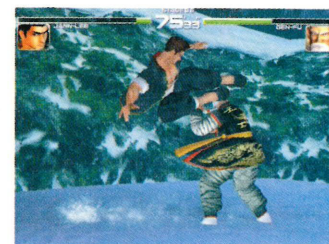
086 San Francisco Rush 2049/Roadsters

088 Gauntlet

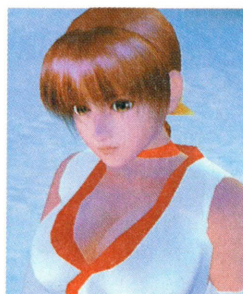


078 Silver

Begone, *Evolution* and trouble us no more! A bigger, better RPG is heading for Dreamcast

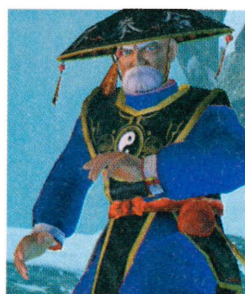


"Dead or Alive 2 gives you time to plan your next move; resulting in a more considered fighting style"



KASUMI

- **Nationality:** Japanese
- **Style:** Ninjitsu
- **Age:** N/A
- **Height:** 5'2"
- **Weight:** 106lb



GEN FU

- **Nationality:** Chinese
- **Style:** Xinyi Liuhe Quan
- **Age:** 65
- **Height:** 5'7"
- **Weight:** 172lb



TINA

- **Nationality:** American
- **Style:** Pro Wrestling
- **Age:** 20
- **Height:** 5'9"
- **Weight:** 115lb



ZACH

- **Nationality:** American
- **Style:** Thai Boxing
- **Age:** 25
- **Height:** 5'11"
- **Weight:** 172lb



JANN-LEE

- **Nationality:** Chinese
- **Style:** Jeet Kune Do
- **Age:** 20
- **Height:** 5'8"
- **Weight:** 165lb



AYANE

- **Nationality:** Japanese
- **Style:** Ninjitsu
- **Age:** N/A
- **Height:** 5'2"
- **Weight:** 104lb



LANDING SOON

DEAD OR ALIVE 2

Glorious gameplay, vivacious visuals... It's official: Tecmo's beautiful beat 'em up kicks ass!

With the likes of *Soul Calibur*, *Power Stone*, *Ready 2 Rumble*, *Street Fighter 3: Double*

Impact and *Virtua Fighter 3tb* (to name but a few), Dreamcast has a strong claim for being the best fighting game machine ever. [Ooh, steady on - ed.] And now *Dead or Alive 2* is coming to further support the assertion. The original *DOA* was released to a press reaction that focused more on the impressive graphics (for the time) and the female fighters' heaving bosoms than the above average gameplay. But this highly-anticipated sequel should attract more attention for its superb beat 'em up action than its cast of lovely laydee pugilists.

Having said that, before you've even dipped your toe in the fighting waters your mind will have been well and truly boggled by the game's visuals. Describing *DOA2*'s graphical performance puts you in real danger of running out of superlatives. It really is that good. The perfectly rounded and textured character models set a new standard in humanistic videogame protagonists, and the cast of lady fighters look especially gorgeous (although their undulating bosoms have been toned down a bit).

Thankfully, the characters' movements are a match for their appearance and the fluidity of the animation is as impressive as the beat 'em up daddy *Soul Calibur*.

Dead or Alive 2's fighting system is best described as a hybrid of *Virtua Fighter* and *Tekken*. As with *VF3tb*, you'll get your head kicked in if you employ random button-bashing tactics; the combo system requires more precision than that and is dependant on timing rather than simply hammering the same button repeatedly. However, the combos themselves are more reminiscent of the frenetic violence in the *Tekken* series than *Virtua Fighter*'s more realistic approach. In fact, a few of *Tekken*'s moves – such as Heihachi's Axe kick and Marshal Law's Dragon kick – are very similar to the moves in the repertoire of certain *DOA2* fighters.

Tecmo has based the combat around four basic moves: kick, punch, grab and block/counter. Kicking/punching combos and

01 No, this isn't a shot from a porn film, it's merely a sexy bird dressed as a schoolgirl straddling a cowboy's back. You'd have to be sick in the head to see anything wrong in that

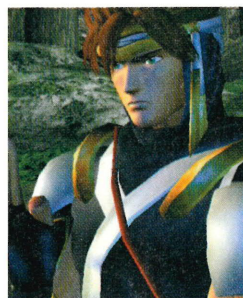
02 In an act of outrageous sacrilege, Kasumi smacks Jann-Lee straight through a stained-glass window. Obviously not a religious girl, then

03 "It's a miracle! I can fly!" "No you can't you damn fool, you're an ostrich!"

04 Tengu is the game's boss. He's a portly creature with an extremely long nose and a pair of high-heeled clogs.

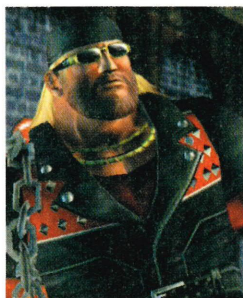
Fearsome or what? **05** Aaaaaaaaagh!

"One area where *DOA2* triumphs is in its fighting environments"



HAYABUSA

- **Nationality:** Japanese
- **Style:** Ninjitsu
- **Age:** 23
- **Height:** 5'10"
- **Weight:** 154lb



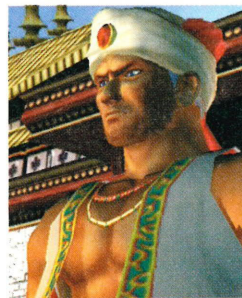
BASS

- **Nationality:** American
- **Style:** Pro Wrestling
- **Age:** 46
- **Height:** 6'3"
- **Weight:** 346lb



HELENA

- **Nationality:** French
- **Style:** Pi Qua Quan
- **Age:** 21
- **Height:** 5'7"
- **Weight:** 108lb



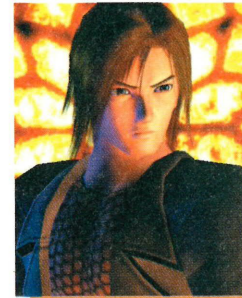
LEON

- **Nationality:** Italian
- **Style:** Russian Martial Arts
- **Age:** 42
- **Height:** 6'4"
- **Weight:** 282lb



LEI FANG

- **Nationality:** Chinese
- **Style:** Tai Chi Quan
- **Age:** 19
- **Height:** 5'4"
- **Weight:** 110lb



EIN

- **Nationality:** N/A
- **Style:** Karate
- **Age:** 23
- **Height:** 5'11"
- **Weight:** 115lb

FIRST CONTACT

► the throws and holds all stem from the first three moves, but the really innovative aspect of the fighting system is the relationship between blocking and countering. Unlike most beat 'em ups in which players are largely restricted to taking it in turns to attack, *DOA2*'s blocking move allows a much greater flow to the action. Rather than simply a defensive move, if your timing is correct, a block can be used as the launch pad for a counter attack. With a well-timed counter you can knock aside your opponent's blow in mid-strike and retaliate before your hapless assailant even realises his attack has failed. Very satisfying.

Despite this fluidity, the game isn't quite as fast as *Soul Calibur*'s liquid fighting experience, but this is more a case of deliberate design than any fault in the game. Namco's masterpiece is based entirely around the blindingly quick exchanges that weapons-based combat is perfectly suited to. In contrast, *Dead or Alive 2*, while still operating at a blistering pace, gives you more time to plan your next move; resulting in a considered fighting style that beat 'em up aficionados might even prefer to *Soul Calibur*'s rapid play.

"Your mind will be well and truly boggled by the game's visuals"

One area where *DOA2* unarguably triumphs over Namco's champ is in its fighting environments. Although *Soul Calibur*'s arenas are admirably atmospheric, they're mere backdrops that have absolutely no bearing on the battles. *Dead or Alive 2* has interactive environments which make full use of their three dimensions, with multiple platforms to fight on in a manner comparable to Capcom's *Power Stone*.

For example, the water stage has a glorious waterfall you can knock your opponent down before jumping after them to resume battle below, and the industrial environment has an electrical generator you can smack opponents against to give them a nasty shock. Our favourite arenas are the Tibetan



palace which has four different levels to fight on before you reach the ground and the church where the fight begins inside its hallowed walls, but you can thwack your adversary through its stained-glass windows. The transition from different fighting platforms is seamless and throughout the battles the dynamic camera pans expertly around the assailants, providing cinematic tussles Jackie Chan would be proud of.

Unfortunately, after all these positives, *Dead or Alive 2* ultimately falls short in one vital area – longevity. Although there are seven different gaming modes to occupy yourself with (see Fighting Modes), the main aspect of the game, the Story mode, is far too easy and each character's route can be completed in under ten minutes. Unbelievably, there don't appear to be any bonus fighters or secrets to unlock, even when you've finished the game with every character. This lack of extras seriously diminishes *DOA2*'s long-term appeal and is a big disappointment, especially when you consider the vast number of unlockable goodies in the masterful *Soul Calibur*.

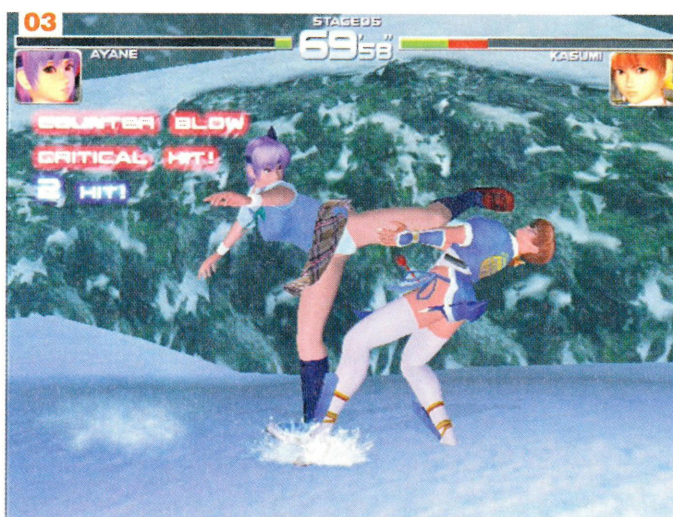
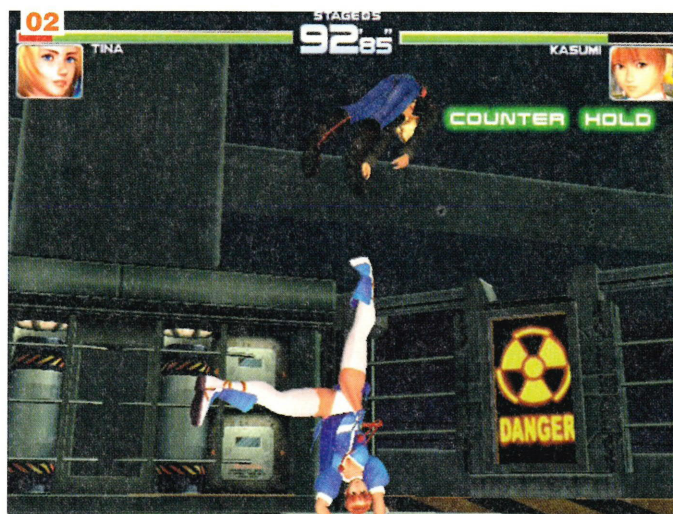
If you look past this major flaw (and our version is an American import, so there's a faint possibility it could be addressed for the PAL release) *Dead or Alive 2* is a truly astounding fighting game that is a must-buy for any beat 'em up fan. It may fall short of taking *Soul Calibur*'s crown, but it's way ahead of its competitors on every other console. Admittedly, it's early days for PlayStation2, but we've played *Street Fighter EX3* and are pleased to say that *DOA2* destroys it both in terms of gameplay and visuals. Which can only be a good sign for the console wars ahead ■

FINEPOINTS

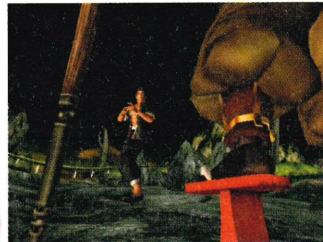
- **Publisher:** Acclaim
- **Developer:** Tecmo
- **Origin:** Japan
- **Lady:** bumps
- **ETA:** April 28



"Dead or Alive 2's fighting system is best described as a hybrid of Virtua Fighter and Tekken"



DEAD OR ALIVE 2



FIGHTING MODES

STORY

Story mode is just the basic Arcade mode as found in every other beat 'em up. Fight through six rounds (interspersed with lovely FMV sequences) before facing Tengu in the final battle.



TIME ATTACK

The same as the Story mode but this time it's against the clock! It may be an option in just about every fighting game ever, but it's still frenetic fun to challenge your mates for the quickest time.



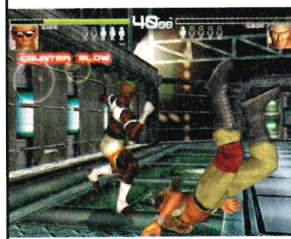
SURVIVAL

Another beat 'em up mainstay as you see how many fights you can survive. But in a neat twist, DOA2 cheats by providing food at the end of each round which tops up your energy.



TEAM BATTLE

Up to five characters can be selected for the Team Battle and the transition between fights is seamless with absolutely no loading times. Naturally, you can play against the CPU or another human.



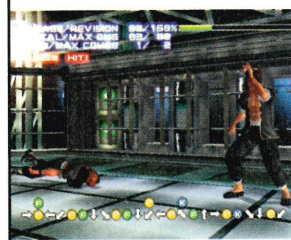
TAG TEAM

The most innovative fighting option allows up to four players to form two tag teams for superb scrapping action. Just press the trigger to swap seamlessly between the tag team duo.



SPARRING

The same as the practise option in other beat 'em ups, Sparring displays the button-presses required to perform a fighters' combos and also the damage ratio of each move.



VERSUS

Wahey! Invite a friend round, load DOA2, put a joypad in their hands and proceed to kick their heads in without any fear of punishment from the authorities. Go on, you know you want to.



LANDING SOON

V-RALLY 2: EXPERT EDITION

DC-UK
ONE TO WATCH

Sega Rally 2 is about to eat dust as Infogrames' off-road star skids onto DC

- 01 Forget being a gentleman of the road, when someone tries to overtake, ram the cheeky swine!
- 02 V-Rally's multiplayer options are superb, as up to four of you can race together in the Arcade and Trophy modes
- 03 Stephen follows in Lee's wake once more. One day the Scotsman might find a game he can actually win at
- 04 Races take place in 12 different country regions, including the English countryside, the Australian outback and snowy Sweden
- 05 After beating the first level of Arcade mode, we unlocked this retrofastic Escort XR3i bonus vehicle

For a short while in 1998, *V-Rally* was the best racing game on PlayStation, boasting exciting four-car rallying action with loads of tracks and only a ridiculous crashing system – which saw your vehicle bouncing onto its roof after merely clipping a leaf at the side of the road – letting the game down. *Gran Turismo* and *Colin McRae Rally* soon arrived to steal its thunder, but last year's sequel *V-Rally 2* was released to much acclaim, and its generous selection of driving modes and remarkably in-depth track editor made it among the best driving games around. And guess what, rally fans? *V-Rally 2* is only a few weeks away from roaring onto Dreamcast with a spray of dirt and gravel.

As well as having its monicker changed to the meaningless 'Expert Edition', *V-Rally 2* has changed somewhat from its PlayStation incarnation. Graphical quality has, naturally, improved considerably, with superb high-resolution car models displaying dirt and damage as your vehicle is thrown around the rugged tracks. The courses have also changed – most of them having been made longer to better capture the open-road nature of rally car racing.

Additionally, the cars' handling is slightly looser than the PS version; whether this is a positive or negative depends on your preference between weighty, realistic handling and slidgy, arcade-style controls. However, you can alter the handling of a vehicle to some extent by tweaking gear ratios, brake distribution, suspension settings and oversteer/understeer. But, no matter how you set up your car, at some point you'll misread a corner, clip the scenery and fall prey to *V-Rally*'s trademark crashing

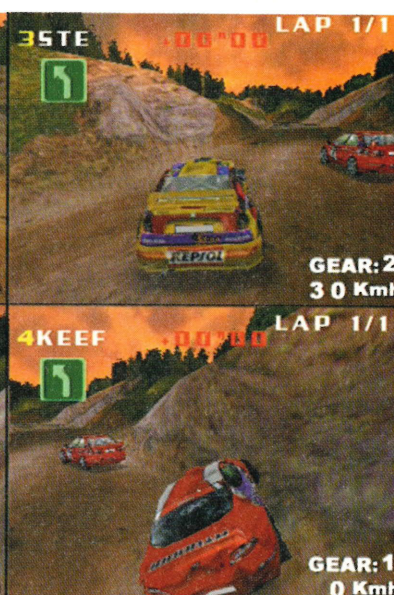
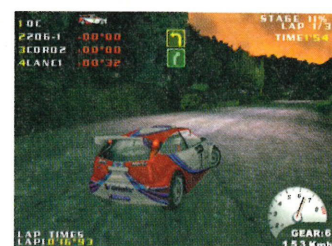
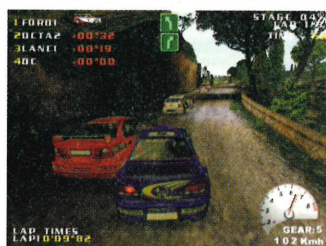
system. Although nowhere near as unforgiving as the smashes in the original game, it's still too easy to flip your car. Thankfully, the CPU puts your vehicle back on four wheels much quicker than before and despite some frustration, the crashing feature separates the men from the boy racers.

The actual racing action occupies a happy middle ground between *Colin McRae's* simulated approach and *Sega Rally 2's* arcade feel, and there's no question that *V-Rally* leaves *Sega's* disappointingly shallow rally title standing – both in terms of gameplay and options. The game's four different racing modes are especially impressive: Time Trial is just your basic race against the clock; Arcade has four cars to race against over 18 tracks; Trophy also has three other vehicles on track and requires you to progress from European to World Champion to Expert by beating 36 different courses, only then can you lift the *V-Rally* trophy. Fans of *Colin McRae's* game will be pleased to hear there is also a Championship mode which replicates the format of the real World Rally Championship: just you against the course, racing for the best time in multi-stage rallies.

Add to this appetising mixture a comprehensive track editor, 16 different vehicles (Subaru Impreza, Ford Focus, Mitsubishi Lancer, to name but a few) plus ten bonus cars to be unlocked, and *V-Rally 2* is an extremely attractive proposition for racing fans. Look out for the definitive review of the game in the next issue of DC-UK ■

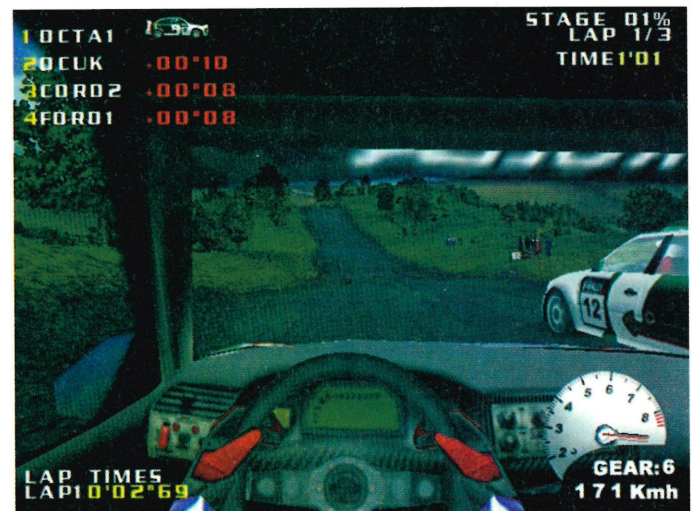
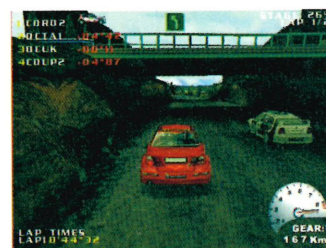
FINEPOINTS

- Publisher: Infogrames
- Developer: Eden Studios
- Origin: France
- Rally: burner
- ETA: May 26



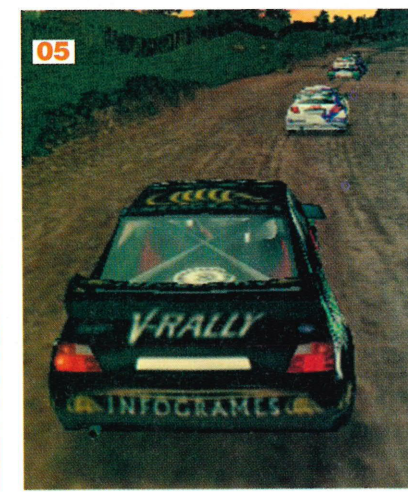
"There is no question that **V-Rally 2** leaves **Sega's** disappointingly shallow rally title standing"





www.motorsport.co.uk

See the real thing on the site for the British Rally Championships.



FIRSTCONTACT

SEGA WORLDWIDE SOCCER: EURO 2000 EDITION

DC-UK
ONE TO WATCH

After a long season, *SWWS* returns to face the cream of European football

01 Graphical quality has improved considerably from last year's game. Mmm, nice floodlight effects

02 "Hey Sven, never mind the ball, look out for that dog turd on the ground in front of us!"

03 In a controversial move, Kevin Keegan picked a moustachioed porn star to play in goal for England

04 Beckham's all-new slaphead has made it into the game. He must be using Brylcreem on his chest hair from now on

When *Sega Worldwide Soccer* was released at the end of last year, you couldn't fail to be impressed by its interpretation of the beautiful game. It had the best analogue control system we'd ever come across in a football title, allowing complete control over passing and shooting as you manipulated the analogue stick to determine the height and curl of your strikes. And it also took the brave step of attempting to be that rarest of beasts, a realistic footie simulation, as opposed to a ping pong game like most football titles on the market.

Unfortunately, while this aspiration was successful in the majority of areas, the game was hampered by its slow pace. Abandoning the unrealistic speeds found in most of its footie rivals was a good idea, but Silicon Dreams overcompensated and *Worldwide Soccer* turned out to be the Teddy Sheringham of videogame football: bags of ability but ultimately held back by a disappointing lack of pace.

The *Euro 2000 Edition* aims to

put right the main flaw of its predecessor by increasing the speed of play to give the football a more fluid look and feel.

Additionally, the graphics have been improved, with the player models in particular looking far better than they did before (they even feature the correct hairstyles; for example, the boy Beckham sports his new shaven-headed look). To find out more about what we can expect from *Euro Edition*, we spoke to the game's producer Mr Matt Molloy.

What has been your main goal in developing this sequel?

We want to present the public with a football product that has a big game, big occasion and big tournament feel to it. We've had much more time to develop and polish the code this time around and we feel this is what we'll be delivering to the Dreamcast market at the end of May.

The main criticism of *SWWS* was the game's lack of pace. Has this been addressed in the *Euro 2000 Edition*?

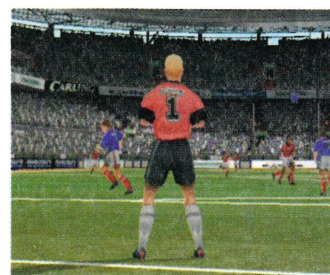
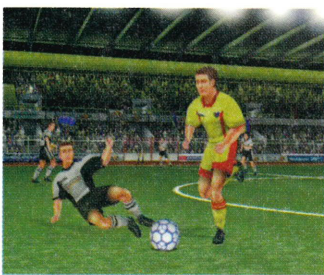
Yeah, it has been addressed. You're right to point out that the speed of the game was the only thing we were penalised for by the press, but what you have to take into account is that it's such a grey area. We've had comments from a number of well-respected journos and gamers alike saying that *SWWS* was bang on with its speed and that it played like a 'real' football game. Then there were people who said it wasn't fast enough and what they were looking for was more of an arcade-style game. I think upping the pace in *Euro Edition* is the correct decision, but we didn't want to take it to a speed that would result in ping pong football and scores ▶

01



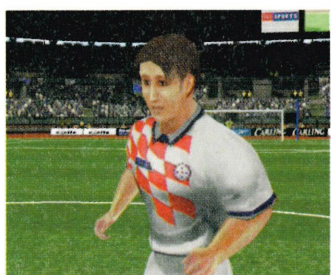
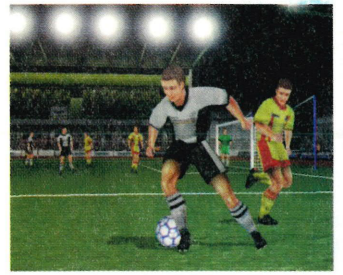
"Euro 2000 aims to increase the speed of play to give the football a more fluid look and feel"

02

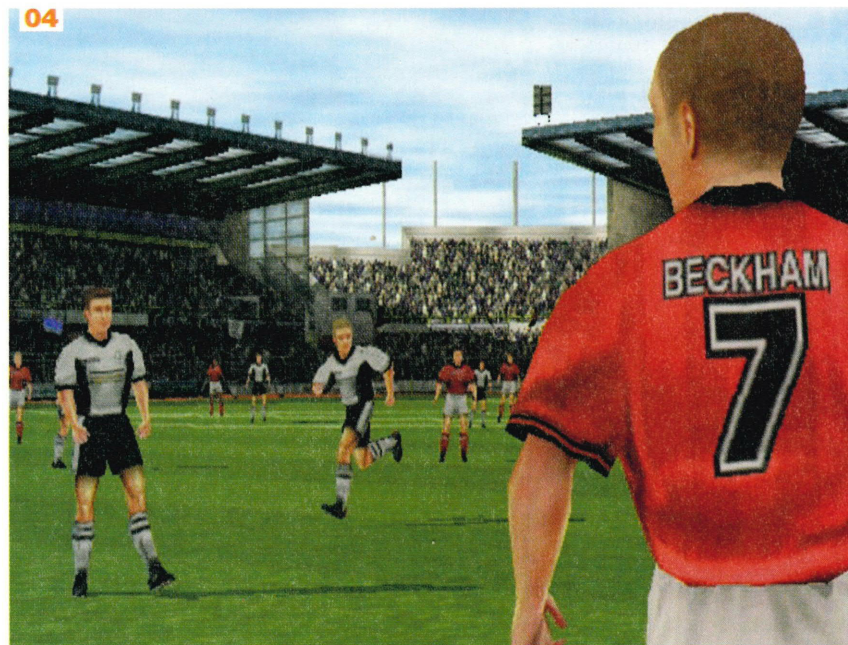


DC-UK
EXCLUSIVE!

03

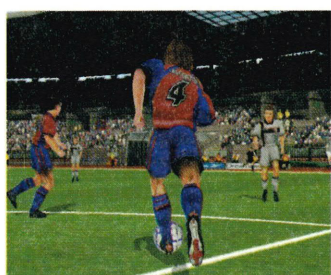


04



www.football365.com

Irreverent and humorous footie site with up-to-date info on your team.



► of 22-18. Because that just isn't football, is it?

The most impressive aspect of the original was the excellent total analogue control of passing and shooting, has this system been retained/refined in the sequel? This is an area of the game receiving constant attention - what with bug and gameplay testing - but we actually hope to have the passing system even better than its predecessor. We want a fast, direct feel to the passing in *Euro Edition*, with CPU players reading play and bursting down the pitch for through-balls and quick breaks. Shooting isn't far off at the moment and we're aiming to get the right balance between close-up strikes and long-range Roberto Carlos-type efforts.

Does the game have the official Euro 2000 licence? No, it isn't the official product, but it does have all the qualifiers for the competition, and a helluva lot more besides. There will be the option to play the Euro Championship's 'four groups of four' system through to the knockout stages, but there are also five other gaming modes within the title. We feel we need to provide more than just the Euro 2000 competition, hence there'll be other tournaments and about 100 other teams from around the world included in the game.

What has been the most difficult thing to implement in the game and which aspect are you most proud of? *Euro Edition* has been quite a challenge all round, but the most

difficult thing to implement has to be the playability. This aspect is dependant on a huge amount of other game areas such as passing, tackling, shooting, speed of play... The list could go on. But all these things affect the end 'feel' and sense of achievement the game has to offer and is the most challenging thing to get right by far. So, the gameplay is what I'm most proud of. We're still tweaking and fixing certain areas, but the end product will definitely be worth it.

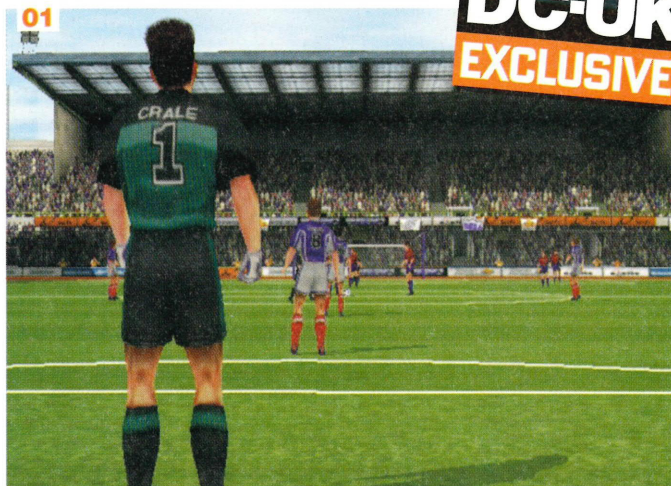
Finally, who does Silicon Dreams think will win Euro 2000?

That's a difficult call. The staff all have different opinions, ranging from Spain through to the Czech Republic. However, the two things we all agree on are that Germany don't seem to be the threat they were, which is nice, and that we'd all love to see England win - apart from one guy on the team who just happens to be Scottish ■

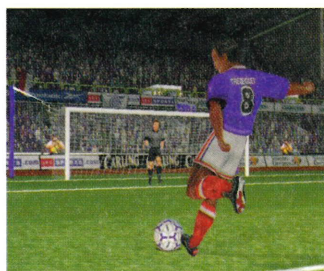
FINEPOINTS

- **Publisher:** Sega
- **Developer:** Silicon Dreams
- **Origin:** UK
- **Continental:** style
- **ETA:** May 26

DC-UK
EXCLUSIVE!

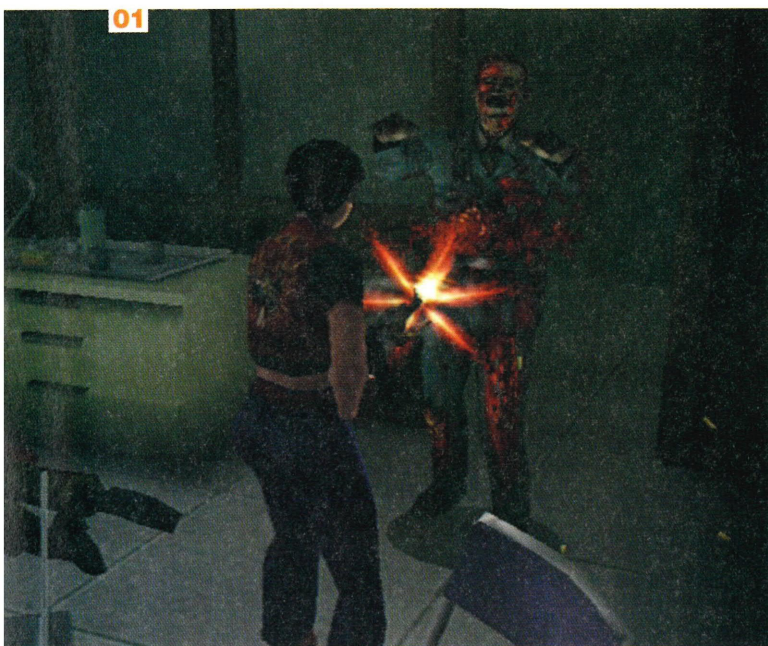


"We want a fast, direct feel to passing, with CPU players reading play and bursting down the pitch"



02





01

LANDINGSOON

RESIDENT EVIL CODE: VERONICA

DC-UK
ONE TO WATCH

Capcom's finest is almost here, so polish off your lugers and get ready for a little undead action

With *Resident Evil Code: Veronica* lurching ever nearer to its June release we thought we'd tantalise you with some more information and screenshots to whet your zombie-slaughtering appetite even further. Not only is *Code: Veronica* the biggest and best survival horror title yet, but it also has the most generous range of extras of any *Resident Evil* game.

After completing *Code: Veronica* for the first time you will unlock the Battle Mode, which enables you to play through the game again with different characters and unlimited ammunition. The playable characters available in Battle Mode vary depending on how quickly you finish the game and whether you picked up certain key objects during your first walkthrough.

The full list of unlockable characters is: an alternate Claire Redfield (carrying different weapons, such as an AK47 and sulphuric acid); alternate Chris Redfield; Steve Burnside armed with the two gold lugers from the very beginning; Albert Wesker, the treacherous STARS member from the original game; and, finally, Hunk the crazy lump of tofu who was one of the secret characters in *Resident Evil 2* and is selectable in *Code: Veronica* if you can complete the game in under a virtually



impossible three and a half hours (!). Plus, as usual, there will be bonus weapons to discover, such as a plasma cannon and rocket launcher depending on your finishing time and the performance rank you're awarded.

With all these lovely extras on top of what is a superlative horror adventure, Capcom's really spoiling us. *Code: Veronica* is now just a matter of weeks away from release but in the meantime you can stare at the screenshots and drool like a zombie gawping at a chunk of rotting human flesh. Mmm ■

01 No matter how many times you do it, you never tire of blowing holes in zombies with a machine gun

02 "Sit Shep! Sit! Oh, please yourself, I'll shoot you in your mangy head instead"

03 Steve can't get enough of the two-gun action, but you'll have to be careful with the lugers' ammunition as there aren't many refills

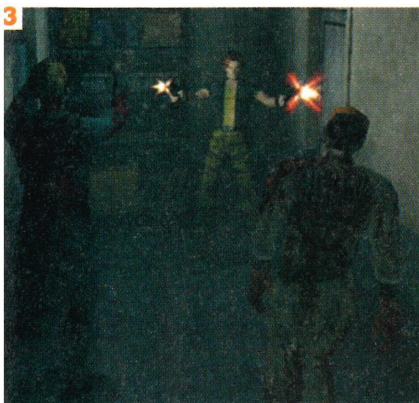
04 The Tyrant is a persistent fellow who keeps coming back for more punishment as Claire makes good her escape from the island

FINEPOINTS

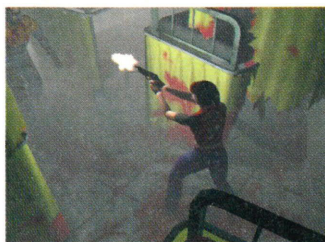
- **Publisher:** Eidos
- **Developer:** Capcom
- **Origin:** Japan
- **Dawn:** of the Dead
- **ETA:** June



02



3



www.capcom.com

This covers both the Japanese and the US sites for all the latest news.



04



FIRST CONTACT

SUPER MAGNETIC NEO

He's cute, blue and attractive. Meet Neo, the platform hero with the magnetic bounce...

Fans of 3D platformers should look forward to Crave Entertainment's *Super Magnetic Neo*, as these screenshots alone are enough to convince even hardened detractors of the genre that this game promises to be a bit special. You take control of Neo, a winscifully cute robot with magnetic powers who could pass for a mutant smurf with a giant magnet for a skull. Of course there's a villainous enemy for our hero to tackle, in this case a foul-mouthed toddler with a penchant for world domination – you know the type.

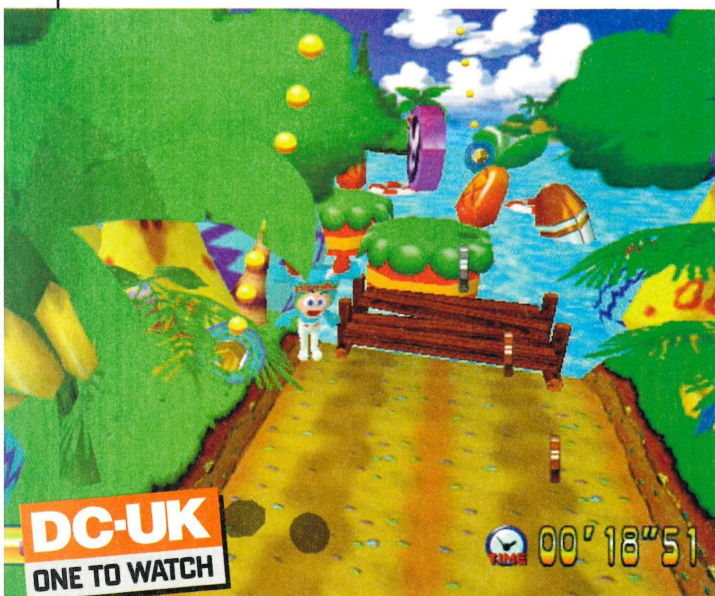
Fortunately, the gameplay, like the character design, is more original than the plot. As well as being able to run and jump, Neo can fire two magnetic fields of opposite polarity. By firing his red beam at a blue enemy, Neo can draw them in and contain them in a box that can be thrown at other opponents; while firing a blue pulse at a blue enemy will repel them.

Neo can also interact with the environment, for example, by using his red pulse on a red magnetic pad, he can propel himself into the air, where he can hook on to and navigate magnetic vines and rails.

Graphically, *Super Magnetic Neo* is fantastic, making the lush rendering of *Rayman 2*'s world seem like a monochrome Spectrum game in comparison. Most of the time, things speed along at 60 fps and there are some incredible details, such as the snowy level where Neo's reflection peers back out from the smooth icy paths. We reckon this is definitely one to watch out for ■

FINEPOINTS

- **Publisher:** Crave Entertainment
- **Developer:** Genki
- **Origin:** US
- **Ultra, ultra:** magnetic, magnetic
- **ETA:** Summer



Soppy mares who fawned over cute videogame characters like Tails and Pikachu will love our Neo. According to Esther he has a tight butt that wiggles when he walks and he can dance. What a man





“DC was made to **create sexy-looking driving games** and *Super Runabout* is no exception”



FIRSTCONTACT

SUPER RUNABOUT

DC-UK
ONE TO WATCH

Crazy Taxi meets *Grand Theft Auto*!

San Francisco? Comedy driving? Wacky cars? Why, surely it must be *Crazy Taxi*? No! It's

Super Runabout and, judging by the rumours powersliding out of Japan at the moment, it's going to be absolutely huge.

Developed by Climax Entertainment, *Super Runabout* is the Dreamcast version of an old PlayStation game named *Runabout* (or *Felony 11-79*, as it was known in the west) which had players driving through a series of multi-route maps in a variety of funny vehicles while kinky Japanese surf music played in the background. It was pretty rough-looking in places (pedestrians boasted just two frames of animation and would frantically hop away from your speeding car), but getting the chance to drive a bus across a beach as terrified sunbathers ran (sorry, 'hopped') for their lives was fantastic fun.

Predictably, the sequel is bigger, slicker and much better-looking. Gameplay appears to be a cross between *Crazy Taxi*, *Driver* and *Grand Theft Auto*. You screech your way through the free-roaming streets on a selection of fast-paced missions attempting to drop things off and pick them up for the city's criminal fraternity. You've also got to avoid the cops and try not to smash into anything (crashing into property builds up a 'debt tally'. When this value exceeds your means, it's Game Over). There are apparently a few sub-missions too which involve picking up certain emblems to open up brand new sections of the city.

As for the cars, expect them to be varied and fun – the first game had over 20 vehicles including nifty little motorscooters, Italian Job-style minis and buses, all of which had their handling pros and cons



but were still great fun to spin around the crowded streets in. In *Super Runabout*, we've seen Mercedes A classes, F1 cars, pickups and muscle cars, but that's probably just the tip of the garage on offer.

It seems the Dreamcast was made to create sexy-looking driving games and *Super Runabout* is indeed no exception. Hopefully, the city maps (which take in San Francisco-style hills as well as coastal sections) will provide loads of interlocked streets and alleys to explore, and plenty of innocent traffic to smash into. Judging by the few movies circulating the Net, road activity is a little sparse at the moment, hinting at *Driver*'s quiet streets rather than *Crazy Taxi*'s bustling thoroughfares, but it's early doors yet, as Ron Atkinson might say. If he ever commented on driving games, rather than football matches ■

01 "Look, I'm fine to drive, I haven't touched a drop...eurghh. Who put this café here?"

02 Most of the objects can be smashed out the way. How therapeutic...

03 ...but you lose cash if you damage stuff, which is a shame

04 Now that's how you corner in an MPV!

05 Hey, it's the Transworld Pyramid – that's in *Metropolis Street Racer* as well!

FINEPOINTS

- **Publisher:** TBA
- **Developer:** Climax
- **Origin:** Japan
- **Ready:** Steady, Rrrrrrunabout!
- **ETA:** TBA

FIRSTCONTACT

SILVER

Can Infogrames' glittering RPG run rings round *Evolution*? Reckon so...

Once upon a time, in a magical fantasy realm there was a trainee warrior named David.

David was a very happy young man, mostly because of his beautiful wife Jennifer with whom he shared a contented life and a lovely cottage situated in a pretty village, miles away from the nearest major A road.

But one day an evil wizard named Silver decided he fancied a bit of the old 'how's yer father' and kidnapped all the ladies in the village to create his own harem. Many of the men were too scared to retrieve their wives. And some, it has to be said, didn't actually want them back.

But David was devastated. "I'll get that wizard," he fumed. "I'm going up to that blasted citadel on the mountain top and I'm going to smash his face in. And then I'm going to bring my lovely wife back to our beautiful cottage, or die trying!" And the rest of the village gathered around the brave hero, cheering and laughing. "Hurrah! Hurrah for Dave the brave! He's going to kill the wizard and bring our wives back!" they cried. Although some of the men, it has to be said again, pulled him aside in the midst of the celebrations and they whispered, "Listen, mate, you couldn't just leave mine up there could you? She's a right bossy cow and she never lets me watch Joust of the Day."

And that is the story behind *Silver*, Infogrames' hugely promising RPG title. You naturally take on the role of David and must travel through a series of different environments, collecting eight magical orbs which can be combined to defeat the wizard. Throughout the adventure, you'll also get the chance to recruit further characters who will follow David on his quest. An archer called Sekune, a sword fighter named Vivienne, and a magician known only as Chiaro are among the cast list.

Originally developed for the PC a couple of years ago, the game has now been overhauled in several key areas for the Dreamcast launch. The major alteration is the control interface. On the PC, the game used a point-and-click system, so players directed characters around the screen using the mouse and clicking on places they wanted the heroes to go. Here though, you'll have direct control over David using the analogue stick, which means the game will more closely resemble *Zelda* or *Gauntlet* than the PC original. You'll also be able to switch direct control between members of your party, with the computer AI taking over the others while you're not bothering with them – a comprehensive system allowing you to exploit the various abilities of the team. VM support is also included and you can save whenever you want to (an improvement over the PC version, which had fixed save points).

As for monsters, there are over 70 different types to fight including orcs, golems and giant rats, and you'll also have to fight several terrifying end-of-level bosses. But you won't have to do it in a certain order like in some arcade-style RPGs. The game features a non-linear set-up which allows you to explore each of the worlds in any order you like.

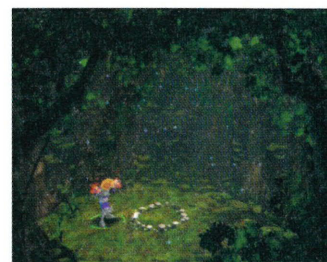
Silver has certainly got us reaching for our broadswords in fervid anticipation. For those usually put off by the intricacies of RPG games, which often include complex character progression and turn-based combat, the full arcade control and real-time fighting will make things more intuitive. Look out for the full review in next month's DC-UK ■

FINEPOINTS

- **Publisher:** Infogrames
- **Developer:** Spiral House
- **Origin:** Warrington
- **All that glitters:** is not gold
- **ETA:** June 30



"*Silver* has certainly got us reaching for our broadswords in fervid anticipation"



01 The bright, detailed visuals were widely praised on the PC. We reckon they're amazing, too

02 All the standard RPG weapons crop up, including swords, bows and arrows, and magic hocus pocus

03 There are dozens of non-player characters in the game, making certain environments seethe with activity

04 "My dog may have weed on your leg, but that's no reason to decapitate him."



www.silver-game.com

An in-depth look at the characters, the plot and the gameplay.

FIRSTCONTACT

SAN FRANCISCO RUSH 2049

If you're going to San Francisco, wear flowers in your hair and drive like Frank Bullitt on speed

01 Okay, it's no Ford Mustang, but we can imagine Steve McQueen racing through San Francisco in this green baby. Well, kind of...

02 Each car has a set of wings which can be extended during the gravity-defying jumps, enabling you to glide serenely back down to the ground

03 Fourplayer races are good for a lart, but you'll need a big telly or it's impossible to see what you're doing

04 As you can see, the Golden Gate bridge has made it into the space year 2049. Which is nice

05 The Battle mode has plenty of different arenas and weapons to spice up the deathmatch action

Anyone who's seen the car chases in Bullitt will appreciate the visceral thrills of driving along the streets of San Francisco. The image of the King of Cool, Mr Steve McQueen, speeding over hills before soaring through the air and landing with a suspension-shattering thud is the defining image of the hilly city, and countless videogames have attempted to recreate the experience over the years.

Unfortunately, the *San Francisco Rush* series never quite managed to capture the exhilaration of racing through 'Frisco despite a couple of coin-op attempts and dodgy console conversions. But Atari, a legend of the videogame universe aims to put that right with its DC conversion of *San Francisco Rush 2049*.

As with the previous versions, *2049* utilises arcade thrills rather than a simulated approach to the driving action. Gameplay is very old skool and pays no regard to the realistic physics and handling that are held so dear by most modern racing games. Refreshingly, the game allows you to screech around bends without braking and fly off jumps with complete disregard for the laws of gravity; a welcome reminder of the action found in driving games of yesteryear.

There are six courses to race on, each set in a different area of the future San Francisco. The tracks are nicely designed and incorporate numerous jumping opportunities and tricky alternative routes; which usually provide handy shortcuts for drivers skilful enough to negotiate them successfully. However, the 13 available vehicles handle virtually the same and contain the standard spoilers and go-faster stripes that we're supposed to read as 'futuristic'.

There are a few other problems that Midway would be wise to address before the game's release.

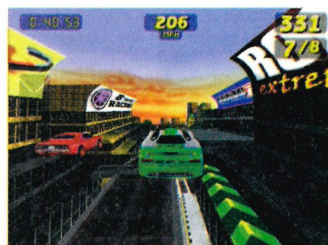
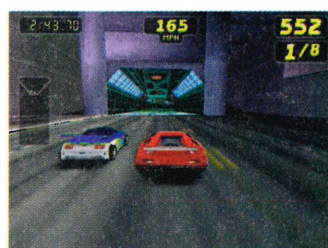
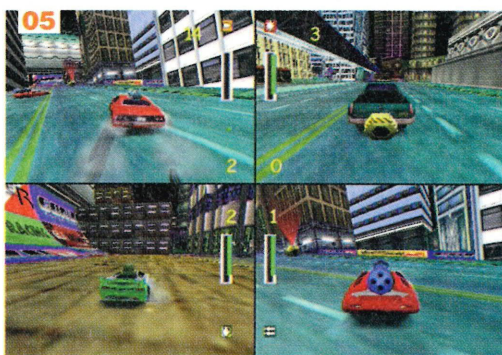
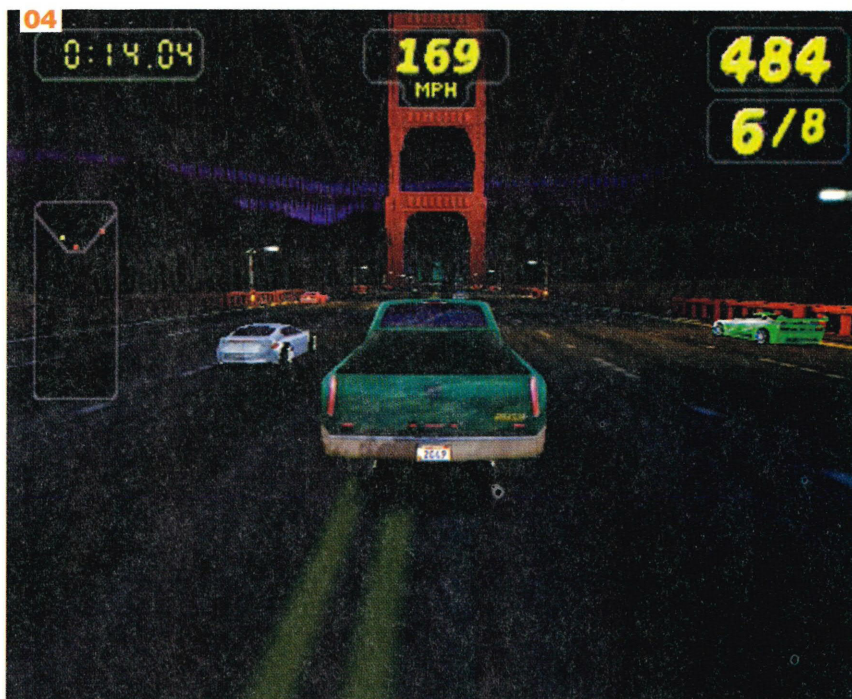
The sound effects are diabolical; especially the screechy cornering noise that kicks in at even the slightest turn and is like the kind of ear-piercing FX heard in the 8bit days. Collision detection is also pretty neanderthal and allows you to drive through trees like a ghost car. *2049*'s main problem is that, if your vehicle is demolished, the game replaces you a mile further along the track; meaning you're actually rewarded for crashing.

Elsewhere, Atari has included some extra modes in the shape of Stunt which requires you to perform a load of fancy manoeuvres to gain points in stunt arenas, and Obstacle which involves dodging traps in a platform game-stylee. These options can also be attempted in fourplayer mode in addition to basic races and the deathmatch antics of the Battle mode. We just hope the racing action is tweaked enough to make it as appealing as the variety of options ■

FINEPOINTS

- **Publisher:** Midway
- **Developer:** Atari
- **Origin:** US
- **The Streets:** Of San Francisco
- **ETA:** May





www.midway.com

San Francisco Rush 2049 and all the hot news on Midway games.

LANDING SOON

ROADSTERS

Released across all the formats last year, *Roadsters* is now zooming on to Dreamcast

Driving game fans will soon be spoilt for choice with a Vrooom (or whichever collective noun takes your fancy) of racers revving up on the starting grid in readiness to speed our way in the coming months. The likes of *Metropolis Street Racer*, *V-Rally 2* and *Sega GT* will soon be available on DC, so any other racing game hoping to compete in the overcrowded market is going to have to be very tasty indeed. From the early code we've seen of *Roadsters*, it has a lot of work to do if it's going to avoid eating the dust of the front running contenders.

An arcade-style racer with the emphasis on accessibility rather than simulation, *Roadsters* appears to be a game that is easy to pick up and play, but once you scratch the surface there's very little depth to be found. There are eight tracks to race on, ranging from the snowy Alpine course which has you skidding all over the shop on the icy surface, to the Docklands area encompassing recognisable London landmarks but on a rather less impressive scale than *Metropolis Street Racer*. Another thing in common with *Metropolis* is that all

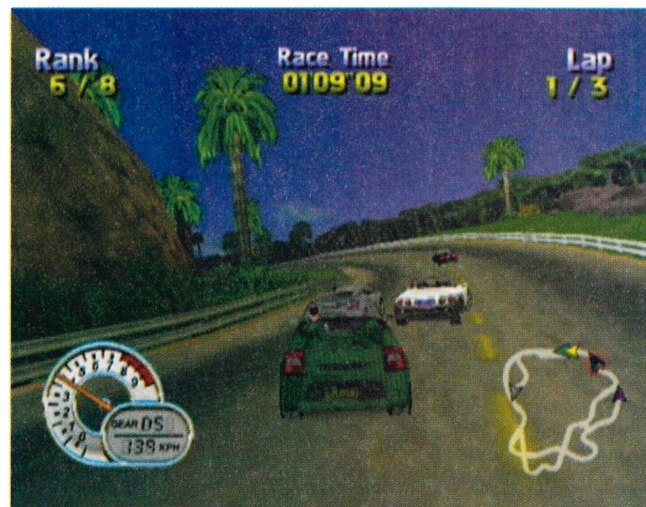
the cars in the game are convertibles, with vehicle licenses coming from manufacturers such as Lotus, Toyota, Renault and TVR.

Although enjoyable enough to play, *Roadsters* has some teething problems the Titus mechanics should take a look at. Despite the variation in horsepower between the cars, they all feel the same to drive and the handling is fairly laboured with the cars seeming to float over the roads. Also, there's very little sense of real speed and even if you're driving a perfect lap the CPU cars will still leave you standing.

But, on the bright side, the game is very much a work in progress and, if it's problems can be fixed, *Roadsters* could challenge *San Francisco Rush 2049* and *Speed Devils* in the arcade-oriented niche of DC's driving market ■

FINEPOINTS

- **Publisher:** Titus
- **Developer:** Player 1
- **Origin:** US
- **Road:** rage
- **ETA:** May



With seven other cars to race against, *Roadsters* has plenty of opportunity for bumper-to-bumper racing and the other drivers aren't shy of playing dirty and knocking you off the road. Naughty boys

"Gameplay is very **old skool** and pays no regard to the realistic physics and handling held so dear by **modern racing games**"

LANDINGSOON

GAUNTLET LEGENDS

Warrior, Valkyrie, Jester, Sorceress – no, it's not the new series of Gladiators, it's the return of '80s legend Gauntlet

Uo non-gamers a gauntlet is merely a metal glove that knights threw at each other's feet as a precursor to a big old barney. But mention the word to a videogame fan and their face will immediately light up as they recall the halcyon days of their youth; hanging around the local flea-pit arcade pumping 10ps into a superb Atari coin-op.

For the benefit of anyone too young to remember, *Gauntlet* is one of the best games ever and occupies a seat in videogame heaven alongside the likes of *Ghosts 'n' Goblins*, *Strider* and *R-Type*. It practically invented co-operative multiplayer gaming as four of you took the roles of warrior, valkyrie, wizard and elf and guided your little sprite around a countless stream of maze-like dungeons. The objective was to kill everything in sight while picking up keys that opened new sections, eventually leading to the exit and another dungeon to beat. *Gauntlet Legends*, the update 15 years on from the original version, utilises exactly the same gameplay. Except in 3D.

Having failed to set the world alight both in its arcade incarnation and N64 conversion, *Gauntlet Legends* has its work cut out to make any kind of impact on Dreamcast. For what it's worth, the plot involves the peaceful land of Ataria being invaded by a demon named Skorne and his hordes of naughty minions. Playing as one of the nine characters (such as the old favourites – warrior, valkyrie, wizard, and the newbies – knight, jester, dwarf) up to four of you must battle through six worlds and defeat their end-of-level bosses before the final showdown with Skorne.

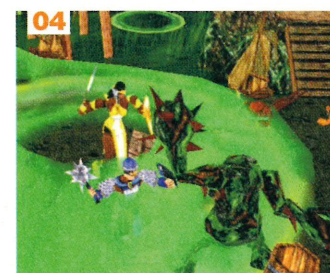
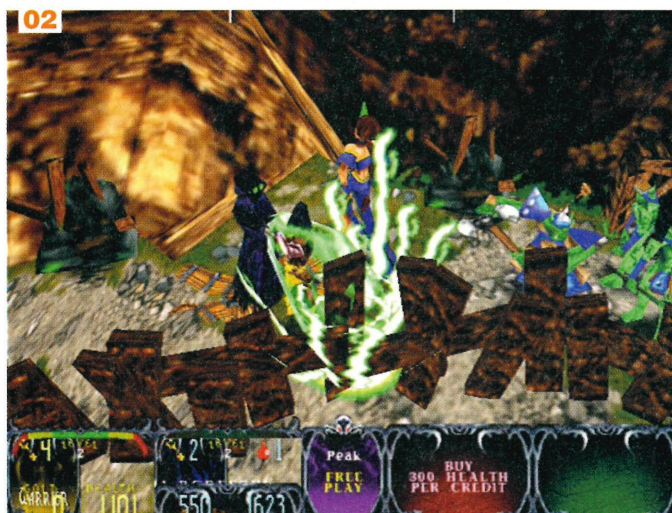
The predictably generic plot hardly matters in truth. What's important is the gameplay and although the essence of the original *Gauntlet* has been retained, the jump to three dimensions doesn't

appear to have been very kind to Atari's classic series. The game still involves killing loads of baddies to boost your character's experience level and improve their strength, speed and magic stats. You're still solving rudimentary puzzles, collecting keys to unlock doors to new areas and finding your way to the exit which transports you to the next dungeon. However, from the admittedly early version we played, there's still work to be done. The original *Gauntlet* could get away with constant button bashing gameplay as the constraints of the 2D visuals added intricacy and skill. But in 3D, endlessly jabbing the sword button and wafting in the direction of baddies isn't much fun.

If the designers can come up with some decent level design, loads of sub-games and imaginative missions, one of the worlds greatest coin-op licences will be safe. We have our fingers crossed ■

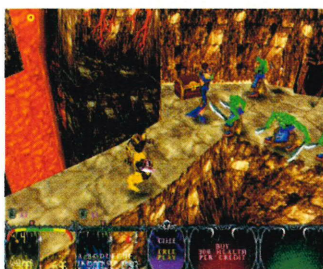
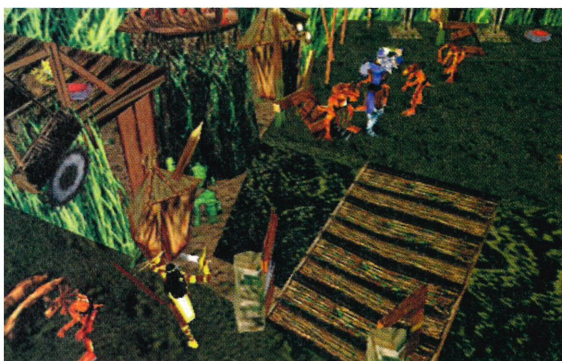
FINEPOINTS

- **Publisher:** Midway
- **Developer:** Atari
- **Origin:** US
- **Run:** The Gauntlet
- **ETA:** June



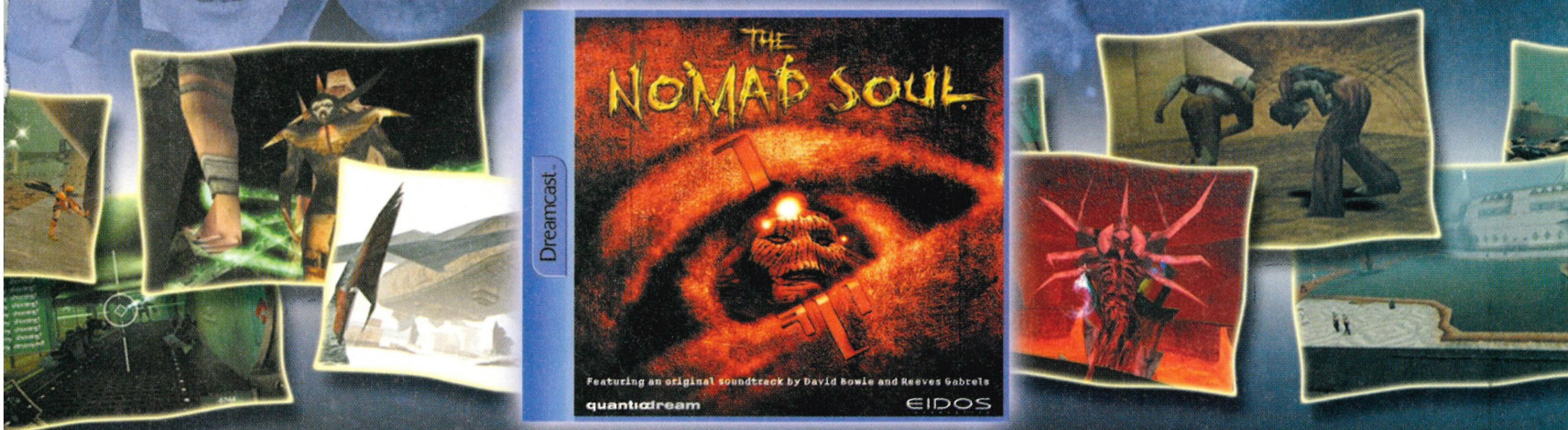
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DREAM ON

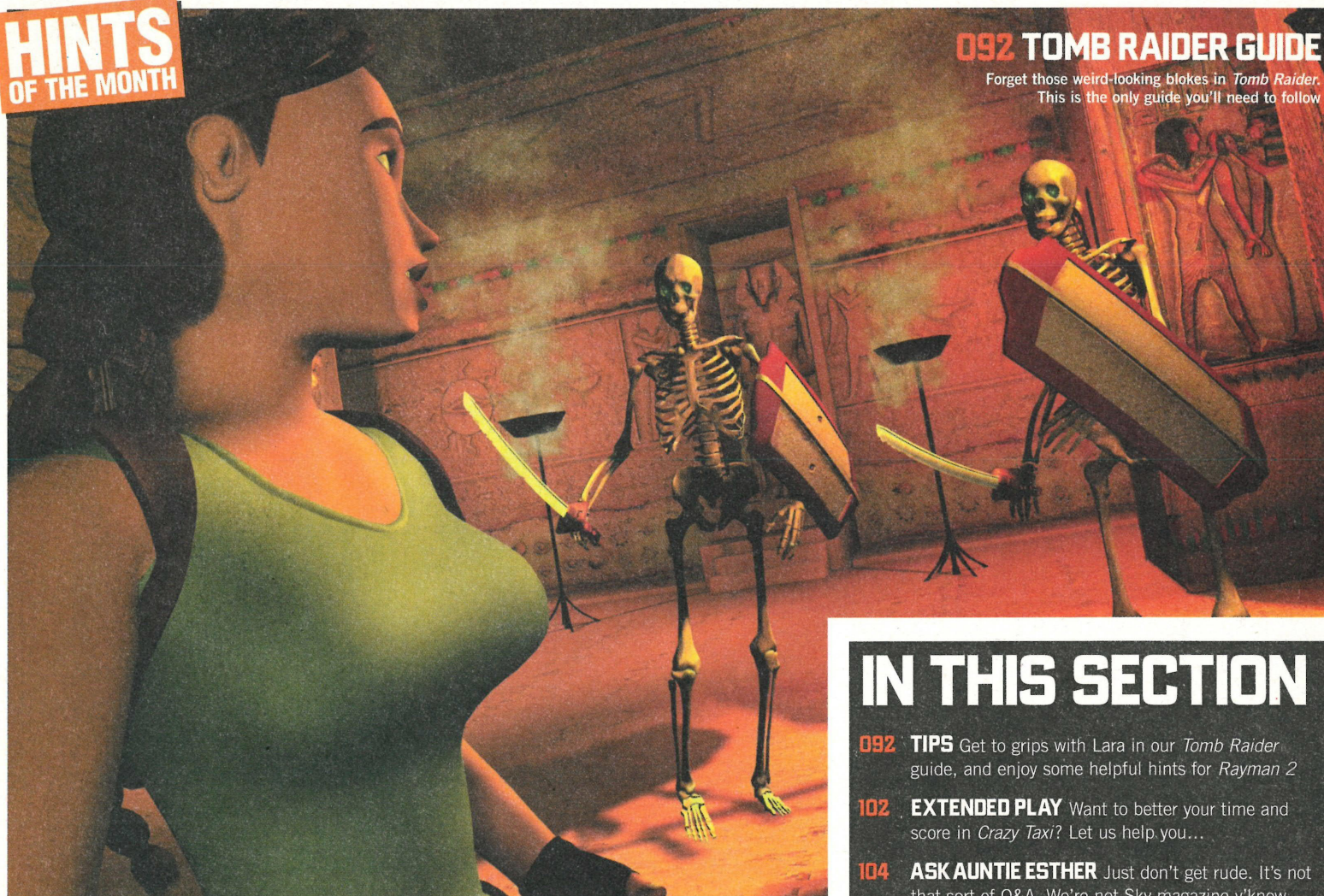
Sega's 128bit console has been leading the next generation charge for a year and a half. On March 4, its first real competition arrived. What happens to the Dreamcast now? **Edge** 84, on sale April 26, tells all



DC-WORLD

FOR EVERYTHING DREAMCAST

HINTS
OF THE MONTH



092 TOMB RAIDER GUIDE

Forget those weird-looking blokes in *Tomb Raider*. This is the only guide you'll need to follow

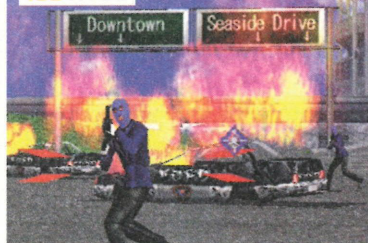
IN THIS SECTION

- 092 TIPS** Get to grips with Lara in our *Tomb Raider* guide, and enjoy some helpful hints for *Rayman 2*
- 102 EXTENDED PLAY** Want to better your time and score in *Crazy Taxi*? Let us help you...
- 104 ASK AUNTIE ESTHER** Just don't get rude. It's not that sort of Q&A. We're not Sky magazine y'know
- 106 COINING IT** The latest *Star Wars Racer* from Japan, and the sort of games Sega should put on DC
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- 122 BRAIN IN A JAR** We removed Studio 3's Mark Cale's brain, popped it in a jar and... Not really

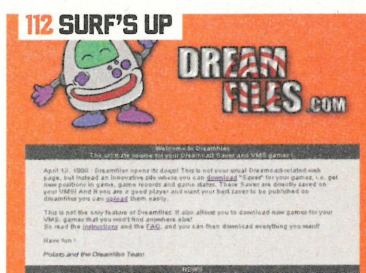
106 COINING IT



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PLAYER'S GUIDE

TOMB RAIDER WALKTHROUGH PART 1



You've read about her in the news, tinkered with her on PSX and, no doubt, toyed with her in your minds, but now the latest instalment of the *Tomb Raider* series allows you even MORE control over the double-barrelled wonder. MORE passages to crawl along, MORE terrifying traps and pitfalls, and MORE Internet rumours of Lara nude cheats. With those trademark pistol guns a-smokin' and her cucumber sarnies packed in tinfoil she's ready to get out there and nick – sorry, discover – even more ancient artefacts than ever before. And save the world too. Let's raid!

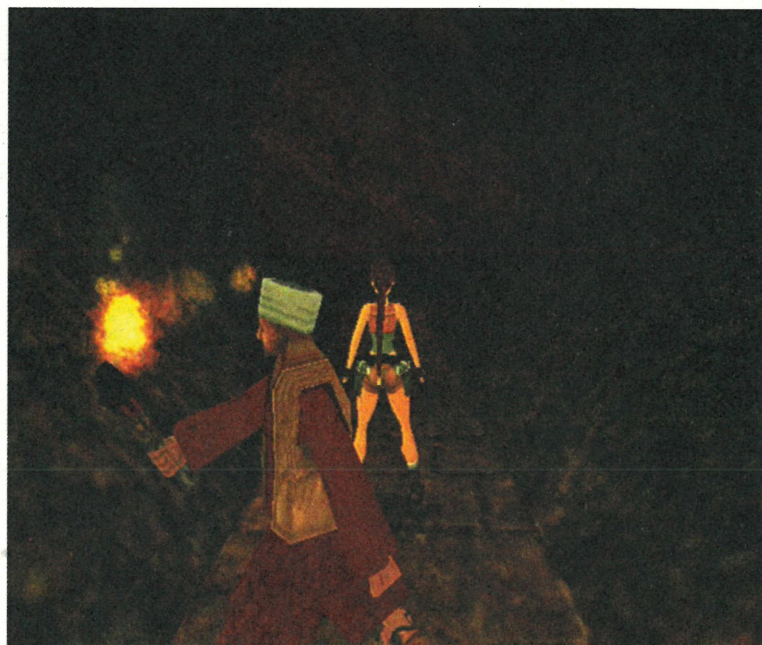


01 THE TOMB OF SETH

■ Basking in the shadows cast by the torch is a very useful shotgun (see boxout for more info). Conserve your ammo though – you don't need it for a while. Get all the pick-ups from the small ruts guarded by scorpions. Then inside the room where the guide comes to a halt, use the switches to

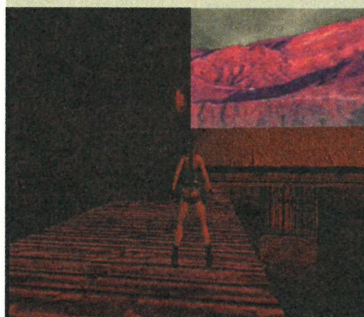


make the sand rise in the side room, and cross to take the Eye Piece. This opens up a secret door and if you follow the bloke through the tomb he'll deactivate a nasty looking trap that would normally slice you up a good 'un. This artefact joins with the first one to make the Eye Of Horus, and will open the mysterious door you



just passed. Follow the chap again, and when he gets himself stuck, go back and through the doorway into a green-ish section where a rope will open the gate.

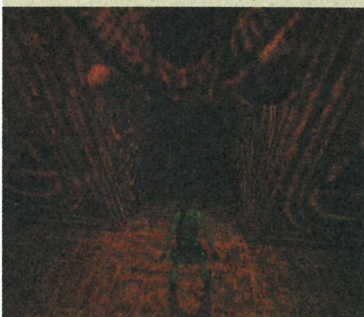
The guide will continue and ignite a chamber with his torch, so go along the slope on the right until you come to a rope. Yank it hard enough and a door opens to let you through to an admittedly not very difficult puzzle. Hop across the lit tiles to the small grating at the end of the room, et voilà! It opens to grant you the Timeless Sands. Go through and left to a statue, then past it and inside the large chamber, and use the hourglass to uncover a sphinx hidden by sand. Enter the mouth of the sphinx (using jump, grab lip, then Up and Crawl) and this will lead you into the next level.



SHOTGUN

■ It's been made a bit weaker since the original *Tomb Raider* but it'll still do the business when you need it to. The shotgun is solid, reliable, and best used up close against animals or weak humans. It's found right at the start,

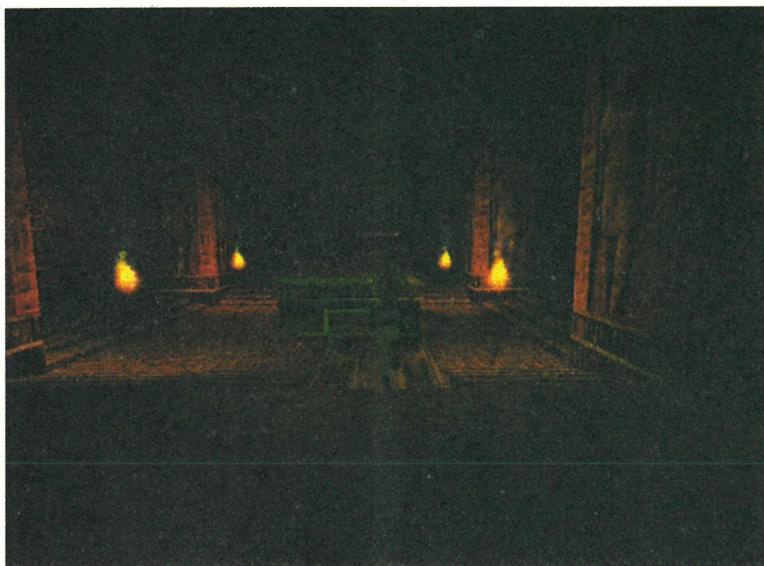
but you don't need to use it until much later on.



02 BURIAL CHAMBERS

■ Using the lever open the gate door and press save before attempting this tricky manoeuvre. Slide down, grab the Hand Of Orion, then turn 45 degrees to your right and leap to the flat passage. When the clock reaches midnight you'll see the fate you just avoided. Time your jumps well to get past the rings of spikes and you'll come to spikes that you can retract with the Hand of Orion. Unfortunately this'll activate the spinning blades so you'll need to leap over them as they come towards you. A cut scene will show the casket which you need to get to the foot of and use Action to get the Ankh. In the next chamber is a statue you must push onto the tile in the corner, which then opens a door in one of the mummy caskets. Lure them out and run through.

In the cave take out the beasts and go up the left path to a ladder. At the top is the Golden Serpent, but



when you take it, the mummies will awaken to attack. Lead them to you then get into the hole on the other side of the room, save, and sprint along the sand to avoid the spiked ceiling trap. Back in the cave go across the bridge to the steps (and dogs), then into a large puzzling chamber. Jump and climb into the alcove where a switch will open a gate below, and – surprise, surprise – that's where you're heading. Clamber up the ladder to a second switch and through the next grating to a lever that'll rotate the large puzzle chamber. Now in this room you can hop across to another alcove which holds the Hand Of Sirius. Continue along the passage and climb up the ladder to make it to a position above the grate (use the ledges). Do a bit more jumping until you find a rope to pull and crawl under the spikes in an area a bit further ahead from the

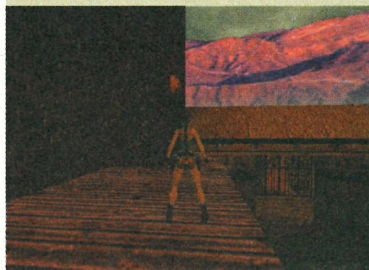


Scarab Talisman. Now back in the cave go into the temple, over the block, and by inserting your precious artefacts, the sand quickly rises and the mummy awakens, but if you're quick you can avoid it until you get to the top.

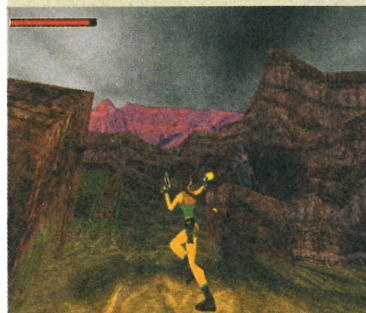


03 VALLEY OF THE KINGS

■ Draw your guns and prepare to fight off a group of ninjas that are closing in, before snatching their goodies and, more importantly, the Car Keys. Get in the jeep, slam it into reverse to avoid the grenade, and just let the guide drive away. Follow the trail, always keeping the jeep ahead except when it stops and waits for you – overtake to make it move again – and at the construction site get out and look for a gap on the right near the doors.

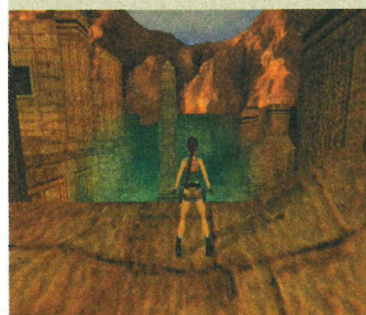


Scramble up and swing across to a lever, then jump and hold Action to pull it. With the doors now open, drive through and keep left to avoid the traps (they fall on the right, then left, and finally right again) then save. Drive over the hills to a cave and finish this stage.



BLACK NINJAS

■ Not especially friendly by any standards, these guys team up in pairs of two or more and will either use their uzis or katanas, depending on which type of ninja they are. Uzi boys can be dealt with by jumping out from cover and back again, while the sword swipers need a lot of bouncing around to kill – make sure you don't get backed against a wall.

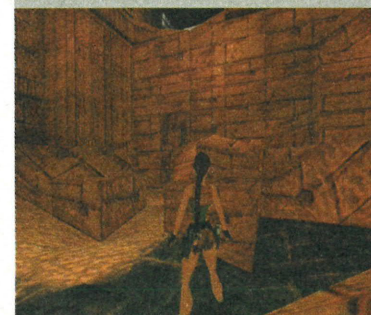


04 TEMPLE OF KARNAK

■ Over the stone wall ahead of you is a clock-type structure. Remember it as you'll need to return here later in the game. Continue straight ahead to a pool of water, and then climb up to your right and jump across the platforms to press the buttons and get the Canopic Jar. Go for a quick dip to



get to the main hall, and open the door to swim further to a black grating and back to the clock. Look sideways to a tower and a wall which you can leap from and run right to some walkways. Find a place to drop down, turn right to a stone block you can get on, and swing to a lever. Now behind the door pull the lever to lower a pillar, letting you put the jar in its place before you climb out.



05 THE GREAT HYPOSTE HALL

■ Move along to an open area and use the ledges on the left to leap the spaces (getting the ammo as you go), all the way across. Get onto the floor and the path leads around the corner and to some rocks, which is where the level ends. But don't slack – not many stages are this brief!



PLAYER'S GUIDE

TOMB RAIDER
WALKTHROUGH PART 1



06 SACRED LAKE

■ Head left and kill those pesky crocodiles – get on a rock or stone and stay out of their way while using your pistols. There are two more a little further ahead but these shouldn't cause you any problems. The path leads to a beautifully crafted area (slide down the slope and jump to the pole). Save here, as this is difficult. Get your back lined up with the pole behind you (the camera has a collywobbler right now so you can't see to line up properly) and about three quarters of the way up, flip to land on the platform with another pole. Get into the small green passage and pull the rope that unlocks the gates (and lets the crocs out). Go back to the pole and into the water below that leads to the lake again. Once through the gate go straight and there's a block partially covered by water, underneath it is a lever to pull.

Save now as this part is dangerous. Enter the smaller hole that's opened, slide back the door, and swim around until you find an opening that leads up to a mirror. By now your air will be very low but don't panic. If you get over to the left, point Lara up and rise to surface in a passage, you'll be okay. Quite how anybody's supposed to find this secret-yet-essential area without a guide is beyond us. The camera goes AWOL again so just go forward and use Action



to climb out. There's a second Canopic Jar here, and nicking it opens a gate. Back in the area (where the two holes opened up once the submerged lever was pulled) look to the left of the switch for an underwater passage that leads into the temple.



07 TEMPLE OF KARNAK (AGAIN)

■ Back at the first jar, put the other into place and the bowl will spill, letting Lara move past the strong current and get to the statue. Behind it is some water, and you need to head

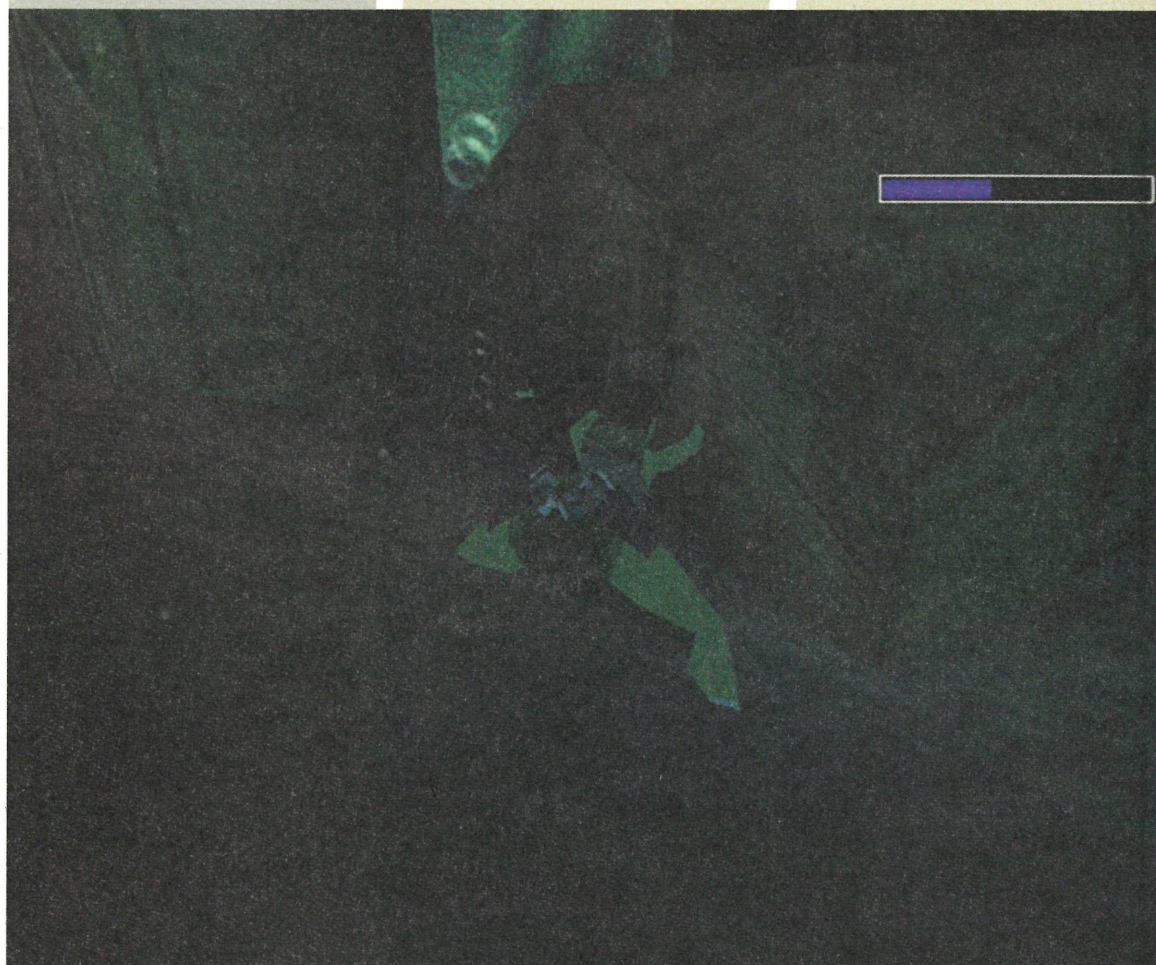


for the cage. Find the narrow tunnel that will eventually lead you to a button, and this will drop the cage and release both the Hypostyle Key and Sun Goddess which are needed to proceed. Find a ledge on the right (you should have already seen it) and from it, make your way down, and crawl before turning and dropping again. Here, whip out your trusty shotgun and take out the nasties ahead of you so you can leave safely.



08 THE GREAT HYPOSTYLE HALL (AGAIN)

■ With the previous level finished there's now an opening on the left that lets you get into some chambers you need to get through. Climb up, swing





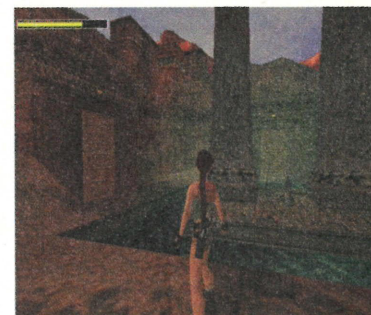
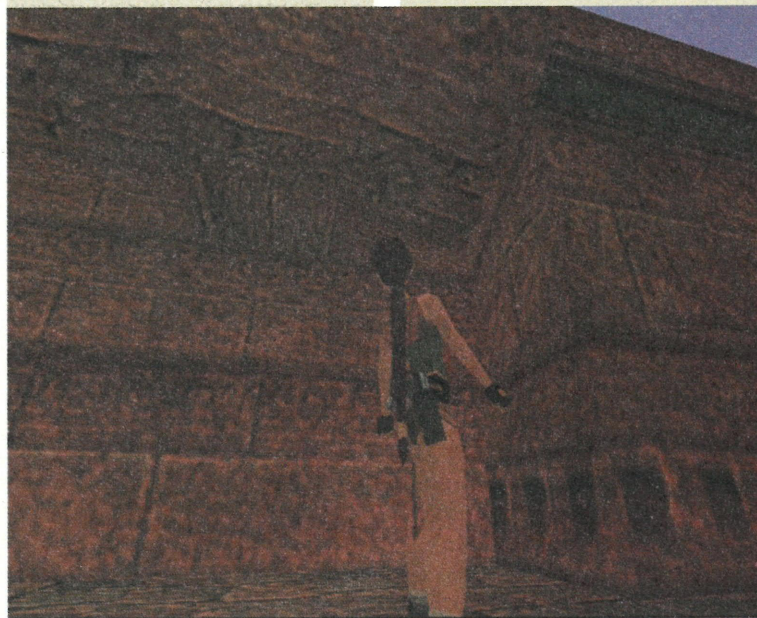
along the bars, and let go on the other side before taking out those pesky ninjas. Remember to check them for items once you've vanquished them. Further ahead is a chasm you've got to cross, and past the small space on the right is a keyhole. Through here are some more kung fu fighters, and the medikit from the left room will heal any wounds. Now get on the block and swing like a monkey to a lever that helps with lowering the bridge.

Veer Lara back to the middle and then to the room on the left. Swing again, using the ledges and paths to get onto the bridge, then fire a couple of rounds at the boulder to make it smash right through the floor. Nice!



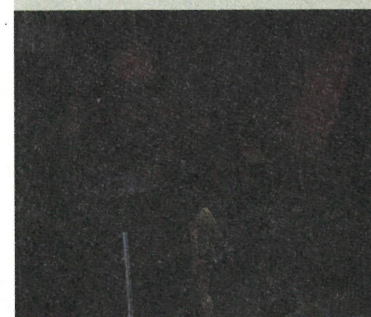
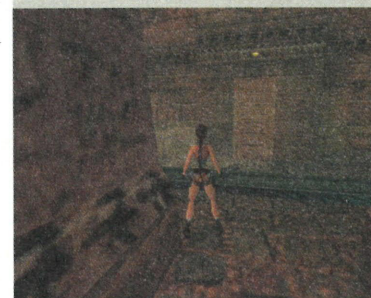
Down you go to find an old passageway that takes you to a crystal, and go through the left hand doorway to a wall. You can climb up this to get to some ancient controls that relate to the even-more-ancient lasers. Make your way over to the first wheel and

turn it 90 degrees, turn the second 180 degrees, and the third through 90 degrees so it ends up facing North. Yank the chain to fire the weapons and smash the crystal to reveal the Sun Disk. Make a sharp exit via the hole nearest to you.



09 SACRED LAKE (AGAIN)

■ Around the outskirts of the lake is a small space you can jump up and squeeze into (just behind where you fought the crocodiles). Through here is an island with an object poking out of the ground. Combine the Sun Disk and Sun Goddess to make the Talisman that slots in nicely to open three huge doors. The second door is the one you need to go through. Clamber up onto the gently sloping rockface then swing to a ledge, hanging from it. Release Action to drop down, but press and hold it again to catch the next so you can climb up and jump to another. Down onto the platform, go left to another ledge, and keep going until you're all the way down to the floor.



10 TOMB OF SEMEKHET

■ SAVE FIRST! Now slide and drop into a chamber to watch a rather cool cut scene as you see an army of beetles scurrying hurriedly towards our heroine. These blighters will rip your legs to shreds in seconds and to make things worse you can't kill them. Run forward, jump and hold Action to grab

PLAYER'S GUIDE

TOMB RAIDER
WALKTHROUGH PART 1



the ceiling, and swing along to the end. Move onwards to a pole that you've got to slide down but just go down one floor first. Leap off and fetch the torch then use it in the floor below to keep the bugs away (they'll still attack but not as much – just keep the flame lit). You've got to press the switches, first by dropping the torch (use Y) then press Action to put your hand through the holes. Then pick up the torch and run to the next and repeat. A door above will now open so climb that pole again to get to it, and you must push open the door on the left to explore, then climb the right-hand ladder. Save again, as you've got to avoid the flames to press the switches. Wait, watch their pattern carefully, then move forward, hit the switch, and jump back. Repeat the process in the next chamber, then using the bars overhead (above the ledge) swing to the next room to see some new platforms. Perfect! Cross over them, turn off the flames, and now you can read the Rules Of Senet.

Go back through the level to the large playing area, remembering to save again before starting the game. It might take two or three attempts before you master this part of the game but you need to win comfortably to raise the pillars in the middle (this is why we told you to save). Using them, cross to the steps and run away from the dogs to drop down and sprint to a slanting stone block which you are



able to go up. Grab the pole and flip off to get some precious items from inside the priceless vases (just blast them away) and to search for a line of mirrors. There's a small gap on the left wall to go through and from here you can climb yet another pole to find a choice of openings. Save here, and locate the room with the crystals that have to be pushed onto the tiles to block out the sunlight to the room below. Drop yourself into it, and down the hatch.



11 GUARDIAN OF SEMERKHET

■ Wander through to the darkened map room and up the passage on the right, then save. Pull on this wheel to open the door (just keep pulling and pulling) then dash across the traps quickly and dive underneath the door. Phew! If you didn't raise the door enough you'll need to go all the way back (or just sneakily reload). Save again, get behind the pedestal and take the artefact. This method means you avoid being hit by the projectile trap. Run back to the map room with the bird and insert it to activate the laserbeam which burns through the model and stops at the pyramid,

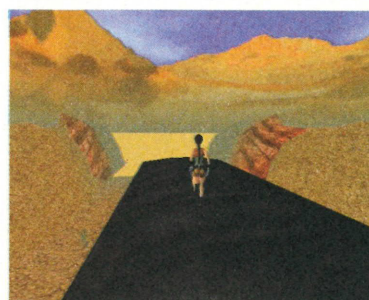
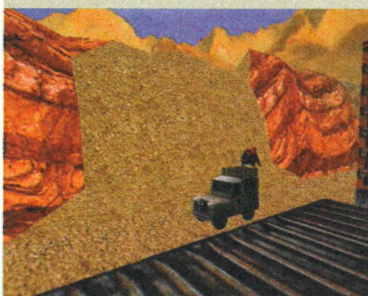


revealing an ever-so-useful Key. Open the trap door and go down and left to a switch. Before you're able to hit it, a bull appears. Dodge it, whack the button, then sprint back along the corridor and grab the ceiling. Drop by the solid door and jump clear as the creature charges towards you, so it smashes down the door and kills itself in the process. In the next large chamber another bull appears and the same trick must be performed to make it bash the three stone blocks with eyes on them. With that done the exit opens and you're off.

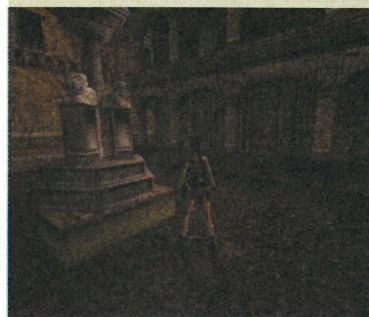


12 DESERT RAILROAD

■ Slide the door back by pulling the lever and get to the next carriage where the door is easily opened with the

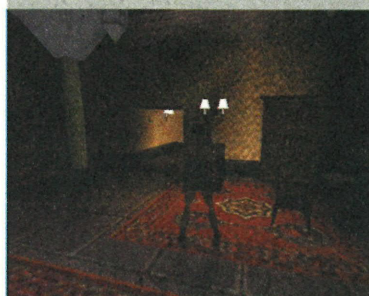


Action button. Explore the rooms, killing the ninjas as you go, and eventually you'll find a carriage you're unable to get into in the normal fashion. Shimmy alongside this one and a helicopter flies past, causing you a few problems but nothing your guns can't handle. Move quickly to the end to shimmy and drop, then hold Action again before you touch the ground to catch the ledge and pull into the carriage. Get the Crowbar from here and backtrack all the way to the beginning where this tool works wonders on the broken handbrake.



13 ALEXANDRIA

■ At this building find the door and open it with the aid of Action to find your good buddy inside. Generous to a



fault, he's more than happy to let Lara stay and kip at his pad for a while (let's face it who wouldn't?). So make the most of his hospitality before nastily stealing his Laser Sight which can be attached to the revolver. Take out the ninja boy on the balcony then jump left and shimmy to drop to a lever, grabbing and pulling it to reveal a stash of much-needed items. Now make your way to the smaller library (where you just came from) and walk across the street to a hallway that ends the level.



14 COASTAL RUINS

■ Run around the corner and straight on to some palm trees in front of an arch. There's a barricade through here but a bullet or two will knock it down easily. Enter the theme park and go up the stairs (beware the mummy in the coffin) and down by a barricade to a chamber with a mirror. Remember to save the game at this point. Now look at your reflection and you'll notice the spike pits in the floor. It may take a few goes but jump across to the far right corner then across to the Crossbow. Excellent. Go back, look left for a room you slide down into and



land on a platform. Shoot all the targets (use Lara's auto-aim) before you fall onto the spikes ("What spikes? Oh there!") and you'll receive a Token. Use the Token to make the snake charmer play, and climb his rope to grab the Handle. With the crowbar it'll make a hook which can be used out on the street to get the keys around here, on the other side of the wall (where it goes dark green). Go under the arches to some water and dive in, then up to a right-hand ledge where you must crawl to a ladder. Climb up it and kill the skeletons at the top before crossing the gap to some stairs.



CROSSBOW

■ You wouldn't really expect this to be in *Tomb Raider*, not after you've been using pistols, shotguns, etc, to maim the nasties you encounter, but Core Design has thrown in the crossbow to add some variety to the hum-drum kill-all-with-rapid-fire-bullets style of weaponry that appeared in past *TR* titles. Only really useful with explosive arrows. They're the business.



SKELETONS

■ Ooooooh, now watch these guys because they're very nasty. They are beautifully crafted, but don't be fooled. Not only do they look scary they can really do some damage if you let them get close. If ammo is low, against skeletons, use the pistols but keep moving away quickly and remember these guys can jump like Lara across pitfalls and gaps. Your best bet is to use the shotgun at close range to take them out easily ■

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PLAYER'S GUIDE

RAYMAN 2: TIPS FOR A CRAZY FRENCH TICKLER



Lt's one of the prettiest games ever made, but beneath its gorgeous exterior beats the gnarled and twisted heart of a platforming mass murderer. While *Rayman 2* is simple in structure, the split-second timing required to master its many devious levels is something that cannot be taught. You were either born good enough to finish this game or you'll run out of steam somewhere around level 8. But if you're looking for a few pointers – if you can't get that last cage on level 2 or there's a boss who knows exactly where you live – then these tips could be just what the doctor ordered.



01 THE WOODS OF LIGHT

■ The first level is little more than a training ground to show you how things are done in *Rayman's* world. The five Lums and two cages can be found by following the path and looking in the dark corner of the stream. This shouldn't be any trouble at all.



02 THE FAIRY GLADE

■ Collect the first cage right at the start by jumping into the water, heading right and following the trail of blue Lums.
 ■ Inside the toxic waste building you'll be able to collect the first set of Lums by hovering onto the floating barrel. Climb back up the building and exit via the moving platforms.
 ■ Go down the water slide to an area with a cage hidden behind a grate. You can't get it until level 10, so ignore it and carry on past another piranha pool.
 ■ In the area where the pirate shoots at you, head through the opening on the left to find Lums and a cage. To get to the next area, stand on the wooden trapdoor to make the pirate shoot it open for you.
 ■ Go through the tunnel behind Ly to free her. Grab a barrel and walk

towards the machine. When a mine floats towards you, throw the barrel in the air and fire a couple of shots. Make sure you're in the right place to catch the barrel as it falls. When you're close enough, throw it at one of the three patches on the machine.

■ After freeing Ly, you can swing from purple Lums. Handy. The trickiest section in the level is the last part, with the air currents. Destroy the mine-throwing robot *before* you jump up into the air currents and it'll be a whole lot easier. There's a cage at the top – don't miss that final purple Lum.



03 THE MARSHES OF AWAKENING

■ At the start of the level, there's a Lum hidden in the tree root. Get it and prepare for some scary waterskiing action. You need to break the cage floating in the water to free your aquatic dino chum. He'll speed you through the marshes. All you have to do is dodge left and right, jumping to hit the Lums and cages. The secret is memorising the hazards along the way, so be prepared to fail a few times before you finally get a perfect run.



04 THE BAYOU

- Go to the circle of stones at the start of the level to meet Ly. She'll take you to a sub-game where 50 Lums are there for the taking.
- Look out for disappearing platforms; they'll vanish quickly, so you have to keep moving at all costs.
- On the section with the falling barrels containing Lums, time your leaps so that you clear each barrel and collect the Lum on your way down. Don't use the helicopter move to do this or you'll get flattened.



05 THE SANCTUARY OF WATER AND ICE

- To complete the pyramid puzzle, you need to find the explosive barrels. They pop out of a dispenser by the right-hand tower. Use the barrels to blow up the doors on the towers, then collect the orbs you find inside and place them on the matching pad at the pyramid's base.
- To kill the boss, swing towards him via the purple Lums. He'll retreat towards the stalactite behind him. When he's directly underneath, shower the stalactite with shots until it falls down and slays him.



06 THE MENHIR HILLS

- To ride the curious rocket thing, you have to lead it a merry dance until it runs out of breath. Let it follow you around, and snake from side to side to stop it locking on. When it runs out of puff, hop on. Make sure you jump off just before the rocket slams into its target door.
- You'll need to leave the level to collect Clark's potion from the Cave of Bad Dreams. After talking to Clark, return to the hub at the Hall of Doors and re-enter the Marshes of Awakening. You'll be able to access the Cave of Bad Dreams via the tree root at the start.
- In the Cave there's a second boss to contend with. To beat him, shoot the skulls he fires at you and use them as platforms to make your way towards him. Don't shoot the skulls when they're too far away, otherwise you won't be able to reach them. Keep following him until you reach the end of the level.
- When you return to the Menhir Hills you need to get all the way to Clark again. Follow him to freedom.



07 THE CANOPY

- Before collecting the Lums at the



start of the level, kill the nasty spider to give yourself time to climb the webs in peace.

- Keep Globox in sight. His rain dance makes plants form essential platforms, and also allows you to pass the wall of fire. If there's a section you can't get past, wait until Globox does his dance and you'll see a way through.
- At the end, the searchlight will stop you entering the building. Get inside the plant that Globox grows and you'll be able to walk right past the light.



08 WHALE BAY

- Getting through this complicated level is actually quite straightforward as long as you investigate every dead end. The biggest hassles are the

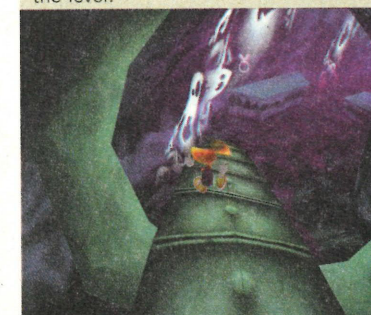
lightning pirates. Don't get too close to them, and stay locked on. You'll be able to sidestep their shots if you time it right.

- When following the whale, stay close so that you can catch the air bubbles it leaves before the piranhas get them.
- Right at the end, there's a cage tucked away in the crow's nest. You can reach it by climbing up the cargo netting to the wooden board and swinging across using the floating purple Lum.



09 THE SANCTUARY OF STONE AND FIRE

- To beat the invisible pirate, throw a berry on his head. You can now use him as a stepping stone to reach the cage.
- Throw berries onto spikes if you want to be able to jump on them. You can also throw and catch berries, as you did with the barrels in level 2.
- On the section where you ride a berry down the lava flow, try to maintain the same level of Zen-like patience as you did on level 3's waterskiing sequence. Avoid the hot patches and memorise the positions of the branches that come out of the walls. The further you get, the easier it'll be next time.
- Carefully place the blue and orange orbs on their respective bases to finish the level.



10 THE ECHOING CAVES

- If you're stuck near the start, hit the four switches to open the door to the rest of the level.
- Through the door, grab a barrel and light it with a torch. You'll be propelled

PLAYER'S GUIDE

RAYMAN 2: TIPS FOR A CRAZY FRENCH TICKLER

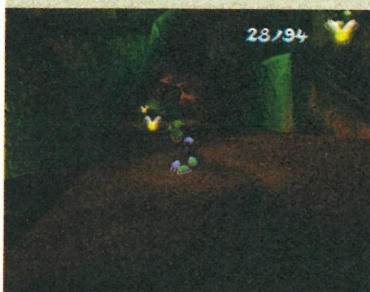
to a tower, wherein you'll find another barrel. Use the second barrel to fly to a cave very high up on the wall. If you make it into the cave, you'll be able to get that inaccessible last cage from level 2.

- Near the end you'll find a grate. Shoot the switch on the other side to open it, then run back, light a barrel and shoot through the opening. Make sure you leap to the safety of the wall netting before the barrel expires.



11 THE PRECIPICE

- This incredibly tough level calls for nothing less than perfect timing. You need to maintain a lightning pace to avoid the pirate ship's shots and get off each platform before it drops. If you're quick you can leave it until the platform starts to fall before jumping to the next one. Best of luck.



12 TOP OF THE WORLD

- Just lean to the sides to grab the Lums in the first part of the level. There's nothing to it. The rest of the level is a piece of cake too, so be sure to take the time to explore for stray Lums.

13 THE SANCTUARY OF ROCK AND LAVA

- Turn left at the start of the level to find the second race sub-game.
- In the section with the rotating tower, you must wait until the ledge



above you turns to block the lava flow down the wall. Climb up to the ledge as quickly as you can and shoot the switch to open the exit door.

- Use some rapid fire on the next switch to make the door open far enough for you to get through.

- The next section, with the sliding walls, is all about timing. Wait until the split second the wall starts to move before jumping to the next platform.



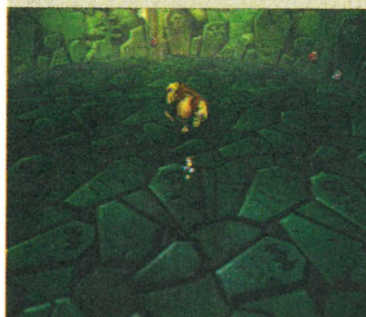
14 BENEATH THE SANCTUARY OF ROCK AND LAVA

- There's a cage tucked away right under the ledge at the start. Fly down there to get it.

- When you find a door that you can't shoot directly, fly up and shoot at the angled stone. This will reflect your shots into the door and break it open.

- About halfway through the air current ride, there's an opening on the left. Go through it to find two cages that you might have missed.

- The boss can be defeated using similar tactics to those you used in level 5. You'll need to use the webs to help Rayman gain enough height to hit the stalactite.



15 TOMB OF THE ANCIENTS

- Through the gate, you need to find three switches. The first is over the top of the hill past the first spider. The second is in the crow's nest, found by climbing all the way up the webs. The third is in the graveyard, behind one of the graves.

- After a reasonably easy river ride section, you'll face Clark. To beat him, shoot the three switches, making a laser beam fire. Draw him into the beam to knock him over, then pummel him with shots.



16 THE IRON MOUNTAINS

- Avoid the laser beam and jump to

shoot the two switches. Once again, it's a matter of precision timing.

- Use the bouncing boxes as steps. When they fly into the air, jump off at the apex of the bounce.

- Ride the rocket across the bridge and up the ramp. On the wall there are two switches that need to be hit before you can progress any further.

- At the end of the level there's a pirate ship that you need to fly. You need to get to four mines in this area – easy enough if you make sure you avoid the indestructible steel pipes. Wooden objects can be destroyed with the ship's cannons. Return to the start of the section to disembark.



17 THE PRISON SHIP

- The slide section at the start is stashed with Lums. Unless you're a mastermind, you'll need a few attempts to memorise the location of all the switches you need to hit along the way, so a few hair-tearing restarts will be inevitable before you manage a clean run.

- When flying the rocket through the area with the laser gun, use circular movements of the analogue stick to prevent the beam locking on.

- Defeating Razorbeard: To begin with, shoot the mines to make them fly back towards him. After each hit he'll go ape, firing volleys of shots at you. Avoid these by strafing from side to side, and making sure you keep the wily pirate in sight. When he tries to stomp on you, leap up and hover to one side. He should miss you by an inch and return to his starting position. Three solid hits with the mines will do for him...

- Except you've just made him madder. To beat his pole-climbing phase, fly into the tunnels where you should find some all important energy. Fly out and shoot his hands to make him fall into the lava. When he returns, keep attacking in the same manner until the lava starts to rise and Razorbeard climbs even higher. Keep going, collecting energy to refuel your shots, and you've got him licked for good. Congratulations ■

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EXTENDED PLAY

IT'S SIMPLE: LEARN HOW TO GET THE MOST OUT OF YOUR GAMES THEN SEND IN YOUR SCORES AND WIN FANTASTIC PRIZES!

CRAZY TAXI

THE LOWDOWN

> *Crazy Taxi*, above all things, is about time. How to make the best use of it, how to save it, and how to make the most of things when you're about to run out of it. So here in Extended Play we're going to help you beat the clock with some time-saving tips...

VEHICLE CHOICE

> Everybody's got their favourite cabbie, and they all handle slightly differently. From the agile BD Joe to the great acceleration of Gena, to the car-smashing weight of Gus and solid all-rounder Axel. We've found Gena to be the best choice, as she's nippier than the rest, if a little light. And, for top-hole results, use the secret bicycle accessible by pressing the left and right triggers simultaneously three times at the character select screen. It's blindingly fast and better than any of the cars.



JUMPS

> Getting a huge head of steam built up is essential – not only because getting

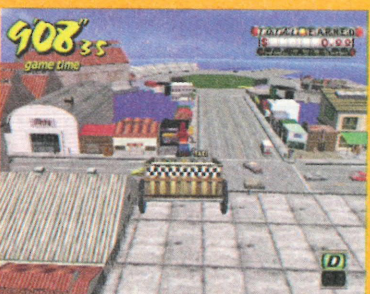


passengers to their destinations requires it, but because you can avoid a hell of a lot of traffic by jumping over it. The main place to try this is on the huge San Francisco-style hills; using the bicycle, and a few Crazy Dashes, you can leap over each strip of road, touching down at the bottom of every one. A great time-saver and good fun to boot.

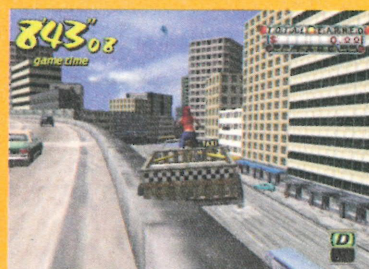


SHORT CUTS

> Here are the best short cuts we've found in Original Mode.



1) You can shoot over one of the sea-spanning bridges here and, if you're going fast enough, it'll take you over the building ahead, leading straight to the bayside restaurant.



2) The freeway that runs over the main motorway – you can drive off the edge here and onto the adjoining street, bringing you out at the turn-off for the Millennium Tower.



3) In the town centre, there are two concrete ramps. You can use these, once you've built up enough speed, to leap over the buildings in front of them, thus avoiding the circular road system.



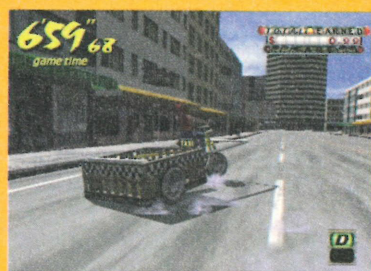
4) Remember that you can drive under the sea without harm, allowing you to leave the roads and head straight for your destination. You can only get back on dry land via the sloping walls, mind.

5) The subway (you can get there from under the aforementioned stone ramps) is roughly circular, and presents four entry/exit points to street level. Mind the trains, though.



TECHNIQUE

> Crazy Drift is essential. Use it on every corner you can – drifting around a bend means that you don't lose any speed, and, in most cases, you'll actually gain speed. Try not to slow down when dropping customers off; simply Crazy Drift into the drop-off zone, slam the car (or bike) into reverse and brake hard. You'll powerslide to a stop, hopefully ending up pointing towards the road, a position from which it's easy to Crazy Dash to the next customer ■



DC-UK CRAZI TAXI CHALLENGE!

CRAZY JUMP

> Notch up the furthest distance on Crazy Jump. Our current record stands at a mighty 344.70m. Think you can beat it, punks?

TIME ATTACK

> In Arcade Mode, ten-minute game, get to Pizza Hut as quickly as possible (you may use the bike). Pause the game when you hit it and take a photo of the screen. One minute is a good time to beat (ie, 9'00" showing on screen).

TIME ATTACK 2

> In Original Mode, ten-minute game,

get to the Used Car Lot as quickly as possible (you may use the bike). Pause the game once you're there and take a photo of the screen. 35 seconds (ie, 9'25" showing on screen) is a good time to beat.

CRAZY JAM

> Your best Crazy Jam time? We've done it in 42 seconds. But you can do much better than that, can't you?

CRAZY FLAG

> What's your best Crazy Flag time? 11 seconds is a good starting point – so get out there and beat it!

SEND US YOUR BEST TIMES!



MORE CHALLENGES!

TRY ONE OF THESE, SEND IN PROOF OF YOUR SCORE AND WIN A JOYPAD – AND A PLACE ON OUR LEAGUE!



VIRTUA STRIKER

> SCORE A BEAUTIFUL GOAL!

Here, we've managed 555 points with a breathtaking overhead kick, but goals worth 600-plus have been recorded. Send us a photo of your goal's score together with the team and goal type (Pass, Freekick, Cross, etc).

SOUL CALIBUR

> TIME ATTACK

Send in proof of your best time (a photo of the screen will do the trick). Our fastest is 01'02"32.

Or:

> SURVIVAL MODE

Again, send photographic proof of your highest number of wins. We managed 48 in the course of writing this article ■



OVER TO YOU...

Next month we'll start running high score tables for *Crazy Taxi*, *Virtua Striker* and *Soul Calibur*, as well as offering some new challenges.

To get your name in the mag, just rack up the required score and send proof of your achievement – in the form of a photo of the screen – together with

your name, address and email/phone number to the address printed on the right. We'll accept digital photos, Polaroids or normal photos, and you can scan them and email them to us if you like. The best three scorers will each win one of these groovy Mad Katz joypads. Or are our scores unbeatable? ■

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ASK AUNTIE ESTHER

HAVING PROBLEMS? AUNTIE WILL GIVE YOU ALL THE ADVICE YOU NEED



> In the issue where you reviewed *Crazy Taxi*, I think you showed how to get a helicopter-style camera angle. I was having a quick look through in Woolworths, and now the issue isn't on sale any more. Please help me!

Matt

Have a peak in our tips book, ducky. All is explained in there.

> I have two questions I would like to ask: 1) Will US import games work on my UK Dreamcast? 2) Can I download desktop images from the Net and display them as Dreamkey desktops?

Rebecker Waite

1) Sorry, but no, US games won't work on a standard UK Dreamcast – you'd have to get it 'chipped' which usually means adding a component to the machine that overrides the territorial lock-out system. Many independent videogame shops will chip your machine for you – so that you can play imported games, but this will invalidate your warranty – and there's no guarantee the work (which usually requires quite accurate soldering) will be carried out with skill.

2) Unfortunately, you can't download wallpaper from the Internet onto Dreamcast because the machine doesn't have enough cache memory for you to store the image. Bad news all round, I'm afraid, my love.

> With all this talk about Internet rates dropping, BT has decided to cut its prices, but does it have any special plans for us Dreamcast owners? (I presume their cuts are only applicable to PC owners.) Also, on a completely different subject, is Sega planning to convert the brilliant *Spikeout* arcade game to Dreamcast? It would be great for online gaming.

Lee Champion

Well, we've heard of no new deals specifically for Dreamcast owners. However, you will be able to take advantage of any changes BT makes to local call tariffs – as this is all you pay for with DC Internet connection. The new BT Together plan offers up to

three hours of inclusive call time per month and lower call charges for a monthly fee of £11.99. Check out www.btttogether.co.uk for more info, Net fans.

As for *Spikeout*, Sega hasn't announced a DC conversion, so it seems unlikely. However, we've just heard *Spikeout 2* is being developed for Naomi, which would make a home conversion of that game very likely indeed. Sega might even throw in the first game as well – like Capcom did with *JoJo's Bizarre Adventure*. Actually, no, that's pretty unlikely. I was just getting a bit over-excited.

> I don't suppose you would have any idea of the release dates for *Resident Evil Code: Veronica*, *Half-Life* and *Hidden & Dangerous*, as nobody else seems to have a clue.

Chris Dowell

Code: Veronica and *Hidden & Dangerous* should reach the shops in June. There's no official release date for *Half-Life* yet – but the boys have promised me they'll let us know as soon as they find out. Okay?

> Is Codemasters planning to release *TOCA Touring Cars* on Dreamcast in the future? And when is *Sega Bass Fishing* going to be released?

Jon Bunce

Codemasters still hasn't officially announced which of its games will be coming over to Dreamcast – it'll probably wait till E3 in May. *Sega Bass Fishing* is now due out on April 7. Patience is a virtue, remember.

> Has *Red Dog* been released yet? And is it worth getting?

G Habina

Red Dog was due out on March 24, and so should be sitting on the shelf at EB/Game/your closest independent retailer (delete where applicable) at this very moment. And yes, actually, we do reckon it's worth buying – especially if you have four pads, three mates and plenty of free evenings for multiplayer death tank action. It's fab

for venting your frustrations – not that I have any, mind.

> I've played *Virtua Tennis* in the arcade and noticed that it's been a big hit. Do you have any details on this game coming out on Dreamcast soon? Also, will coloured controllers be available in the UK any time in the near future?

Matt

Virtua Tennis has been ear-marked for a Dreamcast release and we could see it as early as August. There's been no word on coloured controllers coming across to the UK yet – that's the sort of thing that happens near Christmas. So make sure you're a good little boy this year, Matt.

> 1) I have read elsewhere that the PlayStation2 is going to be a true 128bit system and that Dreamcast has

no true 128bit chips – is this true?

2) Is it true that the Dreamcast market is dead in Japan. If it is, do you think the Dreamcast is on borrowed time?

Jason Curran

1) Dreamcast uses two 64bit chips, so it could be said that it has no single 128bit chip. However, if you want to start batting around comparable specs, Dreamcast has double the VRAM of PS2 – so there.

2) No, the Dreamcast market isn't dead in Japan. It's been pretty slow, but titles like *DOA2*, *Code: Veronica* and *Crazy Taxi* are speeding things up again. Japanese gamers are not as fickle as us Westerners – they don't abandon formats when something perceived as 'more powerful' comes along. True otaku know that no-one makes arcade games like Sega. Borrowed time, indeed.

> Will *Rainbow Six* ever be released on Dreamcast? If so, do you have any ideas when? I've seen a release date for the game advertised many different times and I have also seen it postponed a lot. I've played both the PlayStation and N64 versions of *Rainbow Six* – I feel that the PS version is pants, but the N64 version looks pleasing. I wonder if it ever sees the light of day on Dreamcast, will it be better than this version or not?

Dominic Oregon



“DO YOU KNOW WHEN ANY DECENT RPGS ARE COMING OUT FOR DREAMCAST?”

■ Spook the hamster



"DC ISN'T DEAD IN JAPAN. TRUE OTAKU KNOW THAT NO-ONE MAKES ARCADE GAMES LIKE SEGA"

■ Auntie Esther

Rainbow Six has been floating about on the release schedule since Dreamcast's launch in the US, and has already slipped several times. The last we heard was that it is definitely happening – but we'll probably have to wait till E3 for a definite announcement. Sorry we can't be more specific, Dom.

> Do you know when any decent RPGs are coming out for Dreamcast apart from the poor *Evolution*? And have you got any cheats for *Worms*?

Spook the hamster

Phantasy Star Online, Eternal Arcadia, Baldur's Gate, Shenmue (all Sega), Rune Jade (Hudson Soft), Silver (Infogrames), Evolution 2 (Ubi Soft) and Grandia 2 (Game Arts) should all get a UK release before the end of the year, which should give you, ooh, a bit of choice at least. And there are codes for *Worms* in the tips book.

> I have just bought a secondhand Dreamcast and was wondering how I can change my password and welcoming message, which were set when I bought it?

Paul Davidson

There are two options: 1) If you want to change your password then go to 'Admin' from the Dreamarena homepage and then click on 'Change password'. Simple as that. 2) If you

want to change your email address as well, you'll need to delete all the current info. Bring up the left menu (left trigger), go to 'Options', then 'Modem', then 'AT setup', and then 'Delete memory'. Do this, turn the machine off and you can register as if a brand new user. And no-one will be any the wiser.

> I was wondering if the Bitmap Brothers are developing for Dreamcast? The reason I ask is that I loved *Speedball 2* on the Mega Drive and have heard they are soon to be releasing an updated version on PC and Playstation. Is there any chance that this potentially excellent game will get a DC conversion? Surely it'd be easy enough for them to do a PC port, wouldn't it?

Also, is the new Mad Catz steering wheel compatible with *Crazy Taxi*? The footpedals/gearstick would make the game just like the arcade version, but the games control method isn't very configurable (just two settings) and so may not work with the wheel's set-up. Please let me know as the main reason I'd buy one is for *Crazy Taxi*.

Stephen Strang

Speedball on Dreamcast? Read our next issue, that's all I can say on the matter. (Ooh, I'm such a tease.) As for *Crazy Taxi* – if you keep the controller configuration on Type A, then you can

use the Mad Catz steering wheel and pedals to steer, accelerate and brake. However, you can only use the gear stick to shift into reverse, you can't shift it back into forward again (due to the way the buttons are configured in the game) – instead you have to use a button on the front of the wheel. If Sega had included a customisable control set-up you could have got round this, but they haven't. It's still a pretty good laugh, though. If you've got the spare cash, go for it.

> I'm sick of hearing people say that *WWF Smackdown* is coming out for Playstation, I would like to know if it's coming out on Dreamcast. If not, is there any other WWF games lined up for Dreamcast?

Ryan Lynn

WWF Attitude is out and *ECW* is reviewed in this very issue. Plus, there are bound to be plenty more games featuring large sweaty men on the way. Thank the Lord.

> What's Sonic Team been up to lately? Do you think it could have a *NIGHTS 2* in the works? And also, is there any chance there could be a new *Panzer Dragoon* adventure for DC?

Richard

Sonic Team has just brought across its arcade game *Samba de Amigo* (it's what that lovely Ricky Martin would play if he owned a DC) and *Sonic Adventure 2* is another rumoured project, so that'll be most of their time taken up. *NIGHTS 2* has been whispered as a possible project, but don't expect to see anything this year. No news on a DC *Panzer*, either.

> All I want to know is if there are going to be any *Strike* games on Dreamcast, eg, *Soviet Strike 2*.

Tim Syke

As the *Strike* series is owned by EA, you won't see any of them coming across to Dreamcast until the company decides to publish DC games. Even then, it's unlikely a *Strike* title will come across unless a brand-new one is announced. We think they've probably sucked all the life from that licence ■



ASK ESTHER

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01225 822744
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// DREAMCAST HARDWARE INFO

> **PROCESSOR** 200MHz Hitachi SH-4. It's a Reduced Instruction Set (RISC) design, which makes it a lot more powerful than a 200MHz Intel Pentium would be. Because of their high power, both the SH-4 and PowerVR chips are linked to a cooling system that's connected to a fan on the console. So don't cover the vent!

> **GRAPHIC CHIP** Power VR 2DC (codenamed CLX-1), capable of up to four million polygons per second. Performance is nearer to three million when all the available effects are switched on. There's also texture compression built in, which means that highly detailed surfaces can be drawn in games. Although it's related to a PC graphics card, it isn't upgradable.

> **STORAGE** Unique Yamaha 100Mb GD-ROM drive, making the discs currently pirate-proof. Runs at 12 times standard CD speed.

> **AUDIO** Yamaha's AICA audio chip features 64 sound channels, complete with in-built support for samples and surround sound effects.

> **MEMORY** Dreamcast is piled high with Random Access Memory (RAM), with 16Mb for game data, 8Mb for graphics data, and 2Mb for Audio. That's as much as Playstation and Playstation2 have when added together.

> **VIDEO OUTPUT** Standard resolution for Dreamcast is the highest available on current televisions: 640x480. This is delivered at either 50 or 60 frames per second, which is why things move so smoothly compared to older consoles.

> **MODEM** European Dreamcast's ship with a 33.6kbps modem, which roughly means that it can communicate on the Internet at around 0.003Mb per second. So, not much. American Dreamcasts come with a faster 56 kbps modem and we reckon the European version should have been specified the same. There is a fix, however.

The DC modem is upgradable, which you do simply by pulling it off the side of the machine (go on, have a go, we know you're dying to), and slapping a new one on. If we're lucky, future versions could include a cable modem, which would be capable of much faster speeds – as in 0.3Mb per second – so long as you're connected to a cable network, of course.

COINING IT

STAR WARS EPISODE I
AND GAMES THAT,
SADLY, AREN'T ON DC

STAR WARS EPISODE I RACER

Developer: Sega R&D 5 Release: TBC

George Lucas may not be able to write a decent script, but he certainly knows a good money-making scheme when he sees one. And with that contentious statement, we can take a look at the latest Star Wars spin-off to hit the arcades in Japan. *Star Wars Episode I Racer*, is a game which, we've been told, captures all the excitement of the pod race sequence in the film, so we're looking forward to some really fast-paced stuff when it comes to the UK.

Episode I Racer was first launched on an unsuspecting public as a video at the JAMMA Show (the Japanese Amusement Machines Association) at the end of last year, and was later shown at

ATEI in London, which is where we first caught a glimpse of it. The game will run on Sega's Model 4 technology (although this hadn't actually been launched when we saw the video). Model 4 is the next step up in the Sega arcade board series and has a higher number of polygons than its previous outings, and excellent transparency effects, so the game is set to look absolutely stunning.

Gamers will experience the thrill of the chase by sitting in massive pod-like units, which match exactly the interiors of those in the film, and they look brilliant. Up to four players can race alongside one another in the Match mode, within which there's a choice of four courses: Tatooine (short), Tatooine

(full – the Boonta classic), Malastare and Etti IV. You can pick from between ten and 12 pod-racers, who are all characters from the film (just in case you expected the cast of *Eastenders*). So you can choose to play as Anakin, if you wish. If

you'd prefer someone a little less infuriating, however, you can choose characters such as Sebulba, Gasgano and Ben Quardinaros instead.

In order to compete, each racer has to pass the checkpoints along the course within a defined time, and when this runs out, the game is over. Simple as that. So it's your basic arcade racing fare, really, but you have the added excitement of sitting in that pod. A cool extra feature is that you'll be able to register your time on the Web, and find out how you've ranked worldwide, which should add to the game's longevity considerably. Sadly, there's no news as to its release date over here, but we'll let you know as soon as we have something concrete (aside from those lovely new boots we're making for little Anakin) ■

01 The arbitrary graphics look absolutely magnificent. We're keeping our fingers and toes tightly crossed for gameplay to match

02 Another pod, another race. The absence of Jar Jar Binks in *Episode I Racer*, by the way, can only be applauded. Cheers for that, Team 5



THE COIN-OPS THAT SEGA FORGOT?

With an arcade line-up as strong as Sega's you'd think the company would automatically port everything across to Dreamcast for home consumption. But no, sometimes a few gems inexplicably slip through the net, like tiny, yet flavoursome fish. Once in a while, there's good reason. *Brave Fire Fighters*, for example, is a fantastic arcade game, but a console version would probably be impractical due to the sizeable 'vibrating hose' controller. There is probably a shady market for such a thing among Dreamcast's more 'adult' audience, but we won't go into that at the moment. The true version of *F355 Challenge* would also be a no-no due to its reliance on three screens and three Naomi arcade units. Anyway, here are four recent arcade hits we just can't believe aren't coming to DC. See if you can spot which one we've included as a 'joke' ■

■ SPIKEOUT



Released into arcades at the end of 1998 this *Final Fight*-style scrolling beat 'em up was designed by Sega's famed AM2 team and quite simply rocked. Rather like *Zombie Revenge*, you wander through a collection of 3D environments kicking, punching and shooting baddies.

Spikeout however, featured four cool lead characters (including the eponymous Spike), loads of really excellent weapons and an intuitive yet complex fighting system allowing for all manner of combos. The New York setting was also excellent, and you could play cooperatively with three other people, making it a multiplayer fight fest of the first order.

The sequel, which is tentatively titled *Slashout*, is due on the Naomi arcade format very soon. And as it's on Naomi – the big brother technology to Dreamcast – we should also see a home conversion ■

■ OCEAN HUNTER



Released at a time (1998) when Sega was going shooting game crazy, *Ocean Hunter* got sort of lost behind the brilliant *House of the Dead 2* and the big film-licence dinosaur blaster *Lost World*. In this forgotten treasure you play a diver armed with a spear gun and intent on disembowelling as many underwater monsters (sharks, rays, squid, cod, etc) as possible. The rather large cabinet comes equipped with two exciting spear gun-style controllers: you simply point and cull.

Unfortunately, *Ocean Hunter* didn't quite have the longevity or gore appeal of *House of the Dead 2*, but the sharks were pretty scary and the gameplay strangely un-PC. Erm, this has no chance of coming to Dreamcast, quite frankly, but we spent a couple of merry minutes on it in the arcade ■

■ SEGA TETRIS



This one was first shown off at last year's JAMMA show. Amazingly, Sega first brought out a *Tetris* coin-op 12 years ago, but that was before Nintendo snagged the rights to produce home console games based on the classic puzzler.

This rendition, created by Sega's in-house Software R&D 1 team (also responsible for the wacky *Emergency Call Ambulance* game), adds a fourplayer competitive face-off and five new attack types with which to bamboozle opponents, including the smart Missile Attack which creates awkward holes in your pal's wall of blocks. We played this at a recent arcade show in London and particularly enjoyed the dancing monkeys at the base of the screen. There has been talk of an online *Tetris* game for Dreamcast – we'll have to wait and see ■

■ MAGICAL TRUCK-ADVENTURE



This bizarre kiddie coin-op has two players controlling one of those old mine carts with the levers that you have to push up and down to make it move.

The plot is this – you control either Alma or Roy, two heroes in pursuit of time-travelling villains. You and your mate have to grasp the mine cart lever controllers and synchronise your up/down movements to move as fast as your little arms are able. It's completely knackerin' stuff, but there are loads of nice extras in the gameplay and multiple routes for you to drive through. Actually, we're joking about this one (we're laugh a minute, us), but if Sega is prepared to bring out a large mine cart peripheral for Dreamcast, we reckon it'll sell by the bucket load ■

NOT THE SAME CABLE

DC-UK'S REGULAR DELVE INTO THE SHADOWY WORLD OF IMPORT GAMING

BAKURETO MUTEKI BANGAIOH

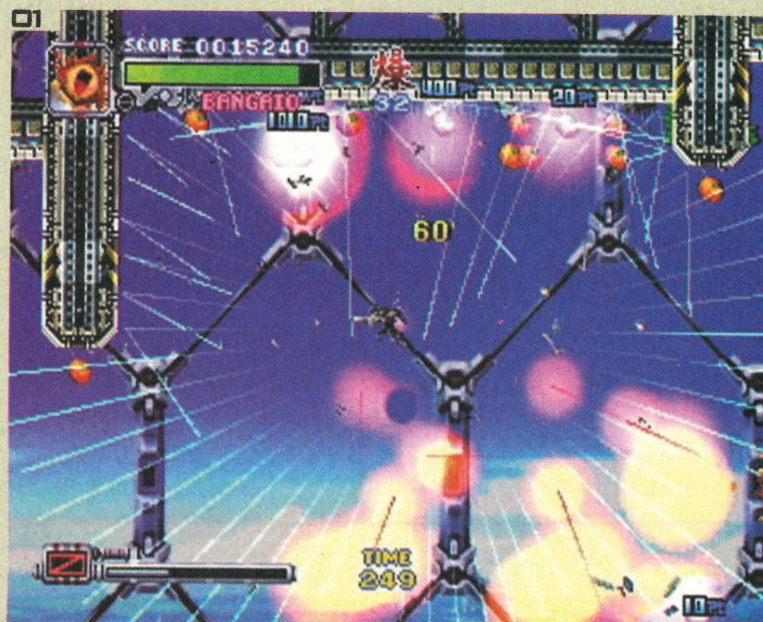
Developer: Treasure UK Release: TBA



Bangaioh is so old skool it makes Eton look like a modern comprehensive. It's an arcade-style 2D shooter in which you pilot a hugely powerful robot (named Bangaioh) through over 40 levels of frenzied blasting action. The simplistic retro gameplay requires you to navigate gigantic caverns and industrial complexes annihilating everything that gets in your way – such as gun turrets and mechs – before meeting Mr Boss for a showdown at the end of each level.

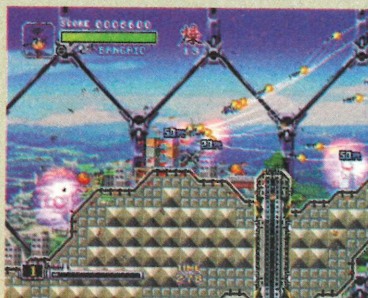
Old skool quirkiness also abounds in extra details. Scattered around the walls

as there are hundreds of small houses for you to destroy. What happens when you blow one up? Naturally, an orange appears, and this is where the majority of your points come from. Additionally, your robot, in a typically Japanese stroke of genius/madness, is quite literally a ladyboy. Bangaioh has the capacity to change between two separate identities: Mami Maxi is the feminine side that fires laser blasts which bounce off walls at reflective angles, filling a room with a cool blue mesh of death, and Ricky Maxi is its male identity which launches heat-seeking missiles after enemies.



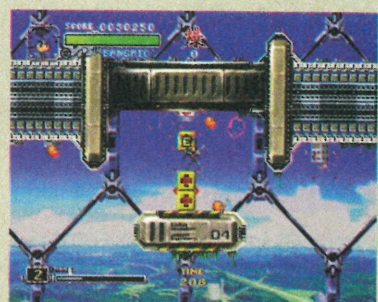
The game's control method is extremely reminiscent of the classic C64 shoot 'em up *Thrust*. There is gravity in Bangaioh's world, which means, à la *Thrust*, you have to constantly adjust the robot's height and direction using the d-pad. Meanwhile, you must use the analogue stick to control the actual shooting as it moves Bangaioh's gun through 360° of fire. Manipulating both analogue and digital simultaneously is a bit tricky at first and puts the thumbs in an awkward position, but it's an intelligent control system and you'll soon master the art of flying your mech while firing an arc of laser power in the opposite direction.

Bakureto Muteki Bangaioh certainly doesn't push Dreamcast's technical abilities and its gameplay definitely



01 Bangaioh's name written in the pink means Mami Maxi and her destructive blue laser are in action. You can swap between male and female identities whenever you feel the need. If only it were that easy in real life

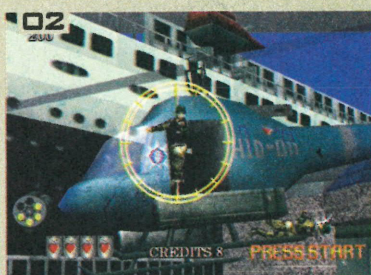
02 Each time you destroy something, Bangaioh's bomb meter fills up, which can unleash a massive explosion



won't win any prizes for originality, as it brings to mind past classics such as *Turrican*, *Forgotten Worlds* and *Retrograde* (to name but a few) as well as the aforementioned *Thrust*. But for the sheer exuberance of its hardcore shoot 'em up action, plus the fact that it's the most enjoyable retro game we've played since retro became modern, *Bangaioh* comes wholeheartedly recommended to shoot 'em up fans. Especially those with videogame experience extending beyond the arrival (and confines) of three dimensions ■

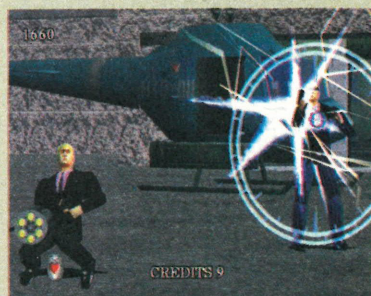
VIRTUA COP 2

Developer: Sega UK Release: Autumn



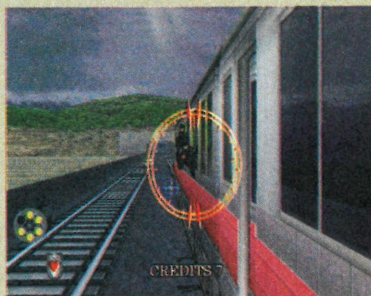
The original *Virtua Cop* revolutionised lightgun games when it was released in the arcades with its fully polygonal environments packed to the brim with baddies and explosions. *Virtua Cop 2* expanded and improved on the original and quickly became a coin-op legend, so we should be grateful for its appearance on Dreamcast, shouldn't we?

Well, yes and no, actually. Yes, because despite getting on in years, it's still an enjoyable piece of mindless entertainment. No, because this DC version is a port of the PC conversion which was itself converted from the Saturn version which was a port of the



original arcade version. Oh man! What it all boils down to is that *Virtua Cop 2* on Dreamcast isn't even arcade-perfect (which would have been a doddle considering the power of DC compared to *Virtua Cop's* Model 2 origins); instead it's just a lazy port of the ageing PC incarnation and that really isn't good enough, Herr Sega!

Because of its shameful origins,



- 01 Close-up villains should be wasted immediately before they can inflict maximum damage
- 02 *Virtua Cop's* baddies pop up in all kinds of places, including choppers, trains and automobiles
- 03 Hail the Justice Shot! The terrorist is disarmed, and you've saved the life of a shades-wearing chef

Virtua Cop 2 is by far the worst looking game on Dreamcast with dodgy pixelated enemies, 99 per cent of whom appear to be the same blond-haired bloke in sunglasses. More importantly, the game only runs at half the speed of its arcade parent, plodding along at 30 fps, and while this slow framerate isn't too evident during play, it's indicative of the way Sega has rushed it onto the shelves.

The ironic thing is, despite these flaws leaving a nasty taste in the mouth, they don't really diminish the game's inherent fun factor. So what if nearly all the enemies look the same? All that truly matters is shooting them in the face and moving on to the next one. Playing as *Virtua Cop's* Rage, Janet or Smarty, you must protect Virtua City from a gang of vicious criminals, who have turned the once-peaceful streets into a war zone. Shooting bad guys in different parts of their bodies causes them to die in a variety of amusing poses. You can blast the gun out of their hands to achieve the 'Justice Shot', then shoot the gun to arm yourself with it. Avoid wasting innocent civilians who scream "Don't shoot me!"



(it'll cost you a life) and remember to keep firing off-screen to reload your weapon. And that's all there is to it.

Virtua Cop 2's limitations are there for all to see, both in terms of gameplay and technical performance, but once your trigger finger starts itching, you'll have a blast. Purists will tell you it's a deep game due to the different shots and alternative routes, but most will find this a shallow experience. It's still a laugh, especially in two-player, and provides as good a reason as any to pull that lightgun out of the holster it's been gathering dust in since you got bored with *The House of the Dead 2* ■

NOT THE SAME CABLE

DC-UK'S REGULAR DELVE INTO THE SHADOWY WORLD OF IMPORT GAMING

ESSENTIAL INFO

> **TO PLAY IMPORT GAMES, YOU NEED TO ENSURE THAT YOU HAVE THE NECESSARY TECHNICAL EQUIPMENT TO ACCESS THEM**

> **DO YOU OWN:** A Japanese or American Dreamcast, or an add-on device that allows you to play games from either country?

> **WHY THIS IS NECESSARY:** Have you heard of the term 'territorial lockout'? In essence, this is a feature within the European Dreamcast that prevents games from NTSC regions from running. All consoles – from the antiquated Mega Drive, to the ageing PlayStation – have this nasty trick hidden in their metaphorical sleeves. Sega, like other videogame giants, is loathe to condone the existence of the import scene. To get around this, you either need an NTSC machine, or an add-on device that fools the Dreamcast into thinking that it can play any game (which, of course, it actually can). The latter are now becoming available and many independent game shops will offer to 'chip' your Dreamcast for around £40.

> **DO YOU OWN:** A TV capable of displaying an NTSC signal?

> **WHY THIS IS NECESSARY:** Before you rush out to buy an NTSC Dreamcast, you should take a long, hard look at your TV. Is it a dual-format model, capable of displaying both NTSC and PAL signals? If it's more than four years old, the chances are that it isn't. If it's a low-budget portable, it's also unlikely to fit the required bill. The best way to find out is to ask the manufacturer. If it's a PAL-only model, you'll need to buy a new TV. Plug an NTSC Dreamcast into it and, at best, you'll get a grainy, stretched and, above all, visually unpleasant black-and-white picture. At worst, you'll get a mess of rolling lines.

> **DO YOU OWN:** A step-down transformer, and either a SCART or S-video cable?

> **WHY THESE ARE NECESSARY:** If you buy an NTSC Dreamcast, the retailer in question will prompt you into buying these, too. It's a good idea for you to consent to both. Japan and the United States use different voltages to the UK, and plugging your Dreamcast straight into the mains will kill it forever. A 'step down', as they are known, regulates the voltage to a DC-friendly level.

A SCART or S-video cable is needed to link your TV and Dreamcast. If your TV is happy with NTSC signals, you will have sockets for one or both on top-range models. Generally, people argue that SCART offers a better quality of image, so opt for that if you have it. Some would even argue that bronze, silver or gold-plated versions of these – costing anything from £20 to £60 – offer an even better standard of picture. But do you really want to take things that seriously?

RAINBOW COTTON

Developer: Success UK Release: Unlikely



attacks to waste all the crazy enemies that fill the screen. You can also free five different fairies who will hover around your broomstick taking out baddies and absorbing enemy fire in much the same way as the pods in *R-Type*.

Unfortunately, while the cartoon aesthetics and daft character designs may have a certain kitsch appeal, the gameplay grows tiresome all too quickly. The levels are all on rails, which means you simply fly along a set route trying to shoot everything on screen, which isn't easy because the awkward control system makes targeting the crosshairs

After the jetpack antics of *Space Harrier* and the dragon-bound blasting action of *Panzer Dragoon*, the next logical step for forward-scrolling shoot 'em ups is to have a mischievous witch named Cotton flying on her broomstick shooting giant teapots, balloons and toothy blanchmanges. Obvious really, when you think about it.

In the role of the cheeky sorceress Cotton you must fly through five massive levels using her laser fire (which can be powered up considerably) and bomb



annoyingly tricky. When you add a slow pace and repetitive gameplay to this unpromising mixture, *Rainbow Cotton* becomes one to avoid. You'd be better off buying *Shenmue*, heading for the arcade and playing that bona fide forward-scrolling shoot 'em up classic *Space Harrier* for now. Well, not now exactly, just a bit of Ryo's loose change ■



PROJECT K IMPORT TOP TEN

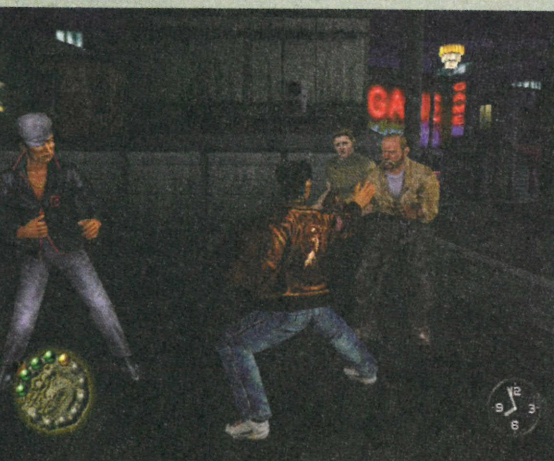
The ten best-selling import games at Project K this month

- 1 > **VIRTUA COP 2**
Publisher: Sega Genre: Lightgun shoot 'em up
- 2 > **BIOHAZARD CODE: VERONICA**
Publisher: Capcom Genre: Survival horror
- 3 > **SEGA GT**
Publisher: Sega Genre: Racing
- 4 > **CRAZY TAXI**
Publisher: Sega Genre: Drive 'em up
- 5 > **SUPER MAGNETIC NIU NIU**
Publisher: Genki Genre: Platform
- 6 > **CHU CHU ROCKET**
Publisher: Sega Genre: Puzzle
- 7 > **SPACE CHANNEL 5**
Publisher: Sega Genre: Dance 'em up
- 8 > **STREET FIGHTER 3: W IMPACT**
Publisher: Capcom Genre: 2D beat 'em up
- 9 > **SHENMUE**
Publisher: Sega Genre: RPG/adventure
- 10 > **VIRTUAL ON**
Publisher: Sega Genre: Shoot 'em up

Charts supplied courtesy of Project K. Call to order: 0208 508 1328
For Project K and other import companies, see classifieds

TOP FIVE MOST REQUESTED GAMES

Project K customers' most anticipated releases



- 1 **SHENMUE (US)**
Publisher: Sega Genre: RPG/adventure
- 2 **CODE: VERONICA (US)**
Publisher: Capcom Genre: Adventure
- 3 **POWER STONE 2**
Publisher: Capcom Genre: Beat 'em up
- 4 **MARVEL VS CAPCOM 2**
Publisher: Capcom Genre: 2D beat 'em up
- 5 **METROPOLIS STREET RACER**
Publisher: Sega Genre: Racing

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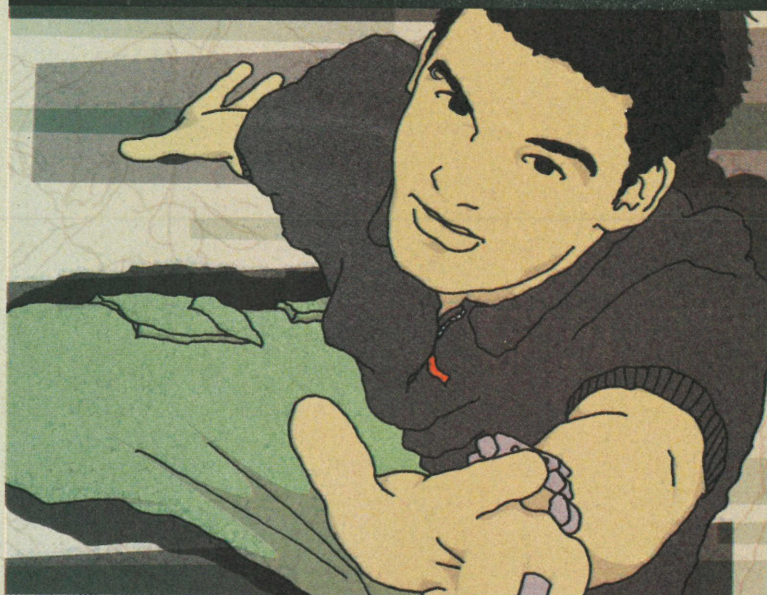
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SURF'S UP SPECIAL

ABSOLUTE BEGINNERS



THE FIRST TEN THINGS TO DO ONLINE

> If you're new to this whole Internet thing, you might want to imagine the Web as the walls of a public toilet onto which those doing their business can write whatever they want. Some will attempt to be funny, some will try to use the space to promote social change, and some will just draw rude pictures. What you look at is entirely up to you.

To do so, grab that long white cable, put the small end into the Dreamcast, the big bit in your phone socket, shove the Dreamkey disc in and prepare to wait like you've never waited before. You'll eventually be asked to enter some details, such as your name. We can't help you with these, other than advising you to choose a password you'll remember and not some complex code designed to keep out the enemy. You're now ready to, ahem, 'surf'.

Use the d-pad to move the onscreen cursor, the red button to select things and the left and right triggers to bring up menus. Get familiar with the Back and Jump options to return to pages you have visited previously and to whizz straight to Websites. Oh, and buy a keyboard if you're going to spend any considerable amount of time in cyber-land, or whatever it's called this week.

> 1. Search

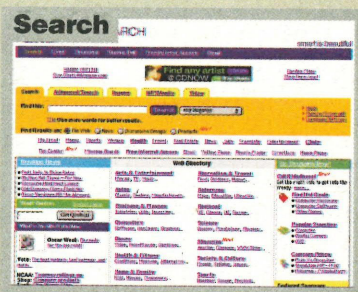
To find stuff on the World Wide Web, you're first going to have to get acquainted with a search engine. www.yahoo.co.uk is good at first, but something like www.altavista.com is better overall.

> 2. Shop

Online shopping – it's the future, you know. Cut out the middleman, head to www.shopsmart.com, get a list of all the sites selling what you want, rejoice at the cheap prices, add up the postage costs then head to the shops after all.

> 3. Write

Share your libellous thoughts with others through www.deja.com – a link to



Football

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This is an ex-Owl
Wilson gets the boot at Wednesday

Jesper who?
Arsenal want Ajax's Gronkjaer to be the new Overmars

Beckham in mullet
shocker
Click here for the haircuts he should have had

Buy sports books at [bet.com](http://www.bet.com)

Online Betting

Latest

Wednesday sack Wilson
Danny Wilson has been sacked as manager of Sheffield Wednesday. Wilson leaves the club on the brink of the First Division, having taken only 21 points from 29 games.

Usenet, where you can find the bulletin board of your dreams.

> 4. Chat

There are millions of chat rooms, with topics ranging from last night's TV to footballer/70s porn star lookalike Tony Polster. Try www.4-lane.com and www.chatting.com for starters.

> 5. Games

Of the plethora of game sites, many appear to be run by egomaniacs who think that one outdated review and a rant constitutes a good time. Leave these alone and visit www.ign.com – regularly updated and not too zealous.

> 6. Dreamcast

As its name suggests, www.sega-ukweekly.co.uk is host to all manner of UK-specific stuff, including some nice preview screenshots and a constantly animated Sonic the Hedgehog. My, he must get tired.

> 7. VM

Downloadable VM animations are everywhere, but games are a more irresponsible way to waste batteries. vnu-otaku.vgamin.com contains both the

simple (Slide-puzzle) and the ambitious (Time Crisis, anyone?).

> 8. Football

Teletext is still faster and more accurate than most news sites, but dip into the Fiver and you'll be pleasantly surprised (www.footballunlimited.co.uk). It's probably the only place to describe Graeme Souness's hair as "seemingly made up of a collection of moustaches".

> 9. Urban

Picture yourself as a trendy SoHo type with your Japanese street gang jacket? Try www.platform.net for all things urban-related, including the genius that was the late Ego Trip magazine.

> 10. Profanity

For satire, irreverence and liberal usage of the 'C' word, check out www.tvgohome.com – a fictitious TV listings that inspired our Sega TV feature this month (page 052). Sample entry: "Neighbours 5.35pm – Karl glues a small dog to the wall of his garage and spends the afternoon sitting in a deckchair while it forlornly cranes its neck in the direction of an out-of-reach Bonio on a nearby workbench." Go, Doctor Kennedy! ■

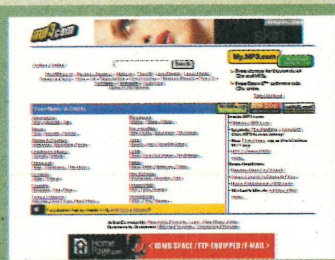
112 DC-UK 05/00

NEW ON THE NET

DREAMKEY 2 + TETRIS FOR VM + ONLINE GAMING = GOOD TIMES ON THE WEB FOR DC

// NEW DC BROWSER

MP3 on its way at last



> So far, browsing the Web on Dreamcast has been a very voyeuristic experience – sort of look but don't touch. Found an audio snippet of that rare Japanese-only B-side you're after? Chances are you won't be able to download and listen to it. However, those honest but tardy chaps over at Sega have now decided to release the upgraded browser disc they promised. At least in the US. Scheduled to be let loose at May's E3, this shiny new piece of plastic will support MP3 and Flash, along with expanded VM downloadability and force feedback. How this latter feature will work on 'adult' sites we can but wonder. Anyway, us nationals dwelling within the boundaries of the European Union are likely to receive our version sometime during the summer months. As with the first browser, it should carry features on a par with the US one, and maybe even more. You can't say fairer than that now, can you?

// HOT SPOTS

Get your DC thrills online



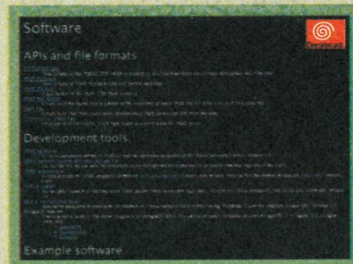
> Do you often awake with a tingling feeling inside your stomach, twinkling with excitement at the prospect of a new Sega infomercial appearing on Dreamarena? If so, you might want to check out the Dreamcast Weekly site

(www.dreamcastweekly.com). After admiring their stylised heading, register your email address and then wait in anticipation for their weekly e-magazine to be sent to you. Okay, so it may be lacking in the eye-candy stakes, and it may be very US-focused, but it is free. This is a good thing.

Also, if you're interested in all things Dreamcast-related on the Web then you could do a lot worse than to visit DC United as a starting point (www.dcunited.com). After getting over the lack of coverage devoted to one of Major League Soccer's finest, head to the compilation of the top 50 Dreamcast sites. One word of caution though: they're ranked on frequency of use, so a high placing doesn't necessarily correlate to quality. You have been warned.

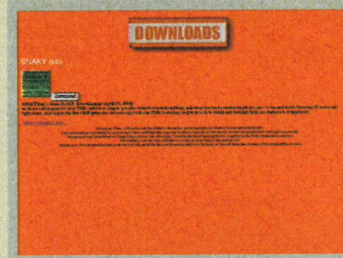
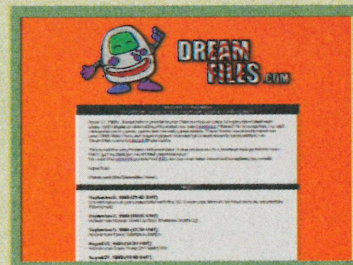
// VM GAMES

Tetris for Dreamcast



> All of the following games can be downloaded to VM by simply accessing the relevant site via Dreamcast and clicking on the file name. The tiny treat will then be copied to your VM – as long as it has enough units free, of course.

The VM was meant to be a key factor in the Dreamcast revolution. Up until now though it has been shirking its front-line duties in favour of making a pleasant beeping noise after about, ooh, two days. However, the game that has sold many a Game Boy for Nintendo is now available in VM form. Taking up a meagre seven blocks of space, this version of Tetris is quaint enough but suffers from not having a 'next piece' box, and the fiddly controls of the VM. Oh, and it's possible to cheat by pressing the pieces against the walls where they will cease their



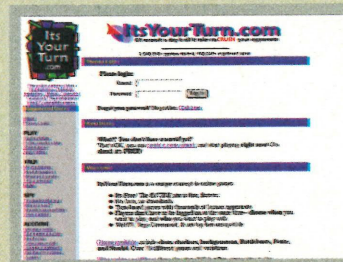
downfall until you've thought of where to put them. It's still a good way to ruin your eyesight, though. (marcus.mangakai.org/dc/files/TETRIS.VMI).

Far more fun is the downloadable etch-a-sketch available from rvmu.port5com/data/SKETCH.VMI. Now you can get all misty-eyed and nostalgic at the thought of recreating life-like curves on your VM. Painting it red is optional but may affect your warranty. Unfortunately, it seems that the B button has replaced the old-fashioned shaking method of erasing the screen. Ruining someone else's painfully time-consuming masterpiece is just not as much fun anymore.

Finally, it's possible to get a version of that game some mobile phone users have from www.dreamfiles.com/jap/snaky.htm. This adaptation adds obstacles to each level and a high score table. Be warned though – this is a very evil game. Once downloaded it decided to take up permanent residence within our VM and appeared to disable any controller it was plugged into. As a long phone call to the Sega Internet helpline is possible, you should probably think twice before dabbling with this nasty serpent-like beast.

// ONLINE GAMING

Yes, it's true!



> Brace yourself. In a world exclusive, DC-UK is proud to present to you online gaming via your Dreamcast! Sort of. At www.itsyourturn.com you can play stuff like chess, battleships and Connect Four against other people in a turn-based system over the Net. You can also add messages and buy T-shirts. Who needs polygons, anyway? Next month – online word searches ■

// ESSENTIAL INFO

A quick guide to the most common Internet terms...

BROWSER The software that runs on your Dreamcast and allows you to access the World Wide Web.

ECOMMERCE A catch-all term referring to the business possibilities offered by the Internet. Online shopping is the most obvious example.

HTML HTML is a set of commands that tells a browser how to display a Web page – what size to make the text, where to put the picture, and so on.

HTTP Hypertext Transfer Protocol – the standard by which browsers request information from a server, via a URL.

HYPERLINK By using hyperlinks, a Web page can be connected to other parts of that page or to any other on the Web. The reader simply clicks on the link to be taken to that information.

LATENCY The bane of Internet gamers, latency refers to the time it takes for information to travel from another computer to your Dreamcast.

MODEM A device which allows one computer to connect to another via a phone line, translating data to and from electronic impulses that are sent through the line.

SEARCH ENGINE

By connecting to a search engine, you can quickly and easily find the Websites you're interested in. For example, yahoo.com is a popular search engine.

URL Stands for Uniform Resource Locator, this address specifies exactly where a specific page or other piece of information can be found on the Web.

WWW Stands for World Wide Web. It allows information to be stored as Web pages, which are normally organised into Websites, which are in turn stored on specific Web servers ■

Been to any good sites recently? Let us know, people.

EMAIL: dcuk@futurenet.co.uk

FAX: 01225 732275

WRITE:

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POWERED DOWN

THIS MONTH IT'S OUR ESTHER'S TURN TO TELL YOU WHAT WE DO WHEN YOU'RE NOT WATCHING

Gosh, it's been a funny old month here game-wise. Particularly since we haven't had any. However, that hasn't stopped us from mucking about in the games room regardless. Although we have now been told that filling up three Dreamcast machines of various origins with pink blamcange is neither productive nor funny. Fine, we thought, if that's the way you like it, we'll make a magazine instead. Nyer ■

TEAM DIARY



01/03/00

It's a day or so after deadline, so we're easing ourselves into the new issue by holding the Team Battle Mode today. I am severely pissed off that Claire and I have been lumped together just because we're girls. I'm seriously thinking of suing. As it is, I fail miserably at the battle. Again. And spend the rest of the day sulking, but pretending that it didn't matter to me one bit and that, in fact, "I'm working really hard, okay?" Doesn't wash, mind...

07/03/00

It's Shrove Tuesday, but I can't cook, so I've spent most of the day looking up pancake recipes on the Net. Unfortunately, there are loads of

ideas about what to put in them, but not how to make the pancakes themselves, and I know they always turn out lumpy when I do it. Decide to buy ready-made instead and lie about it. No games have come in so far for this issue, so the boys are reduced to playing *Virtua Striker* and *NBA 2K* - I think they feel hard-done by.

10/03/00

Simon from Bastion arrives with *MDK2*. No-one takes any notice of the poor lad at first, but soon we all cram round the telly to have a butchers at the game. Claire's innocent "What does *MDK* stand for?" sets off a volley of filthy answers before she's equipped with the correct one. Or so she

thinks. We're hoping no-one tells her that it isn't, 'Make-up, Dollies and Kittens'. Bless.

14/03/00

Early copies of issue 08 come in and we have a magazine post mortem, which we're all dreading. However, it goes well, considering all the changes we've made. The meeting is stuffed with suited advertising people, though, so marketing lingo gets laid on a bit thick. Us scruffy editorial types managed to escape before they could pin us down with their "team building" and "workflows" and that dreaded "win-win situation" (in our language the above phrases can be loosely translated as "getting completely lashed", "typing with more than two fingers" and "leaving work before 6pm").

20/03/00

Well, blow me down if some games haven't arrived. At last. It's not as though our deadline's on Friday or anything. Sheesh. Anyway, we got *ECW Hardcore Revolution* and *DOA2*, which everyone's dying to have a go on. Well, the lads are anyway, cos they fancy all the female characters and want to see their costumes. Now there's professionalism for you ■

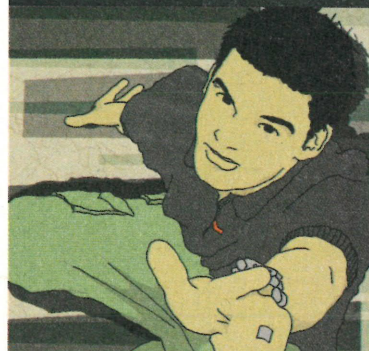


01 The arrival of *MDK2* in the office meant a sudden decrease in that dull old activity called work. It also provoked a debate into whether the dog should be described as having four arms or six legs. Perhaps we should get out more

02 It's one of those lovely ladies from *DOA2* I bet you'd like to know her special moves, wouldn't you? We'll tell you: it's L, R, A, up, up, A, B, L, down, L, R. The saucy little minx

SURFS UP SPECIAL

DC-UK'S MONTHLY SITE UPDATE - THE POLLS AND THE COMPETITIONS



// POLLS

Pancakes, animals, nudity

> We had three new polls this month, and they were as follows: What's the best pancake filling? Which animal would you like to see more in Dreamcast games? And what would you like to see more of on our Website? As per usual, the answers were stupid. Just stupid. Okay, so we provide the ones you can vote for, but that's no reason for you to go picking them. The only one answered with some degree of sensibility was the best pancake filling, to which a traditional 46 per cent of you replied that lemon and sugar was top for Shrove Tuesday. However, 17 per cent of you wags thought that sheep made for an interesting delicacy. Nutters.

As to which animal you'd like to see more of in Dreamcast games, 27 per cent of you thought they'd like to see more of our resident animal, Keith (didn't I fire you last month - ed). In what capacity, we haven't quite worked

STEPHEN LAWSON'S LAST EVER COMPLETELY IRRELEVANT HIP-HOP COLUMN!

Yes, it's true: this will be my last ever column for DC-UK. In an act of utter selflessness, I volunteered to drop my regular update on the world of hip-hop because, let's face it, this is a games mag and nobody wants to hear me rabbiting on about one of the most vital cultural forms of the last 20 years. Do you?

I'll still review games when I have time between blunt sessions in the jacuzzi with my bitches. I still love hip-hop - always will. Once it gets its hooks into you, hip-hop never lets go. Like crack. Without the side effects. Peace ■

THE NEXT MEN

> Amongst the Madness

The Next Men are two English DJs/producers who collaborate on this, their debut album, with Pete Rock's brother, thus continuing the transatlantic trend that Mark B and DJ Vadim set in motion last year.

The pair provide fresh and funky beats that sound like an unlikely but brilliant blend of Dilated Peoples and The Freestylers, and there are some

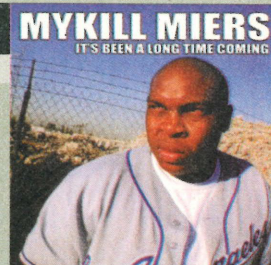


rough cuts by the Scratch Perverts, so you know this is the real hip-hop. Hot wax? 🔥 🔥 🔥 🔥

MYKILL MIERS

> It's Been a Long Time Coming

Don't be put off by the dodgy name (Mykill was born on Halloween and loves horror movies, hence the cheesy John Carpenter flick reference); as indie debuts go, *It's Been a Long Time Coming* is rock-solid and cheese-free. Though he hails from LA, Mykill is one of those West Coast rappers who eschews the G-Funk trappings in favour of a stripped-down sound and



hard-hitting b-boy lyrics. Think Xzibit with more turntablism. Hot wax? 🔥 🔥 🔥 🔥

out – we hope you don't expect him to compromise himself for your gaming pleasure. And again, sheep was the second favourite choice, followed by monsters. Bottom of the pile came ring-tailed lemurs and small snuffly piglets, which is harder to explain – we were convinced that lemurs and piglets would make for some very exciting gaming.

Our last poll was to help us to help you, really. And what did you do? Spoiled it completely. What would you like to see more of on our Website? Nudity, apparently. A massive 677 of you voted for it. Nudity of whom, we'd like to know? We're pretty damn sure it isn't us, because we already know what we look like, and it sure ain't pretty, so we can only assume that you expect us to hire someone better-looking to take their kit off. Well, we won't. It'll cause all manner of jealousy.

// COMPETITION

Win a DC-UK T-Shirt!

> We've got a brand new compo this month. There are ten gorgeous **DC-UK** T-Shirts up for grabs, and it's the easiest thing in the world to win one. All you have to do is send in your best cheat for any Dreamcast game. We've had loads of *Crazy Taxi* ones so far, so anything apart from those would be great. Send entries into the usual address or email them to dcuk@futurenet.co.uk. Last month's winners of the year-long subscription to **DC-UK** were Alan Petit, Jim Foley and Jeremy Biddulph. So well done, you three ■

Look! It's one of our groovy T-Shirts! Rapidly becoming a collector's item, this, and almost as rare as a Blue Peter Gold Badge – but you don't have to do any rubbish charity work to win one. Bonus



■ DILATED PEOPLES

> The Platform

Like Mykill Miers, Dilated Peoples are b-boys from the West Coast. If you dabble at all in hip-hop, you'll have heard their wicked 'Work the Angles' track that's been on heavy rotation for the last year or so. This kind of hip-hop grabs you by the scruff of the neck and doesn't let go until you're bobbing your head like a cheap ho on a Saturday night, (I mean at a disco of course). Apart from all the tracks sounding a bit samey, this is exceptional.

Hot wax? 🔥 🔥 🔥 🔥

SUPERMATCH PLAY

■ TEAM BATTLE MODE

WHO IS DC-UK'S GREATEST GAMES PLAYER? THIS MONTH
DARK HORSE CHRISTIAN RACES UP THE TABLE



The aim of this exercise is to discover which member of the team is the best gamer. Each month, six of us will compete at a different game, with the winner receiving five points and the loser getting zilch. This month: *Sega GT*.

First, it was decided that progressively faster cars and harder tracks would be used for each round and a record of fastest laps would be kept to decide final positions. Next, the draw was made and the results of the quarter finals were as follows:

QUARTER FINALS

(Suzuki Alto Works, Solid Circuit)

Stephen (1 min 12.727) – Lee (1 min 14.159)

Karl (1 min 16.323) – Esther (1 min 22.417)

Christian (1 min 13.459) – Keith (1 min 15.524)

RESULTS ROUND-UP

Lee, Esther and Keith all lost their quarter final races but Lee had the fastest lap and so went through to the semis, while Robin Reliant-man Keith had to settle for a solitary point and Maureen from Driving School (otherwise known as Auntie Esther) received an ignominious zero.

SEMIFINALS

(Toyota Corolla Levin, Snowy Mountain)

Lee (59.093 secs) – Karl (1 min 02.929)

After taking the lead on the opening straight, Lee slammed into a tunnel entrance allowing Karl to squeeze by and open up a comfortable gap. This lead was maintained until the second lap when the

tunnel that had claimed Lee drew Karl into its vicious trap. As Hart zoomed past to establish an unassailable lead, Jaques proceeded to smash into every barrier on the course. "That f*****g tunnel's a b*****d," was Karl's considered assessment.

Christian (57.775 secs) – Stephen (1 min 01.072)
Chris started well and pulled further ahead as Stephen crashed into the now-notorious first tunnel. Some good driving drew Lawson back up to Day's bumper, but as the Scot tried to overtake, Bristol-boy Chris used his experience of West Country roads to nudge Stephen into the barriers. From this point the race was over and Chris cruised to victory.

THIRD PLACE PLAY-OFF

(Mitsubishi FTO GPX, Night Section B)

Karl (1 min 34.838) – Stephen (1 min 36.436)

A close race on the twisty-turny night track with both competitors crashing repeatedly. Stephen opened up a decent gap on the second lap and immediately began larging it to the game's hideous rawk soundtrack. But he was soon laughing on the other side of his face as he smashed into a barrier and ground to a complete stand-still. Karl sped past and blocked all Stephen's subsequent overtaking manoeuvres to claim third spot.

FINAL

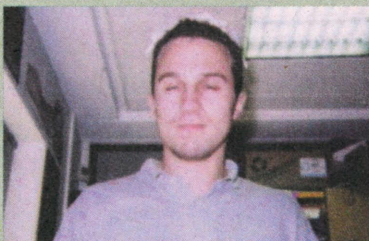
(Mitsubishi FTO GPX, Night Section B)

Christian (1 min 33.928) – Lee (1 min 34.139)

After overtaking Lee on the first bend, Chris held on to the lead for the rest of the race. Both of them crashed numerous times on the bendy course but the boy Hart could never close the gap sufficiently to mount a serious challenge.

CONCLUSION

After showering onlookers with champagne, Chris revealed the secret behind his success: "I used the d-pad; that's your racing game basics," he sneered. First place at *Sega GT* sees Mr Day continuing his rapid ascent of the league while second position is enough for Lee to stretch his lead at the top ■



■ LEAGUE TABLE

PDS	NAME	PTS
01	Lee 'Boy Racer' Hart	12
02	Christian 'Speed Freak' Day	10
03	Stephen 'David Coulthard' Lawson	09
04	Keith 'Sunday Driver' Stuart	08
05	Karl 'Princess Di' Jaques	06
06	Team 'Drives like a' Girl	00

■ NEXT MONTH'S BATTLE: RED DOG

Next issue...

DC-UK VS JAPAN

All the news, views and pics from the
Tokyo Game Show, and...

EXCLUSIVE! **Capcom** has invited
DC-UK to visit its HQ in Osaka to see all its
latest titles and meet the makers of *Res Evil*
and *Street Fighter*! Don't miss our report!

Plus: *Furfighters*, *Ecco the Dolphin*, *DOA2*,
V-Rally 2, 15 pages of gaming news, tons
of exclusives and more!

DC-UK
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The Sega Dreamcast source
Release **#10** boarding **Friday May 12**





EXCLUSIVE!

***Furfighters* review**
and perhaps a little
something extra on the cover...



REVIEW LISTINGS

NERVOUS ABOUT PARTING WITH YOUR HARD-EARNED CASH? LET DC-UK HELP YOU MAKE THE RIGHT DECISIONS

ARMADA

■ **Issue 06** ■ Publisher: Acclaim
■ Players: One to four ■ Extras: None

This old-skool-style shoot 'em up is a refreshing blast from the past, and if space-based shooters are your thing, it's definitely worth investigating. **8/10**

BLUE STINGER

■ **Issue 02** ■ Publisher: Activision
■ Players: One ■ Extras: None

Sub-standard 3D adventure with unoriginal gameplay and too many frustrating moments. Avoid. **3/10**

BUGGY HEAT

■ **Issue 03** ■ Publisher: Sega
■ Players: One to two ■ Extras: Internet league

Good-looking and original take on the genre, but compared to *Sega Rally 2* its life span may be a little limited. **6/10**

CHEF'S LUV SHACK

■ **Issue 05** ■ Publisher: Acclaim
■ Players: One to four ■ Extras: None

Mario Party with foul-mouthed brats and a crooning quiz master. Mini-games are good fun, but don't expect this party to be an all-nighter. **6/10**

CRAZY TAXI

■ **Issue 08** ■ Publisher: Sega
■ Players: One ■ Extras: Vibration

Brilliantly original driving game with impressive levels and addictive gameplay. The mini-games are fantastic. **9/10**

DEADLY SKIES

■ **Issue 08** ■ Publisher: Konami
■ Players: One ■ Extras: Vibration

Impressive but ultimately short-lived airborne shooter. Features well-modelled planes but not enough dogfighting. **6/10**

EVOLUTION

■ **Issue 05** ■ Publisher: Ubi Soft
■ Players: One ■ Extras: None

Average RPG with some nice touches, such as randomly-generated levels, but not much else to get excited about. **5/10**

EXPENDABLE

■ **Issue 01** ■ Publisher: Infogrames
■ Players: One to two ■ Extras: None

Scrolling old-skool blaster that's great fun and challenging. Perhaps a little simplistic for modern gamers. **6/10**

FIGHTING FORCE 2

■ **Issue 05** ■ Publisher: Eidos
■ Players: One ■ Extras: None

Slightly disappointing DC premiere from Core Design. Basic yet satisfying gameplay with a lack of depth. **7/10**

F1 WORLD GRAND PRIX

■ **Issue 03** ■ Publisher: Video System
■ Players: One to two ■ Extras: Wheel, Vibration

Detailed and challenging racing sim, marred only by some slow-down and an imperfect twoplayer mode. Good investment for serious F1 fans. **7/10**

HOUSE OF THE DEAD 2

■ **Issue 01** ■ Publisher: Sega
■ Players: One to two ■ Extras: Gun, Vibration

Arcade-perfect conversion of Sega's zombie blaster. Excellent gun game with new routes and weapons for the Dreamcast version. **8/10**

TOP 3 BEAT 'EM UPS



POWER STONE



READY 2 RUMBLE



HYDRO THUNDER

■ **Issue 03** ■ Publisher: Midway
■ Players: One to two ■ Extras: Vibration

Frenetic racing action that never fails to thrill or infuriate. Imaginative level design, but slightly shallow gameplay. **7/10**

INCOMING

■ **Issue 01** ■ Publisher: Infogrames
■ Players: One ■ Extras: None

Games don't get much more basic than this point-and-shoot-'em-up from the makers of *Expendable*. Fun for a while but it quickly becomes dull. **5/10**

JIMMY WHITE'S 2

■ **Issue 03** ■ Publisher: Virgin
■ Players: One to two ■ Extras: None

Decent snooker sim with dire loading times and awkward controls. Includes pool, darts and other pub standards. **6/10**

JOJO'S BIZARRE ADVENTURE

■ **Issue 08** ■ Publisher: Virgin
■ Players: One to two ■ Extras: Vibration

Insane 2D beat 'em up offering two games for the price of one. A bit easy with a limited number of moves. **7/10**

MARVEL VS CAPCOM

■ **Issue 03** ■ Publisher: Virgin
■ Players: One to two ■ Extras: None

Cool characters and attacks, but most gamers will only play this once. **6/10**

MONACO GRAND PRIX

■ **Issue 02** ■ Publisher: Ubi Soft
■ Players: One to two ■ Extras: None

Detailed simulation, enjoyable arcade mode, but a little unrewarding. **6/10**

MORTAL KOMBAT GOLD

■ **Issue 04** ■ Publisher: Midway
■ Players: One to two ■ Extras: Vibration

Beat 'em up fans are spoiled for choice with Dreamcast's line-up of fighters, so why anyone would opt for another *Mortal Kombat* game is beyond us. It's not bad, just extremely dated. **5/10**

NBA SHOWTIME

■ **Issue 04** ■ Publisher: Midway
■ Players: One to four ■ Extras: None

Brilliant fourplayer mode; oneplayer lacks any real challenge or options. **6/10**

NBA 2K

■ **Issue 06** ■ Publisher: Sega
■ Players: One to four ■ Extras: None

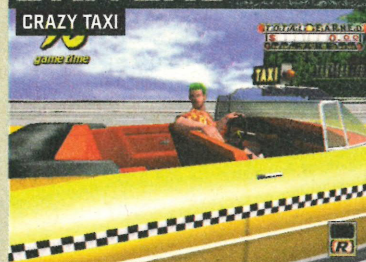
"The best basketball sim ever." Features Arcade and Simulation modes. **8/10**

NFL BLITZ

■ **Issue 04** ■ Publisher: Midway
■ Players: One to four ■ Extras: Vibration

Fast, fun and outrageously violent American football game. **8/10**

TOP 3 DRIVERS



POWER STONE

■ **Issue 02** ■ Publisher: Eidos
■ Players: One to two ■ Extras: VM mini-games

Groundbreaking and hugely entertaining beat 'em up from Capcom, featuring massive roamable arenas, eye-popping power-ups and weapons. **5/10**

RAYMAN 2

■ **Issue 08** ■ Publisher: Ubi Soft
■ Players: One ■ Extras: None

Challenging platformer with huge levels and lasting appeal for gamers who are willing to put the effort in. **7/10**

READY 2 RUMBLE

■ **Issue 02** ■ Publisher: Midway
■ Players: One to two ■ Extras: Vibration

Hilarious and enjoyable boxing game with instant superstar characters. **8/10**

RED DOG

■ **Issue 08** ■ Publisher: Sega
■ Players: One to four ■ Extras: None

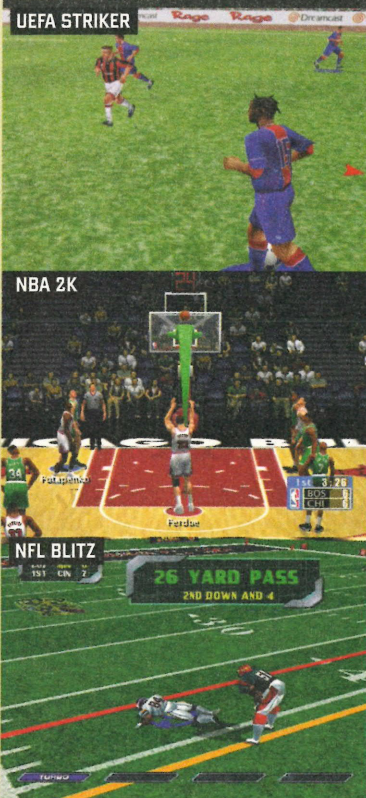
Intelligent shoot 'em up with superb missions and a great selection of multiplayer games. **8/10**

RESIDENT EVIL 2

■ **Issue 06** ■ Publisher: Virgin
■ Players: One ■ Extras: None

Still scary, still absorbing but still a half-hearted PC port of an old game. **7/10**

TOP 3 SPORTS GAMES



RE-VOLT REVOLUTION

■ **Issue 05** ■ Publisher: Sega
■ Players: One to four ■ Extras: None

Remote-controlled car racer with plenty of variety but too tricky handling. **7/10**

SEGA BASS FISHING

■ **Issue 03** ■ Publisher: Sega
■ Players: One ■ Extras: Rod

Novelty arcade fish 'em up that's great fun for the first few cast-offs. Gets repetitive quickly, though. **7/10**

SEGA RALLY 2

■ **Issue 01** ■ Publisher: Sega
■ Players: One to two ■ Extras: None

Playable and intuitive rally driving game with some nice touches, but it lacks handling complexity. **7/10**

SHADOW MAN

■ **Issue 04** ■ Publisher: Acclaim
■ Players: One ■ Extras: None

Massive, atmospheric adventure with great visuals and plenty to do. **9/10**

SLAVE ZERO

■ **Issue 07** ■ Publisher: Infogrames
■ Players: One to four ■ Extras: None

Linear mech shoot 'em up with a poor multiplayer experience. **6/10**

SNOW SURFERS

■ **Issue 04** ■ Publisher: Sega
■ Players: One to two ■ Extras: None

How not to make a racing game. Badly designed tracks with inadequate signposting, no sensation of boarding and no opponent riders. Appalling. **3/10**

SONIC ADVENTURE

■ **Issue 01** ■ Publisher: Sega
■ Players: One ■ Extras: Net compatible

Sonic's 128bit debut looks fantastic, and features tried and trusted gameplay as well as the excellent new adventure elements. Essential. **9/10**

SOUL CALIBUR

■ **Issue 03** ■ Publisher: Sega
■ Players: One to two ■ Extras: Vibration

If you don't already own a copy of this game, why not? *Soul Calibur* is possibly the greatest beat 'em up ever, with an addictive and absorbing oneplayer mode and the type of twoplayer game you'll never tire of playing. **10/10**

SOUL FIGHTER

■ **Issue 04** ■ Publisher: Mindscape
■ Players: One ■ Extras: None

How does this grab you? Six levels of tired, repetitive gameplay. No? Thought not. Approach this below-par scrolling beat 'em up with extreme caution. **4/10**

SOUL REAVER

■ **Issue 07** ■ Publisher: Eidos
■ Players: One ■ Extras: None

Fantastic-looking 3D adventure that proves there's plenty of room for innovation in the genre after Lara. **9/10**

SPEED DEVILS

■ **Issue 02** ■ Publisher: Ubi Soft
■ Players: One to two ■ Extras: None

This wacky racer is great fun to play, but there aren't enough tracks and there's a lack of opponents at times. **7/10**

SF ALPHA 3

■ **Issue 04** ■ Publisher: Virgin
■ Players: One to two ■ Extras: None

Perfect conversion with oodles of options. Its gameplay system may be too cluttered for some, though. **8/10**

SF 3: DOUBLE IMPACT

■ **Issue 08** ■ Publisher: Virgin
■ Players: One to two ■ Extras: Vibration

The definitive sequel to *SF 2*. It lacks *Alpha*'s options but the gameplay and controls are pure *Street Fighter*. **8/10**

SUZUKI ALSTARE

■ **Issue 03** ■ Publisher: Ubi Soft
■ Players: One to two ■ Extras: None

Lazy PC conversion that lacks charm and originality. The best bits are when your racer falls off his bike. Seriously. **5/10**

TEE OFF GOLF

■ **Issue 06** ■ Publisher: Acclaim
■ Players: One to four ■ Extras: Vibration

Follow-up in all but name to the PlayStation's *Everybody's Golf*. Good fun but not quite as enjoyable or exciting as its predecessor. **7/10**

TOMB RAIDER: LAST REVELATION

■ **Issue 08** ■ Publisher: Eidos
■ Players: One ■ Extras: None

Lara's Dreamcast debut retains all the gameplay elements that have made the series such a success, at the same time giving the visuals a lick of 128bit paint for the ultimate *Last Revelation*. **8/10**

TOY COMMANDER

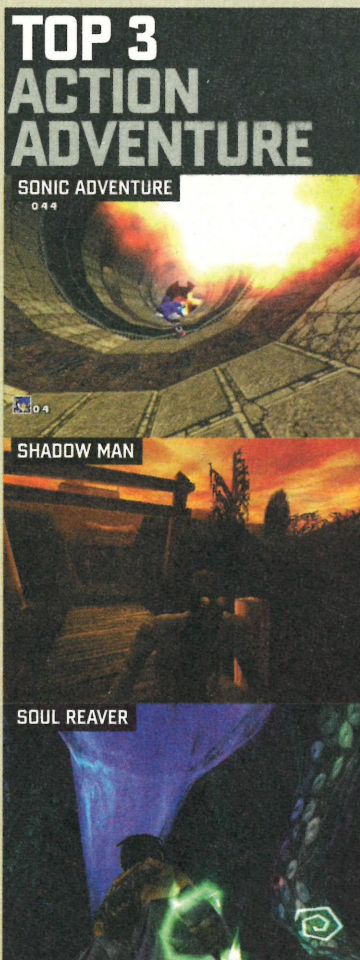
■ **Issue 02** ■ Publisher: Sega
■ Players: One to four ■ Extras: None

Original game where you control toys through a series of over 50 missions that are at times too frustrating. **7/10**

TRICKSTYLE

■ **Issue 01** ■ Publisher: Acclaim
■ Players: One to two ■ Extras: None

Imagine a game that blends the cool of snowboarding and the gameplay of *Wipeout*. The future's here. **9/10**



UEFA STRIKER

■ **Issue 03** ■ Publisher: Infogrames
■ Players: One to four ■ Extras: None

A cracking football game that's let down only by a lack of manual skill moves, and ropy through-ball. **8/10**

VIGILANTE 8

■ **Issue 06** ■ Publisher: Activision
■ Players: One to four ■ Extras: Vibration

Shoddy graphics, dodgy handling and repetitive missions are all part of the horror that is *Vigilante 8*. Fear it. **3/10**

VIRTUA FIGHTER 3TB

■ **Issue 02** ■ Publisher: Sega
■ Players: One to two ■ Extras: None

Next to *Soul Calibur*, *VF 3tb* is a lumbering dinosaur of a game – and no 60Hz mode. Shame, really. **7/10**

VIRTUA STRIKER 2

■ **Issue 06** ■ Publisher: Sega
■ Players: One to two ■ Extras: None

It plays more like pinball than football, but *Virtua Striker 2* in twoplayer is strangely compelling. **6/10**

WETRIX+

■ **Issue 08** ■ Publisher: Take 2
■ Players: One to two ■ Extras: Vibration

Addictive strategic puzzler with original gameplay elements. On the downside, it has a steep learning curve. **7/10**

WILD METAL

■ **Issue 08** ■ Publisher: Take 2
■ Players: One to two ■ Extras: None

Reasonably enjoyable tank-based shoot 'em up with great enemy AI, but it's rather basic and repetitive. **5/10**

WWS 2000

■ **Issue 05** ■ Publisher: Sega
■ Players: One to four ■ Extras: None

WWS's lack of pace and ease of tackling make the game a bit disjointed, but the passing/shooting system is great. **7/10**

WORMS ARMAGEDDON

■ **Issue 05** ■ Publisher: Hasbro
■ Players: One to four ■ Extras: None

Strange weapons (donkeys, sheep, etc), a challenging oneplayer mode and brilliant multiplayer. Say no more. **8/10**

WWF ATTITUDE

■ **Issue 04** ■ Publisher: Acclaim
■ Players: One to two ■ Extras: None

Reasonable excuse to beat aggressive, sweaty men in spandex. Mmm. **6/10**

ZOMBIE REVENGE

■ **Issue 05** ■ Publisher: Sega
■ Players: One to two ■ Extras: VM game

Excellent graphics and power-drill-zombie-death can't hide the fact that *Revenge* has little lasting appeal. **6/10**

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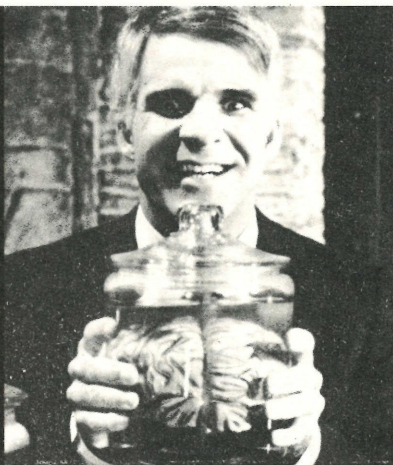
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Brain in a jar

Entertaining yourself as a disembodied brain would be a tough job – unless you had four Dreamcast games with you, that is...



MARK CALE
MANAGING DIRECTOR,
STUDIO 3

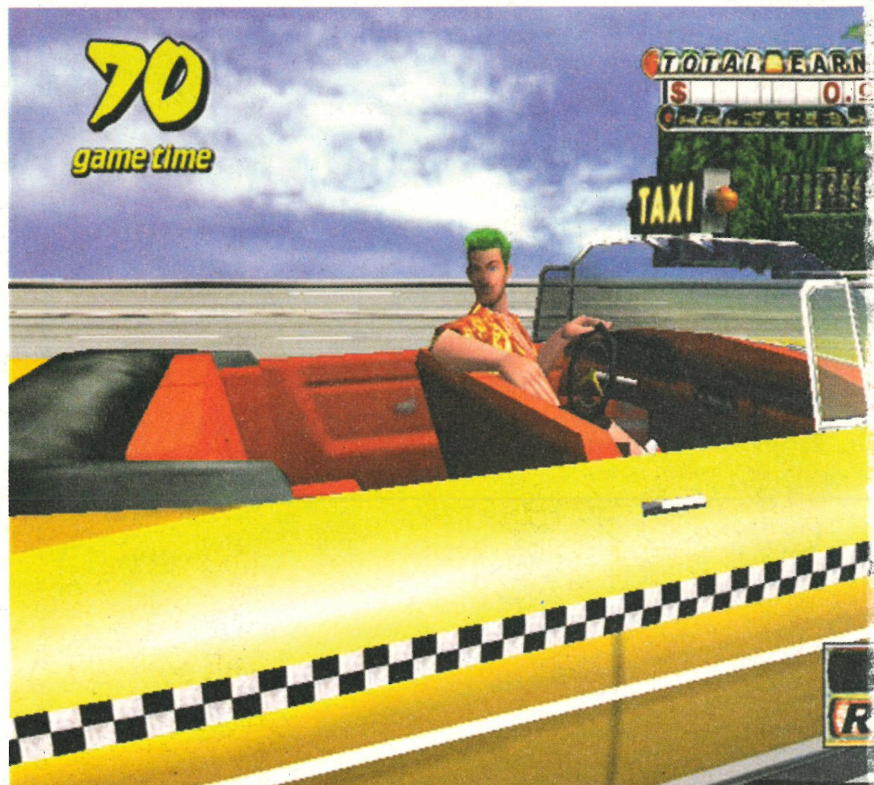
At 17 most of **DC-UK** were experimenting with lager and trying to convince fit girls working in Miss Selfridge to model bras for “my, erm, girlfriend, that’s it.” But not Mark Cale. He was setting up System 3, one of the finest UK development studios of the ‘80s. “I suppose John Norledge from Atari had a lot to do with it,” he explains, “I met him after winning a national games competition set up by Atari, and I kept complaining to him about the quality of Atari’s arcade-to-console conversions. John just said, ‘Why don’t you set up your own company?’ So I did and I’ve never looked back since.”

Those who owned a C64 or Amiga will be familiar with System 3’s classic games including the *Last Ninja* series (widely regarded as the most visually stunning games on the C64) and *International Karate*, one of the finest early beat ‘em ups. Both of these series’ will be returning to the shops soon, and both have been confirmed for DC release. And the company – now

renamed Studio 3 – has plenty more up its sleeve: “We’re doing loads of exciting things at the moment, including building our developer base in Japan. We are also working on a number of cutting-edge games, including a fighting game for coin-op called *Guilty Gear X* (see DC-Express last issue). We will also be releasing *IK* and *Last Ninja*, as well as a number of innovative original games including our critically acclaimed *Silent Bomber*.”

The company then, is set to make a dramatic return to the forefront of the videogame world – good news for seasoned gamers who yearn for the slick, imaginative gameplay of *IK*+. And Mark Cale clearly still enjoys the work – “Where else can I earn a living doing exactly what I want to do – playing games? I love the way the industry is finally gaining the recognition that, in my opinion, it has always deserved, as the entertainment media of tomorrow.”

Forget tomorrow. As Cale is a true industry veteran we just had to find out which old skool treats he admired most,



■ Crazy Taxi

“This is the only decent driving game available on the machine at the moment, which is very frustrating. Every gamer needs a good shooter, a good fighter and a good racer in their collection and I think *Crazy Taxi* and my other three choices are the only games to consider at the moment.”



■ Guilty Gear X

“This is old skool at its best. The Japanese press have rated this game as better than *Street Fighter*, and that’s quite something.”



■ The House Of The Dead 2

“Great 3D shooter. Just brilliant. Unlike *Sega Rally 2*, which is crap, this is an arcade-perfect conversion.”

so we could indulge in some good old gaming nostalgia. “Tough question, this... There were a lot of games I really liked, but a few stand out from the rest. *Star Raiders* was the reason I bought my Atari 400. Many people still do not appreciate what Atari did for this industry – it created it. This game was the technical achievement of the time... simply amazing. *Shamus* from Synapse Software was a brilliant arcade adventure and *Choplifter* from Broderbund was revolutionary, as were the Epyx titles *Summer Games* and *Winter Games*. Great games, great times.” Here’s to plenty more... ■




■ Soul Calibur

“This is the best beat ‘em up on the market. No other game yet on any machine available can beat this. Forget about *Tekken*.”

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